

Donkey Kong Country FAQ/Walkthrough

by THayes

Updated to v1.1 on Jun 18, 2008

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.

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FAQ/Walkthrough for
DONKEY KONG COUNTRY
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GUIDE INFORMATION

Author: Tom Hayes
E-mail: thayesguides(at)gmail(dot)com
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VERSION HISTORY

1.1: 18th June, 2008 (Format update)

1.0: 11th March, 2002 (First version)

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1. Introduction

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When Donkey Kong Country first came out, everybody was amazed that the Super Nintendo could handle such brilliant graphics. They were right to be amazed, as everything in this game is impressively detailed, from the simple items to the complex animations of the enemies. Level designs are imaginative and varied, and throughout the game there seems to be a constant sense of fun about the whole thing, as the game never seems to take itself too seriously.

The plot involves a pirate named King K. Rool who has decided to steal Donkey Kong's horde of bananas, which were kept in a cave under his treehouse. When Donkey wakes up and discovers that all of his precious bananas are gone, he and his friend Diddy Kong go off on a trail through six worlds in an attempt to get them back. Though the plot doesn't actually get any deeper than this, it sets the tone for the general entertaining feeling of the game.

DKC does have a number of bonus levels that are scattered in each level. And though no special reward is given for maximum completion, this is just one of those games where every level is a joy to play and every secret is a joy to find. I first played Donkey Kong Country back in 1996, as it was one of the games that was included with my SNES. Donkey Kong Country is a huge game that can take a very long time to fully complete (101%). Hopefully, this guide will be of some help to the people who still play this great game.

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2. Moves

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2.1. Donkey Kong

BARRELS

Donkey Kong holds a barrel above his head when he picks it up, which can be a problem, as enemies that are walking along from the right or left can walk straight under the barrel and hit Donkey Kong. Of course, any enemies that are above will hit into the barrel. Let go of Y to throw it, or hold down to put the barrel down.

HAND SLAP

Hold down + Y to do a hand slap, which can reveal hidden items when used in the right places.

JUMP

The basic jump. Due to Donkey Kong's size he can defeat tougher enemies by jumping on them than Diddy.

ROLL

Can be used against some enemies. Also useful when there are two or more enemies shortly after each other, as the roll will continue to crash through the enemies.

ROLL JUMP

Used to collect items that are usually in the middle of a gap. Do a normal roll off the edge of a platform, and then just when the roll is about to end, jump in the air to go further.

ROPE CLIMBING

Jump onto a vine to grab onto it, and press up or down to climb it. Hold Y to climb faster. Hold left or right and B to jump off the vine.

SWIMMING

Tap B to swim. Hold Y and continue to tap B to swim faster.

TAG

Changes control from Donkey Kong to Diddy Kong.

2.2.

Diddy Kong

BARRELS

Diddy Kong holds a barrel in front of him when he picks it up. Let go of Y to throw it, or hold down to put the barrel down. While holding a barrel, Diddy Kong can walk through walls into bonus levels, as opposed to Donkey Kong who has to actually throw the barrel.

CARTWHEEL

Can be used against some enemies, but is less effective than Donkey Kong's roll. Also useful when there are two or more enemies shortly after each other, as the cartwheel will continue to crash through the enemies.

CARTWHEEL JUMP

Used to collect items that are usually in the middle of a gap. Do a normal cartwheel off the edge of a platform, and then just when the cartwheel is about to end, jump in the air to go further.

JUMP

Just the basic jump. Due to Diddy Kong's size he can defeat only the basic

enemies by jumping on them.

ROPE CLIMBING

Jump onto a vine to grab onto it, and press up or down to climb it. Hold Y to climb faster. Hold left or right and B to jump off the vine.

SWIMMING

Tap B to swim. Hold Y and continue to tap B to swim faster.

TAG

Changes control from Diddy Kong to Donkey Kong.

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3. Walkthrough

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3.1. World One

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Level 1: Jungle Hijinx

LETTER K

The level starts with Donkey Kong bursting out the door of his house. Jump up the two steps to the left, and enter the house to find a red balloon hovering above the tire. Bounce on the tire to get the balloon, and then exit the house to the right. Run to the right, and throw the DK barrel to release Diddy. Just after the first Gnawty there is a ledge. Jump up onto the ledge with the Kremling, and then jump in the middle of the ledge to collect the K.

LETTER O

After collecting the K, switch to Diddy and jump up to the top of the tree on the right. Continue jumping up the trees to the right, until there seem to be no more trees to the right. Using Diddy, cartwheel to the right, and then just when he's about to fall, jump to the next tree to collect a red balloon. Do the same thing at the next gap in the trees to get a green balloon. The O should be visible down to the right, so drop down off the tree to get this.

LETTER N

Run carefully past the Mini-necky, and continue right to find a Rambi the Rhino crate. Jump onto the crate, and then jump onto Rambi. Continue riding Rambi to

the right, barging the Gnawtys out of the way, and the N will be at the end of the platform.

LETTER G

After finding the N, drop off of the platform to land on a small ledge with a wall in front. Ride Rambi through the wall to find a bonus level containing lots of bananas and a red balloon at the end. Exit at the right side of the cave to burst out a wall and land on top of some trees, with the G just above. Jump up to collect the G, and then drop down off the trees to the left. Still riding Rambi, continue to the right to find another bonus area. After completing this area, exit to the right to drop down and reveal a barrel. Run through the Klump, and then jump over the final pit on the way to the exit.

Level 2: Ropey Rampage

LETTER K

Select Donkey Kong. Run to the right, and roll through Army when he starts rolling towards you. When Army is stunned, roll again to defeat him. Jump up to the ledge nearby, and then jump up to the ledge with the Kritter. Defeat the Kritter, and then jump off the right side of the ledge to collect the K.

LETTER O

Jump onto the rope at the far right side of the ledge, and climb up. Jump off the rope at the top to land on top of the tree. Avoid the first Army, and jump off at the end of the trees to land on another ledge. After landing, you can climb up the nearby rope to find a DK barrel. Use the swinging rope to collect six bananas, and then continue on past another Army to find another swinging rope. When the rope swings all the way to the right, jump off to land on top of another set of trees. The O will be just over to the right.

LETTER N

After collecting the O, drop down through the gap in the trees to find a barrel, which will launch you through the wall into a bonus level. Jump over the six ropes, and collect the N just before leaving the room to the right.

LETTER G

After exiting the bonus level, you will be shot out of the bonus level and will land on a shadow, which will reveal a tire. Use the tire to jump up to the top of the tree, and then jump down from the tree to the right to land on another shadow, revealing a Winky the Frog animal token. Navigate the next series of swinging ropes, which each have a yellow Zinger between.

After jumping off the final rope, continue right to find a small gap just to the left of the red arrow. Drop down the gap to get blasted up to a bonus level, where you have to find the red balloon. After completing the room, run all the way to the right until you see the exit cave. Just above the exit cave, is the G on a treetop. Jump onto the cave, and then jump up to the treetop to collect the G. Exit the level.

Level 3: Reptile Rumble

LETTER K

Select Diddy. At the start of the level, grab the barrel and run right to defeat Slippa. Run right down the steps to go under the two jumping Kritters. The K will be near a wall. Still holding the barrel, jump up to collect the K, and then walk through the wall holding the barrel to arrive in a bonus level.

LETTER O

Run through the bonus level, jumping up on the ledge half way to collect the rising red balloon, and then exit the bonus level on the right. After exiting over the room and being shot over four jumping Kritters, you will land near a tire. Use the tire to jump up to the ledge on the right, and then use the next tire to jump up to another ledge. From this ledge, jump over to the left to land in a barrel cannon, which leads to a bonus level.

In the bonus level, jump into the first barrel, which will lead to a series of barrels placed around the room. After emerging from the final barrel, exit the bonus level to the right to land on top of the ledge. Run off the top of the ledge to the right, and continue running to the right after landing to run under three jumping Kritters. Use the tire to jump over a gap to another ledge. A yellow Zinger will be nearby. When the Zinger goes down low, quickly jump over it to collect the O and land on a tire.

LETTER N

When the second Zinger goes down low, jump from the tire over to the right. Go through the low tunnel, and then use the tire immediately after the tunnel to jump up to the Continue Barrel. Jump down to the right from the ledge to land on one of three tires down below. A red Zinger is flying left to right on a ledge above. When the Zinger flies to the right, quickly jump over the ledge to collect the N and land on another set of tires.

LETTER G

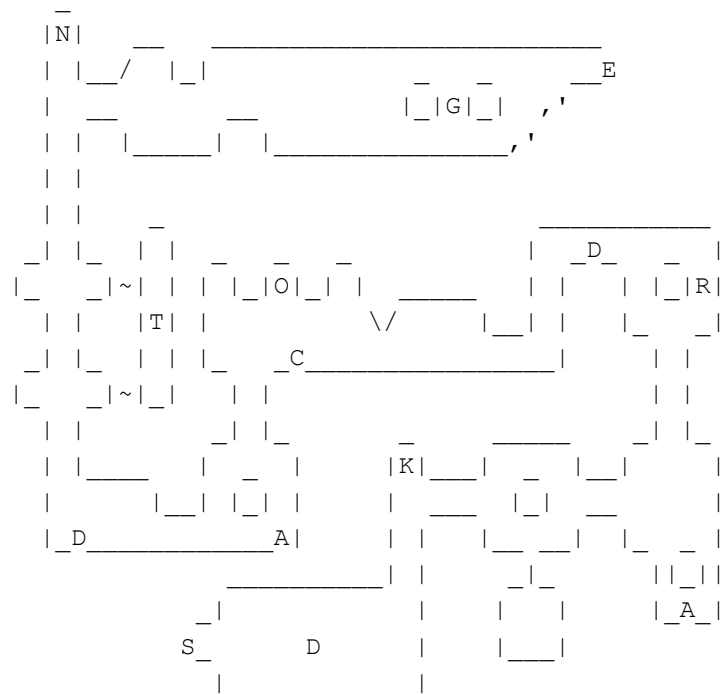
Bounce up to the right, and use a nearby tire to jump up to a ledge with two barrels. A DK barrel and a normal barrel. Use the DK barrel if necessary, and then pick up the normal barrel and drop off the ledge to the right. Two Slippas will be sliding around below. When they both slide to the left, jump over them and go through the right wall with the barrel to enter another bonus level. Use

the moving tire to collect as many bananas as you want, and then exit the bonus level to the right.

After leaving the bonus level, use the tire to jump over the yellow Zinger. Crawl through the first tunnel to find two jumping Kritters in the room. An Enguarde the Swordfish token is above. Jump on one of the Kritters to get it. Continue through the next tunnel, and then just jump on the various Slippas to defeat them. After the red arrow, there will be a series of tires leading up some steps, with jumping Kritters bouncing down them. Above the third tire will be the G. At the top of the steps, continue right to exit the level.

Level 4: Coral Capers

MAP



- ~: Secret horizontal entrance
- |: Secret vertical entrance
- A: Animal (Enguarde)
- C: Continue Barrel
- D: DK Barrel
- E: Exit
- G: Letter G
- K: Letter K
- O: Letter O
- N: Letter N
- R: Red Balloon
- S: Start
- T: Espresso Animal Token

LETTER K

Swim right until you can go no further, watching out for the various Bitesizes along the way, and then swim up all the way to the top to collect the K.

LETTER O

After collecting the K, go though the tunnel on the right. Wait until the Purple Croctopus goes past, and then swim through the area and continue through the next tunnel on the right. After emerging from the tunnel, swim right to see a banana arrow point down. Go down to find an Engaurde the Swordfish crate. Swim into the crate to open it, and when on Engaurde, swim up to get to another area with a Purple Croctopus rotating a block.

When the Croctopus has passed, swim up and to the left to find a DK barrel. Follow the bananas through the tunnel, and be careful of the two Bitesizes in the next area. After smashing through the half way barrel, ignore the banana arrow pointing down, and swim up instead to find a Chomps Jr. swimming under three small openings. The left opening has a set of bananas, the middle opening has the O, and the right opening has just a single banana.

LETTER N

After collecting the O, swim down to find another Purple Croctopus circling a block. At the bottom right corner is another crate containing Engaurde, so get that if you haven't already got him. When the Croctopus has passed, swim down and to the left. Continue left as far as you can go, watching out for the single Chomps Jr. along the way. Hit the DK barrel if you need to, and then swim up the tunnel. If you quickly swim up the tunnel, you will miss both Chomps along the way. Continue up the tunnel to get the N.

LETTER G

After collecting the N, go down and enter the tunnel on the right. Be careful in the next open area, as there are five Bitesizes. Preferably have Engaurde for this area, as he can just knock them out of the way by swimming into them. There is a single Clambo near the end of the area, which shoots two pearls. Try to stay in the middle of the two pearls, and then swim on past to find a Purple Croctopus circling two blocks. The G is in the middle of the two blocks. Collect the G, and then exit the level on the right.

Level 5: Barrel Cannon Canyon

LETTER K

At the start of the level, jump up onto the top of the entrance cave on the left, and run to the top. At the top, jump up to find a hidden barrel, which will shoot you to the top of a tree, collecting the K along the way.

LETTER O

From the top of the tree, jump up to land in a barrel, which will shoot you a huge distance across the level. After landing on top of the tree with the DK barrel, jump down to the right to land on a Jumping Kritter. Continuing on to the right, there will be a vertically moving barrel. Jump into the barrel, and when it's level with the next one, press B to fire to the next one. Repeat the process with the next moving barrel to get blasted to another barrel, which has the O on the to another barrel.

LETTER N

The last vertically moving barrel will be going up and down near a wall. Wait until the barrel has gone up, and then shoot from the stationary barrel to smash through the wall and end up in a bonus level. In the bonus level, jump into the first barrel and continue to quickly tap B to pass through the other barrels. The rewards in barrel order are:

First to second barrel : One banana
Second to third barrel : Two bananas
Third to fourth barrel : DK barrel
Fourth to fifth barrel : Ten bananas (one bunch)
Fifth to sixth barrel : Red Balloon
Exit the bonus level on the right.

After emerging from the bonus level, jump up to the right to hit the continue barrel, and then continue on to the right, passing the various jumping Kritters along the way. When you drop down into the pit with the TNT barrel, jump up and hit the Kritter on the right, then drop back into the pit on the left.

Pick up the TNT barrel and jump up onto the right ledge, then jump over the pit to the ledge on the left. Drop down into the next pit on the left, and throw the barrel against the right wall to open up an entrance to a bonus level. In the bonus level, there are three lines of bananas. Shoot up the middle line to collect a red balloon.

After exiting the bonus level, jump up and hit the Kritter on the right, and continue right. You should soon come to a stationary barrel up on a ledge, with two jumping Kritters on either side. Jump into the barrel, and then launch up to the Autoblast Barrel above, which will lead along to another barrel, which will fire you down to a shadowy section of the ground where you collect the N.

LETTER G

After collecting the N, there will be two jumping Kritters over on the right. Jump over the pit and after passing both Kritters, jump into the automatic cannon barrel. The next section of the level contains a series of barrels which require you to blast from one vertically moving barrel to the next, while also avoiding Zingers.

As a small shortcut from the second barrel, wait until it goes down to it's lowest point, and then blast out of it to land in a hidden barrel. After passing the barrel section and landing near the red arrow, run to the right until you see the exit cave. Don't go through it, but instead jump onto the top of the cave, and then jump up to the left to land on top of a tree. Jump over to the next tree on the left for the G. Exit the level.

BOSS BATTLE 1: VERY GNAWTY

An easy first boss. Very Gnawty is just a larger version of the smaller Gnawtys seen in the first level of the game. He starts off by hopping slowly toward the Kongs. To defeat him, you have to jump on him five times. Each time you hit him, his speed and height of jumping will increase.

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3.2. World Two

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Level 6: Winky's Walkway

LETTER K

Go right at the start of the level, and run up the slope to the next platform, watching out for the oncoming Kritter. Jump up and collect the bananas, and then land on the stationary Mini-necky to get the K.

LETTER O

There will be two more Kritters on the platform on the way to the next stationary Mini-necky. Jump on or over the Mini-necky and land on the slope with the bananas. Run up the slope to find two vertically moving Mini-neckys at the top. High above, between the two Mini-neckys, is a Winky the Frog crate.

Although you don't need Winky to complete the level, it makes things a lot easier, and also means you can access otherwise unreachable bonus levels. So jump on either Mini-necky, and then land on the small platform with the crate. Jump on the crate, and once on Winky, jump down off the platform and continue to the right. At the end of the platform, the O will be high above and to the right. Using Winky, jump up to collect the O.

LETTER N

After collecting the O, jump over to the platform with bananas, and then jump over to the platform with the continue barrel. After the barrel launching Gnawtys out of it, there will be a flying Mini-necky moving horizontally under a cannon barrel. Jump up to hit the Mini-necky, and then use the extra height gained from hitting the Mini-necky to land in the barrel. In the bonus level, there will be heaps of bananas to collect, as well as the N placed conveniently in the middle. After collecting the N, exit the room to the right.

LETTER G

After exiting the room, jump over to the metal platform on the right, and then jump down the next two platforms to land on a platform with a red Zinger orbiting an Espresso token. You can only get this token if you have Winky. Continuing on, run to the right to find a vertically moving Mini-necky. Jump on the Mini-necky, and then jump over to the right to collect the G. After landing, run up the slope and watch out for the Gnawty barrel. Jump over to the next slope with the bananas going up it, and then exit the level on the right.

Level 7: Mine Cart Carnage

LETTER K

After the DK barrel, jump into the cannon barrel to get blasted onto the first mine cart. Follow the track down the slope, and you will automatically drop down onto the next section of track. After going up the slope, there will be a gap in the track. Jump the gap to collect the K.

LETTER O

After landing, there will be a steep slope leading up, and then straight after it slopes down there will be another gap in the track. Shortly after, jump up when you see the bananas to land on a higher section of track. There are then three more gaps, one after the other, which leads to a steep slope down. After the steep slope, quickly jump up to the higher section of track, and then jump again straight after landing to land on an even higher section. The track will soon slope down. There will be a small gap in the slope. Do a small jump over the gap, and then quickly jump up after landing to collect the O.

LETTER N

After another steep slope up, there is a chance to collect a bunch of bananas perched at the end of a track leading sharply down. After the bananas, there is a huge gap on an upward slope to the next section of track. Make sure you go as far to the end of the track as you can before jumping. After getting the three bananas on the flat section of track, do a small jump at the end of the track to collect an Engaurde token. After landing, jump up when you see the bananas to land on a higher section of track with a continue barrel and a DK barrel.

A mild slope leads up to the next flat section of track, but in this part of the level there are fallen mine carts at the end of some of the tracks. Make sure you jump early so that you can clear the mine carts and still land on the track. After clearing the two mine carts, there are two difficult gaps on an upward slope. After going up the slope, quickly jump over the fallen mine cart. Then there will be a steep slope down, with another mine cart at the bottom. Jump early when clearing this mine cart, as you can then land on the next part of track to collect the N.

LETTER G

Immediately after landing, jump and clear the next mine cart to land on a long flat section of track. Shortly after landing, there will be a small section of track above with three bananas on it. Jump onto the high section of track, as there is a Krash speeding towards you in a mine cart from the other direction. After dropping off the end of the high section ledge and landing back on the low section, there will be a gap very soon after.

There are two sections of track you can land on after clearing the gap. The high section (which is the easiest to land on) has three bananas and joins onto the low section, while the low section has a red balloon. To land on the low section, make sure you jump quite early off of the track, and only do a small jump. There is another Krash in a mine cart just before a slope up, and then after the slope there is a gap to a very steep section of track. Jump the gap and ride up the slope, and then quickly jump to avoid another Krash.

Shortly after, there is yet another Krash just before a slope down. After going down the slope and jumping up to the next track, jump immediately afterwards to clear another Krash zooming towards you. At the end of the track, there will be three bananas and the G. Collect the three bananas, and then as soon as you get the G, jump to clear the gap and a fallen mine cart. After landing, there will be two more gaps in the track, and then another one where you will land on a sloped section. Jump up and follow the trail of bananas to land on the slope, and then quickly jump off again to land on the next flat section.

There's another gap to a slope leading up, and then straight after this there will be a Krash in a mine cart. Navigate the next tricky bit where the track has gaps and is sloped like this: /\/. Watch out for the next two Krashes on the way down the mild slope. After going down the slope, there will be a difficult section with tiny platforms which each have mine carts at the end. As soon as you land on a platform, jump as soon as you can to land on the next one. After passing the red arrow, there will be one final Krash in a mine cart just before the exit.

Level 8: Bouncy Bonanza

LETTER K

This dark level starts off near three bananas. Collect the three bananas, and then jump on the Jumping Kritter to get him out the way. Jump up the ledge, and then continue right to find a Zinger flying in a semi-circle over a tire. Ignore the tire, which is only used to collect a Rambli token, and run right and up the slope with the five bananas.

After the slope, there will be two jumping Kritters jumping over to a small platform in the middle. When the Kritter on the left has come down from his jump, quickly jump on him and hold right to collect the K and land on the platform. Run right before the second Jumping Kritter has a chance to land on the platform.

LETTER O

Shortly after, there will be two holes, with a platform in the middle with a stationary tire on it. A Zinger will be flying over the platform. Drop down

into the first hole, and then quickly jump over to the right when the Zinger has gone as far to the left as it can. Jump out of the right hole, and continue to the right. Jump over the gap to land on a ledge with some bouncy tires and a DK barrel above. Smash the DK barrel if necessary, and then run to the right to find two vertically moving Zingers.

When the Zinger on the left has gone down as far as it can, then jump over the pit and land on the other side. There will be yet another gap over to some tires, which have six bananas above them. After this, there will be a long slope leading down. There are two jumping Kritters on the way down the slope, which can be easily jumped on. There will be Zinger at the bottom of the slope. Just run under it to collect the O.

LETTER N

Shortly after the O, there will be a pushable tire. Push this under the low tunnel to arrive in a small cave with the continue barrel above. Bounce on the tire to break the continue barrel, and then exit the cave, still pushing the tire, out of the low tunnel on the right. A vertically moving platform will be next, leading to two possible ways to the next section of the level. The first option is to drop under the platform when it goes up, which leads to a series of caves with Zingers.

The second option is to push the tire onto the platform, and then when the platform rises up as high as it can, jump on the tire and hold right to pass through an entrance and land on the upper portion of the level. Go for the second option, and after landing, there will be a single Zinger flying near a low tunnel. Avoid the Zinger, and crawl under the tunnel to collect the N.

LETTER G

After leaving the tunnel, run right and jump up onto the next section of platform where a Jumping Kitter will be bouncing left and right. Avoid the Kitter by simply walking under him as he bounces from right to left, and then continue right to drop down onto some tires. Collect the 10 bananas and DK barrel if necessary, and then bounce up to the right where there will be another Jumping Kitter.

After avoiding this Kitter, run right until you drop off the edge of the platform, but keep holding right after dropping off to land on a small ledge with a cave entrance on the right. Go through the entrance to arrive in a cave with a Winky the Frog crate. Jump on the crate and land on Winky, and then exit the cave to the right.

After landing, run right to collect seven bananas. Jump on the first Jumping Kitter after the bouncy tire, and then keep going right to come to two more jumping Kritters. Avoid or jump on these (which is much easier to do when riding Winky), and then continue right to come to the edge of the platform. The next section of the level gets gradually more tricky, as you have to jump from tire to tire while avoiding Zingers. I highly recommend having Winky for this section, as he can jump on Zingers and not get hurt.

The first two tires are simple, with the first being just a regular bouncy tire, and the second tire having a Zinger floating over it. The third and fourth tires each have semi-circling Zingers over them. (If you're attempting the third and fourth tires without Winky, wait until the first Zinger has gone

as far left as it can, then jump over it and bounce from the first tire over to the second tire. Bounce once on the second tire while the second Zinger flies above, and then jump over the second Zinger to the right).

Continuing on to the right, there will will be the fifth bouncy tire, which has two Zingers semi-circling it. When both Zingers are straight above the tire, then jump, land on the tire and bounce over to the right. There will be three jumping Kritters next, each bouncing over a pit. The G will be in the second pit, with the red arrow pointing to the right. Continuing to the right, you should bump into a movable tire.

There is a horizontally moving platform shortly after, with a cannon barrel above which leads to a bonus level. If you have Winky, you can just jump into the barrel. If not, push the tire onto the platform, and then bounce up into the barrel. The bonus level consists of a rotating barrel, which can you shoot you up onto a set of bouncy tires where you can collect 36 bananas. After exiting the bonus level, just go right to exit the level.

Level 9: Stop & Go Station

LETTER K

Run right and jump over the first Klap-trap to come to the first Toggle Barrel, with a Rockkroc just on the right. Hit the Toggle Barrel, and then run to the right and jump up the ledge to land near a DK barrel. Shortly after, there will be two ledges with a Rockkroc on each. Hit the Toggle Barrel and then jump up the two ledges. Run right, watching out for the Klap-trap along the way, and then jump off the edge of the platform to collect the K.

LETTER O

Bounce on the tire, and jump up high to hit the Toggle Barrel over the gap. After landing, quickly run right past the two sleeping Rockkrocs and jump over the next gap to land on a platform with three bananas and a Klap-trap scuttling quickly towards you. At the right edge of this platform, there will be a Toggle barrel above, and a very small platform over to the right with a Rockkroc on it. Hit the barrel, then jump over and land on the tiny platform.

Jump from the platform over to the right, to land on another section of platform with two Klap-traps on it. Hit the Toggle Barrel above first, and then quickly run to the right, jumping over the Klap-traps along the way. Jump over the gap to the next platform, and then hit the next Toggle Barrel as you jump over the next gap.

After landing, walk right to see a vertically moving platform with a Rockkroc on it. If the Toggle Barrel turns on again and the Rockkroc starts moving, hit the barrel again and then rush onto the moving platform. Jump up to the right to land on a ledge with a DK barrel. Hit the Toggle Barrel at the right side of this ledge, and then jump down to the next platform, with the Klap-trap on it.

Quickly jump over the Klap-trap and jump up the three steps in front. At the top of the steps, there will be a Klap-trap, and shortly after it to the right, the O will be visible, hovering in the middle of a big gap. To get the O, using

either Kong, roll off the edge of the ledge in the direction of the O, and as soon as you collect the O, jump and land on the right side of the gap.

LETTER N

Jump up and smash through the continue barrel, and then drop down off the edge of the platform. Grab the barrel. Running around below, there should be a Rockkroc. When it runs to the right, quickly run down and hit the Toggle barrel. Still holding the normal barrel, run to the right and throw the barrel through the wall to open the entrance to a bonus level. Go through the entrance to arrive in a dark room with four spinning barrels a lots of bananas. Exit the bonus level either by falling down at the bottom of the screen, or going through the exit at the bottom-right.

After landing, run right and jump over the Klap-trap. You should soon arrive near three bananas in a vertical line. After the bananas is a small step down, where three Klap-traps are moving about. Jump on all three of the Klap-traps, and then run right to come to a big step. Jump up the step to land near a movable tire.

Push the tire down to the left, and all the way back to where the three vertical bananas are. When the tire has been pushed as far left as it can, jump on it to land in a cannon barrel which will shoot you up to a bonus level. In the bonus level, there are three vertical lines of bananas. Blast out of the barrel when you're under the right line to collect a Winky token.

After exiting the level, run right and jump over the oncoming Klap-trap. Push the tire slightly to the right, and then jump on it to reach the Toggle Barrel above. Quickly jump on the Klap-trap on the right, and then jump over the three small platforms with the sleeping Rockkrocs. After landing, jump on the first Klap-trap, and then go slightly to the right to see the N floating just above a Klap-trap on a tiny platform. Jump onto the Klap-trap to collect the N, and continue to the right.

LETTER G

There will be another Klap-trap on the way to a Toggle Barrel, which is above a small horizontally moving ledge with a Rockkroc on. Hit the barrel and then land on the ledge. When the ledge moves as far right as it can, jump onto the next moving ledge with another Rockkroc on it. Jump off as soon as you can to the right, as the Rockkroc will soon start moving again. Further on to the right, there will be a small drop down, with two Rockkrocs running quickly on the ground below.

This next section is one of the most difficult parts of the level, as you have to keep running and hit Toggle Barrels as well. Start off by dropping off the ledge and hitting the barrel. Run quickly past the red arrow pointing to the right, and jump up to hit the next Toggle Barrel. Further on, use the bouncy tire at the edge of the ledge to jump up and hit the high Toggle Barrel.

After landing, there will be a movable tire nearby. Push this quickly over to the right, and use it to bounce up and hit the next Toggle Barrel. After landing, quickly jump up the steps, and then run right to find the G just before the exit to the level. Collect the G, and then exit the level.

Level 10: Millstone Mayhem

LETTER K

Use the bouncy tire at the start of the level to jump up to the top of the entrance on the left. Once on top of the entrance, jump up to land in a hidden cannon barrel. In the bonus level, there will be three vertical lines of bananas. Blast out of the barrel while under the right line to collect the K.

LETTER O

After landing, pick up and smash the DK barrel if necessary, and then jump up to the right. Run under the first millstone, and shortly after this to the right, there will be a thin gap to the next platform. Drop down this thin gap to land in a hidden cannon barrel, which will shoot you up in the air.

While in the air, press right slightly to land on the small shadow, which will reveal a tire. Push the tire to the right, watching out for the single blue jumping Kritter along the way. Push the tire under the first vertically moving millstone, and then push it up the two steps and down the steep slope. Jump over to the right just before the slope to collect the O.

LETTER N

Returning our attention back to the tire, go down the slope and continue pushing it to the right, watching out for any jumping Kritters that may still be bouncing towards you from the right. You will soon come to a horizontally moving millstone rolling above a pit in the ground. Push the tire along the ground, and stop it just before it reaches the slope down. Jump on the tire, and then bounce into the Cannon Barrel above the middle of the pit where the millstone rolls. In the bonus level, jump up to collect the flashing letters to spell the word RARE. The reward is an Engaurde the Swordfish token.

After exiting the bonus level, run to the right. Pick up the TNT barrel under the vertically moving millstone, and then quickly jump up the slope and over the two Krushas that are walking slowly down the steps. At the top of the steps, there will be a horizontally moving millstone rolling over a pit. When the millstone rolls to the right, quickly drop into the pit and smash through the right wall using the TNT barrel.

In the bonus level, there will be four barrels, and a green balloon will be hidden in one of them. After exiting the bonus level, run to the right to find a large pit in the ground with four jumping Kritters in it. It's easy to cross. Just jump onto the heads of some of the Kritters and keep pressing right to land on the other side. On the other side of the pit, run up the steps and jump across the gap to land on a small platform with the continue barrel above.

Hit the continue barrel, and then jump over the gap to the right. Pick up the TNT barrel nearby, and run to the right to hit into a Slippa with the barrel. Run under the vertically moving millstone, to come to a gap leading down to a lower section of ledge. There will be a shadow on the ledge below, with three bananas above it. Jump from the high ledge and land on the shadow to reveal a

tire. Push the tire up the steps to the right, and watch out for the two Slippas along the way.

At the top of the steps, push the tire as close to the edge as you can. A vertically moving millstone will be over to the right, with a horizontally moving platform below it, and two platforms high above. Wait until the millstone has gone down quite low, and then using the tire, jump up to the high platform above. Jump over to the second platform, and then jump over to the right to land on a high secret ledge. Follow the ledge along to come to a Winky the Frog crate. Jump on the crate and land on Winky, and then drop down off the right edge of the ledge to collect the N.

LETTER G

Jump over the big gap on the right, and continue on to come to a horizontally moving millstone. When the millstone moves to the right, quickly run to the right and drop down into the pit so that the millstone passes over above. Run up the four steps, and be careful of the Mini-neckly throwing nuts. There will be another horizontally moving millstone over to the right, this one crossing over the top of two pits, each with a Slippa in them.

If you have Winky, jump over the top of the millstone as it passes from right to left. If not, you'll have to jump onto each Slippa, and then jump from the first pit to the next pit when the millstone has passed safely above. After the two pits, there will be a single Slippa slithering toward from the right. Jump on or over the Slippa, and then jump over the thin gap to land on a higher ledge. There will be two more pits, with a Mini-neckly in the middle flinging nuts. The G will be above the Mini-neckly, so try and jump on him when he is throwing a nut to the right.

Next up, there will be another horizontally moving millstone, this one moving over a large pit. When the millstone is rolling left, quickly drop down into the pit as the millstone passes above. Three slippas will drop down into the pit, so quickly roll into them and jump out of the pit just as the millstone comes back to the right. Follow the bananas down the steps to come to a vertically moving millstone over a gap. When the millstone goes up as high as it can, jump over the gap.

Over the gap, jump up the slope and pass by the red arrow pointing to the right. There will be one final millstone, this one moving horizontally. When it rolls to the right, use the stationary tire on the left to bounce over the top of it. Shortly after this there will be a red Zinger in a gap, with two bunches of bananas over it. Either jump over the gap, or take the risk of rolling into the bananas, and then quickly jumping in mid-roll to land on the other side of the gap. Run to the right down the steps, and exit the level.

BOSS BATTLE 2: NECKY'S NUTS

The boss is just a larger version of the nut throwing Mini-neckly seen in some previous levels. Master Necky will appear from the sides of the screen, and will chuck large nuts at you. Use the tire in the middle of the area to jump up and land on Master Necky's beak. Do this five times to defeat Necky.

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Level 11: Vulture Culture

LETTER K

From the start of the level, pick up the nearby barrel and then jump up the ledge to the right. Run quickly along to the right to hit the Mini-necky out of the way before he has a chance to throw a nut, and then jump into the cannon barrel. A stationary Necky will be just over to the right. Shoot over to the right to automatically hit the Necky and land on a nearby platform. Jump into the automatic cannon barrel at the right side of the ledge to be shot into a normal barrel, which is next to a horizontally flying Necky.

Fire out of the barrel at any point, as no matter where the Necky is flying you'll land on the other side. After landing, run right to find a Mini-necky throwing nuts down to the ground below. As soon as the nut bounces on the floor, run under it, and then jump up onto the right side of the ledge where the Mini-necky is. Jump on the Mini-necky, and then land on the tire. Bounce from the tire over to the left to land on the shell on the ground, which will reveal the K.

LETTER O

After collecting the K, jump back up the ledge with the tire, and push it down to the left. Then push the tire over to the right edge of the ledge, where three bananas will be in a vertical line. Bounce on the tire, and follow the bananas up to reach a hidden cannon barrel, which will launch you up to a bonus level. In the bonus level, collect the flashing letters to spell the word: KONG. The reward will be an Espresso the Ostrich token.

After exiting the bonus level, pick up the nearby barrel and run right down the steps. Hit into the Mini-necky with the barrel on the way, and then jump into the normal cannon barrel. Shoot out of the barrel without pressing any direction to hit the first Necky and land on the second Necky. After hitting the second Necky, press right slightly to land on the next platform. Jump up the small step on the right, hit the Mini-necky before he has a chance to throw another nut, and then jump into the next barrel on the right.

There will be two vertically moving Neckys on the right, but you only need to hit the first one. Hit the first Necky when it's at the lowest point and is just about to start coming back up, and then hold right to bounce over and hit the Mini-necky. After bouncing off the Mini-necky, aim over to the right and land on the shell on the ground, which will reveal a barrel.

Grab the barrel and throw it into the wall on the left. Go through the opening. The bonus level contains two Klap-traps, who get faster each time you jump on them. Once you jump on them a certain number of times, you can win a red balloon. After exiting the bonus level, you'll fall down into a barrel, where there will be four Neckys over to the right.

Blast out of the barrel, and continue pressing right to bounce over the Neckys and land on the platform on the other side. Run to the right side of the

platform and jump into the Three-way Barrel. Shoot up to smash the Continue Barrel, and then shoot over to the right to land on the next platform. Near the middle of this platform, there are two high ledges with Mini-neckys throwing nuts down. In between the ledges is a DK barrel, so pick this up if necessary.

At the end of the platform, jump into the next Three-way Barrel. Shoot over to the right to land in a second barrel, and then shoot over to the right again to land on another platform. A Mini-necky will be on the higher section of this platform, so quickly jump up the ledge as soon as a nut has flown over to the left. Jump on the Mini-necky, and then jump the large gap over to the right to land on a small platform with the O.

LETTER N

After collecting the O, jump into the next Three-way Barrel on the right. Shoot over to the right to land on a Necky, and then continue to press right to land on one more Necky before landing on the next platform. Pick up the barrel and run to the right to find two Mini-neckys. As soon as one of the nuts hits the barrel, jump and hit the top Mini-necky. Don't worry about the bottom Mini-necky, because as soon as you go up on the step, he can't reach you.

Jump into the next Three-way Barrel to find that just to the right a Necky is orbiting a Red Zinger. Wait until the Necky is directly under the Zinger before blasting out of the barrel when it's pointing right. If all goes well, you'll hit the Necky and land on a slightly sloped platform. Hop into the next Three-way Barrel. Shoot over to the second barrel, and wait until the Yellow Zinger has gone down to it's lowest point before shooting over to the third barrel.

Shoot from the third barrel over to the right to smash through a DK barrel and land on the next platform. After running right, you should notice a shell on the ground, and shortly after this, a Necky throwing nuts down from the highest of two ledges. Run over to the right side of the ledge, and then jump onto the first ledge and run as close to the wall of the second ledge as you can to avoid being hit by one of the diagonally thrown nuts. When the nut has passed safely by, jump up and land on the Necky to hit him off his perch.

From the second ledge, jump down to the left and land on the small shell on the ground to reveal a barrel. Grab the barrel, and then run right and jump back onto the first ledge. Throw the barrel through the wall and pass through the entrance to come to another bonus level. In this level, there are vertically moving barrels, and you need to shoot out at the right time to collect the items between barrels. An easy way to do this, is to quickly keep pressing B as you shoot from one barrel and land in the next barrel. You can collect the N after shooting from the fifth barrel to the final barrel. After collecting the N, exit the bonus level.

LETTER G

After falling down from the bonus level and landing on the Mini-necky, jump into the next Three-way Barrel on the right. When the Red Zingers fly as far as they can over to the right, then shoot out of the barrel when it's pointing to the right. Pass over to the next two barrels by simply shooting out of them when they point to the right.

In the fourth barrel, the G will be visible, but two Yellow Zingers are flying near it. Wait until the low Zinger has gone down as far as it can, then wait

for the Three-way Barrel to go once more left, and then when it goes right, shoot out of the barrel to pass over the low Zinger, collect the G, and land in the next barrel.

In the final Three-way barrel, a Mini-necky is just on the right shooting nuts. As soon as the nut flies past above, shoot out of the barrel to the right, hitting Mini-necky before landing on the next platform. Run up the small slope in the platform to collect the final three bananas, and then exit the level.

Level 12: Tree Top Town

LETTER K

At the start of the level, just wait for the Gnawty to come walking along from the right side of the screen. Go as close to the left edge of the wooden platform as you can, and when the Gnawty gets close, jump onto the Gnawty (holding jump), and bounce up to the left to land in an automatic cannon barrel. After getting blasted up into the bonus level, hit the barrels so that you spell the word KONG.

The reward for completing the bonus level is a red balloon. After exiting the bonus level and landing in a vertically moving cannon barrel, wait until the barrel is at it's highest point before firing out of it and landing on the next platform. This will also get you a DK barrel. After landing, jump up the small slope and hit the Gnawty before jumping into the next barrel, which leads to a set of vertically moving cannon barrels.

Not too difficult: Just make sure that the current barrel is slightly higher than the next barrel before firing. After landing on the next platform, run across the bridge, watching out for the three Gnawtys that shuffle slowly along. Jump into the next barrel at the end of the platform, which turns into the first horizontally moving cannon barrel in the level.

Very easy: Just wait until each barrel has gone along to the right as far as it can, and then blast out to land in the next barrel. You only have to do this five times before being shot out of the automatic cannon barrel to land on another tree top platform. Run to the right of this platform and jump across the gap over to the next platform to collect the K.

LETTER O

After collecting the K and landing on the next platform, there will be three Gnawtys that very quickly fall down and scuttle quickly in your direction. Jump on them, and then hop into the automatic cannon barrel at the right side of the platform, which will launch you into the first diagonally moving barrel in the game. Just wait until each barrel has gone diagonally to the right as far as it can, and then blast out to land in the next barrel.

On the final barrel, wait until it goes as high as it can, then blast out to land on a platform and crash through the continue barrel. Hop up the slope and grab the barrel at the top, then jump the gap between platforms and run forward to crash the barrel into a blue jumping Kritter. Fall into the next automatic cannon barrel to blast up into the horizontally moving barrel above. When the

barrel moves as far right as it can, blast out of the barrel to collect the O.

LETTER N

Run right, pick up the DK barrel, and continue running right to crash into a blue jumping Kritter. Keep running right all the way to the end of the platform, and then drop off the end to fall into an automatic cannon barrel. After getting cannoned into and out of various barrels, you should land safely on the next platform. Jump up the slope, hitting the Gnawty along the way, and then hop into the next automatic cannon barrel.

This will shoot you along to a regular barrel. On the right will be two barrels: One stationary automatic cannon barrel, and one vertically moving barrel. Wait until the vertically moving barrel has reached either it's highest or lowest point, and then fire into the automatic cannon barrel, which should hopefully blast you into the vertically moving barrel.

Once in the vertically moving barrel, wait until it has gone down as low as it can, and then fire out to hit the single banana and land in a hidden automatic cannon barrel, which will blast you up to a bonus level. In the bonus level, there will be a horizontally moving three-way barrel. Shoot out of the barrel when it is pointing up, and is also in the middle of the screen. At the top of the jump, you should be able to collect the N.

LETTER G

After exiting the bonus level and landing on the Gnawty, jump into the automatic cannon barrel on the right to be shot to a regular cannon barrel. Shoot into the next horizontally moving cannon barrel as soon as it is directly under the cannon barrel above. For the next cannon barrel, shoot into it as soon as the horizontally moving cannon barrel below has gone either as far left or as far right as it can. After blasting out of the final barrel in the set and landing on the next platform, ignore the nearby barrel, jump up the small step, and run to the right.

There will be a bridge crossing the current platform to the next one. Coming along the bridge will be five jumping Kritters. Try and walk under them as soon as they jump. At the end of the platform, there will be some two automatic cannon barrels, and a vertically moving cannon barrel on the right. Wait until the vertically moving barrel has been at it's lowest point and is starting to come back up, then jump into the lowest automatic cannon barrel.

You should be shot into the top barrel, and then blasted over to the regular cannon barrel. From the regular cannon barrel, wait until it gets to the highest point, and then blast out of it to land on another wooden platform. Run to the right and jump into a fast moving vertical barrel. Blast through the next series of barrels, remembering to fire only when the current barrel is slightly higher than the next barrel.

From the final barrel, shoot from the highest point to bounce off a Necky and land on a platform, collecting the G along the way. Use the tire to bounce up to the higher level of the platform, and then jump the gap over to the next platform. An Espresso token will be floating just above a stationary red Zinger. To get the Espresso token, roll off the left edge of the platform, and as soon as you've got the token, jump back up to the right. Run right to exit the level.

Level 13: Forest Frenzy

LETTER K

Go right at the start of the level and run under the jumping Kritter. Jump onto the first of many horizontally moving ropes in the level, and when the rope has gone all the way to the right, jump off and land on the next path. Straight after landing, just run right to go under a jumping Kritter, and another jumping Kritter after it who will jump up onto the ledge. The K will be in the middle of the next pit, under the moving rope. Do the roll + jump to collect the K, and then jump over to the other side of the pit and run under the jumping Kritter.

LETTER O

Another moving rope is next, with a Zinger floating in the middle. Jump onto the rope, and either climb high or low to avoid the Zinger. After avoiding the Zinger, jump from the first rope over to the second rope. Climb high on the second rope, and when it goes all the way to the right, jump off the top of it and hit the shell on the ground to reveal a DK barrel.

Quickly select Diddy and go close to the wall on the right so that the jumping Kritters don't hit you, and then select Donkey Kong and pick up the DK barrel. Pick up the barrel, jump up to the next ledge, and then walk as close to the right edge as you can without falling off. Jump in the air, and throw the barrel over to the right to hit the Zinger. Although not exactly a necessary part of the level, it makes it easier to get the O. Jump on the rope and travel over to the right to collect the O.

LETTER N

When the rope has stopped after going over to the right, wait high up on the rope until the first jumping Kritter comes along and jumps off the ledge. Then jump down to the right and hit the second jumping Kritter. Jump onto the next moving rope. On the path of this next rope, there are seventeen stationary red Zingers to avoid.

There really is no set path, as you can either avoid them by moving at the bottom of the rope or the top of the rope. I'd recommend the top of the rope though, as it seems to be slightly easier. When the rope has stopped after going all the way to the right, climb to the top of the rope and jump off to the right to smash through the continue barrel.

Jump onto the next rope, and follow the path of the bananas to avoid a Zinger and smash through a DK barrel. Jump from the rope onto the jumping Kritter on the platform on the right, and bounce onto the next rope. On this rope, there will be seven vertically moving yellow Zingers. The pattern for the position on the rope for each Zinger is: Low - High - Low - Low - High - High - Low.

At the end of the rope, jump off to the right and hit the jumping Kritter on the platform, then bounce over to hit the vertically moving Necky, then bounce

over to hit the jumping Kritter. After jumping on the next rope, stay low to collect the N. Jump onto the next rope. On this rope, there will be slow circling Zingers. The pattern for the position on the rope for each Zinger is: Low - High - High - High - Low (to collect the G) - High (or middle then quickly go low if you want to risk getting the red balloon).

LETTER G

That's the Zinger stage out of the way. Next, on the same rope, there will be lots of Neckys flying towards you. Go low under the first Necky and collect the twelve bananas. Then go low under the next Necky, and go just above the Necky that flies right at the bottom of the screen. Stay down at the bottom of the rope, and when the next low flying Necky comes along and is just about to collide with you, drop off the bottom of the rope to land in a hidden automatic cannon barrel which will shoot you up to a bonus level. In this bonus level, look carefully at the Rambi token flickering between the four barrels, and try to decide which barrel it ends up in.

After exiting the bonus level, you'll land on a shell, which will reveal a barrel. Pick up the barrel and walk to the right. As soon as the jumping Kritter jumps, jump up the step and run under him to the right. Remember that the jumping Kritters do three small jumps before the big jump. Still holding the barrel, jump up the next step and run under the next Kritter. After the second jumping Kritter, jump up the next step, run along past the red arrow sign pointing to the right, and drop down the step to come to another jumping Kritter. As soon as he jumps, run under him to the right.

Drop down a step and run under the next jumping Kritter. And then drop down the final step and throw the barrel into the wall on the left. Enter the bonus level. In the bonus level, jump onto the rope and climb up and down it as it swings to collect the bananas. There are 100 bananas in the bonus level, as well as an Engaurde the Swordfish token on the bottom right ledge. After exiting the bonus level, run to the right and go through the exit.

Level 14: Temple Tempest

LETTER K

At the start of the level, walk right until you the first Gnawty walking down the steps, then run left to the entrance. Wait for the Gnawty to come close, then jump on him and bounce up to the top of the entrance. On top of the entrance, jump up to collect a Rambi the Rhino token. Jump down to the right off the entrance, and then run up the steps to the right, watching out for the Gnawtys along the way. At the top of the steps, jump to the first horizontally moving rope and quickly climb down low to collect the K.

LETTER O

Jump off the rope to the right, pick up the DK barrel, and then jump over the single Gnawty and continue running right holding the barrel. Coming up next is the first moving millstone in the level, which shouldn't present much of a

challenge. Run right under the millstone, jump the Gnawty, hop over the small gap, and then run into the slope with the barrel to open up a bonus level. In the bonus level, jump onto all nine of the Neckys to receive extra lives, and then hit the crate at the end to get Espresso the Ostrich. Jump on Espresso, and then exit the bonus level.

The rest of this level is extremely easy while riding Espresso, as the huge gaps can simply be flown over, and Gnawtys (except while running on steps) can't even get you. Because this level is so easy while using Espresso, this level walkthrough is based on completing the level with the two Kongs. After exiting the bonus level, jump off Espresso if you are riding him, and continue to the right. Jump onto the swinging rope, and then hop off the other side to land on another platform leading to the second millstone in the level.

Run under the millstone, and then cartwheel/roll through the three Gnawtys on the way down the steps. Quickly jump onto the swinging rope, jump off to the right and then quickly jump up the slope. Run right to find the third millstone. This one's a bit more difficult. Run under the millstone, and cartwheel/roll through the three Gnawtys on the way down the steps. Jump onto the first swinging rope, and then just as the first rope goes up as far as it can, jump over to the right to collect the 0 before landing on the second swinging rope.

LETTER N

Hop off the second rope, and cartwheel/roll through three more Gnawtys climbing up the steps. Quickly jump onto the rope at the bottom of the steps, and climb it to the top before the third millstone arrives. Jump off to the right to crash into the continue barrel. Drop down the two slopes, and quickly jump over the DK barrel and run up the steps to go under three jumping Kritters. Next up is the fourth millstone, waiting in a pit. Jump on the rope above the pit, and then jump off the rope to the right.

As soon as you jump off the rope, the millstone will come rolling after you. Run right, and jump onto the rope over the big pit. Quickly jump off the rope and continue to the right two pits with Zingers in them. Jump over the first pit and land on the small ledge between the pits, and jump over the second pit.

Launch onto the nearby rope over a large gap, and then jump onto the second rope with the bananas forming an arrow pointing down. Drop down off the end of the rope to land in an automatic cannon barrel, which will shoot you up to a bonus level. In the bonus level, there is a single Klap-trap walking about. Each time you hit the Klap-trap you will receive bunches of bananas. Hit the Klap-trap enough times to collect a Rambi the Rhino token.

After exiting the bonus level, you will be blasted down onto a tire. From the tire, bounce up the slope on the right to land on the small platform on top. Jump down from the platform to the right and land on the shadow on the ground to reveal the N.

LETTER G

After collecting the N, continue running to the right, and you will encounter three jumping Kritters on the way up the first set of steps, and a further three jumping Kritters on the next set of steps. If you keep running to the right, you should run under both sets of Kritters.

After passing the second set of Kritters, jump onto the bouncy tire in the middle of the gap, and then bounce over to the right. Walk a little to the right to find the fifth millstone in the level, this one being the most difficult of the six as you have the longest distance to run. Using the tire, bounce up to the platform above the millstone.

Jump down to the right and start running. Run up the steps and bounce on the two tires on the way over the large gap. On the other side of the gap, there will be a tire in between two steps. Bounce straight up on this if you want the bunch of bananas above, and then continue on.

Bounce on the next two tires over the gap, being sure to bounce high from the first tire to the second tire in order to avoid the vertically moving yellow Zinger between them. After the gap, drop down into the big pit and use the tire at the bottom to bounce up to the right. The big pit is where the fifth millstone will end it's journey, so walk slowly down the steps to the sixth and final millstone.

Jump over the millstone and then run up the steps to the right. Don't worry about the jumping Kritters, because providing you run up the steps you should just pass under all three of them. At the top of the steps, jump onto the rope, and when it swings all the way over to the right, go down to the bottom of the rope and drop off the end of it to collect the G and get shot back up the rope by an automatic cannon barrel. After getting shot out of the barrel, press right to land on the ledge. Run through the exit.

Level 15: Orang-utan Gang

LETTER K

From the start of the level, run left to find a metal keg. Watching out for the circling Zinger, jump up to the slightly higher tree on the left, grab the keg, and then drop back down to the lower tree. Run a little way to the right, and then turn back to the left. Throw the keg, and then just as it bounces off the tree and starts coming back, jump on it to start riding it.

You will automatically ride the keg up and down the vines, over a ledge with a Klap-trap on it, and onto another tree with some vines on it. After going down the vine that slopes down and riding across the trees, there will be a gap over to the next tree. Jump over the gap and collect the K, watching out for the red Zinger above.

LETTER O

Run up the vine, and then keep running down the next two vines to pass under four jumping Kritters. At the end of the vine, jump over to the ledge on the right. Jump up the first slope in the ledge, and then walk right down the lowest of the ledges until you come to the edge. Over on the right will be the O. Use a cartwheel/roll jump to collect the O, and then jump straight up the three ledges to come to the Espresso crate.

LETTER N

Jump on the crate and land on Espresso. From the top of the ledge, jump and fly over to the right to crash through the continue barrel. Jump up onto the slightly taller trees on the right (Don't worry about the Klap-traps, as they'll ignore Espresso). Jump the big gap onto the next tree on the right. Run down the vine, and jump and fly about half-way down to avoid the Manky Kong throwing barrels. Try and land on the tree with the metal keg.

Jump up to the next tree. Jump and fly to the right from the top of the tree to avoid the next Manky Kong throwing barrels, and then quickly jump over the next Manky Kong to land on the ledge. Once on the ledge, drop down to the right and walk slowly along the find the N. You should still have Espresso, so don't worry about the Klap-trap. After collecting the N, do a small jump and then fly over to the right under the trees to land on a hidden ledge.

LETTER G

After landing on the ledge, jump off Espresso and pick up the barrel, then throw the barrel into the wall to open up the entrance to the bonus level. Jump back on Espresso, and go through the entrance. In the bonus level, jump onto the tire at the left side of the room, and bounce down onto the three shadow sections below. The left and right shadows reveal bananas, while the middle reveals a DK barrel. After exiting the bonus level, jump off Espresso, and then jump up to the ledge on the left. Jump on the Klap-trap there. Get on Espresso and jump onto the left ledge, then jump off and leave him there.

Next, jump up to the ledge on the right and jump on the Klap-trap there. Drop down onto the tree on the right and pick up the DK barrel, then run to the left and hop up to the ledge closest to the Manky Kong. Go as close to the left edge as you can, so that you can just see Manky Kong on the left side of the screen. Wait until he throws a barrel, then quickly jump up to the left and run into him with the DK barrel to get him out the way. Jump down to the right to get on Espresso, then jump back up to the left where the Manky Kong used to be, and run down the vine to the left.

The next bit is difficult: At the bottom of the vine, jump over the large gap between trees and fly as far to the left as you can to fly over the top of the Manky Kong. As soon as you land, run fast to the left and when you get to the top of that vine, jump from the top of the tree and fly as far as you can (keep tapping B) over to the left to land on a ledge. Jump straight up to land on the top ledge. From the top ledge, jump left to land on top of the nearest tall tree. From the tall tree, jump and fly over to the left, making sure that you hold Y so that you fly further.

You should clear all four jumping Kritters. As soon as you clear the fourth Kritter, stop flying and land on the vine. After landing, run down the vine and do a small jump over the gap with the Zinger circling it. Then walk slowly up the vine, as there are jumping Kritters bouncing up it. Walk slowly down the other vine, and wait for all the Kritters to fall down the gap, then jump onto the ledge on the left. Run left to find a DK barrel, and from the edge of that ledge, jump and fly over to the left to find a secret entrance.

Go through the entrance to find a bonus level, where you have to jump and hit the letters in the right order to spell: WINKY. The reward is, no surprises here, a Winky token. Collect the Winky token, and then another five letters will appear. Hit the letters to spell: RAMBI. Then eight letters: ENGUARDE.

Then nine letters: EXPRESSO.

After exiting the bonus level you should land on a tire. Hop off Espresso and jump on the tire. Bounce from the tire over to the shadow on the right to reveal a DK barrel, and bounce over to the shadow on the left to reveal an Engaurde animal token. Leave Espresso where he is, and run over to the right side of the platform.

Drop off the edge and pick up the barrel after landing. Holding the barrel, drop down the gap between the platform and the tree to land on the tire, and then walk right and drop down another gap to land on a tire. Walk through the left wall with the barrel to enter the bonus level. In the bonus level, jump up onto the tire on the left. Jump down to the right and hit the first shadow for a red balloon, and the second shadow for a banana bunch. Exit the bonus level.

After landing, run right and pick up the barrel. Holding the barrel, drop down the gap between the platform and the tree to land on the tire, and then walk right and jump over the next gap. Run to the right, and go straight into the wall with the barrel to open up the bonus level. In the bonus level, jump up onto the tire on the left. Jump down to the right and hit the shadow for the G. Collect the G, then exit the bonus level on the right.

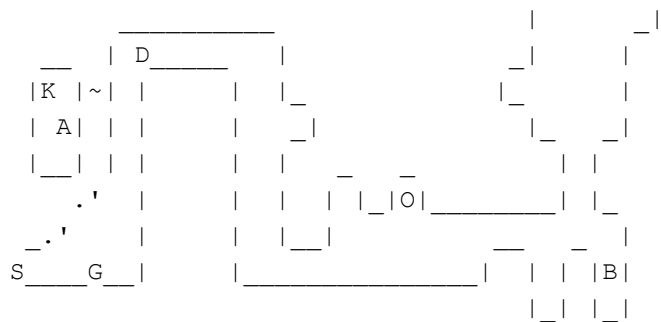
After landing, use the tire to bounce up onto the ledge on the left. Wait until the barrel thrown by the Manky Kong has just crashed, then jump over to the tree on the right and run up the vine, jumping over any barrels that are thrown down. When you get to the top of the vine, quickly jump on Manky Kong before he has the chance to throw another barrel. After Manky Kong has been defeated, run back down the vine to the left and jump over to the platform to pick up the barrel, then jump back over to the vine on the right and run up it.

Jump down from the tree over to the platform on the right, then run down the two steps and crash through the wall on the right, just before the red arrow. In the final bonus level in this level, jump on the crate to land on Espresso, then fly over to the right to collect the red balloon at the far right of the bonus level. Exit the bonus level, then walk right to exit this level.

Level 16: Clam City

MAP

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- ~: Secret horizontal entrance
- A: Animal (Enguarde)
- B: Bananas (bunch)
- D: DK Barrel
- E: Exit
- G: Letter G
- K: Letter K
- O: Letter O
- N: Letter N
- S: Start
- T: Animal Token (Winky)

LETTER K

Swim slowly to the right at the start of the level to come to a Clambo shooting pearls diagonally. Swim close to get the bunch of bananas, and just after it shoots a pearl, swim up to the top of the tunnel, but stay to the left side of it and hold left to swim through a hidden tunnel and arrive in an open area. In the small open area, smash through the crate to reveal Enguarde the Swordfish, then get on him and collect the K.

LETTER O

After collecting the K, swim out of the open area by using the tunnel. Swim right and smash through the DK barrel if necessary, and then swim down past the single Bitesize. On the way down the tunnel, there will be a Clambo about half-way down on the right side. It shoots two pearls, so try and stay at the left side of the tunnel so that you can swim between them.

After dodging the pearls, swim down to the bottom of the tunnel, and then go right. Swim under the low tunnel, and in the next area (providing you have Enguarde), stay at the highest point, and just swim right through the open area and knock all the Bitesize out of the way. About half-way through the area there will be a small opening at the top where you can collect the O.

LETTER N

After leaving that area, there will be another Clambo shooting two shells diagonally up. There are some bananas on the right of the Clambo, but they can be quite difficult to get to. Wait until the Clambo has shot the pearls, and then swim quickly up the tunnel above it. Still with Enguarde, stay to the right side of the tunnel, and swim all the way up to the top to avoid pearls shot by the Clambos.

At the top of the tunnel, smash through the DK barrel if necessary, and then barge the Chomps Jr. out of the way on the left. Continue to swim left to arrive in an area with six Chomps Jrs. If you don't have Enguarde, you will need to carefully dodge the fish, and exit the area by swimming through the tunnel at the bottom-left.

With Enguarde, just barge all of the Chomps Jrs. out of the way. After exiting the area by going through the tunnel at the bottom-left, swim just above the banana arrow pointing to the left to smash through the continue barrel, and then continue swimming along to the left to arrive in a large tunnel leading up. Above, there will be a Clambo shooting a single pearl to the left.

Swim up through the gap in the pearls to encounter another Clambo on the left side of the tunnel, also shooting pearls in three directions: up, right and left. Avoid all three pearls, and swim down the tunnel on the other side of the Clambo. Another Clambo will be positioned on the left side of the tunnel, and is shooting a single pearl to the right.

After swimming down to the bottom of the tunnel, swim left through a low tunnel. After smashing through the DK barrel and exiting the low tunnel, you will arrive in a wide tunnel leading up. This tunnel has six Chomps swimming horizontally. It shouldn't be too much of a problem to avoid them. After rising to the top of the tunnel and avoiding all six Chomps, swim to the top left corner of the tunnel to collect the N.

LETTER G

After collecting the N, swim right and go through the low tunnel to arrive in a wide area. Swim right, watching out for the nearby Clambo which shoots five pearls. There is a Winky token just under the left side of the Clambo. After passing over this Clambo, you should see the sign with the red arrow pointing right.

Go through the low tunnel with the sign in it, and shortly after the tunnel there will be another wide open area with three purple Croctopuses in it. The first and third Croctopuses are rotating to the right, while the second Croctopus is rotating to the left.

When the first Croctopus has gone left and is just starting to go up, then swim under it and the second Croctopus. Wait under the second Croctopus for the third Croctopus to start going up, and then swim under the third Croctopus and go through the low tunnel at the right side of this area. As soon as you go through the low tunnel, quickly swim down and go to the left side of the G.

A Clambo will shoot five shells, and providing you stay on the left side of the G, the shells won't reach you. After the Clambo has shot the shells, collect the G and swim a little way over to the right. When the next set of shells have gone by, then swim up to the right and exit the level.

BOSS BATTLE 3: BUMBLE B RUMBLE

A giant Zinger named Queen B. is the boss for this world. At the start of the fight, run right and get the barrel. Hold the barrel, and face the direction that she is coming from. B. will crash into the barrel and go red. When she goes red, she will fly up and down, and can't be injured. When she goes up,

quickly run under her and run to the other side of the area. When she returns to yellow, pick up another barrel and just hold it so that she flies into the Kongs and goes red again. Hit her with a barrel five times to defeat her.

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Level 17: Snow Barrel Blast

LETTER K

At the start of the level, a very slow Necky will be flying over to the left. Jump up on top of the igloo on the left, and when Necky flies close, jump on him and bounce straight up into the cannon barrel above to be shot into the bonus level. In this bonus level, look carefully at the Winky token flickering between the four barrels, and try to decide which barrel it ends up in.

After exiting the bonus level, run to the right and enter the cannon barrel. Shoot out of the barrel when it's pointing up+right to land on the ledge above, and then run quickly to the right and jump on all three Neckys to collect the red balloon. After landing, jump on or over the two Klap-traps and continue right to come to a small gap. When the green Zingers goes over to the right, jump quickly over the gap and throw the DK barrel if necessary.

Jump over the next gap when the Zinger flies to the left, and continue running right. Press down to duck under the first Necky that flies left shortly after you jump over the gap, and then walk slowly to the top of the slope, where another Necky will fly just below. When the second Necky has gone past, run down the slope and enter the barrel.

Shoot up+right from the barrel when the yellow Zinger has gone down as far as it can go, and you will land on a high ledge up above. immediately after landing, hold down to duck under the Necky, and then jump over the two Klap-traps on the way down the slope. At the bottom of the slope, jump off the small flat section to collect the K and land in the cannon barrel.

LETTER O

After landing in the barrel, shoot up+right to land in the next barrel, down+right to land in the next barrel, and then up+right to land on the next slippery slope. Run up the slope to come to a flat section with three Klap-traps on it. Jump and hit all three Klap-traps, and then walk slowly right to find another green Zinger semi-circling a cannon barrel. When the Zinger has flown right, quickly run into the barrel.

When the Zinger flies to the left, shoot out of the stationary cannon barrel to land in a three-way cannon barrel. A fast moving Zinger is semi-circling the barrel below, so as soon as the Zinger flies over the barrel to the right, shoot down+right out of the current barrel to land in the next barrel. Shoot up+right to land in the next barrel, making sure that the green Zinger has just gone left. And out of the final barrel in the set, shoot down+right to

land on a steep slope. As soon as you land, quickly jump up and right to avoid a Klap-trap.

At the top of the slope, you should see a metal keg. Pick up the keg, and then drop down off the steep slope to the right. Turn around and throw the keg against the steep slope on the left. As soon as you've thrown the keg, jump and land on it to roll down the hill, knock four Gnawtys out of the way, and get blasted by some automatic cannon barrels over to the next snowy ledge.

If you can't get the keg method to work, then just cartwheel/roll down the hill to knock all the Gnawtys out of the way, and then land in the automatic cannon barrel to be shot over to the ledge. Either way, after landing on the next ledge, immediately hold down to duck under a low flying Necky, and then run down the long slope, jumping up to the right near the bottom of the slope to land in a Three-way cannon barrel.

Shoot up+right to land in an automatic cannon barrel, which will blast you all the way along to the continue barrel. After crashing through the continue barrel, select Donkey Kong, then run left and jump on the Krusha. Walk left to see a single banana down on the left. Drop off the edge of the ledge and stay in line with the banana to fall down to an automatic cannon barrel which will blast you up to a bonus level. The bonus level consists of a rotating barrel. Shoot out of the barrel when it is pointing up and is in the middle of the bonus level to shoot up and collect the O.

LETTER N

After exiting the bonus level, run right up the small steep slope, and then quickly jump into the barrel above before the Klap-trap reaches you. From the barrel, shoot up+right. After landing, run slowly down the slope and try to jump over all the small platforms over to the right, watching out for the six Neckys that come flying to the left. It's possible, though very difficult, to bounce off all six Neckys and land in the automatic cannon barrel on the other side without even touching one of the platforms below.

Either way, after passing the Neckys, jump into the automatic cannon barrel, which will blast you over to an eight-way barrel with a red Zinger on the right. Shoot straight down from this eight-way barrel to land on a hidden platform, and then jump across the next two platforms and land in the automatic cannon barrel. After landing in the automatic cannon barrel, you will be blasted up to a bonus level, collecting the N on the way.

LETTER G

In the bonus level, there are six eight-way cannon barrels. Each barrel increases in speed, so what starts out as being an easy blast from one barrel to the other soon turns into a very difficult task. The rewards in barrel order are:

First to second barrel : one banana

Second to third barrel : Two bananas

Third to fourth barrel : Three bananas

Fourth to fifth barrel : Ten bananas (one bunch)

Fifth to sixth barrel : Twenty bananas (two bunches)

You receive no reward from blasting from the extremely fast sixth barrel over to the exit.

After exiting the bonus level, you will be blasted up onto a ledge. Run right to spot a Rambi the Rhino token between two red Zingers. To collect the Rambi token, jump into the very fast eight-way barrel cannon between the Zingers, and blast up to collect the token. Continue to the right, and jump on the vertically flying Necky to bounce into the first eight-way barrel cannon. Here are the directions to shoot from barrel to barrel, starting from the current barrel:

First barrel : Right
Second barrel : Down+right
Third barrel : Down

After shooting down from the third barrel, you will land in an automatic cannon barrel, which will blast you a huge distance under a difficult platform above. The advantages to this method are 100 bananas (extra life), and a much easier way to collect the letter G. After getting blasted along to the right as far as you can, you will end up in another automatic cannon barrel which will you shoot you vertically up. Hold right in the air to land on the next platform. Run along to the right, jumping over the final Klap-trap in the level. Then just continue right and go through exit.

Level 18: Slipslide Ride

LETTER K

Walk right, and go slowly down the slope at the start of the level until you see a blue jumping Kritter. Once you see the Kritter, run back up the slope on the left and wait under the high rope above. When the Kritter comes near, quickly jump on him and bounce up to the rope above. After sliding up the rope, jump off to the left and pick up the nearby barrel. Run left to smash through the wall and enter the bonus level.

In the bonus level, collect the flashing letters to spell the word: KONG. After exiting the bonus level, drop down off the ledge and run to the right, jumping on both jumping Kritters. Jump onto the blue rope near the wall, and after sliding up it jump off to the right to land on another ledge. Select Diddy, and pick up the nearby DK barrel. Run right to crash into the Army, and then jump onto the next blue rope. Slide all the way up the rope, and jump to the right near the top to collect the K.

LETTER O

After landing, run right and jump onto the next rope. After sliding about half-way down the rope, jump off to the right and land on the small ledge between the two red Zingers. Pick up the barrel that's on the ledge, and then jump through the gap in the Zingers and fall down to the left. Run through the left wall with the barrel to open up the entrance to the bonus level. Go through the entrance.

In the bonus level, collect the flashing letters to spell the word: NINTENDO and collect the red balloon if you succeed in doing this. After exiting the bonus level, run right up the small slope and keep running right until you get

to the wall. An Army above will roll over you head, so as soon as it does this, jump up the ledge to the right.

Jump over the red Zinger and land on the rope, and jump off to the left after sliding up to the top of the rope to land on another rope. immediately jump from the right rope to the left to avoid a red Zinger, then jump from the left to the right rope to avoid the second red Zinger, and then quickly jump back from the right rope to the left rope to avoid the third red Zinger.

Jump from the left rope over to the left, and run left to see a horizontally flying Necky. Ignore the Necky (unless you want the bunch of bananas above it), and drop down the small gap on the right. Run left and cartwheel/roll through the Army which rolls down the small slope. At the top of the small slope, stand on the small flat section and then jump over to the red rope on the left. As soon as you land on the rope, jump over to the left to land on the next platform.

On the platform, run left and go slowly down the slope, jumping on both jumping Kritters at the bottom. There are three ropes over on the left. Jump on the first rope, and slide down as far as you can without touching the Zinger at the bottom. Then quickly jump over to the second rope and immediately jump over to the third rope.

Quickly jump from the third rope over to the next platform. Follow the banana arrow to the left, jumping on or over the Klap-trap that comes speeding down the small slope in the platform. Jump on the rope at the far left of the platform, and after sliding almost all the way up, jump off to the right to land in the automatic cannon barrel on the ledge below.

Blast up to the right, and then walk slowly to the right until you see a blue jumping Kritter bouncing toward you. As soon as you see the Kritter, walk back to the left and wait under the high rope above. When the Kritter comes near, jump and bounce off him onto the rope above. After sliding up the rope, jump off to the left and collect the O and the two bunches of bananas on the ledge.

LETTER N

After collecting the O, drop off the high ledge to the right, and run right after landing. Watch out for the two Klap-traps that come up the slope. At the other side of the slope, there are four sliding ropes that take you onto the next section. Immediately jump right across the first three ropes, slide nearly all the way up the fourth rope, then jump back to the third rope on the left.

After sliding all the way up the third rope, you'll be blasted by an automatic cannon barrel up to a bonus level. Collect as many bananas as you want on the ropes, and then collect the Espresso token on the right ledge before exiting the bonus level. After exiting the bonus level, run to the far right rope. Sliding up this rope can be very difficult, as there are three Zingers flying above. As soon as the lowest Zinger flies as far right as it can, then quickly jump onto the rope and slide up it. Once the highest Zinger starts flying toward you, then jump up onto the ledge on the right to collect the N.

LETTER G

Select Diddy Kong, and pick up the DK barrel on the ledge. Holding the barrel, jump over the gap to the left and hit the lowest of the two stationary Zingers.

After doing this, jump onto the blue sliding rope, and then jump over to the platform on the left. On the platform, jump on the two Klap-traps and then wait under the next rope.

Wait for the Zinger on the left to fly as far left or right as it can, and then jump onto the rope and slide up it to the top. At the top of the rope, jump off to the left and land on the small platform below. Jump over onto the rope on the left, and then jump to the next rope when you touch the first banana. Repeat this for all six ropes, and then jump off the sixth rope onto the next ledge.

From this ledge, jump all the way across to the next rope with the red Zinger at the bottom, and then quickly jump across to the ledge with the red arrow sign on it. Climb up the next two ropes by quickly jumping left and right until you reach the top. At the top, jump from the right rope over to the next rope on the right, and then jump far to the right to land on the next platform.

After landing, there will be a single rope leading up. At the top of the rope is the G. To climb up the rope, jump onto the rope and hold up. Then jump off the rope to the right and press back to the left to land higher up on the rope. Keep doing this until you collect the G at the top of the rope, then jump off. After landing, run right and go through the exit.

Level 19: Ice Age Alley

LETTER K

At the start of the level, a Mini-necky will be throwing nuts up on the left. Jump on the Mini-necky, and jump down to the left to land on a ledge. Go left to collect the K.

LETTER O

Ignore the Espresso crate on the ledge, as you can pick Espresso up later. Go right on the ledge, and then bounce from the tire up to the platform on the right (the platform you start the level on), then run right to find a swinging rope. Jump on the swinging rope, and jump off when it swings all the way to the right to avoid a Mini-necky below. Continue right to find a steep slope that a blue jumping Kritter bounces down.

As the Kritter's jumps are so small, you may find it easier to jump on him rather than run under. After defeating the Kritter, run right up the steep slope, and wait for the swinging rope to swing over to the left. When the swinging rope comes close, jump on it, and then jump off when it swings over to the right. Land on the Necky, and bounce off to the right to land on a small platform. Run to the right on the small platform.

Jump off the edge and hit the first Necky, then bounce onto the second Necky, then bounce from the second Necky over to the automatic cannon barrel on the small ledge on the right, which will blast you up to a bonus level. In the bonus level, there are various bananas, and also an Espresso token in the middle of the level. Before leaving the bonus level, blast down to the ledge on the bottom right corner, and jump on the crate to land on Espresso. Riding

Espresso, exit the bonus level to the right. After landing, jump and fly across the big gap to the right.

As soon as you land on the slope on the other side of the gap, jump off Espresso and run up the slope. Pick up the DK barrel to defeat the Mini-necky, and then jump back on Espresso and run up the slope. From the top of the slope, run, jump, and then fly all the way across the massive gap (with three swinging ropes), to land on the downward slope with the three bananas on it on the other side. After landing, jump off Espresso, and walk slightly to the right to find the O in a small gap. Cartwheel roll into the gap on the right, and then as soon as you collect the O, jump back up to the left.

LETTER N

After collecting the O, jump back on Espresso, and then walk back to the right and wait near the gap. A vertically flying Mini-necky will be on the ledge over the small gap. Wait until the Mini-necky has flown as high as it can, and then jump over the gap and run under it. After running under the Necky, don't worry about the low flying nuts, as they won't harm Espresso. Run right and jump off the edge of the ledge.

Fly right to crash through the continue barrel, and continue flying right to land on the next platform. Continue running right, and at the right end of the platform, jump up and fly over the ledge with the Klap-trap on it, landing instead on the platform above. As soon as you land on the flat section of the platform, jump and fly to the right, as a Manky Kong will soon be launching barrels in your direction if you stay on the platform for too long.

Fly all the way over the tiny platform with the tire, and land on the next platform with the flat section and the upward slope. Over a small gap on the right is a higher slope with a Klap-trap on it. Even if you have Espresso, the Klap-trap can get you on this steep slope. So wait until the Klap-trap has gone up high onto the platform, then jump onto the low part of the slope, and then quickly fly up to the right to land on the next platform.

At the edge of this platform there will be a lower platform with a metal keg below. With Espresso, jump and fly from the edge of the high platform, and continue to fly right to land on a small platform with the N and an automatic cannon barrel. Collect the N, and then walk into the cannon barrel to be shot up to a bonus level.

LETTER G

In the bonus level, there are three barrels with three flickering balloons: Red, green, and blue. To stop a balloon from flickering in a barrel, jump up and hit the barrel. Try to match three sets of the same balloon for a reward. Here's the rewards available in this level:

3 red balloons : 1 life
3 green balloons : 2 lives
3 blue balloons : 3 lives

After exiting the bonus level, jump off Espresso, and then run up the slope, jumping over any barrels that come rolling down. At the top of the slope, jump on the Manky Kong, and then run right and jump onto the swinging rope. After swinging over to the right, jump off to the right, land on the Necky, and then


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- ~: Secret horizontal entrance
- +: Automatic Cannon Barrels
- 1: Croctopus Start Point
- 2: Croctopus End Point
- A: Animal (Enguarde)
- B: Balloon (Red)
- C: Continue Barrel
- D: DK Barrel
- E: Exit
- G: Letter G
- K: Letter K
- O: Letter O
- N: Letter N
- S: Start
- T: Winky Animal Token

LETTER K

From the start of the level, follow the tunnel along right, up, and then right again to come to the first of many Croctopuses in the level. Swim quickly by to the right, and swim over the first dip (where the first Croctopus ends it's short travel). Follow the tunnel all the way down to the right to find the second Croctopus dip. Quickly swim over the dip and go up the tunnel, going right at the top. You can quickly swim right to collect a bunch of bananas, but you'll need to swim out again quickly as the Croctopus won't be far behind. Just keep following the tunnel along to collect the K.

LETTER O

After collecting the K, swim up the long tunnel and take the first entrance on the left. Swim along it to the left until the tunnel opens up to be slightly higher. As soon as you enter the high section, swim up, as a Chomps Jr. will be swimming along the bottom. Continue swimming along to the left, and after you see the next Croctopus swim quickly past it. Follow the tunnel all the way up, right, up, then all the way left to escape this Croctopus.

Go all the way left and enter either of the automatic cannon barrel to be shot down a long tunnel. After being shot down both sets of barrels, turn right toward the wall and hold right. Swim up a little way (still holding right) to pass through the wall. In the secret tunnel, swim up to smash through a DK

barrel, then swim left at the top of the tunnel to go through to a small secret area where you can collect the O.

LETTER N

After getting the O, swim out of the secret area to the right, and drop down into the automatic cannon barrel. Next, swim left and go down as soon as you enter the slightly deeper area of the tunnel to avoid a Chomps Jr. Swim out of the deeper area to the left, and swim past the Croctopus in the dip to start the next chase. This is the longest single Croctopus chase in the level, but it's not too difficult.

As you can see by the map, the route only has one possible path to follow, and the path itself follows is a double 'S' shape. At the top of the double 'S', take the right entrance, and swim along to find the continue barrel in a dip. Crash through the continue barrel, and then swim right to find the sixth Croctopus. This one's really easy. Swim past the Croctopus to start the chase, and then swim right and go up as soon as you can to crash through a DK barrel.

Make sure you don't swim into the dip below the DK barrel, as this is where the sixth Croctopus stops. Continue to the right to find the seventh Croctopus. Another easy chase, just swim up the tunnel and go right at the top. Follow the tunnel to the right (watch out for the Chomp), and down to find the eighth Croctopus. There are two options for this Croctopus, one hard, one easy. The only difference between the two routes, is that you get the Winky animal token by following the hard route.

Hard option: The Winky Token route. Swim right, and swim into the tunnel leading up, but don't go up it. Wait for the Croctopus to pass below, and then swim down and go right. Follow the tunnel around to collect the Winky Token, and then go up the tunnel mentioned in the easy option.

Easy option: As soon as you set off the seventh Croctopus, swim right and go up the first tunnel leading up.

Either way, after swimming up the tunnel leading up, take the first right, and then swim into one of the nearby automatic barrel cannons. After getting blasted out of the second set of cannons, swim left to enter a slightly larger area of the tunnel. Swim down as soon as you enter this larger area to avoid a Chomp above, and then exit the larger area by swimming out to the left while the Chomp is over on the right.

As soon as you exit the larger area, swim left and go up into the dip as soon as you can to avoid another Chomp. Continue swimming left when the Chomp has gone right to find the ninth Croctopus. Swim past the Croctopus to start it chasing you, and then keep swimming down and to the left until you get to bottom. Quickly swim over the dip, which is where the Croctopus will stop.

After this, go left to find a slightly larger area of the tunnel. There are three bananas in the middle of the tunnel. Swim through and collect the bananas to avoid two Chomps, one high and one low. After smashing the DK barrel, the tenth Croctopus will be over in a dip on the left. After swimming over the dip and starting the chase, swim up the tunnel, right at the top, and then take the first upward tunnel to escape the Croctopus. Swim up this tunnel to collect the N about half-way up.

LETTER G

After collecting the N, follow the tunnel all the way up to find the eleventh Croctopus. This next chase will be the most difficult, as it is definitely the longest, and includes three Croctopuses. There is no way to get lost, as there is only one path. However, if you make one wrong turn then it's very likely that the Croctopus will catch you. Follow these directions to go in the tunnels, starting from after the eleventh Croctopus:

Eleventh Croctopus: Left, up, right, up (to the top of the tunnel), left. You will go through a hidden tunnel and end up in a secret area. Go down to the bottom-left corner of this area and get Enguarde, and then go back up and exit the area. Twelfth Croctopus: Continue right, down, right, down, right
Thirteenth Croctopus: Continue right, up, left, up, left, up, right.

After escaping the thirteenth Croctopus, you should find yourself in the tunnel near the sign with the red arrow pointing right. Continue swimming slowly right from here until you see the first Squidge. Wait for the Squidge to move up out of the way, then swim under it and swim along the bottom of the larger area of the tunnel to avoid the four other Squidges. If you have Enguarde, just hit all the Squidges out of the way. Exit the larger area at the right side to collect the G, and then continue right to exit the level.

Level 21: Torchlight Trouble

LETTER K

At the start of the level, jump up to the left and smash the DK barrel if you haven't already got both Kongs, and select Donkey Kong. Run right and jump on the nearby outline of a crate to reveal Squawks, who will hold the torchlight through the rest of this dark level. Run right, and jump on the Klump coming down the slope. Then jump over the oil barrel and land on the platform below. After landing, you should notice the K in a gap on the left. Jump on the Klump walking toward you first, then turn toward the gap. Roll into the gap, and then as soon as you collect the K, jump back out to the right.

LETTER O

Continuing our journey through this dark level, run right and jump over the oil barrel. Hop over the gap on the right to land on the next platform, and then quickly jump on the Klump. Jump over the first of the two oil barrels on the platform, and then walk up to the second one. When the horizontally moving platform on the right side of the second barrel has moved as far left as it can, then quickly jump over the second barrel and land on the platform. Jump off the moving platform when it is in the middle to collect the O above. Follow the direction of the platform to land on it.

LETTER N

After landing on the moving platform, wait until it goes over to the right, then jump over the oil barrel and quickly jump up again to land on the Klump.

Walk right and jump over the second oil barrel on the platform to land on the vertically moving platform. When this platform has gone up as high as it can, then do a rolling jump over to the right to land on the next platform, and quickly jump up after landing to hit the Klump.

Run down the small slope on the platform, and jump over the second oil barrel to land on the next vertically moving platform. Jump off the platform to the right when it reaches the highest point, and land between the two oil barrels on the next platform. Walk right, and go as close to the left side of the second oil barrel as you can. Then jump over the oil barrel and land on the platform below.

After smashing through the continue barrel, jump up the small step and crawl through the low tunnel, smashing the DK barrel along the way. On the other side of the tunnel, select Diddy, and jump up the ledge. Pick up the barrel on the ledge, then drop down to the left and walk right to smash through the wall and reveal an entrance to a bonus level.

Walk through the entrance. In the bonus level, match all three barrels with the same item to collect that item. The items are: one banana, one bunch of bananas, one red balloon. After exiting the bonus level, select Donkey Kong, and jump over the Mincer on the right. Jump on the Krusha as soon as you land, and then jump over the next Mincer.

When you land, there will be two more Krushas walking toward you. Jump on both Krushas, and then run as close to the edge of the platform as you can. From the edge of the platform, roll off to the right and then jump down to the next platform to land between two Mincers. Quickly jump and land on the single Krusha on the platform, and then jump over the Mincer on the right of the platform to land on the next platform.

Walk close to the Mincer on this platform, so that you can see the vertically moving platform on the other side. When the platform goes low, then jump over the Mincer and land on the platform. When the platform goes about half-way up, then roll off to the right to collect the N, and then immediately jump up to the right to land on the next platform.

LETTER G

After landing, walk to the right to find a small step down. A Krusha will be walking around, so jump on him, and then jump over the first Mincer. Hop over the second Mincer, select Diddy Kong, and pick up the barrel on the other side. Walk to the right to encounter a third Mincer, this one moving up and down slightly. Still holding the barrel, jump over the Mincer when it has just started to go down.

After jumping over the Mincer and falling down onto the path below, walk left to crash through a wall with the barrel and open up an entrance to a bonus level. In the bonus level, there is a single Klap-trap walking about. When it walks over to the right, jump on it and bounce up to the top of the exit on the right to collect the G. If you manage to defeat the Klap-trap, you will win a Rambo token. After exiting the bonus level, go right to exit the level.

Level 22: Rope Bridge Rumble

LETTER K

From the start of the level, run right along the platform, and jump off the edge to land on a tire. Jump from the tire over to the next platform on the right, making sure that you land on or over the green Kritter. After landing, jump up the slope in the platform, and walk slowly to the edge of the platform. There is a small gap between this platform and the next. Down at the bottom of the screen, you should just barely be able to make out the rim of a barrel.

Fall down the gap between the platforms, and land in the barrel to be blasted up to a bonus level. In the bonus level, bounce to the right over all six of the tires and land on the platform at the right side. Jump on the crate and land on Winky, and then exit the bonus level. The rest of this level will be extremely easy with Winky, as he can bounce off the Zingers. After landing, walk right and drop down to the tire below to collect the K.

LETTER O

After collecting the K, bounce from the tire up to the right to land on a platform, and then run right and jump off the edge, landing on the platform below. Walk right to find a red Zinger orbiting a tire. Jump down to the tire when the Zinger is below, and bounce up to the next platform. Walk right and jump on the green Kritter, and bounce from the tire up to the platform above.

Walk right to the edge of the platform to see a red Zinger circling around a tire up on the right. If you have Winky, then just bounce up and hit the Zinger to get onto to the next platform. Without Winky, wait until the Zinger is under the tire before jumping onto the tire and bouncing onto the next platform. After landing on the next platform, run down the small slope and stop near the edge of the platform. There will be four tires over on the right.

The second and fourth tires each have a Zinger orbiting them. With Winky, just bounce on the first and third tires to get to the other side. Without Winky, bounce carefully across to the other side, making sure that the Zingers are positioned below the tires before jumping. After landing, run right and jump across the gap to the next platform, crashing through the continue barrel on the way.

A little further on the right the O will be visible in a gap between platforms, with a jumping Kritter bouncing around nearby. Hop off Winky and hit the Kritter, then cartwheel/roll into the gap, and quickly jump out as soon as you collect the O. If Winky is nearby, jump back on him and continue to the right.

LETTER N

Run right until you see a bouncy tire next to a bridge at the end of a platform. Jump from the tire up to the moving platform with a tire on it above, and then jump down to the right. Walk down the slope in the platform to see two jumping Kritters bouncing over a gap, which has a bunch of bananas in it.

Jump on the both Kritters, and bounce over to the right to land on the next platform. Hit the green Kritter on the platform, then jump over to the tire on the horizontally moving platform. Using the tire, bounce up to collect the N in the middle of the large gap, then land on the tire and bounce over to the

platform on the right.

LETTER G

Jump up the small slope, and walk to the edge of the platform. Jump onto the tire on the horizontally moving platform on the right, but don't jump. Let the tire bounce you, but press right so that you stay in line with it. When you near the Zinger, jump on it (if you have Winky) or over it and land back on the tire. Then jump over the tiny platform on the right.

Another moving tire is next, but on this one you will have to jump over two Zingers. Jump on the tire, then jump onto the top Zinger (if you have Winky) or over the Zingers and land back on the tire. When the tire has gone all the way to the right, jump off and land on the next platform.

Walk along the platform to see two jumping Kritters bouncing over a gap, which has the G in it. Jump on the both Kritters, and after landing, cartwheel/roll into the gap and quickly jump out as soon as you can to collect the G. Hop back on Winky if you still have him, and jump over the gap on the right.

On the next platform, there will be a sign with the red arrow pointing right, as well as a barrel. Ignore the barrel, and walk to the edge of the platform. Wait until you see the horizontally moving platform with the tire on it coming over to the left. As soon as it comes close, then jump on it and follow it along to the right.

When the platform has gone as far right as it can go, you should notice a single banana high up on the right. Bounce from the tire and land in the hidden barrel above the banana to be shot up to a bonus level. In the bonus level, try and match the same animal token in all three barrels to win that token. After exiting the bonus level, you will land on a platform.

There is one more moving tire section to cross, this one with three Zingers on it. If you have Winky, you can just jump across the gap, hit the top Zinger, then bounce off and land on the platform on the other side. Without Winky, just try and bounce as high as you can over the Zinger, then make sure that you are coming down so that you land on the tire. Either way, when you get to the platform on the other side, run right to exit the level.

BOSS BATTLE 4: REALLY GNAWTY RAMPAGE

Very similar to the first boss in the game (Very Gnawty), except that Really Gnawty will do a certain number of big jumps depending on how many times you have hit him, then he'll return to the small jumps used by Very Gnawty. For example, if you've hit Really Gnawty three times, he'll do three big jumps, then return to low jumps. To defeat him, you have to jump on him five times. Each time you hit him, his speed and height of jumping will increase.

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World Five

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LETTER K

Run right from the start of the level, and jump up onto the first ledge with the Gnawty walking along it. Jump on the Gnawty, and then jump off the ledge to the left to land on a near hidden rope, which will swing along to the left. Jump off the rope, and land on the shadow near the entrance to reveal a TNT barrel.

Select Diddy Kong. Grab the TNT barrel, and run to the right to find an oil barrel. Walk into the oil barrel with the TNT barrel to destroy it, and fall down the gap to be blasted up by an automatic barrel cannon to a bonus level. In the bonus level, shoot out of the horizontally moving eight-way barrel when it's pointing up and is in the middle of the room to collect a red balloon at the top.

After exiting the bonus level, walk right to go under two blue jumping Kritters who are bouncing up a slope. Pick up and throw the DK barrel at the bottom of the slope if necessary, and continue right to find two steps. Jump down both steps to avoid the oil barrel, and run right as soon as you land to go under two blue jumping Kritters. Jump over the small gap and collect the K.

LETTER O

After the K, run right and use the nearby tire to bounce up over the oil barrel on the right. Jump up the three big steps, watching out for the three Gnawtys walking down them, and at the top of the steps, jump off the flat and land on the shadow down below to reveal a TNT barrel. With the TNT barrel, run into the left wall to open up and go through the entrance to a bonus level. In the bonus level there are three barrels with six items flickering in them. The items are: Banana - bunch of bananas - Banana - Red balloon - Banana - Winky token

It is essential that you collect the correct item in all three of these barrels in order to get 101% in the game. That item being: the single banana. Wait under the left barrel until you see the red balloon (I only use the red balloon as a reminder that the banana comes next in the order. Feel free to use something else).

As soon as you see the red balloon, wait until it disappears and then immediately jump up to make the first barrel stop on the single banana item. Repeat this process for all three barrels to win: a barrel! Pick up the barrel and do a small jump against the right wall of the bonus level to enter... yet another bonus level! In this bonus level, collect the flickering letters in the following order:

D-O-N-K-E-Y : Red Balloon
K-O-N-G : Green Balloon
C-O-U-N-T-R-Y : Blue Balloon

After exiting the bonus level, use the tire to bounce up over the oil barrel on the right. Do the same with the next tire, and use the next tire after that to jump up onto the small ledge. Drop down off the ledge to the right, and run up the small slope to collect the three bananas. Jump over the oil barrel at the top of the slope, and land on the Gnawty below.

Bounce off this Gnawty to the right to land on another Gnawty down below, and then bounce off the second Gnawty to land on the shadow, which will reveal a DK barrel. Pick up the DK barrel and throw it at the nearby blue jumping Kritter, and then jump over the gap on the right and land in the automatic barrel cannon. After blasting out of the barrel cannon, press right in the air and land on the shadow on the platform to reveal a tire.

Push the tire over to the right, watching out for the three jumping Kritters that come bouncing toward you. Continue to push the tire down the slope, where you will find another jumping Kritter shortly after. Jump on the Kritter, and continue to push the tire to the right (you can collect the bunch of bananas high above one of the oil barrels by jumping on the tire). Push the tire up and over the next slope, where two more jumping Kritters will be. You should notice the O above the oil barrel at the bottom of the slope. Jump on the tire and bounce up to collect the O.

LETTER N

After landing, leave the tire and continue right, avoiding the first jumping Kritter which will appear after you land. Jump up on the nearby ledge to smash through the continue barrel, and then keep running right until you come to a gap. Drop down into the pit to smash a crate and land on Rambi. With Rambi, jump out of the pit to the right, and then walk to the right.

Keep walking to the right, and Rambi will barge any barrels out of the way thrown by Manky Kong. Once you get to Manky Kong, barge him out of the way, and then jump over the large gap on the right, clearing the oil barrel as well. As soon as you land, run to the right to pass under two jumping Kritters.

As soon as you pass under the second Kritter, jump off the edge of the platform and hit the Manky Kong before you land. As soon as you land, run right to pass under two more jumping Kritters, and then continue to run right and charge through the wall to enter a bonus level. In the bonus level, jump into the first barrel and continue to quickly tap B to pass through the other barrels. The rewards in barrel order are:

First to second barrel : one banana
Second to third barrel : Two bananas
Third to fourth barrel : Three bananas
Fourth to fifth barrel : Ten bananas (one bunch)
Fifth to sixth barrel : N

After collecting the N, exit the bonus level on the right.

LETTER G

After landing, wait until the flame has gone on the oil barrel to the right, then jump on it and hop up to the next platform. As soon as you land, jump up to hit the blue jumping Kritter, then walk to the right edge of the platform to see the next oil barrel. As before, wait until the flame has gone, then jump onto the barrel and jump from the barrel down to the next platform.

There are two barrels next. If you have Rambi, this shouldn't be a problem: just jump quickly down both barrels when the flame has gone. Without Rambi, jump onto the first barrel when the flame has gone, then cartwheel/roll and jump so that you miss the second barrel and land on the platform. Either way,

as soon as you land, run right to go under two jumping Kritters.

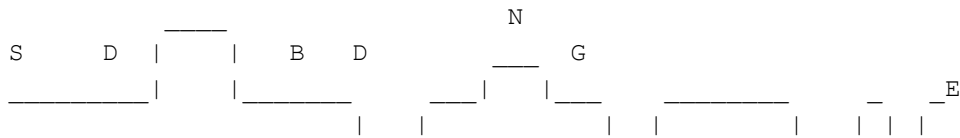
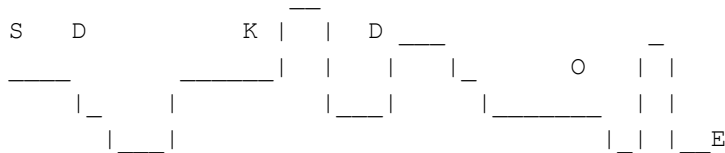
At the edge of the current platform, wait until the next oil barrel flame has gone, then jump up to the oil barrel and hop up to the next platform. On this next long platform, barrels will be rolling toward you, as there is a Manky Kong up on the right side of the platform. If you have Rambi, just run along the platform, barging the various barrels out of the way.

Without Rambi, jump carefully over all the barrels until you reach the right side of the platform. Either way, when you reach the top of the platform, jump on Manky Kong and drop down off the edge. Continue right to the next edge (where the red arrow sign is), and you should be able to see an oil barrel over on the right.

From this point on, the rest of the oil barrels in this level follow a certain pattern: Two quick flames, one long flame, stop. When the flame has stopped, quickly jump across both barrels and land on the tire. Do the same for the next two barrels to land on another tire, and then cross the next two barrels to get onto a platform. After crossing over the final oil barrel in the level, wait by it until the flame has gone. Then quickly jump on it, and jump down to the right to land on the shadow, which will reveal the G. Collect the G, and run right to exit the level.

Level 24: Trick Trak Trek

MAP



- B: Cannon Barrel
- D: DK Barrel
- E: Exit
- G: Letter G
- K: Letter K
- O: Letter O
- N: Letter N
- S: Start

LETTER K

A Necky will be up on a platform near the start of the level, throwing nuts down. Run under the platform as soon as a nut has landed, and continue to run

right to come to the first of two very long track platforms. I suggest that you use Diddy Kong for the rest of this level, as he is much more capable of avoiding enemies.

If you look at the track, you should notice that is split into sections. Drop down onto the platform, and it will start moving right. After going two sections along, you should notice a stationary Necky. If you already have both Kongs, then press down (make sure you're playing as Diddy Kong), to duck under the Necky. If not, then jump over the Necky and land back on the platform.

Follow the track along until you see a horizontally flying Necky. Hold down to duck under it. The platform will then go along, up, and along again. A vertically flying Necky will be on this flat section, but unless you want the bunch of bananas, don't worry about it. Keep going along this flat section to find a stationary Necky up on a small platform, throwing nuts down. The K is under the platform, so as soon as it's safe, jump up and collect the K.

LETTER O

After collecting the K, land back on the platform, and walk over to the right side. A horizontally flying Necky will be up above, so jump on it when it comes over to the right. The platform will then go up, right and down. On the way down, there will be two more horizontally flying Neckys. Stand on the right side of the platform, and jump on both Neckys. The platform will continue down, and will then go right. Hold down to avoid a low flying Necky. The platform will then go right, up, right. Hold down as soon as the platform goes right to duck under two Neckys.

The platform will then go right, down, right (hold down here to avoid a Necky), down, right. On this section of track, the platform will slow down, and a Mini-neckey will start throwing nuts toward you. Just jump over the first nut, and jump on the Mini-neckey before he has a chance to throw a next. The platform will then speed up, and three Neckys will start flying toward you. Bounce on all three Neckys to collect the O, making sure that you hold right to land back on the platform.

LETTER N

The platform will then go right, down, right and up. When it starts going up, walk over to the right side of the platform to avoid the nuts thrown from the Mini-neckey on the right. The platform will then go up, right and down. When it starts going down, make sure that you jump on both Mini-neckys before the platform reaches the bottom.

The platform will then go right, and will stop. When it stops, don't jump onto the slope on the right. Instead, cartwheel/roll off the right edge of the platform, and jump under the slope to land in an automatic cannon barrel on the right, which will shoot you up to a bonus level. In the bonus level, jump on the platform and ride it, collecting bananas along the way, and jump off when the platform gets to bottom-right corner. Exit the bonus level on the right.

After exiting the bonus level, run right and jump on the Gnawty. Then move slightly further over to the right so that you get to the edge of the platform. Select Diddy Kong, and jump up to smash the continue barrel. After landing on the second (even longer) platform track in the level, it will start moving. This first long stretch in the track can be difficult, as there are platform up

above which enemies fall down from. But providing you stay at the left side of the platform, you should miss all of the enemies.

There will be one Gnawty, one Zinger which you can duck under with Diddy Kong, and another two Gnawtys. The platform will then go up, and right again. A Mini-necky will be over on the right, throwing nuts as usual. Jump over the first nut, then jump over the second nut and land on the Mini-necky. After landing, there will be a vertically moving yellow Zinger that you have to jump over.

After jumping over the Mini-Necky, wait until the platform goes to the right edge, then cartwheel/roll off the track platform and land on the two Gnawtys on the high wooden platform over on the right. After defeating both Gnawtys on the wooden platform, jump off the platform to the right to land in an automatic cannon barrel which will blast you up to a bonus level.

In the bonus level, there will be a purple jumping Klap-trap, which will spit out bananas depending on how many times you've hit it. For example, after hitting the Klap-trap for the fifth time, you will receive a bunch five bananas. After hitting the Klap-trap ten times, a red balloon will appear. Collect the red balloon, then exit the bonus level.

After exiting the bonus level, you will get blasted down to the beginning of the second track. Follow the track along again, until you get to the section after the Mini-necky where you jumped into the cannon barrel. This time, just ride the platform as it goes along the track. The first thing to worry about is the Gnawty that will drop down on the platform from above.

Stay on the left side of the platform, and jump on the Gnawty when it falls down. Don't worry about the right Gnawty, as he falls off early. Next up is a blue jumping Kritter: Stay at the left side of the platform to avoid him. A Klump is next. Stay on the left side of the platform, and cartwheel into him when he drops down. As soon as the Klump is out of the way, jump straight up to cancel the cartwheel and land back on the platform.

The platform will then go down slightly, then right again. Jump on the Mini-necky after the second nut, and then follow the platform as it goes up slightly, then right again. As the platform goes right, you should notice a platform high above which has a stationary Klump on it. Don't worry about this Klump, as he doesn't fall down onto the track platform.

Continuing on, the platform will go up, and then right. As soon as the platform starts going right, you should notice the N above. A Necky who is throwing nuts is on a platform above the N. As soon as a nut has been thrown, then jump up and collect the N, landing back on the platform.

LETTER G

After collecting the N, the platform will then go down, and right. Stay on the right side of the platform to avoid a Klap-trap above, and then when the platform goes right and down again, jump over the red Zinger to collect the G. After the platform goes up and starts going right again, walk over to the left side of the platform, and jump as the two Klap-traps land on the platform.

The platform will then slow down slightly. A Manky Kong is up next. Stay on the left side of the platform to avoid the first barrel, and then walk over to the right side to avoid the second barrel. Stay on the left side of the platform, as a horizontally moving red Zinger is up next. As soon as the red Zinger starts coming left, then jump over it and land back on the platform.

Walk back over to the left side of the platform, as a Krusha will soon drop down and walk on the right side of the platform for quite a while. The Krusha will drop off the right edge when the platform starts going up. The platform will then go up, right, down, right, up, right, and will then stop at the end of the second track.

Jump onto the platform on the right, and then run along it, making sure that you jump over the various barrels that the Manky Kong throws. When you get near the Manky Kong, cartwheel/roll into him, and then drop down through the gap where he was standing. You will land on a hidden platform down below.

On the right is a Winky the Frog animal token, and on the left is an automatic cannon barrel. Collect the token if you want, and then walk into the cannon barrel on the left to be blasted up to a bonus level. In the bonus level, match the same balloon in all three barrels to win that balloon. After exiting the bonus level, go right to exit the level.

Level 25: Elevator Antics

LETTER K

The level starts on a ledge. Cartwheel/roll off the right edge of the ledge, and then half-way through, jump up to the right to land on a rope. Climb up the rope to the top, and then jump off to the right to land on a small ledge, with an entrance on the right. Walk through the entrance to arrive in a bonus level. In the bonus level, spell the word K-O-N-G to win a red balloon.

After exiting the bonus level, run right up the path to come to two Slippas. Just above the Slippas, there will be a rope. Jump on both Slippas, then climb up the rope to the top. From the top of the rope, jump over to the third rope on the right to collect the K.

LETTER O

After collecting the K, jump down to the right (holding right) to land on the Mini-neck. Shortly after on the right there will be a Slippa. After avoiding the Slippa, jump over the gap on the right, and hold right in the air to land on the Slippa down below. Crawl under the low ledge, and then quickly cartwheel/roll through the two Slippas in the open area.

Crawl through the next low ledge, then jump on the rope and climb to the top, watching out for the Mini-neck throwing the nuts about three-quarters of the way up the rope. At the top of the rope, jump off to the right and land on Mini-neck, then continue to the right, jumping up to hit the DK barrel if necessary.

Keep moving to the right to find an enemy barrel, spitting out Slippas left and right. Jump over the enemy barrel and land on the first rope. Then climb to the top, and wait for the vertically moving yellow Zinger to go down low. Quickly jump over to the second rope, then hop over to the third before the Zinger has a chance to rise. Go down to the bottom of the rope and drop down. Walk right until you see the next low ledge, then wait for the Slippa to come out of it.

Jump on the Slippa, and crawl under the next low ledge until you come out into the open area. Run under the vertically moving yellow Zinger and crawl under the next low ledge, where there will be two vertically moving yellow Zingers. When both Zingers have gone up, run under the first one and wait in the middle. When the second Zinger has gone up, run under it and crawl under the low ledge.

After crawling under the ledge, jump onto the nearest rope and climb slowly up. Stop when you see the Zinger which is moving up and down the rope. Climb up until you get to the section of the rope which is just below the Zinger's lowest point. Over on the right, there will be another rope with a Zinger moving up and down it.

When the Zinger on the second rope has gone down, then quickly jump onto the second rope and climb up it all the way to the top. On the third rope, there will be another yellow Zinger, moving up and down near the top section of the rope. When the Zinger on the third rope has gone down, jump onto the section of the third rope above the Zinger, and climb to the top. Immediately after landing on the rope, jump off to the right to land on top of the ceiling. Run right to enter a bonus level.

In the bonus level, there are six eight-way cannon barrels. Each barrel increases in speed, so what starts out as being an easy blast from one barrel to the other soon turns into a very difficult task. The rewards in barrel order are:

First to second barrel : one banana
Second to third barrel : Two bananas
Third to fourth barrel : 0
Fourth to fifth barrel : Espresso the Ostrich animal token
Fifth to sixth barrel : Green balloon

You receive no reward from blasting from the extremely fast sixth barrel over to the exit.

LETTER N

After exiting the bonus level and landing on the Mini-neck, jump up the small step and continue right, jumping up to hit the continue barrel along the way. Shortly after the continue barrel, the path will drop down, and a Klump will be walking below. Select Donkey Kong for this part, as he will be able to hit the Klumps without bouncing off (as Diddy Kong does).

Jump on the Klump, then jump over to the first elevator of the level, which moves down. immediately after landing, jump over to the up elevator, and then jump off when the elevator nears the top, and land on the ledge over on the right. Ignore the metal keg at the left side of the platform.

Run right along the platform, and as soon as you see the Mini-neck on the right, quickly jump as he throws the first nut and land on him. Over on the right, there will be another downward moving elevator. Jump on the elevator, and face left. Ride it all the way down to the bottom, and you should see the N on a tiny ledge over on the left. Jump onto the ledge to collect the N.

LETTER G

After collecting the N, turn right on the small ledge and jump back onto the down elevator when a platform is near. Quickly jump over to the right to land on the next up elevator. Jump off the elevator to the right near the top, and run down the four steps on the right, watching out for the Klump that may be in front. At the right side of the ledge, there will be a metal keg, and a stationary yellow Zinger flying over to the right.

Pick up the metal keg and throw it at the Zinger, then jump onto the up elevator and ride it to the top. Jump off to the right from the elevator, and land on the ledge with two Klumps. Providing you're playing as Donkey Kong, you should be able to hit both Klumps easily.

When the ledge is clear of Klumps, continue right and drop off the edge of the ledge to land on another ledge below. At the right side of this ledge, there will be a red Zinger, and four more elevators over to the right. The movements for this set of elevators are:

First elevator : Down
Second elevator : None
Third elevator : Down
Fourth elevator : Up

Wait until the first elevator, is just above the red Zinger, then jump on it and immediately jump over to the third elevator platform on the right. Jump off this third elevator platform to the right quickly, as there is another red Zinger below. After landing on the fourth elevator platform, ride it to the top and jump off to land on the Klump on the ledge on the right.

Continue right on the ledge, jumping up half-way to smash the DK barrel if necessary, then go to the right side of the ledge and jump on the Klump there as well. Another elevator section coming up. The movements for this set of elevators are:

First elevator : Up
Second elevator : Down
Third elevator : Up

On both the first and third elevators, there are red Zingers at the top of the elevator poles. Jump onto the first platform as soon as you see it at the bottom of the screen, then walk off the right edge of the first platform and land on the second platform. After landing on the second platform, ride it down until you see the third platform level with it, then jump over to the third platform.

Jump off the third platform to the right, and run right along the platform, making sure that you jump on the Mini-necky at the far right. A single elevator is next, but a horizontally flying red Zinger is moving around the section where you want to jump. Wait until the red Zinger is moving over to the right before you jump onto a platform. Jump from the elevator over to the platform on the right.

After landing, you should be able to see the G. Jump up to collect the G. As soon as you land, you should be able to see a Mini-necky on the right. This Mini-necky shoots three nuts, two low and one high. Jump over the first nut, then hold down to duck under the second nut. As soon as the Mini-necky throws the high nut, then jump on him.

On the right side of this ledge there will be a down elevator. Jump on the elevator and ride it to the bottom, and as soon as you see the up elevator platform rising on the right, cartwheel/roll off the right edge of the down

elevator and land on the up elevator.

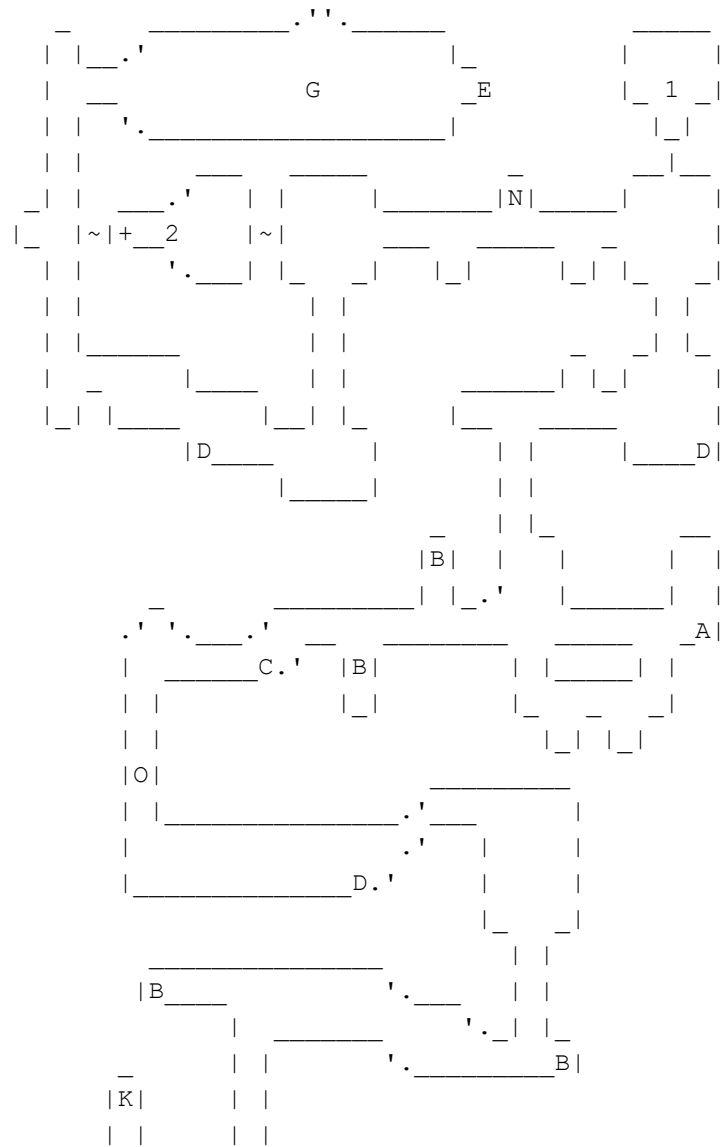
Ride this up elevator all the way to the top, passing the red Zinger along the way, and when you see the elevator platform moving down on the right, jump over the Zinger and land on it. Ride this platform down to the bottom, then cartwheel/roll over the red Zinger at the bottom and jump onto the next up elevator.

Ride this elevator to the top, and then jump off and land on the ledge on the right. Walk onto the nearby bouncy tire, and watch the Mini-neckie above throwing nuts. As soon as a nut has passed by above, then jump up and hold right to land on the Mini-neckie.

After the Mini-neckie, jump onto the final down elevator in the level, and ride it all the way to the bottom to find an entrance to a bonus level. Jump onto the ledge, and go through the entrance. In the bonus level, shoot out of the horizontally moving barrel to collect bananas. After exiting the bonus level, run right to exit the level.

Level 26: Poison Pond

MAP



| | | ' . | | ____
|A_|~|S____D____B|

+: Automatic Cannon Barrel
~: Secret horizontal entrance
|: Secret vertical entrance
1: Rambli Token
2: Espresso Token
A: Animal (Enguarde)
B: Bananas (bunch)
D: DK Barrel
E: Exit
G: Letter G
K: Letter K
O: Letter O
N: Letter N
S: Start

LETTER K

From the start of the level, float down to the bottom, and then swim left through a hidden section of the wall to arrive in a small open area. In the open area, swim into the crate to reveal Enguarde. Swim onto Enguarde, then leave the secret area on the right. As soon as you leave the secret area, swim straight up the tunnel to collect the K.

LETTER O

Swim down out of the tunnel after collecting the K, and swim right, making sure that you watch out for the Bitesizes at the top and lower sections of the area. Swim out of the first area on the right, and smash through the DK barrel. Follow the trail of ten bananas as they curve from right to up, and then swim right as soon as you can. Move a little more over to the right, and you'll spot the first Mincer of the level.

This one's nice and easy: Just swim under the Mincer as soon as it goes up, and then continue along to the right to come to two more Mincers. Wait until they both go up, and then swim under them. Swim up when you see a tunnel above, and keep swimming up when the tunnel widens out, watching out for the Bitesize and two horizontally moving Mincers.

At the top, swim left. This tunnel slopes down slightly. Stay as close to the top of the tunnel as you can, but watch out for the Squidge that stays close to the top. If you have Enguarde, the Squidge shouldn't be a problem. Next, still in the same tunnel, there will be three Mincers. Two stationary ones at the bottom, and one horizontally moving one.

This is very easy to pass: Just stay as close to the top of the tunnel as you can and keep moving left. The Mincer won't be able to touch you. After the three Mincers, keep swimming left as the tunnel becomes slightly higher. Three Bitesizes are in this slightly higher section: One at the bottom, one at the middle, and one at the top.

Two horizontally moving Mincers are next. Again, stay at the top of the tunnel and swim left to avoid the top Mincer. After the Mincers, swim slightly down

and swim through the gap between the Squidges. Once you see the tunnel leading up, follow it up to collect the O.

LETTER N

Continue rising up the tunnel as high as you can, then swim quickly to the right before the Squidges get too close. The tunnel will then narrow, and a single horizontally moving Mincer can be seen in it. Wait until the Mincer has just started moving back to the right, then follow it along and go up as soon as you can.

Swim down to crash through the continue barrel, and swim through the banana arrow. In this area, the Mincers are blocking entrances that lead to banana bunches. So ignore all the Mincer entrances. Swim right until you see the banana trail curving from right to up. An Enguarde crate is over on the right, but you will have to take the first tunnel down and navigate past two Mincers to get to it.

Follow the banana trail up, and rise all the way to the top. A Mincer will be moving left and right in a tunnel at the top. When the Mincer goes to the left, then quickly rise out of the current tunnel and swim to the right. When the tunnel opens up to a higher area, continue swimming right to go between two Bitesizes. Swim to the bottom-right of this open area to collect a DK barrel if necessary. Swim up in this open area to find a new tunnel leading up. Follow this tunnel to the top to find three circling Mincers.

Swim directly up past the Mincers when it's safe, and continue swimming up to go through a hidden entrance into a small secret area where you can collect a Rambi token. Swim out of this secret area and continue left into a new tunnel. As soon as you enter the tunnel, swim down into the first dip, and wait there until a horizontally moving Mincer passes above. Then swim out of the dip and go up into the next dip to collect the N.

LETTER G

After collecting the N, swim out of the dip when the Mincer has just gone past to the right, and carry on swimming to the left. At the end of this tunnel, there will be another open area with three circling Mincers in it. Swim past the Mincers, moving to the left, and go through a hidden entrance in the left wall to end up in a low, wide secret area.

Follow the banana arrow to the left, and collect the Espresso token. Then swim left to find an automatic cannon barrel, which will blast you out into a dip about half-way up a vertical tunnel on the left. Wait in this dip until you see the two Mincers meet, then swim out of the dip and go up the tunnel, swimming right into the next tunnel as soon as you can.

This tunnel has a huge amount of Bitesizes in it, and it will definitely be a big help if you have Enguarde. Stay as close to the top of the tunnel as you can when you swim to the right, as this will help you to avoid most, if not all of the Bitesizes. Swim down as soon as you see the G, and then swim back up to the top of the tunnel and continue right. Two Mincers are next. Swim past as soon as the top Mincer goes down, and then exit the level on the right.

LETTER K

Select Diddy Kong at the start of the level, as he is smaller and can avoid more enemies while riding in the mine cart. The level starts on some platforms. Run right and jump on the three Gnawtys, then hop into the mine cart. The first section of the mine cart is quite easy.

Just a few Neckys to jump over. Remember when jumping on the enemies in this level, keep holding right so that you land back in the mine cart. The track first slopes up slightly, and then leads to the first Necky. A trail of bananas indicates where you have to jump. After the first Necky, the track will lead down to a second Necky.

Don't jump over this Necky, and the mine cart will pass under it. The first gap in the track is next, so jump out of the mine cart when you see the trail of bananas, fly over the Necky, and land in the next mine cart. Stay in the mine cart as it drops down to the next section of track. Two Neckys are coming up next. Jump early, so that you just make it to land on the first of the two Neckys. You should bounce off and collect the K. After landing, stay in the cart to duck under the next Necky.

LETTER O

After collecting the K and ducking under the second Necky, the track will suddenly start to slope down. Jump off to the right before the track slopes down to land on a rope. Climb the rope to the top, then jump off to the right to land in a mine cart on a higher section of track. On this section of track, there will be eight bananas, then a small gap to the next set of bananas.

When you reach the gap in the bananas, jump up to land in a cannon barrel which will shoot you up to a bonus level. In the bonus level, there are six eight-way cannon barrels. Each barrel increases in speed, so what starts out as being an easy blast from one barrel to the other soon turns into a very difficult task. The rewards in barrel order are:

- First to second barrel : one banana
- Second to third barrel : Two bananas
- Third to fourth barrel : Ten bananas (one bunch)
- Fourth to fifth barrel : Rambi the Rhino token
- Fifth to sixth barrel : Red balloon

You receive no reward from blasting from the extremely fast sixth barrel over to the exit. After exiting the bonus level, you will be blasted down onto another mine cart. Continue to ride the mine cart along to the right, staying in the mine cart when you see the first Necky to duck under it. Two more Neckys are next, one low, one slightly higher. Jump onto both Neckys to collect the O above, and then land back in the mine cart.

LETTER N

After landing back in the mine cart, jump the small gap between tracks (or if

you want an Enguarde token, wait until the mine cart drops down the gap, and then jump up to the right when you see the next mine cart on the low track). If you've taken the higher route, then you'll have to jump over a red Zinger at the end of the high track, and land back in the mine cart. There are three gaps in the track coming up next.

Jump over the three gaps, and crash through the continue barrel to save your progress in the level so far. Drop down onto the next section of track, and jump over the two very fast flying Neckys. There are three more gaps in the track coming up next. The N is in the third gap. Wait until the mine cart has gone off the end of the track in the third gap, and as soon as you collect the N, jump out of the falling mine cart and land in the next mine cart.

LETTER G

Ride the mine cart up the next bump in the track. When the mine cart has just gone up the bump, you should notice a tire over on the right, with a cannon barrel further on the right. Jump from the mine cart when it is just about to go down the bump, and land on the tire. Then bounce into the cannon barrel to be shot up to a bonus level. In the bonus level, match the same animal token in all three barrels to win that animal token. After exiting the bonus level, you'll land on a bouncy tire on a small platform. Bounce from the tire, and land in the mine cart over on the right.

Jump through the gap between the two stationary red Zingers, and then jump across another gap to land on a platform with a tire, with a red Zinger orbiting it. Bounce straight up to collect the G, then bounce into the mine cart on the right. Ride this mine cart down the slope, then jump off at the end to land on another bouncy tire on a platform.

Bounce over into the next mine cart on the right, then quickly jump off and land on the platform on the right with yet another bouncy tire on it. Notice a pattern here? A yellow Zinger will be moving vertically between two platforms. Jump from the current platform when the yellow Zinger is down low, and land on the next platform. Then jump onto the Kritter in the mine cart before landing in the cart.

Ride this track to the end, then jump off over the yellow Zinger and land on the tire on the platform. Bounce onto the next mine cart, and ride it up the slope, jumping over all three of the stationary red Zingers on the way up. At the end of the track, jump off to the right and hit the Kritter in the mine cart before landing in the cart.

Ride this bumpy track until you reach the end of it, then jump and bounce off the tire on the platform (with the extremely fast red Zinger circling it), and follow the trail of bananas as you fall to land in the mine cart below. Ride this final mine cart up the steep slope, and down the slope on the other side.

Jump off to the right just over half-way down the slope to land on the platform. Turn left and jump over the track, landing on the first bouncy tire. Bounce up to the next bouncy tire on the left, then the third. From the third tire, bounce up into the cannon barrel above to be shot up to a bonus level. In the bonus level, bounce on the moving tire to collect bananas. After exiting the bonus level, continue right to exit the level.

LETTER K

At the start of the level, don't worry too much about the lights. Run right at the start of the level to go down some steps. Pick up the DK barrel at the bottom of the steps, and hold it as you run right into a Kritter. After the first Kritter, jump across the gap on the right, then run up the steps and hit the Kritter at the top. Jump across the next gap to collect the K.

LETTER O

After collecting the K, continue right to get to some steps. Watch out for the two Kritters that start walking up the steps as soon as you get to the top. Hit both Kritters, then continue down the steps to come to the edge of the platform. Jump across to the small platform on the right, then jump over to the next wide platform.

Continue right to come to three more small platforms: The first in the middle, the second high, and the third low. Jump across the platforms as the lights go on. If you want to collect the Enguarde token, roll off the first platform, then as soon as you touch the token, jump up to the third platform. After crossing the three platforms, cartwheel/roll straight away to hit two Kritters.

Continue along this platform until you come to the edge, then drop down onto the tire on the platform below. Bounce over to the platform on the right, and continue right to come to three Kritters walking down the steps. Cartwheel/roll through all of the them, then continue up the steps and down the steps on the other side. Three bouncy tires on platforms are next. The first and third platforms are low, while the second is high. Jump off the third platform and land on the shadow over on the right to reveal the O.

LETTER N

After collecting the O, jump across to the tire on the right. Bounce up to crash through the continue barrel, then bounce over to the right. As soon as you land, walk forward slightly to the right, and cartwheel/roll to hit the Klump. A little further on the right, jump onto the rope and jump off when it swings over to the right.

After landing, cartwheel/roll to hit the Klump walking down the steps, then wait until the lights come on before walking onto the small horizontally moving platform on the right. When the moving platform goes as far right as it can, then jump off and land on the next platform. Wait until the lights come on before jumping onto the vertically moving platform at the lowest point.

Jump off the platform to the right when it goes up high, and cartwheel/roll through the two Klumps walking up the steps. Wait until the lights come on before jumping off the right edge of the platform and landing on the next swinging rope. Jump off the swinging rope when it swings right, and land on the next platform with the DK barrel above.

Two vertically moving platforms are up next. Jump across both of them to land on another platform, with a small horizontally moving platform on the right.

Jump onto this when the lights come on, and then jump over to the right again to land on another horizontally moving small platform.

After jumping off the second platform, quickly jump to avoid a Klap-trap, and then continue right to come to some arrow platforms, which drop slowly. Jump onto the first arrow platform, and then jump off to the right to land on a platform with three Klap-traps. At the edge of this platform there will be four more arrow platforms over on the right.

Jump up to the fourth arrow platform, where there will be a single banana below. Stand on the platform as it drops all the way down. When it drops below the banana, you will be blasted up to a bonus level. There are eight eight-way cannon barrels. Shoot into the middle of the area to collect the N, then exit the bonus level.

LETTER G

After exiting the bonus level, you will land on a shadow which will reveal a metal keg. Pick up the keg and drop down to the right off the edge. After landing, turn and face the wall on the left. Wait until the lights have just come on, then throw the keg against the wall.

Quickly jump and land on the keg, and ride it all the way along until it opens up the entrance to a bonus level. In the bonus level, try and spot which barrel the red balloon ends up in. After exiting the bonus level, run left and jump up on the first ledge to find the G. Jump up and collect the G, then run down to the right, and jump over the final Klap-trap before exiting the level.

BOSS BATTLE 5: DUMB DRUM

A very odd boss: A large moving version of the enemy barrel seen in some earlier levels. Dumb Drum will try to attack you by dropping down from above. Stand anywhere in the area, and when Dumb Drum stops above, then quickly run in a different direction to avoid it. The number of times Dumb Drum drops depends on the number of times he's been hit. After he has finished dropping, he will then throw out two enemies, which increase in difficulty after each time. I suggest you use Donkey Kong for this boss, as he can defeat some of the later enemies more easily than Diddy Kong. The layout for Dumb Drum is shown below:

First Attack : One drop, two Kritters
Second Attack : Two drops, two Slippas
Third Attack : Three drops, two Klap-traps
Fourth Attack : Four drops, two Klumps
Fifth Attack : Five drops, two Armys

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World Six
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Level 29: Tanked Up Trouble

LETTER K

Jump across the gaps in the first three platforms, crashing the DK barrel between the second and third. Jump from the third platform onto the first track platform, and simply ride it along to find the first fuel barrel. Jump over the first fuel barrel, and land back on the middle of the track platform. It will attempt to rise up the vertical track section, but will instead fall down. If you stay in the middle of the platform, you will land in an automatic barrel cannon, which will shoot you up to a bonus level. In the bonus level, try and choose which barrel the red balloon ends up in.

After exiting the bonus level and landing back on the platform, ride the barrel right and collect the first fuel barrel. Stay on the platform as it goes up and right, and you should find the first stationary Necky with a fuel tank above. Ignore this fuel tank, and just stay on the platform to duck under the Necky. The platform will continue to the right, and just as it is as the fuel is on 'one', jump up to collect the fuel barrel. Ride the platform, down, right, down, right. A vertically flying Necky will be up next as the fuel is on 'four'. Jump up and hit the Necky to bounce up and collect the K above, and the land back on the platform.

LETTER O

Continuing on to the right, an arrow platform will be above when the fuel is on 'three'. Jump up onto the platform and collect the fuel barrel, then drop back down to the track platform. Ignore the fuel barrel on the platform above, and just pass under the platform with the Kritter on it. The platform will continue right, down, right. Jump up onto the arrow platform and jump up to collect the fuel barrel.

Land back on the platform and pass under the horizontally flying Necky. The platform will then start to go very slowly up. There will be two platforms on either side of this vertical section of track. Jump onto the first platform on the right and collect the O, then quickly jump back on the track platform, and then jump over to the left to collect the fuel barrel.

LETTER N

As soon as you collect the fuel barrel, jump back onto the track platform before it starts zooming off to the right. When the track goes as far right as it can and is just about to go down, there will be an arrow platform on the right with a bunch of bananas on it. Jump onto the arrow platform, and then jump down to the Necky on the right. Bounce off the Necky and land on the small platform on the right. Wait on the small platform until you see the track platform below, then jump into the fuel barrel on the right, hit the vertically moving Necky, and land on the track platform with 'three' in the fuel tank.

There will be a mysterious fuel barrel high above, with four bananas below it. There is in fact a hidden cannon barrel directly below it, which will shoot you up to the fuel barrel. Wait until the fuel barrel is about a track section to the left of the lowest banana, then jump down into the cannon barrel below the banana. After being blasted up to the fuel barrel, wait on the platform. It will move to the right, and just as it looks like it's about to fall off, it will go up and along to an Enguarde token. Jump off the track platform at the end of it's long travel and crash through the continue barrel. From here on,

things get a little more difficult.

Run right and jump onto the next track platform with 'three' in the fuel. Jump on the first tire you see, and bounce up to the right to reach the fuel barrel. Land back on the platform, and jump onto the first stationary Necky just over on the right. Bounce over to the tire on the right, then bounce over the vertically moving Necky and land on the second tire on the right, and finally bounce off the second tire, hit the fuel barrel, and land back on the track platform. The track will then go down, and you should see a tire over on the right with a red Zinger on the right of it.

Jump on the platform and land on this tire. Wait on the tire until the platform is almost below, then jump over the Zinger to the right, hit the fuel barrel, and land back on the track platform. Ignore the next tire you see above, as you don't need the fuel barrel between the two Zingers. The platform will go up, then right. Jump up onto the first platform. Push the tire slowly to the right until you reach the edge of the platform, then wait until the track platform is below. Push the tire off the edge so that it lands on the track platform, then jump down onto the tire and bounce off to reach the fuel barrel above.

After landing back on the platform, just stay on it to move into an automatic cannon barrel, which will blast you up to a fuel barrel above. The track platform will then go up and right to another platform. Stay on the track platform as it goes under the wooden platform. As soon as you collect the N, jump up onto the platform.

LETTER G

Quickly run right as soon as you land on the platform, and jump to collect the fuel barrel between the two vertically moving yellow Zingers. Shortly after this, there will be a cannon barrel above. Jump into the cannon barrel, which will give you a view of an automatic cannon barrel over on the right. When the track platform is just below the automatic cannon barrel, blast out of the cannon barrel to collect an easy bunch of bananas and land back on the track platform. Fuel will now be very low for the rest of the level, and the enemies are more common. Fortunately, the platform goes quite slow.

Jump over a single stationary Zinger and two stationary Zingers to reach the first fuel barrel. Jump between two stationary Zingers to get the second fuel barrel. The platform will then go up. As soon as the platform goes right, quickly jump over the first Zinger at the top for the third fuel barrel, and jump very soon after to clear the next Zinger and collect the fourth fuel barrel. The platform will then go up again, and the fifth fuel barrel will be visible above, with a red Zinger quickly circling it.

Wait on the right side of the track platform, and as soon as the red Zinger is on the right side of the fuel barrel, jump and hold right to collect the fuel barrel and land back on the platform. The platform will then go down, and right. Three red Zingers are up next. Stay on the left side of the platform. Jump over the first one, duck under the second one, and jump over the third one. Run over to the right side of the platform after passing the Zingers, and wait there as the platform starts to go extremely slow on the approach to the next fuel barrel.

An automatic cannon barrel will be above, and is a shortcut to the exit. However, taking the cannon barrel route means you miss out on the G. Ignore the cannon barrel, and stay on the track platform to get the fuel barrel. The platform will then speed up. Jump over the three Zingers (you will collect the

G after jumping over the third Zinger), and ride the track platform to the end. When the track platform stops, jump off to the right to land on a wooden platform with the red arrow sign. Jump up the next platforms, hitting the three Gnawtys on the way, and continue right to exit the level.

Level 30: Manic Mincers

LETTER K

Run right at the start of the level, and hit the single Gnawty out of the way. Run right and jump over the pit when the Mincer is low down. Pick up the DK barrel, and run right under the next Mincer. Continue right to smash the DK barrel into a Gnawty, and run as far as you can to the right to find the K.

LETTER O

Wait until the Mincer above has started to go up, then jump up the big step and run right to come to a large pit with another Mincer in it. Jump over the pit when the Mincer is low, and walk right to land on a crate. Hop on Rambi. Wait until both Mincers on the right have gone up as high as they can before you jump through the gap. Barge the two Gnawtys out the way as you run to the right, and then stop at the big step.

Wait for the Gnawty to drop down first. Jump up the big step when the Mincer above has gone as high as it can, then run to the right to find the next big step. Wait for the next Gnawty to drop down, then jump up the big step when the Mincer has gone up high. The O will be on the right, between two Mincers. Wait for the highest Mincer to go up as high as it can before jumping through the gap and collecting the O.

LETTER N

Run under the lowest Mincer on the right (unless you really need that bunch of bananas), and jump up the next big step. This next section is where Rambi is useful. Jump over the first Mincer and wait until the Gnawty walks into Rambi. Jump over the second Mincer and wait for the next Gnawty to walk into Rambi.

Wait by the left side of the third Mincer, until you see the horizontally moving Mincer over on the right. Quickly jump over the third Mincer, jump over the horizontally moving fourth Mincer, and hop over the fifth and final Mincer in the set. Continue right to find the continue barrel above. Jump up and crash through the continue barrel, and ignore the TNT barrel as you continue running (with Rambi) to the right.

Wait for the circling Mincer to go directly below the stationary Mincer before you run under it to the right. Run right to barge a Krusha out of the way, and continue right to come to a gap with two circling Mincers. Wait until one of the Mincers is at the top before jumping over the lower Mincer and landing on the other side.

Drop down off the big step to crash into a Krusha, and with Rambi, run through

the right wall to open up the entrance to a bonus level. There are three Klap-traps in the bonus level. If you jump on the Klap-traps enough times, you will win a red balloon.

Continue right after exiting the bonus level to find three circling Mincers. Wait until one of the three Mincers has gone down to the bottom-left, and then follow it along to the right. After passing the Mincers, jump off Rambi if you have him, as you need to be quite accurate on the next section.

Walk onto the horizontally moving platform, jump over the Mincer half-way along the pit, and then jump off at the other side. Pick up the TNT barrel, and run right to crash it into the Krusha. The N will be just above the start of the next pit. Wait until the moving platform has just started moving to the right before jumping up to collect the N and land back on the platform.

LETTER G

Jump over both stationary Mincers on the way over this pit, and jump off the moving platform at the right side of the pit. Pick up the DK barrel, and walk to the edge of the current ledge. Jump across the small platform when the Mincer is below, and quickly jump across to the next section of ledge.

When you reach the next edge, jump all the way across to the right and land next to a Krusha. Walk into the Krusha with the DK barrel and continue right to find another pit, with two Mincers circling a small platform. Wait until either of the Mincers is directly above the other Mincer before jumping onto the platform, and quickly jump off to the other side.

Cartwheel/roll through the next three Gnawtys, and keep running right, stopping just at the left side of the stationary Mincer. A semi-circling Mincer will be above. Jump over to the right side of the stationary Mincer, and when the semi-circling Mincer has moved to the left, run right. When you see a ledge above, jump up to it, and run right to come to an entrance to a cave. Run under all three of the fast vertically moving Mincers, and continue right to collect the G and exit the cave.

After exiting the cavee, you will arrive just next to a TNT barrel. Pick up the barrel and jump over to the right. Continue right to crash the TNT barrel into the first wall, which will open up the entrance to a bonus level. In the bonus level, try to guess which of the four barrels the red balloon is in. After exiting the bonus level, run right to exit the level.

Level 31: Misty Mine

LETTER K

Select Diddy Kong. Run right at the start of the level, picking up the TNT barrel along the way. Jump over the first Slippa, and run straight into the Slippa coming out of the enemy barrel. Jump up the big step on the right and select Donkey Kong. Grab the nearby DK barrel, and continue right.

Jump over the first Slippa, and run right to hit the DK barrel on the second Slippa coming out of the enemy barrel. Jump up the next big step and jump onto

the rope, which will move across to the right. When the rope has stopped, climb as high up the rope as you can, and jump off to the right to land on the Slippa that has just emerged from the enemy barrel.

Pick up the nearby TNT barrel, and run off the edge to the right. After landing, run quickly to the right to destroy the enemy barrel with the TNT barrel. Select Diddy Kong. Jump up the next two steps and pick up the next TNT barrel. Jump over the Slippas that are coming out of the enemy barrel, and jump over the enemy barrel at the top of the slope.

Jump down to the right when you reach the edge, and land on the enemy barrel down below to destroy it with the TNT barrel. You will be able to drop down and collect the Rambi token below where the enemy barrel used to be. Jump up the big step on the right, and continue right to come to an enemy barrel throwing Slippas out to the right. Jump on top of the enemy barrel, and then jump onto the rope on the right. Stay high up on the rope, and jump off to the right so that you land on the enemy barrel.

Continue to the right to come to a DK barrel and a TNT barrel. Throw the DK barrel if necessary, then pick up the TNT barrel and run to the right. Jump over the Slippas and crash into the first enemy barrel. Then drop down off the big step and run right to find a second enemy barrel.

Jump on top of this barrel, then jump onto the rope on the right. Wait until this first rope moves along to the right, and climb up as high as you can on it. When the rope stops, jump off to the right to land on another rope. Stay on the top of this rope, and then jump off to the right when it stops and land on the enemy barrel down below.

After landing, run right along the next long platform, jumping up half-way to hit the continue barrel. Jump onto the enemy barrel at the right edge of the platform, then jump up onto the rope. On this rope, climb down to the bottom of it, and you should see a secret ledge over on the right. When the rope stops, jump off to the right to land on the ledge, and then go through the entrance on the right to enter a bonus level. In the bonus level, jump onto the rope and follow the top trail of bananas to collect the K.

LETTER O

Still in the bonus level, follow the bottom trail of bananas to collect the O.

LETTER N

Still in the bonus level, follow the top trail of bananas to collect the N.

LETTER G

Still in the bonus level, follow the bottom trail of bananas to collect the G. Jump off the rope to the right when it stops, and land on the crate to reveal Espresso. Jump on Espresso, then exit the bonus level to the right. After landing, use Espresso to fly up and collect the high Espresso token, then continue right until you come to the TNT barrel. Hop off Espresso here, select Diddy Kong, grab the TNT barrel, and run to the right.

Make sure that you jump over all of the Klap-traps that are coming down to the left. When you reach the enemy barrel, jump up as high as you can first, and then hold right so that you don't destroy the enemy barrel. After passing the enemy barrel, run right until you reach a high wall that you can break open with the TNT barrel. Go through the entrance to arrive in a bonus level. In the bonus level, try to match the same animal token in all three barrels to win that animal token.

After exiting the bonus level, continue right to come to a series of Klap-trap enemy barrels. Remember that when you land on an enemy barrel, the enemies will stop coming out of that barrel. Jump onto the first barrel, then jump all the way over to the second barrel. Run right down the small step, and jump up onto the third barrel. Jump straight up to smash through a DK barrel, then run right and jump onto the fourth enemy barrel over a pit. Another difficult section is coming up next.

Jump up to the platform on the right, and then quickly select Donkey Kong. Jump onto the first Army, and then quickly run right and jump onto the first Army enemy barrel. Jump over to the right, and jump immediately after landing to avoid an Army. Run right until you see another Army coming out of an enemy barrel. Quickly jump so that the Army rolls down the small step, and then land on the enemy barrel. Drop off the enemy barrel to the right, and run right until you come to a big step. Jump up the big step, and quickly jump onto the Army enemy barrel to avoid the Army.

Jump across the gap from the enemy barrel to land on the path with the red arrow sign. Jump immediately after you land to avoid a Slippa, and then run quickly over the four Slippa enemy barrels. After passing the four barrels, run right to exit the level.

Level 32: Loopy Lights

LETTER K

Hit the toggle barrel at the start of the level, and run right, making sure that you jump on or over the first jumping Kritter of the level. Jump up the big step, hit the toggle barrel, and continue right to come to a pit with a trail of bananas leading into it. Fall straight down the middle of the pit, in line with the bananas, to land in the automatic cannon barrel which will shoot you up to a bonus level.

In the bonus level, jump into the first barrel and continue to quickly tap B to pass through the other barrels. The rewards in barrel order are:

First to second barrel : one banana
Second to third barrel : Three bananas
Third to fourth barrel : Ten bananas (one bunch)
Fourth to fifth barrel : Ten bananas (one bunch)
Fifth to sixth barrel : K

After collecting the K, exit the bonus level on the right.

LETTER O

After landing, jump up and hit the toggle barrel, then run right. Jump over the jumping Klap-trap, and select Diddy Kong to pick up the DK barrel on the right. Run right to crash the DK barrel into a jumping Klap-trap, then jump up and hit the next toggle barrel. Walk to the edge of the path on the right, and wait until the horizontally moving platform comes over to the left before jumping on it. Jump off the platform when it's crossed the pit, then jump over the first Klap-trap that bounces toward you. Hit the toggle barrel and continue right.

Jump on the first horizontally moving platform on the right, and then wait until the platform has moved all the way to the right before jumping up to the higher moving platform. After jumping off the higher moving platform, immediately jump after landing to hit the jumping Klap-trap on the platform. Hop down to the right, and bounce off the tire to land on the platform down below. There are two Klap-traps on this platform, and a tire in the middle. Hit both Klap-traps, then jump on the tire to switch the toggle barrel on. With the lights on, jump over the five small platforms to get to the next platform.

Hit the toggle barrel as soon as you land, and jump down to the right to hit the two Klap-traps. Jump up the small step on the right, and then jump over the gap to hit the next toggle barrel, and land on a platform with eight bananas. Jump across the gap to the next platform, and immediately jump to land on the jumping Klap-trap. Run to the right side of this platform to see the O in a gap. Cartwheel/roll into the gap, then as soon as you collect the O, jump up onto the next platform.

LETTER N

After collecting the O and landing on the next platform, jump to hit a Klap-trap. Jump across the next gap and jump up to hit the toggle barrel, then continue right up the slope to find the continue barrel. Jump up the small step to crash through the continue barrel, and walk right to find a big step. Drop down off the big step to land on the path below, and walk slowly right to find a Kritter jumping over a gap with a DK barrel in it.

Jump on the Kritter, and then pick up the DK barrel. Hop out of the gap, and run right to find another Kritter jumping over a tire. Hit this Kritter with the DK barrel, and then push the tire over to the right until it is under the high toggle barrel. Use the tire to bounce up and hit the toggle barrel, and then quickly run right and jump onto the horizontally moving platform.

Jump on the three Klap-traps in the next section: One on the higher ledge, two on the ledge below, and then hit the toggle barrel. After hitting the toggle barrel, jump across the gap on the right, and jump up the three big steps on the right to come to a Necky sitting on top of the toggle barrel. Wait just under the left or right side of the barrel to avoid the nuts that are thrown from Necky.

Jump up to hit the Necky on top of the barrel, and then grab the regular barrel that was under the toggle barrel. Hit the toggle barrel again, and run down the three steps on the right. Jump over the gap at the end, and run right after landing on the next platform. Keep running right to break through the wall with the barrel and enter a bonus level. In this bonus level, hit the toggle barrel to switch on the lights, and then jump up the ledges on the right as quickly as you can. The rewards in ledge order are:

First ledge : one banana

Second ledge : Ten bananas (one bunch)

Third ledge : N
Fourth ledge : Espresso token
Fifth ledge : Red Balloon
Sixth ledge : Five bananas

After landing on the sixth ledge, exit the bonus level on the right.

LETTER G

After exiting the bonus level and landing on the edge of the ledge, jump up to hit the toggle barrel, then jump onto the vertically moving platform on the right. Ride the platform up to the top, and jump off to the right. Jump down to the platform on the right, and then jump over to the next ledge.

Quickly run to the middle of this ledge to avoid the jumping Kritter who is bouncing left and right. Jump up to hit the toggle barrel when the Kritter is on either the left or right side, and jump onto the first tire on the right. Jump across all four tires, and run right after landing on the platform.

Hit the first toggle barrel you come to, and then drop straight down to land near a stationary red Zinger. Run under the first Zinger, jump over the second Zinger, and jump over the third vertically moving Zinger when it has gone down low to activate the toggle barrel. Jump over the fourth Zinger when the horizontally moving fifth Zinger has gone right.

Jump over the sixth stationary Zinger when the fifth horizontally moving Zinger has gone to the left. Jump over the seventh vertically moving Zinger when it is low to collect the G. Jump over the eighth stationary Zinger when the ninth horizontally moving Zinger has gone right, then quickly jump over the ninth Zinger when it starts coming back to the left. Run right and jump over the pit to hit the toggle barrel.

On the other side of the pit, jump quickly up the big four steps on the right, watching out for the barrels thrown by the Manky Kong at the top. At the top of the steps, jump on the Manky Kong. Jump straight up to hit the toggle barrel, then jump over the pit on the right. Run right and drop down off the next big step, but hold left after landing to activate a toggle barrel. Then run right, and hit the final Klap-trap that comes out of the exit. Continue to run right to exit the level.

Level 33: Platform Perils

LETTER K

From the start of the level, pick up the barrel and run right to find a brand new enemy: the silver Krusha. Unlike the other Krushas, this silver Krusha can't even be defeated by Donkey Kong. Throw the barrel at the silver Krusha, and walk right to the edge of the platform to see the first arrow platforms below.

Walk onto the arrow platform, and then immediately walk off the left side of the platform to land on a hidden platform down below. This hidden platform will take you to the automatic cannon barrel on the left, which will shoot you up to

a bonus level. In the bonus level, spell the word K-O-N-G in barrel order to win a red balloon.

After exiting the bonus level and landing on the slope, run up the slope to the right, and jump on the Army near the top. Select Diddy Kong. Pick up the DK barrel and walk to the right to crash it into an Army. Then walk back to the left and pick up the steel rimmed barrel, and run back to the right. Drop down onto the right arrow platform, and then jump up onto the up arrow platform shortly after.

Ride the up arrow platform to the top, then jump off onto the metal platform. As soon as you get on the metal platform, throw the barrel and run after it to the right to watch the three Klumps fly out the way. Then jump off the edge of the metal platform onto the up arrow platform below to collect the K.

LETTER O

Ride on the up arrow platform until it starts to shake, then jump onto the down arrow platform on the right. immediately jump from the down arrow platform and land on the right arrow platform below to avoid the risk of hitting the red Zinger. Stay on the left side of this platform until you see the vertically moving yellow Zinger on the right. When the Zinger goes up high, cartwheel/roll off the arrow platform and jump up to land on the wooden platform.

On the wooden platform, run right to alert two Armys. Run to the left side of the platform and jump over both Armys as they roll toward you and drop off the edge. When the Armys are gone, jump up to the platform on the right, and then jump over to the down arrow platform.

Jump over to the right as soon as you land on the arrow platform. After landing on the wooden platform, continue right. There are two down arrow platforms up next, with a vertically moving yellow Zinger on the right side of both platforms. Jump quickly across both platforms to clear the Zingers and land on the next metal platform.

After landing on the metal platform, quickly run to the left side and wait until the Army comes rolling down. Jump over the Army to send him rolling off the edge, then jump up to the wooden platform on the right. Jump over to the down arrow platform on the right, and bounce off the Necky to reach the next platform. immediately pick up the barrel and stay stationary.

After the first Army rolls into the barrel, run right to send another Army rolling down from the platform above. Quickly rush to the right edge of the platform, and if all goes well, the Army won't even fall down from the platform. If the Army does fall off the platform above, then quickly jump up to send him flying off the edge of the platform below.

Jump along the next four down arrow platforms. There are red Zingers circling the second and fourth arrow platform, but providing you jump across quick, the Zingers won't be able to hit you. After landing on the small wooden platform, select Diddy Kong and pick up the barrel. Jump up the next three platforms on the right holding the barrel.

There is an Army rolling to the left on each platform. The barrel doesn't do anything special, it's just there as a precaution in case an Army comes rolling into you. After jumping up the three platforms, jump onto the down arrow platform. Ride this platform down until you can see the O on the right, then cartwheel/roll off the right edge of the platform and jump immediately after

collecting the O.

LETTER N

Select Diddy Kong. Jump up to hit the continue barrel when the Zinger is above, and jump down to hit the Gnawty on the right arrow platform before landing on the platform. There will be a DK barrel on a down arrow platform above. Jump up and grab this DK barrel, and drop back down onto the right platform. Ride this platform to the right until it starts shaking, and then jump onto the small wooden platform and knock the Army out of the way with the DK barrel. Select Donkey Kong, and jump onto the next right arrow platform, hitting the Gnawty out of the way before you land. When the red Zinger is above the N, jump up and collect it, and land back on the right arrow platform.

LETTER G

When the first right arrow platform starts shaking, jump onto the next right arrow platform and hit the Gnawty out of the way. Jump to the up platform, the down platform, the next right platform, and finally, the down platform with the Klump on it, remembering on every platform to hit the enemy out of the way before landing.

After the final down platform in the set starts shaking, jump over to the right and hit the next Klump, before continuing up the slope to a tire. Bounce up to the next tire, then bounce from the second tire up to a down platform with a Gnawty on it. After hitting the first Gnawty, keep holding right to hit the other three Gnawtys on the down platforms. After hitting the fourth Gnawty, hold right to land on a metal platform.

On the metal platform, run right and jump over the vertically moving yellow Zinger when it's down low. Select Donkey Kong. Pick up the barrel on the wooden platform and throw it at the silver Krusha on the down arrow platform. Jump across to the now clear arrow platform, and immediately jump off to land on the small platform on the right with the red arrow sign.

Jump over the vertically moving yellow Zinger and land on the right arrow platform. Jump onto the next right arrow platform and pick up the barrel. When the platform starts to shake, throw the barrel at the silver Krusha and jump to the next right arrow platform. Jump up to the tire when you see it above and jump up to the up arrow platform with the barrel.

Pick up the barrel and turn left. Throw it at the silver Krusha on the left, then jump onto the now clear right arrow platform. Stay on the left side of this platform until you see the vertically moving yellow Zinger, then run right and jump over the Zinger to land on the next down arrow platform. Pick up the barrel and throw it at the silver Krusha on the right arrow platform, then jump across to the platform.

Ride this platform along to the right, and jump up to collect the barrel on the down platform half-way. Drop back onto the right platform, and throw the barrel at the next silver Krusha. Ride this fast moving right arrow platform until you see the tire, then jump up to the tire.

Bounce from the tire up to the left arrow platform above. When the platform starts shaking, jump up to the right arrow platform and ignore the barrel. Jump half-way to collect the G, then jump onto the Gnawty on the down arrow

platform. Ride this down arrow platform down past the normal platform leading to the exit of the level.

After passing the first platform, jump off to the right to land on a secret platform down below. Run to the right edge of this secret platform and jump into the automatic cannon barrel to be blasted up to a bonus level. In the bonus level, try and guess which barrel the Enguarde token is in. After exiting the bonus level, run right to exit the final level of the game.

BOSS BATTLE 6: NECKY'S REVENGE

Similar to the boss of Monkey Mines: Master Necky, Master Necky Snr. will appear from the sides of the screen, and will chuck large nuts at you. Unlike Master Necky, Master Necky Snr. will throw nuts at you a certain number of times depending on how many times you have hit him. Keep bouncing on the tire to avoid the nuts. Use the tire in the middle of the area to bounce up and land on the beak. Do this five times to defeat Master Necky Snr.

BOSS BATTLE 7: KING K. ROOL

The final battle in the game takes place on a ship, with a view of the island seen in the background. Run to the right side of the ship to see K. Rool, who will instantly chuck his crown at you. Jump on him once, and then jump over him as he charges toward you. Repeat this process three times. He will charge at you a certain number of times depending on how many times you have hit him. Jump on King K. Rool when he has thrown his crown after each time.

Jump over the thrown crown again, and run over to the right to jump on K. Rool. He will then bounce over to the left and land heavily, which causes cannonballs to drop down from above going first from left to right. When a cannonball has dropped down, wait for it to bounce once, then quickly run through the gap to avoid the next cannonball. Repeat this process three times. The cannonballs will go from one side to the other side a certain number of times depending on how many times you have hit him. Jump on King K. Rool when he has thrown his crown after each time.

Credits will then come up on screen. The End? No, not yet! King K. Rool will start to move again. Wait just next to him on the right side and he will bounce over you. He'll throw his crown, so go and jump on him. Repeat this process three times. He will jump from one side to the other side a certain number of times depending on how many times you have hit him. Each time he jumps from side to side, his jumps will get smaller. Jump on King K. Rool when he has thrown his crown after each time. Jump on King K. Rool for the ninth time to defeat him and complete the game.

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4. General Objects

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4.1. Normal Items

ANIMAL TOKEN

There is one or more animal token to be found in nearly every level. After collecting three of the same token, you will be transported to a bonus level where you can earn extra lives by collecting as many mini-tokens as you can in the time given.

BANANA

Normal banana. Collect 100 to get one extra life.

BANANA BUNCH

A bunch of bananas. There are usually 10 bananas per bunch.

BLUE BALLOON

Three extra lives, the rarest kind of balloon and the one that is usually the most difficult to collect.

GREEN BALLOON

Two extra lives, a more rare kind of balloon.

K-O-N-G

These letters are placed in various places around the level. Collect all four letters in the level to get one extra life.

RED BALLOON

One extra life, these are seen frequently throughout the game.

TIRE

Use this to bounce up higher than a normal jump. Some tires can be pushed.

X2

A large animal token found in the animal bonus levels, which doubles the amount of collected tokens.

4.2.

Barrels

AUTOMATIC BARREL CANNON

Marked with a white cloud. Automatically blasts the Kongs out of the barrel as soon as they land in it.

BARREL CANNON

Press Y or B to shoot out of barrel when ready.

CONTINUE BARREL

After losing in a level, you will start back at the Continue Barrel.

DK BARREL

This barrel reveals hidden entrances and defeats some enemies. If playing with one Kong, the DK barrel will reveal other Kong. If playing with two Kongs, the DK barrel acts as a normal barrel.

EIGHT-WAY BARREL CANNON

A rotating barrel that will shoot the Kongs out in one of eight directions it can be pointing.

ENEMY BARREL

This barrel has a picture of a skull on the front and spits out enemies.

FUEL BARREL

Used in Tanked Up Trouble to supply fuel to the track platform.

FUNKY BARREL

Can transport you to previously visited worlds.

METAL KEG

The metal keg reveals hidden entrances, keeps rolling until it falls down a gap or disappears off screen and can also be rolled against a wall, then jumped on to ride. This is very handy in the Orang-utan Gang level.

NORMAL BARREL

Reveals hidden entrances and can defeat some enemies.

SAVE BARREL

Found at Candy's save points on the map screen, this barrel saves the game.

STEEL RIMMED BARREL

Reveals hidden entrances. This barrel will continue rolling until it hits a wall or falls down a gap.

TNT BARREL

These barrels reveals hidden entrances, defeat nearly all enemies and have a timed explosion when they are put down.

THREE-WAY BARREL CANNON

Rotates, meaning that when you press Y or B, you will be shot out of the barrel in one of three directions it can be pointing.

TOGGLE BARREL

When hit, the barrel changes from 'on' to 'off', or from 'off' to 'on'. Changes certain aspects of the game. Such as the movement of Rockkrocs in Stop & Go Station and the lights in Loopy Lights.

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5. Enemy List
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ARMY

Found on levels 2, 19, 22, 32 and 33, the Army is a small armadillo which curls into a ball and quickly rolls toward the first Kong it spots.

BITESIZE

Found on levels 4, 16 and 26, the Bitesize is a small fish.

CHOMPS

Found on levels 4, 16 and 20, Chomps is a large shark.

CHOMPS JR.

Found on levels 4, 16, 20 and 26, Chomps Jr. is a medium-sized shark.

CLAMBO

Found on levels 4 and 16, Clambo is a large clam which spits pearls.

CROCTOPUS

Found on levels 4, 16 and 20, this is an octopus which follows a set path through the level (purple), or chases the Kongs (blue).

GNAWTY

Found on levels 1, 6, 10, 12, 14, 23, 24, 27, 29, 30 and 33, the Gnawty is a beaver.

KLAPTRAP

Found on levels 9, 14, 15, 17, 18, 19, 24, 28, 30, 31 and 32, the Klaptrap is a very small alligator with very large teeth.

KLUMP

Found on levels 1, 21, 24, 25, 28 and 33, the Klump is a big Kremling with a green helmet.

KRASH

Found on levels 7 and 27, Krash is a Kremling which rides in a mine cart.

KRITTER

Found on levels 1, 2, 3, 5, 6, 8, 10, 12, 13, 15, 18, 19, 22, 23, 24, 28, 29 and 32, the Kritter is a common creature in the game. some Kritters walk along the ground, but most jump as they walk.

KRUSHA

Found on levels 10, 21, 24, 30 and 33, the Krusha is a big muscly enemy which

is slow, but very strong.

MANKY KONG

Found on levels 15, 19, 23, 24, 28, 32, Manky Kong is an Orang-utan that throws barrels.

MINCER

Found on levels 21, 26, 30, the Mincer is a big spiked wheel that moves in various directions. Seen in cave levels and underwater levels.

MINI-NECKY

Found on levels 11, 19, 24 and 25, the Mini-necky is a small vulture which spits nuts.

NECKY

Found on levels 1, 6, 10, 11, 12, 13, 14, 17, 18, 19, 24, 27, 29, 32 and 33, the Necky is a large vulture. Some Neckys fly vertically, some fly horizontally, some are stationary.

ROCKKROC

Found on level 9, the Rockkroc is an extremely fast moving creature. When the Toggle barrels are 'on', then the Rockkrocs will start moving. If the Toggle barrels are 'off', then the Rockkrocs will stop.

SLIPPA

Found on levels 3, 10, 25 and 31, the Slippa is a large red snake.

SQUIDGE

Found on levels 20, 26, the Squidge is a small squid.

ZINGER

Found on levels 2, 3, 5, 6, 8, 10, 11, 12, 13, 15, 17, 18, 22, 24, 25, 27, 29, 32 and 33, the Zinger is a big bee.

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6. Item List

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6.1. World One Item List

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Level 1: Jungle Hijinx

ENGUARDE TOKEN

This token can be won in the second bonus level.

EXPRESSO TOKEN

Just after the O, there is a Mini-necky throwing nuts down from a ledge. The Espresso animal token will be on the ledge below Mini-necky.

EXPRESSO TOKEN

This token can be won in the second bonus level.

GREEN BALLOON

Continuing the journey along the treetops, this green balloon will be on the sixteenth tree along from the start of the level.

METAL KEG

At the start of the level, face left and jump up two steps on the slope. From the second step, jump right to land on the first tree. Jump over to the second tree, then jump down the middle of the banana down arrow to land on a shadow, which will reveal a keg. You can throw this keg against the wall on the left. When the keg bounces off, jump on it to ride the keg all the way across the level to the first bonus level.

RAMBI TOKEN

This token can be won in the second bonus level.

RED BALLOON

In the treehouse. At the start of the level, jump back up the small steps to enter the treehouse and find a bouncy tire. Use the tire to bounce up and get the red balloon.

RED BALLOON

At the start of the level, turn left and jump up two steps on the slope. From the second step, jump right to land on the first tree. Jump across the gaps between the trees on the right to find this red balloon on the tenth tree. You will have to use the cartwheel/roll jump between some gaps.

RED BALLOON

Continuing the journey along the treetops, this red balloon will be on the thirteenth tree along from the start of the level.

RED BALLOON

In the first bonus level.

STEEL BARREL

After exiting the first bonus level, jump down to the right from the tree tops and land on the shadow to find this barrel.

WINKY TOKEN

This token can be won in the second bonus level.

Level 2: Ropey Rampage

RAMBI TOKEN

Go along the level until you find the first climbable rope. Climb up the rope all the way to the top, and then using Diddy, do a cartwheel jump off to the right to collect the Rambi token on the tree. An alternative way of doing this, is to find the first swinging rope, and then jump off when it swings all the way to the left.

RED BALLOON

This balloon can be won in the second bonus level.

TIRE

After being blasted out of the first bonus level, don't press right or left, and you will land on a shadow which will reveal a tire.

WINKY TOKEN

After collecting the tire using the method described below, push it over to the right and bounce onto the top of the first tree you come to. Jump down off the tree to land on the shadow and get the token.

Level 3: Reptile Rumble

ENGUARDE TOKEN

In the small open section near the exit, with two jumping Kritters bouncing around. Jump off one of the Kritters to collect the token.

RED BALLOON

Rising quickly out of reach up on a ledge at the right side of the first bonus level.

Level 4: Coral Capers

ENGUARDE

After passing through the low tunnel after the first Croctopus, swim down to find the first of two Enguarde crates in the level.

ENGUARDE

After the continue barrel, there is a banana arrow pointing down. Follow the banana arrow down to come to a Croctopus circling a block. Swim down the right side of this block to find the second Enguarde crate in the level.

EXPRESSO TOKEN

In the tunnel leading upward to where you collect the N, there will be a section where a Chomps is swimming left and right. Go through the right wall here to enter a small secret area with the Espresso token.

RED BALLOON

When you get to the second Croctopus in the level, it will start rotating around a block to the left. Quickly go up the block to the right to collect this balloon.

Level 5: Barrel Cannon Canyon

DK BARREL

At the start of the level, jump up onto to entrance on the left and hop into the barrel at the top. After getting blasted over to a treetop, drop down to the left to land on the tree below, and then jump straight down off this tree to hit a shadow and reveal the DK barrel.

DK BARREL

In the first bonus level.

ENGUARDE TOKEN

Shoot up the left line of bananas in the second bonus level.

RAMBI TOKEN

About quarter of the way through the level, there are three jumping Kritters bouncing in a pit. Jump on either of the three Kritters and bounce up to the top of the tree directly above. Then jump up to the tree on the right to collect the Rambi token.

RED BALLOON

In the first bonus level.

RED BALLOON

Shoot up the middle line of bananas in the second bonus level.

WINKY TOKEN

Run right from the start of the level and walk into the cannon barrel. Shoot out of the cannon barrel and hold right to land on the path below, then run right until you come to the edge of the path. Do a cartwheel/roll jump off the edge of the path to land on the ledge below. Walk into the automatic cannon barrel to be blasted up to the Winky token.

Level 6: Winky's Walkway

EXPRESSO TOKEN

After the continue barrel, there are two Gnawty enemy barrels. Shortly after the second barrel, there will be a red Zinger circling this token. There are two ways to get this token. The first is to have Winky, who can easily jump up to the token. The second way is to have two Kongs. Let one Kong jump into the Zinger, and then the other Kong will, for some reason, jump up higher and collect the token.

WINKY

Near the start of the level, after going up the sloped platform you will come to two vertically flying Neckys at the sides of a platform. Jump on either Necky and bounce up to the platform with the Winky crate on it above.

Level 7: Mine Cart Carnage

ENGUARDE TOKEN

Just before the continue barrel, there is a steep slope with two gaps in it. After the first gap, there is an often missed Enguarde token on a slope. Jump early before the gap to collect this token.

RED BALLOON

Shortly after the N, jump over the Krash and land on the track. When you come to the next gap, do a small gap to land on the lower track for the balloon.

Level 8: Bouncy Bonanza

RAMBI TOKEN

Hit the Kritter near the start of the level, and run right until you get to the Zinger. Push the tire off the right ledge under the Zinger, then push the tire left all the way back to the entrance. Jump from the tire up to the top of the entrance for this very hidden token.

RED BALLOON

This balloon can be won in the first bonus level.

WINKY

Shortly after the N, take either the high path (push the tire onto the vertically moving platform and bounce up to the right), or the low path (bounce on the tire after the low ledges) to the ledge with the entrance to the cave. Enter the cave to find the Winky crate.

WINKY TOKEN

This token can be won in the first bonus level.

Level 9: Stop & Go Station

EXPRESSO TOKEN

Just before the O, there is a vertically moving platform with a Rockkroc on it. When this platform goes up as high as it can, jump off to the left to collect the token.

WINKY TOKEN

In the second bonus level, shoot up the right line of bananas for this token.

Level 10: Millstone Mayhem

DK BARREL

Shoot up the middle line of bananas in the first bonus level.

GREEN BALLOON

This balloon can be won in the second bonus level.

TIRE

Drop into the pit just after the first millstone to land in an automatic cannon barrel. After being blasted out, hold right to land on the shadow below for the tire.

TIRE

After the sixth millstone, run to the right, jump over the gap, and land on the shadow to reveal a tire.

WINKY

Using the second tire described above, push it along to the seventh millstone, and bounce up onto the platform above the millstone. Jump up along to the right to arrive on a hidden path, where you can find the Winky crate.

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6.3. World Three Item List
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Level 11: Vulture Culture

BARREL

Just before the continue barrel, there are two vertically moving Neckys and a Mini-necky. Bounce off the Mini-necky and land on the shell below to reveal the barrel.

BARREL

When you come to the fourth Necky in the level that's throwing nuts, jump up both big steps and hit the Necky. Jump from the highest ledge and land on the shell below to reveal this barrel.

EXPRESSO TOKEN

This token can be won in the first bonus level.

Level 12: Tree Top Town

EXPRESSO TOKEN

Above a red Zinger near to the exit.

Level 13: Forest Frenzy

DK BARREL

Jump off the fourth moving rope and land on the shell to find the DK barrel.

ENGUARDE TOKEN

At the far right side of the second bonus level.

NORMAL BARREL

After exiting the first bonus level, you'll be blasted down onto a shell which will reveal the normal barrel.

RAMBI TOKEN

This token can be won in the first bonus level.

RED BALLOON

A red Zinger is circling very quickly around this red balloon on the final rope in the level.

Level 14: Temple Tempest

EXPRESSO TOKEN

At the far right side of the first bonus level.

RAMBI TOKEN

Select Diddy Kong. Bounce up onto the top of the entrance, by using one of the Gnawtys that walks down the steps at the start of the level. Once up on the entrance, jump up to get the token.

RAMBI TOKEN

Hit the Klap-trap ten times in the second bonus level for this token.

Level 15: Orang-utan Gang

DK BARREL

Below the middle shadow in the first bonus level.

DK BARREL

When you exit the second bonus level and land on the high ledge, bounce from the tire over to the right shadow on the ledge to reveal this DK barrel.

ENGUARDE TOKEN

This token can be won in the second bonus level.

ENGUARDE TOKEN

When you exit the second bonus level and land on the high ledge, bounce from the tire over to the left shadow on the ledge to reveal this token.

EXPRESSO

Up on the highest ledge before the continue barrel.

EXPRESSO

At the left side of the fifth bonus level.

EXPRESSO TOKEN

This token can be won in the second bonus level.

RAMBI TOKEN

This token can be won in the second bonus level.

RED BALLOON

Below the left shadow in the first bonus level.

RED BALLOON

At the right side of the fifth bonus level

WINKY TOKEN

This token can be won in the second bonus level.

Level 16: Clam City

ENGUARDE

Swim up to the top of the first vertical tunnel, but stay to the left side of it and hold left to swim through a hidden tunnel and arrive in an open area. You will find the Enguarde crate in this secret area.

WINKY TOKEN

After the N, swim right through the small tunnel to the next open area, and go down to the left of the first Clambo to find this token.

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6.4. World Four Item List
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Level 17: Snow Barrel Blast

RAMBI TOKEN

Run right to spot this Rambi the Rhino token between two red Zingers. To collect the Rambi token, jump into the very fast eight-way barrel cannon between the Zingers, and blast up to collect the token.

RED BALLOON

Bounce off three horizontally flying Neckys after the first cannon barrel in the level to collect this red balloon.

WINKY TOKEN

This token can be won in the first bonus level.

Level 18: Slipslide Ride

ENGUARDE TOKEN

Slide up the first rope after the continue barrel, jump into the automatic cannon barrel and blast up to the right. Wait for the jumping Kritter to come jumping along, then bounce off and land on the shadow below for the token.

EXPRESSO TOKEN

At the right side of the third bonus level.

RED BALLOON

You can get this balloon in the first bonus level.

RED BALLOON

You can get this balloon in the second bonus level.

Level 19: Ice Age Alley

BLUE BALLOON

This balloon can be won in the second bonus level.

EXPRESSO

Run left at the start of the level to find the Espresso crate.

EXPRESSO

Over on the right side of the first bonus level.

EXPRESSO TOKEN

In the middle of the first bonus level.

GREEN BALLOON

This balloon can be won in the second bonus level.

RED BALLOON

This balloon can be won in the second bonus level.

Level 20: Croctopus Chase

DK BARREL

After being shot down both sets of barrels, turn right toward the wall and hold right. Swim up a little way (still holding right) to pass through the wall. In the secret tunnel, swim up to find this DK barrel.

ENGUARDE

After collecting the N, go up until you trigger the eleventh Croctopus, then quickly swim all the way up the tunnel and go left at the top through a tunnel to arrive in a secret area. Go down to the bottom-left corner of this area to find Enguarde.

RED BALLOON

After collecting the N, go up until you trigger the eleventh Croctopus, then quickly swim all the way up the tunnel and go left at the top through a tunnel to arrive in a secret area. The red balloon will be rising up between the top two blocks in the area.

WINKY TOKEN

Swim right, and swim into the tunnel leading up, but don't go up it. Wait for the Croctopus to pass below, and then swim down and go right. Follow the tunnel around to collect the Winky Token.

Level 21: Torchlight Trouble

RED BALLOON

This balloon can be won in the first bonus level.

RAMBI TOKEN

Jump on the Klap-trap in the second bonus level ten times to win this token.

SQUAWKS

Right at the start of the level, just jump on the crate to find Squawks.

Level 22: Rope Bridge Rumble

ENGUARDE TOKEN

This token can be won in the second bonus level.

EXPRESSO TOKEN

This token can be won in the second bonus level.

RAMBI TOKEN

This token can be won in the second bonus level.

WINKY TOKEN

At the far right side of the first bonus level.

WINKY TOKEN

This token can be won in the second bonus level.

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6.5. World Five Item List
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Level 23: Oil Drum Alley

BLUE BALLOON

Can be collected in the third bonus level by spelling the word: COUNTRY.

DK BARREL

Before the continue barrel, hit the shadow at the bottom of the four steep steps with two Gnawtys walking on them.

DK BARREL

Just after the continue barrel, jump up onto the ledge with the single oil barrel on it, and then jump down to land on the shadow on the right.

GREEN BALLOON

Can be collected in the third bonus level by spelling the word: KONG.

NORMAL BARREL

A barrel used to open the third bonus level. In the second bonus level, match the single in all three barrels to win this barrel.

RAMBI

Just after the continue barrel, drop down into the first pit to find the Rambi crate.

RED BALLOON

Shoot straight up out of the barrel in the first bonus level for the balloon.

RED BALLOON

In the second bonus level, match the red balloon in all three barrels to win.

RED BALLOON

Can be collected in the third bonus level by spelling the word: DONKEY.

TIRE

After getting blasted up in the automatic cannon barrel about half-way through the level, hold right to land on the shadow.

TNT BARREL

Jump off the rope and land on the shadow near the entrance to find a barrel.

TNT BARREL

After jumping up the steps with the three Gnawtys just after the K, jump off the edge of the last step and land on the shadow below.

WINKY TOKEN

In the second bonus level, match the Winky token in all three barrels to win the token.

BLUE BALLOON

In the third bonus level, match the blue balloon in all three barrels to win this balloon.

GREEN BALLOON

In the third bonus level, match the green balloon in all three barrels to win this balloon.

RED BALLOON

Jump on the jumping Klap-trap in the second bonus level ten times to win this balloon.

RED BALLOON

In the third bonus level, match the red balloon in all three barrels to win this balloon.

WINKY TOKEN

After the second track platform has stopped, jump onto the platform on the right, and then run along it, making sure that you jump over the various barrels that the Manky Kong throws. When you get near the Manky Kong, cartwheel/roll into him, and then drop down through the gap where he was standing. You will land on a hidden platform down below. On the right side of the platform is the token.

Level 25: Elevator Antics

EXPRESSO TOKEN

Shoot from the fourth to the fifth barrel in the second bonus level for this token.

GREEN BALLOON

Shoot from the fifth to the sixth barrel in the second bonus level for this token.

RED BALLOON

In the first bonus level, spell KONG in the four barrels for this balloon.

Level 26: Poison Pond

ENGUARDE

From the start of the level, float down to the bottom, and then swim left through a hidden section of the wall to arrive in a small open area with the Enguarde crate.

ENGUARDE

Swim down to crash through the continue barrel, and swim through the banana arrow. Swim right until you see the banana trail curving from right to up. An Enguarde crate is over on the right, but you will have to take the first tunnel down and navigate past two Mincers to get to it.

EXPRESSO TOKEN

Just after the N, there is a large area with three circling Mincers. Go left through this area and pass through the wall at the left to arrive in a small hidden area with this token.

RAMBI TOKEN

Just before the N, there is a large area with three circling Mincers. Go straight up in the middle of this area and pass through the wall at the top to arrive in a small hidden area with this token.

Level 27: Mine Cart Madness

ENGUARDE TOKEN

This token can be won in the second bonus level.

ENGUARDE TOKEN

Just after the O, there is a gap in the track. Drop down into this gap, and jump out of the mine cart when you see the other cart on the right. Land in the other cart and ride it to the right to find this token.

EXPRESSO TOKEN

This token can be won in the second bonus level.

RAMBI TOKEN

Shoot from the fourth to the fifth barrel in the first bonus level.

RAMBI TOKEN

This token can be won in the second bonus level.

RED BALLOON

Shoot from the fifth to the sixth barrel in the first bonus level.

WINKY TOKEN

This token can be won in the second bonus level.

Level 28: Blackout Basement

ENGUARDE TOKEN

Shortly after the K, there are three small platforms over a pit: The first in the middle, the second high, and the third low. For the Enguarde token, just roll off the first platform, then as soon as you touch the token, jump up to the third platform.

METAL KEG

After exiting the second bonus level, you will land on a shadow which will reveal this keg.

RED BALLOON

This red balloon can be found in the third bonus level.

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6.6. World Six Item List
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Level 29: Tanked Up Trouble

ENGUARDE TOKEN

Just at the end of the first track before the continue barrel, there will be a high fuel barrel above that is out of reach. There is in fact a hidden cannon barrel directly below it, which will shoot you up to the fuel barrel. Wait until the fuel barrel is about a track section to the left of the lowest banana, then jump down into the cannon barrel below the banana. After being blasted up to the fuel barrel, wait on the platform. It will move to the right, and just as it looks like it's about to fall off, it will go up and along to the Enguarde token.

RED BALLOON

You can collect this red balloon in the first bonus level.

Level 30: Manic Mincers

RAMBI TOKEN

Shortly after the K, to the right of the fourth Mincer.

RED BALLOON

Defeat the three Klap-traps in the first bonus level by hitting them a total of ten times.

RED BALLOON

You can collect this red balloon in the third bonus level.

Level 31: Misty Mine

EXPRESSO

At the far right side of the first bonus level.

EXPRESSO TOKEN

After exiting the first bonus level, the Espresso token will be just above on the right. Use Espresso to fly up there and get it.

EXPRESSO TOKEN

This token can be won in the second bonus level.

RAMBI TOKEN

This token can be won in the second bonus level.

RAMBI TOKEN

This token can be won in the second bonus level.

RAMBI TOKEN

Just after the fourth enemy barrel there is a TNT barrel. Grab the barrel and use it on the fifth TNT barrel to collect the Rambi token under the barrel.

WINKY TOKEN

This token can be won in the second bonus level.

Level 32: Loopy Lights

EXPRESSO TOKEN

On the fourth ledge in the second bonus level.

RED BALLOON

On the fifth step in the second bonus level.

Level 33: Platform Perils

ENGUARDE TOKEN

This token can be won in the second bonus level.

RED BALLOON

Can be collected in the first bonus level by spelling the word: KONG.

WINKY TOKEN

After the two platforms with the two yellowZingers, jump onto the arrow platform with the Necky on the right side it down until you see another arrow platform over on the right side. Jump onto this platform, and jump over to the next platform to find this token.

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7. Bonus Level List
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7.1. Bonus Level Statistics

BONUS LEVEL 1

Location : Jungle Hijinxs.
Description : The first bonus level in the entire game takes place inside a long cave, with a low section in the middle.
Items : 40 Bananas, 1 Red Balloon.
Walkthrough : Just run through to the right, and jump up quickly to collect the red balloon before it rises up too high.

BONUS LEVEL 2

Location : Jungle Hijinxs.
Description : A small outdoor area, with three barrels. Four animal tokens are flickering between the barrels.
Items : Enguarde the Swordfish Token or Espresso the Ostrich Token or Rambie the Rhino Token or Winky the Frog Token.
Walkthrough : Collect the same token in all three barrels. The order in all three barrels is: Enguarde, Winky, Espresso, Rambie. So if you want to collect a Winky token, wait until the Enguarde token has just been displayed, then quickly jump up as the token changes. Repeat this process for all barrels to win the item.

BONUS LEVEL 3

Location : Ropey Rampage.
Description : Matching the main level, the bonus level is also a rainy, stormy place. There are six normal ropes in this long bonus level, with six bananas going down each rope. There is a ledge at the far right of the area where the N can be found.
Items : 36 Bananas, Letter N.
Walkthrough : Jump across the six ropes going from left to right, and jump off the sixth rope to land on the ledge below to collect the N.

BONUS LEVEL 4

Location : Ropey Rampage.
Description : A small, rainy outdoor bonus level on the treetops, with a red balloon flickering between four barrels.
Items : Red Balloon.
Walkthrough : Watch the red balloon flicker faster and faster between the four barrels. Pick the barrel which you think the red balloon has ended up in for a chance to win the balloon.

BONUS LEVEL 5

Location : Reptile Rumble.
Description : A long cave with two low ledges and one high ledge in the middle. Five bananas can be found under each ledge, and a red balloon can be found on the high ledge in the middle.
Items : 10 Bananas, Red Balloon.
Walkthrough : As soon as you enter the bonus level, the red balloon in the middle of the area will be drifting away. Quickly crawl under the first low ledge and jump up to the high ledge to hit the balloon. Continue right to collect five more bananas under the second low ledge, and exit the level on the right.

BONUS LEVEL 6

Location : Reptile Rumble.
Description : A large cave, consisting of nine automatic cannon barrels. There are two to five bananas between each cannon, and there is a banana bunch on the ledge at the bottom-right corner.
Items : 38 Bananas.
Walkthrough : Jump in the first automatic cannon barrels, and the barrels will do the rest by blasting you around the bonus level. After exiting the final barrel, run right to exit the level.

BONUS LEVEL 7

Location : Reptile Rumble.
Description : A big purple bonus level, with a horizontally moving platform. The platform has a tire on it. Above the platform, there are 34 platform. Below the tire is a path, so if you fall off the tire you won't exit the bonus level. The exit is on the right.
Items : 34 Bananas.
Walkthrough : Bounce from the tire to reach the bananas above. Try and follow the tire as it moves below while you are in the air, so that you can land back on it.

BONUS LEVEL 8

Location : Barrel Cannon Canyon.
Description : A long purple cave with six vertically moving cannon barrels.
Items : 14 Bananas, DK Barrel, Red Balloon.
Walkthrough : Jump in the first cannon barrel, and quickly keep tapping B to blast along in the other barrels.

BONUS LEVEL 9

Location : Barrel Cannon Canyon.
Description : A tall bonus level, consisting of a single horizontally moving cannon barrel. There are three lines of bananas leading up to the items at the top.
Items : 10 Bananas and Enguarde Token (left) or 10 Bananas and Red Balloon (middle) or 10 Bananas and Banana Bunch (right).
Walkthrough : Wait until the barrel is going from right to left, then shoot out of the barrel as soon as it's under the middle line. If all goes well, you'll shoot out of the, collect the red balloon, and land back in the barrel.

BONUS LEVEL 10

Location : Winky's Walkway.
Description : A small, dark outdoor room on a wooden platform. There are seven lines of three bananas, with a banana bunch at the top of each line. The N is in the middle of the area.
Items : 91 Bananas (Only 21 can be collected without Winky), Letter N.
Walkthrough : With Winky, just bounce up to collect all the bananas. Without Winky, select Donkey Kong, as he can jump slightly higher than Diddy Kong, but still can't reach the banana bunches. Collect the N, then exit the area on the right.

BONUS LEVEL 11

Location : Bouncy Bonanza.
Description : A small cave with three barrels. Four different items are flickering between the barrels.
Items : Single banana, Banana Group, Red Balloon or Winky the Frog Token.
Walkthrough : Collect the same item in all three barrels. The order in all three barrels is: Single banana, banana bunch, single banana, Red balloon, Single Banana, Winky the Frog. So if you want to collect the Winky token, wait until the single banana has just been displayed, then quickly jump up just as the item changes. Repeat this process for all three barrels to win the item.

BONUS LEVEL 12

Location : Bouncy Bonanza.
Description : This area consists of a rotating barrel, which can shoot you up onto a set of bouncy tires where you can collect 36 bananas.
Items : Single banana, Banana bunch, Red Balloon or Winky the Frog Token.
Walkthrough : Shoot out of the barrel to collect the 36 bananas above, and drop down on either side of the barrel to exit the bonus level.

BONUS LEVEL 13

Location : Stop & Go Station.

Description : A large indoor bonus level with four eight-way cannon barrels.
There are seven bananas between each barrel and there is a banana bunch in the middle. The exit is on a ledge at the bottom-right corner of the bonus level.

Items : 38 Bananas.

Walkthrough : Jump in the first barrel, blast up, blast right, blast down, blast left, blast up + right for the banana bunch, blast down + right to land next to the exit.

BONUS LEVEL 14

Location : Stop & Go Station.

Description : A tall bonus level, consisting of a single horizontally moving cannon barrel. There are three lines of bananas leading up to the items at the top.

Items : 10 bananas and Banana bunch (left) or 10 bananas and Banana bunch (middle) or 10 bananas and Winky Token (right).

Walkthrough : Wait until the barrel is going from right to left, then shoot out of the barrel as soon as it's under the right line. If all goes well, you'll shoot out of the barrel, collect the banana bunch, and land back in the barrel. Shoot up the right line to collect the Winky token and exit the level.

BONUS LEVEL 15

Location : Millstone Mayhem.

Description : A tall bonus level, consisting of a single horizontally moving cannon barrel. There are three lines of bananas leading up to the items at the top.

Items : 10 bananas to DK Barrel (left) or 10 bananas to Banana bunch (middle) or 10 bananas to Letter K (right).

Walkthrough : Wait until the barrel is going from right to left, then shoot out of the barrel as soon as it's under the middle line. If all goes well, you'll shoot out of the barrel, collect the banana bunch, and land back in the barrel. Shoot up the right line to collect the letter K and exit the level.

BONUS LEVEL 16

Location : Millstone Mayhem.

Description : A small bonus level consisting of four rotating letters.

Items : Enguarde Token.

Walkthrough : Jump up and hit the flickering letters to spell the word: RARE. Don't hit the other letters or the Kremling heads between the letters, or the bonus level will end.

BONUS LEVEL 17

Location : Millstone Mayhem.

Description : A small, outdoor bonus level, with a green balloon flickering between four barrels.

Items : Green Balloon.

Walkthrough : Watch the green balloon flicker faster and faster between the four barrels. Pick the barrel which you think the green balloon has ended up for a chance to win the balloon.

BONUS LEVEL 18

Location : Vulture Culture.
Description : A small bonus level consisting of four rotating letters.
Items : Espresso Token.
Walkthrough : Jump up and hit the flickering letters to spell the word: KONG. Don't hit the other letters or the Kremling heads between the letters, or the bonus level will end.

BONUS LEVEL 19

Location : Vulture Culture.
Description : A small outdoor bonus level with two Klap-traps.
Items : 55 Bananas, Red Balloon.
Walkthrough : Jump on either of the Klap-traps ten times. The number of bananas will increase as you hit the Klap-traps. For example, if you hit the Klap-traps five times, then you will receive five bananas. After hitting the Klap-traps ten times, you can collect the red balloon to exit the level.

BONUS LEVEL 20

Location : Vulture Culture.
Description : A long outdoor area with six vertically moving cannon barrels.
Items : 13 Bananas, DK Barrel, Letter N.
Walkthrough : Jump in the first cannon barrel, and quickly keep tapping B to blast along in the other barrels.

BONUS LEVEL 21

Location : Tree Top Town.
Description : A small area consisting of four barrels with changing items.
Items : Red Balloon.
Walkthrough : Jump up and hit the barrels to stop the item. Spell the word: KONG, going from left to right. Don't hit the items in the wrong order, or the bonus level will end.

BONUS LEVEL 22

Location : Tree Top Town.
Description : A high bonus level, with a horizontally moving three-way barrel at the bottom. There are five lines of ten bananas, with the N positioned at the top of the the middle line.
Items : 50 Bananas, Letter N.
Walkthrough : It is actually possible to collect all 50 bananas in this bonus level, but you will have to determine where the barrel is below

so that you can land back in it. Blast out of the barrel when it is pointing up and is in the middle of the area to collect the N.

BONUS LEVEL 23

Location : Forest Frenzy.
Description : A small, outdoor bonus level, with a Rambi token flickering between four barrels.
Items : Rambi Token.
Walkthrough : Watch the Rambi token flicker faster and faster between the four barrels. Pick the barrel which you think the Rambi token has ended up in for a chance to win the token.

BONUS LEVEL 24

Location : Forest Frenzy.
Description : A big bonus level, with a horizontally moving rope. There are 10 rows of ten bananas in this level, making a grand total of 100 bananas. Add to that the Enguarde token on the ledge near the exit, making this the most rewarding bonus level so far.
Items : 100 Bananas, Enguarde Token.
Walkthrough : Jump on the horizontally moving rope and climb up and down to collect the bananas. Jump off when the rope is on the right to collect the Enguarde token on the ledge near the exit.

BONUS LEVEL 25

Location : Temple Tempest.
Description : A long bonus level, which starts on a small ledge. There are nine stationary Neckys floating over a huge gap in the middle of the area, and there is an Espresso crate at the far right.
Items : Espresso the Ostrich.
Walkthrough : Bounce on all nine Neckys to collect two extra lives. After hitting the crate, land on Espresso and exit on the right.

BONUS LEVEL 26

Location : Temple Tempest.
Description : A small bonus level with a single Klap-trap.
Items : 55 Bananas, Rambi Token.
Walkthrough : Jump on the Klap-trap ten times. The number of bananas increases as you hit the Klap-trap. For example, if you hit the Klap-trap five times, then you will receive five bananas. After hitting the Klap-trap ten times, collect the Rambi token to exit the area.

BONUS LEVEL 27

Location : Orang-utan Gang.
Description : A small bonus level consisting of a single tire.
Items : 2 Banana bunches, DK Barrel.

Walkthrough : Jump up onto the barrel and bounce down onto the shadows below to reveal some items. Exit the bonus level on the right.

BONUS LEVEL 28

Location : Orang-utan Gang.
Description : A small level consisting of four sets of rotating letters.
Items : Winky Token, Rambie Token, Enguarde Token, Espresso Token.
Walkthrough : Jump up and hit the flickering letters to spell the words WINKY, RAMBI, ENGUARDE and EXPRESSO to win the animal tokens for the characters. Don't hit other letters or the bonus level will end.

BONUS LEVEL 29

Location : Orang-utan Gang.
Description : A small level consisting of a single tire and two shadows.
Items : 2 Banana bunches.
Walkthrough : Jump up onto the barrel and bounce down onto the shadows below to reveal some items. Exit the bonus level on the right.

BONUS LEVEL 30

Location : Orang-utan Gang.
Description : A small bonus level consisting of a single tire and one shadow.
Items : Letter N.
Walkthrough : Jump up onto the barrel and bounce down onto the shadow below to reveal the N. Exit the bonus level on the right.

BONUS LEVEL 31

Location : Orang-utan Gang.
Description : A big bonus level, which has four banana arrows (each made up of nine bananas) pointing to the right. An Espresso crate is next to the entrance and a red balloon is over on the right.
Items : 36 Bananas, Red Balloon.
Walkthrough : Jump up onto the crate at the start of the level to land on Espresso, and then fly over to the right to collect the balloon before it rises too high.

BONUS LEVEL 32

Location : Snow Barrel Blast.
Description : A small, outdoor bonus level, with a Winky token flickering between four barrels.
Items : Winky Token.
Walkthrough : Watch the Winky token flicker faster and faster between the four barrels. Pick the barrel which you think the Rambie token has ended up in for a chance to win the token.

BONUS LEVEL 33

Location : Snow Barrel Blast.
Description : A high bonus level, with a horizontally moving eight-way barrel at the bottom. There are five lines of ten bananas, with the O positioned at the top of the the middle line.
Items : 50 Bananas, Letter O.
Walkthrough : It is possible to collect all 50 bananas in this bonus level, but you will have to determine where the barrel is below so that you can land back in it. Blast out of the barrel when it is pointing up and is in the middle of the bonus level to collect the O.

BONUS LEVEL 34

Location : Snow Barrel Blast.
Description : A snowy outdoor bonus level with six eight-way cannon barrels.
Items : 36 Bananas.
Walkthrough : In the bonus level, there are six eight-way cannon barrels. Shoot out of each increasingly fast barrel when it points right.

BONUS LEVEL 35

Location : Slipslide Ride.
Description : A small area consisting of four barrels with changing items.
Items : Red Balloon.
Walkthrough : Jump up and hit the barrels to stop the item. Spell the word: KONG, going from left to right. Don't hit the items in the wrong order, or the bonus level will end.

BONUS LEVEL 36

Location : Slipslide Ride.
Description : A small bonus level consisting of eight rotating letters.
Items : Red Balloon.
Walkthrough : Jump up and hit the flickering letters to spell the word: NINTENDO, to win a red balloon.

BONUS LEVEL 37

Location : Slipslide Ride.
Description : A large bonus level with four ropes, two red and two blue. There are ten single bananas on each rope, as well as a banana bunch at the bottom of each rope. There is an Espresso token over on the ledge at the right side of the level.
Items : 80 Bananas, Espresso Token.
Walkthrough : Jump onto the red ropes and slide down to the bottom, and then do a small jump over to the bottom of the blue rope for the banana bunch there. When you've collected as many bananas as you want, keep jumping across to the right until you reach the ledge with the Espresso token.

BONUS LEVEL 38

Location : Ice Age Alley.
Description : A large bonus level with seven eight-way cannon barrels. There is an Espresso token in the middle of the area, and an Espresso crate over on the ledge at the bottom-right corner.
Items : 28 bananas, Espresso the Ostrich, Espresso Token.
Walkthrough : Just shoot out of the cannon barrels in the directions you want. Hit the Espresso crate and land on Espresso before exiting the level on the right.

BONUS LEVEL 39

Location : Ice Age Alley.
Description : A small area with three barrels. Three different items are flickering between the barrels.
Items : Red Balloon or Green Balloon or Blue Balloon.
Walkthrough : Collect the same item in all three barrels. The order in all three barrels is: red balloon, green balloon, blue balloon. So if you want to collect a blue balloon, wait until the green balloon has just been displayed, then quickly jump as the item changes. Repeat this process for all three barrels to win the item.

BONUS LEVEL 40

Location : Torchlight Trouble.
Description : A small cave with three barrels. Six different items are flickering between the barrels.
Items : Single banana, Banana bunch, Red Balloon or Winky the Frog Token.
Walkthrough : Collect the same item in all three barrels. The order in all three barrels is: red balloon, single banana, banana bunch, single banana, banana bunch, single banana. So if you want to collect the Winky token, wait until the third single banana has just been displayed, then quickly jump up as the item changes. Repeat this process for all three barrels to win the item.

BONUS LEVEL 41

Location : Torchlight Trouble.
Description : A small cave with a single Klap-trap. There is a tire on the left side, and the letter G is up on the right.
Items : 55 Bananas, Rambi Token.
Walkthrough : Jump on the Klap-trap ten times. The number of bananas will increase as you hit the Klap-trap. For example, if you hit the Klap-trap five times, then you will receive five bananas. After hitting the Klap-trap ten times, collect the Rambi token to exit the level. To collect the G, use the tire to bounce up to the top of the entrance on the left, then do a cartwheel/roll jump over to the top of the exit on the right.

BONUS LEVEL 42

Location : Rope Bridge Rumble.
Description : A long area with six tires. There are nine bananas between each
tire, and there is a Winky token on the right side of the level.
Items : 45 Bananas, Winky the Frog.
Walkthrough : Bounce along all six tires, hit the Winky crate, land on Winky,
and exit the level on the right.

BONUS LEVEL 43

Location : Rope Bridge Rumble.
Description : A small outdoor area, with three barrels. Four animal tokens are
flickering between the barrels.
Items : Enguarde the Swordfish Token or Espresso the Ostrich Token or
Rambi the Rhino Token or Winky the Frog Token.
Walkthrough : Collect the same token in all three barrels. The order in all
three barrels is: Enguarde, Winky, Espresso, Rambi. So if you
want to collect a Winky token, wait until the Enguarde token has
just been displayed, then quickly jump up as the token changes.
Repeat this process for all barrels to win the item.

BONUS LEVEL 44

Location : Oil Drum Alley.
Description : A high bonus level, with a horizontally moving eight-way barrel
at the bottom. There are five lines of ten bananas, with a red
balloon positioned at the top of the middle line.
Items : 50 Bananas, Red Balloon.
Walkthrough : It is actually possible to collect all 50 bananas in this bonus
level, but you will have to determine where the barrel is below
so that you can land back in it. Blast out of the barrel when it
is pointing up and is in the middle of the bonus level to collect
the red balloon.

BONUS LEVEL 45

Location : Oil Drum Alley.
Description : A small area with three barrels. Six different items are
flickering between the barrels.
Items : Single banana, Banana bunch, Red Balloon or Winky the Frog Token.
Walkthrough : Collect the same item in all three barrels. The order in all
three barrels is: red balloon, single banana, Winky token, single
banana, banana bunch, single banana. So if you want to collect a
Winky token, wait until the third single banana has just been
displayed, then quickly jump up as the item changes. Repeat this
process for all three barrels to win the item. A secret barrel
can be found by matching three bananas.

BONUS LEVEL 46

Location : Oil Drum Alley.

Description : A small level consisting of three sets of rotating letters.
Items : Red Balloon, Green Balloon, Blue Balloon.
Walkthrough : Jump up and hit the flickering letters to spell the words DONKEY, KONG, and COUNTRY to win the balloons. Don't hit the other letters or the bonus level will end.

BONUS LEVEL 47

Location : Oil Drum Alley.
Description : A long bonus level with six vertically moving cannon barrels.
Items : 16 Bananas, Letter N.
Walkthrough : Jump in the first cannon barrel, and quickly keep tapping B to blast along in the other barrels.

BONUS LEVEL 48

Location : Trick Trak Trek.
Description : A large area with a track platform. There are 56 bananas that form a square.
Items : 56 Bananas.
Walkthrough : Jump on the track platform and stay on it to collect the bananas. You will have to jump to get some of the bananas.

BONUS LEVEL 49

Location : Trick Trak Trek.
Description : A small area with a single jumping Klap-trap.
Items : 55 Bananas, Red Balloon.
Walkthrough : Jump on the Klap-trap ten times. The number of bananas will increase as you hit the Klap-trap. For example, if you hit the Klap-trap five times, then you will receive five bananas. After hitting the Klap-trap ten times, collect the red balloon to exit the level.

BONUS LEVEL 50

Location : Trick Trak Trek.
Description : A small area with three barrels. Three different items are flickering between the barrels.
Items : Red Balloon or Green Balloon or Blue Balloon.
Walkthrough : Collect the same item in all three barrels. The order in all three barrels is: red balloon, green balloon, blue balloon. So if you want to collect a blue balloon, wait until the green balloon has just been displayed, then quickly jump as the item changes. Repeat this process for all three barrels to win the item.

BONUS LEVEL 51

Location : Elevator Antics.
Description : A small area consisting of four barrels with changing items.

Items : Red Balloon.
Walkthrough : Jump up and hit the barrels to stop the item. Spell the word:
KONG, going from left to right. Don't hit the items in the wrong
order, or the bonus level will end.

BONUS LEVEL 52

Location : Elevator Antics.
Description : A long cave with six eight-way cannon barrels.
Items : 4 Bananas, Letter O, Espresso Token, Green Balloon.
Walkthrough : In the bonus level, there are six eight-way cannon barrels. Shoot
out of each increasingly fast barrel when it points right.

BONUS LEVEL 53

Location : Elevator Antics.
Description : A high bonus level, with a horizontally moving cannon barrel at
the bottom. There are five lines of ten bananas.
Items : 50 Bananas.
Walkthrough : It is actually possible to collect all 50 bananas in this bonus
level, but you will have to determine where the barrel is below
so that you can land back in it.

BONUS LEVEL 54

Location : Mine Cart Madness.
Description : A long cave with six eight-way cannon barrels.
Items : 14 Bananas, Rambi Token, Red Balloon.
Walkthrough : In the bonus level, there are six eight-way cannon barrels. Shoot
out of each increasingly fast barrel when it points right.

BONUS LEVEL 55

Location : Mine Cart Madness.
Description : A small bonus level, with three barrels. Four animal tokens are
flickering between the barrels.
Items : Enguarde the Swordfish Token or Espresso the Ostrich Token or
Rambi the Rhino Token or Winky the Frog Token.
Walkthrough : Collect the same token in all three barrels. The order in all
three barrels is: Enguarde, Winky, Espresso, Rambi. So if you
want to collect a Winky token, wait until the Enguarde token has
just been displayed, then quickly jump up as the token changes.
Repeat this process for all barrels to win the item.

BONUS LEVEL 56

Location : Mine Cart Madness.
Description : A big level with a tire on a horizontally moving platform.
Items : 32 Bananas.
Walkthrough : Bounce from the tire to reach the bananas above. Try and follow

the tire as it moves below while you are in the air, so that you can land back on it.

BONUS LEVEL 57

Location : Blackout Basement.
Description : A large bonus level with eight eight-way cannon barrels. The N is in the middle of the area. Matching the main level, this bonus level also has lights which flicker on and off.
Items : 30 bananas.
Walkthrough : Shoot out of the eight-way cannon barrels in any direction.

BONUS LEVEL 58

Location : Blackout Basement.
Description : A small bonus level, with a red balloon flickering between four barrels. Matching the main level, this bonus level also has lights which flicker on and off.
Items : Red Balloon.
Walkthrough : Watch the red balloon flicker faster and faster between the four barrels. Pick the barrel which you think the red balloon has ended up in for a chance to win the balloon.

BONUS LEVEL 59

Location : Tanked Up Trouble.
Description : A small area with a red balloon flickering between four barrels.
Items : Red Balloon.
Walkthrough : Watch the red balloon flicker faster and faster between the four barrels. Pick the barrel which you think the red balloon has ended up in for a chance to win the balloon.

BONUS LEVEL 60

Location : Manic Mincers.
Description : A small indoor bonus level with three Klap-traps.
Items : 55 Bananas, Red Balloon.
Walkthrough : Jump on any of the Klap-traps ten times. The number of bananas will increase as you hit the Klap-traps. For example, if you hit the Klap-traps five times, then you will receive five bananas. After hitting the Klap-traps ten times, you can collect the red balloon to exit the level.

BONUS LEVEL 61

Location : Manic Mincers.
Description : A bonus level with a red balloon flickering between four barrels.
Items : Red Balloon.
Walkthrough : Watch the red balloon flicker faster and faster between the four barrels. Pick the barrel which you think the red balloon has

ended up in for a chance to win the balloon.

BONUS LEVEL 62

Location : Misty Mine.
Description : The biggest bonus level in the game. There is a rope which takes you across the bonus level to the other side. The K,O,N and G letters can all be found in this bonus level, as well as Espresso the Ostrich.
Items : 58 Bananas, Espresso the Ostrich, Letter K, Letter O, Letter N, Letter G.
Walkthrough : Jump onto the rope at the start, and climb up for the K, down for the O, up for the N, and down for the G. Jump off the rope when it stops over on the right to find an Espresso crate. Jump on the crate to land on Espresso, then exit the level.

BONUS LEVEL 63

Location : Misty Mine
Description : A small bonus level, with three barrels. Four animal tokens are flickering between the barrels.
Items : Enguarde the Swordfish Token or Espresso the Ostrich Token or Rambie the Rhino Token or Winky the Frog Token.
Walkthrough : Collect the same token in all three barrels. The order in all three barrels is: Enguarde, Winky, Espresso, Rambie. So if you want to collect a Winky token, wait until the Enguarde token has just been displayed, then quickly jump up as the token changes. Repeat this process for all barrels to win the item.

BONUS LEVEL 64

Location : Loopy Lights.
Description : A long bonus level with six vertically moving cannon barrels.
Items : 24 Bananas, Letter K.
Walkthrough : Jump in the first cannon barrel, and quickly keep tapping B to blast along in the other barrels.

BONUS LEVEL 65

Location : Loopy Lights.
Description : A long bonus level with six ledges. The ledges all have gaps between them. The lights will go out very quickly after you hit the toggle barrel, so jump up the steps as quickly as you can.
Items : 16 Bananas, Espresso Token, Letter N, Red Bananas.
Walkthrough : Hit the toggle barrel at the start to switch on the lights, then jump up the ledges on the right as quickly as you can. Collect the items on the way up the steps, and exit the bonus level from the final ledge.

BONUS LEVEL 66

Location : Platform Perils.
Description : A bonus level consisting of four barrels with changing items.
Items : Red Balloon.
Walkthrough : Jump up and hit the barrels to stop the item. Spell the word:
KONG, going from left to right. Don't hit the items in the wrong
order, or the bonus level will end.

BONUS LEVEL 67

Location : Platform Perils.
Description : A small bonus level, with an Enguarde token flickering between
four barrels.
Items : Enguarde Token.
Walkthrough : Watch the token flicker faster and faster between the four
barrels. Pick the barrel which you think the token has ended up
in for a chance to win the token.

7.2. Bonus Level Locations

BONUS LEVEL 1: JUNGLE HIJINXS

After getting Rambi the Rhino, run to the right and drop off the platform to
land on a small ledge. Ride Rambi through the wall to open the first secret
area of the game.

BONUS LEVEL 2: JUNGLE HIJINXS

After exiting from the first bonus level, drop down off the tree to the left,
and then run right to smash through another wall.

BONUS LEVEL 3: ROPEY RAMPAGE

After collecting the O, fall down through the gap in the tree to land in an
automatic cannon barrel, which will shoot you into the first bonus level.

BONUS LEVEL 4: ROPEY RAMPAGE

Near the end of the level, there is a sign with a red arrow pointing to the
right. Just to the left of the sign is a gap. Fall down through the gap to be
blasted up into a bonus level.

BONUS LEVEL 5: REPTILE RUMBLE

Select Diddy Kong. Pick up the third barrel along from the start of the

level, and run quickly down the steps to avoid the two jumping Kritters. Hit the barrel into the wall at the end to open the entrance.

BONUS LEVEL 6: ROPEY RAMPAGE

After the four jumping Kritters before the O, use the second bouncy tire to jump straight up to the platform above. Jump off this platform to the left to land in a cannon barrel, which will blast you up to the bonus level.

BONUS LEVEL 7: ROPEY RAMPAGE

Shortly after the N, use the tire to bounce up to the ledge above. Pick up the barrel on the right and drop down off the edge of the ledge to the right. When you see the two Slippas down below, throw the barrel and follow it along as it crashes through the wall to the third bonus level.

BONUS LEVEL 8: BARREL CANNON CANYON

About half-way through the level. After passing the pit with the three jumping Kritters, there will be a set of moving barrels. Shoot along the barrels until you are in the barrel facing the wall, with a vertically moving barrel next to the wall. When the barrel goes up, fire into the wall to enter the bonus level.

BONUS LEVEL 9: BARREL CANNON CANYON

After the continue barrel there will be four jumping Kritters. Select Diddy Kong. Jump on the first Kritter, and pick up the nearby DK barrel. Wait for the second Kritter to do three small jumps and the large jump. When he does the large jump, run under him and crash the barrel into the right wall below to open up an entrance.

BONUS LEVEL 10: WINKY'S WALKWAY

Shortly after continue barrel, there is a horizontally flying Necky under an automatic cannon barrel. Bounce off the Necky into the barrel to transport to the bonus level.

BONUS LEVEL 11: BOUNCY BONANZA

Grab the second barrel along from the start of the level, and throw it into the right wall under the two vertically moving Zingers.

BONUS LEVEL 12: BOUNCY BONANZA

Shortly after the G, there is a tire which you can push onto a horizontally moving platform on the right, which you can then use to bounce up to the barrel

above. Alternatively, use Winky to jump up to the barrel.

BONUS LEVEL 13: STOP & GO STATION

Pick up the barrel just after the continue barrel and throw it into the next wall on the right. Watch out for the Rockkrocs below.

BONUS LEVEL 14: STOP & GO STATION

Shortly after the continue barrel, there are three bananas in a line, with three Klap-traps shuffling around on the right. Run right until you come to a tire. Push the tire back to the left, and jump up in line with the three bananas to enter a bonus level.

BONUS LEVEL 15: MILLSTONE MAYHEM

Use the bouncy tire at the start of the level to jump up to the top of the entrance on the left. Once on top of the entrance, jump up to land in a hidden cannon barrel.

BONUS LEVEL 16: MILLSTONE MAYHEM

Drop into the pit just after the first millstone to land in an automatic cannon barrel. After being blasted out, hold right to land on the shadow below for a tire. Push the tire to the right until you come to the third millstone. Use the tire to bounce into the cannon barrel above the millstone.

BONUS LEVEL 17: MILLSTONE MAYHEM

Shortly after exiting the second bonus level, pick up the TNT barrel under the vertically moving millstone, and then quickly jump up the slope and over the two Krushas that are walking slowly down the steps. At the top of the steps, there will be a horizontally moving millstone rolling over a pit. When the millstone rolls to the right, quickly drop into the pit and smash through the right wall using the TNT barrel.

BONUS LEVEL 18: VULTURE CULTURE

When you come to the first Necky throwing nuts off the ledge, jump on the Necky, and push the tire down to the left. Then push the tire over to the right edge of the ledge, where three bananas will be in a vertical line. Bounce on the tire, and follow the bananas up to reach a hidden cannon barrel, which will launch you up to a bonus level.

BONUS LEVEL 19: VULTURE CULTURE

Just before the continue barrel, there are two vertically moving Neckys and a Mini-necky. Bounce off the Mini-necky and land on the shell below to reveal a barrel. Run left into the wall with the barrel to enter this bonus level.

BONUS LEVEL 20: VULTURE CULTURE

When you come to the fourth Necky in the level that's throwing nuts, jump up both big steps and hit the Necky. Jump from the highest ledge and land on the shell below to reveal this barrel. Jump back up to the first ledge and run into the first wall to open the entrance to this bonus level.

BONUS LEVEL 21: TREE TOP TOWN

At the start of the level, just wait for the Gnawty to come walking along from the right side of the screen. Bounce off the Gnawty into the automatic cannon barrel over on the left.

BONUS LEVEL 22: TREE TOP TOWN

In the vertically moving cannon barrel shortly after the continue barrel, shoot into the low single banana to enter an automatic cannon barrel which will blast you up to the bonus level.

BONUS LEVEL 23: FOREST FRENZY

On the final rope in the level, stay down at the bottom of the rope and drop into the barely visible rim of the barrel just before the second low Necky.

BONUS LEVEL 24: FOREST FRENZY

After jumping off the final rope in the level, land on the shell to reveal a barrel. Alternatively, you can get the barrel by being blasted out of the first bonus level onto the shell. Holding the barrel, jump up the steps when the Kritters on each step jump up. After going under the two Kritters on the way up the steps, go under the next two Kritters on the way down the steps. After going down the final step, throw the barrel into the wall on the left to open the entrance to this bonus level.

BONUS LEVEL 25: TEMPLE TEMPEST

Pick up the first DK barrel in the level, run right under the first millstone, and smash the DK barrel into the first slope.

BONUS LEVEL 26: TEMPLE TEMPEST

After setting off the fourth millstone, jump over the two pits with the red

Zingers in them, and jump onto the rope on the right. Jump onto the second rope, and then climb down to the bottom and drop off to land in an automatic cannon barrel which will shot you up to the bonus level.

BONUS LEVEL 27: ORANG-UTAN GANG

With Espresso, go to the low ledge where you find the N. Do a small jump and then fly over to the right under the trees to land on a hidden ledge. After landing on the ledge, jump off Espresso and pick up the barrel, then throw the barrel into the wall to open up the entrance to the bonus level. Jump back on Espresso, and go through the entrance.

BONUS LEVEL 28: ORANG-UTAN GANG

After hitting the first Espresso crate and landing on Espresso, drop down four steps to the left, and run along the tree vines to the left until you get to the next ledge. Jump on the ledge and run down it until you get to the edge. Jump off the edge and fly all the way under the trees back toward the start of the level to land on the ledge with the entrance to the bonus level.

BONUS LEVEL 29: ORANG-UTAN GANG

After exiting the second bonus level and landing on a high ledge, jump off Espresso. Drop off the right edge of the ledge and pick up the barrel after landing. Holding the barrel, drop down the gap between the platform and the tree to land on the tire, then walk right and drop down another gap to land on a tire. Walk through the left wall with the barrel to enter this bonus level.

BONUS LEVEL 30: ORANG-UTAN GANG

After exiting the third bonus level, run right and pick up the barrel. Holding the barrel, drop down the gap between the platform and the tree to land on the tire, and then walk right and jump over the next gap. Run to the right, and go straight into the wall with the barrel to open up this level.

BONUS LEVEL 31: ORANG-UTAN GANG

Hit the final Manky Kong in the level, then run back down to the left to pick up the barrel. Jump back over to the vine on the right and run up it. Jump down from the tree over to the platform on the right, then run down the two steps and crash through the wall on the right, just before the red arrow.

BONUS LEVEL 32: SNOW BARREL BLAST

At the start of the level, jump up on top of the igloo on the left, and bounce off the Necky into the cannon barrel above to blast into the level.

BONUS LEVEL 33: SNOW BARREL BLAST

After crashing through the continue barrel, select Donkey Kong, then run left and jump on the Krusha. Walk left to see a single banana down on the left. Drop off the edge of the ledge and stay in line with the banana to fall down to an automatic cannon barrel which will blast you up to the bonus level.

BONUS LEVEL 34: SNOW BARREL BLAST

Shortly after the continue barrel, you will land in an eight-way barrel with a red Zinger on the right. Shoot straight down from this eight-way barrel to land on a hidden platform, and then jump across the next two platforms and land in the automatic cannon barrel, which will blast you up to the level.

BONUS LEVEL 35: SLIPSLIDE RIDE

Jump off the first jumping Kritter in the level to land on the rope just visible at the top from the start of the level. After sliding up the rope, jump off to the left and pick up the nearby barrel. Run left to smash through the wall and enter the bonus level.

BONUS LEVEL 36: SLIPSLIDE RIDE

After collecting the K and landing on the ledge below, run right and jump onto the first red rope in the level. Slide about half-way down the rope, jump off to the right and land on the small ledge between the two red Zingers. Pick up the barrel that's on the ledge, and then jump through the gap in the Zingers and fall down to the left. Run through the left wall with the barrel to open up the entrance to the bonus level.

BONUS LEVEL 37: SLIPSLIDE RIDE

After collecting the O, run right to the next set of ropes. Jump right across the four ropes, but don't jump off the fourth rope just yet. Slide up the fourth rope until you are above the Zinger on the left, then jump left to land on the third rope. Slide up this third rope into the automatic cannon barrel, which will blast you to the bonus level.

BONUS LEVEL 38: ICE AGE ALLEY

From the first swinging rope in the level, jump off to the right, bounce off the Necky, and land on the small platform. From this platform, bounce off both Neckys on the right and land in the automatic cannon barrel to be blasted up to the bonus level.

BONUS LEVEL 39: ICE AGE ALLEY

After running up the steep slopes just before the N, At the edge of this platform there will be a lower platform with a metal keg below. With Espresso, jump and fly from the edge of the high platform, and continue to fly right to land on a small platform with an automatic cannon barrel. Walk into the cannon barrel to be shot up to a bonus level.

BONUS LEVEL 40: TORCHLIGHT TROUBLE

After the continue barrel, crawl through the low tunnel and pick up the barrel up on the ledge. Drop down to the left and walk right to smash through the wall and reveal an entrance to a bonus level.

BONUS LEVEL 41: TORCHLIGHT TROUBLE

Pick up the final barrel in the level, jump over the final Mincer in the level, and throw the barrel into the left wall after landing.

BONUS LEVEL 42: ROPE BRIDGE RUMBLE

In the second pit from the start of the level, you should just be able to make out the rim of the barrel. Drop down into the barrel for this level.

BONUS LEVEL 43: ROPE BRIDGE RUMBLE

On the second moving tire after the G, there will a single banana high above. Bounce from the tire and land in the hidden barrel above the banana to be shot up to a bonus level.

BONUS LEVEL 44: OIL DRUM ALLEY

Jump off the rope and land on the shadow near the entrance to reveal a TNT barrel. Select Diddy Kong. Grab the TNT barrel and run right to find an oil barrel. Walk into the oil barrel with the TNT barrel to destroy it, and fall down the gap to be blasted up by an automatic barrel cannon to a bonus level.

BONUS LEVEL 45: OIL DRUM ALLEY

After jumping up the steps with the three Gnawtys just after the K, jump off the edge of the last step and land on the shadow below to reveal a TNT barrel. Throw the TNT barrel into the wall on the left to open the entrance to this bonus level.

BONUS LEVEL 46: OIL DRUM ALLEY

In the second bonus level, match the single in all three barrels to win this barrel. Pick up the barrel and do a small jump against the right wall of the

bonus level to enter this bonus level.

BONUS LEVEL 47: OIL DRUM ALLEY

Pick up the barrel behind the second Manky Kong after the continue barrel.
Throw the barrel into the first wall on the right.

BONUS LEVEL 48: TRICK TRACK TREK

At the end of the first track section, cartwheel/roll jump from the track
platform and land in the automatic cannon barrel under the platform above.

BONUS LEVEL 49: TRICK TRACK TREK

After jumping over the first Mini-Necky on the second track platform, wait
until the platform goes to the right edge, then cartwheel/roll off the track
platform and land on the two Gnawtys on the high wooden platform over on the
right. Jump off the platform to the right to land in an automatic cannon barrel
which will blast you up to a bonus level.

BONUS LEVEL 50: TRICK TRACK TREK

Jump off to the right at the end of the second track platform, and run along
the platform to the right until you get to Manky Kong. Cartwheel/roll into
Manky Kong, and then drop down through the gap where he was standing. You will
land on a hidden platform down below. Walk left to enter the automatic cannon
barrel which will blast you up to the third bonus level.

BONUS LEVEL 51: ELEVATOR ANTICS

The level starts on a ledge. Cartwheel/roll off the right edge of the ledge,
and then half-way through, jump up to the right to land on a rope. Climb up the
rope to the top, and then jump off to the right to land on a small ledge, with
an entrance on the right. Walk through the entrance to arrive in the first
bonus level.

BONUS LEVEL 52: ELEVATOR ANTICS

About half-way through the level, there are three Zingers floating on three
ropes. Jump on the first rope, then jump onto the second rope but land above
the Zinger. Climb to to the top of the second rope, and then jump onto the
third rope. Jump from the third rope and land on top of the ceiling. Run across
to the right to enter this bonus level.

BONUS LEVEL 53: ELEVATOR ANTICS

Ride the final elevator in the level all the way down to the bottom, and jump off to the right to land on the ledge with the entrance to the bonus level.

BONUS LEVEL 54: MINE CART MADNESS

After collecting the K and ducking under the second Necky, the track will suddenly start to slope down. Jump off to the right before the track slopes down to land on a rope. Climb the rope to the top, then jump off to the right to land in a mine cart on a higher section of track. When you reach the gap in the bananas, jump up to land in a cannon barrel which will shoot you up to a bonus level.

BONUS LEVEL 55: MINE CART MADNESS

After collecting the N, ride the mine cart up the next bump in the track. When the mine cart has just gone up the bump, you should notice a tire over on the right, with a cannon barrel further on the right. Jump from the mine cart when it is just about to go down the bump, and land on the tire. Then bounce into the cannon barrel to be shot up to a bonus level.

BONUS LEVEL 56: MINE CART MADNESS

After jumping out of the final mine cart and landing on the platform, turn left and jump over the track, landing on the first bouncy tire. Bounce up to the next bouncy tire on the left, then the third. From the third tire, bounce up into the cannon barrel above to be shot up to a bonus level.

BONUS LEVEL 57: BLACKOUT BASEMENT

Just before the N, there are four arrow platforms. Jump onto the fourth arrow platform with the single banana below, and stand on the platform as it drops all the way down. When it drops below the banana, you will be blasted up to a bonus level.

BONUS LEVEL 58: BLACKOUT BASEMENT

After exiting the second bonus level, you will land on a shadow which will reveal the metal keg. Pick up the keg and drop off the right side of the edge. After landing, turn and face the left wall. Wait until the lights have just come on, then throw the keg against the wall. Quickly jump and land on the keg, and ride it all the way along until it opens up the entrance to a bonus level.

BONUS LEVEL 59: TANKED UP TROUBLE

On the first track platform, jump over the first fuel barrel, and land back on the middle of the track platform. It will attempt to rise up the vertical track section, but will instead fall down. Providing you are on the middle of the track platform, you'll land in an automatic cannon barrel which will send you

up to the bonus level.

BONUS LEVEL 60: MANIC MINCERS

When you get to the big step with the Krusha below and a barrel on the ledge above, pick up the barrel and drop down below. Jump over the Krusha and throw the barrel into the right wall to open the entrance to the first bonus level.

BONUS LEVEL 61: MANIC MINCERS

When you pass the semi-circling Mincer near the end of the level, continue running right until you see a ledge above. Jump up onto the ledge, and run right to come to the entrance to a cave. Enter the cave and run under the Mincers to the other side. After exiting the cave, you will arrive just next to a TNT barrel. Pick up the barrel and jump over to the right. Continue right to crash the TNT barrel into the first wall, which will open up the entrance to a bonus level.

BONUS LEVEL 62: MISTY MINE

Climb down to the bottom of the first rope after the continue barrel. When the rope stops, jump off to the right to land on the ledge, and then go through the entrance on the right to enter the bonus level.

BONUS LEVEL 63: MISTY MINE

After the long ride on the rope after the continue barrel, jump off and continue to the right. Jump up after the second Klap-trap enemy barrel and pick up the TNT barrel. Jump over the third Klap-trap enemy barrel, and run right until you reach a high wall that you can break open with the TNT barrel. Go through the entrance for this bonus level.

BONUS LEVEL 64: LOOPY LIGHTS

Fall down the middle of the first pit, in line with the bananas, to land in the automatic cannon barrel which will shoot you up to this bonus level.

BONUS LEVEL 65: LOOPY LIGHTS

When you get to the first Necky in the level after the continue barrel, jump up to hit the Necky on top of the toggle barrel, and then grab the regular barrel that was under the toggle barrel. Hit the toggle barrel again, and run down the three steps on the right. Jump over the gap at the end, and run right after landing on the next platform. Keep running right to break through the wall with the barrel and enter a bonus level.

BONUS LEVEL 66: PLATFORM PERILS

Walk onto the first arrow platform in the level, and then immediately walk off the left side of the platform to land on a hidden platform down below. This hidden platform will take you to the automatic cannon barrel on the left, which will shoot you up to this bonus level.

BONUS LEVEL 67: PLATFORM PERILS

On the final arrow platform in the level, ride it down past the normal platform leading to the exit of the level. After passing the first platform, jump off to the right to land on a secret platform down below. Run to the right edge of this secret platform and jump into the automatic cannon barrel to be blasted up to the final bonus level.

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8. Codes
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ANIMAL BONUS LEVEL PRACTICE AREA

On the main menu screen, enter Down, Y, Down, Down, Y (DYDDY) to arrive in a secret bonus level with all animal tokens lined up. Collect three tokens of the same kind to arrive in the animal bonus level. The purpose of this code is just to be able to practice the four animal bonus levels. To return to the main game, you will have to reset the SNES.

FIFTY LIVES

On the 'Select a Game' screen, highlight the Erase Game option and enter B, A, R, R, A, L. A sound will indicate that the code has been activated. If you continue a previous game after entering the BARRAL code, then you will continue the game with 50 balloons.

SOUND TEST

On the 'Select a Game' screen, highlight the Erase Game option and enter Down, A, R, B, Y, Down, A, Y (DARBYDAY). You will hear a sound, which means that the code has been activated. Press select on the 'Select a Game' screen to change music.

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9. Frequently Asked Questions
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- Q. How many levels are there in the game?
A. There are 33 main levels, 67 bonus levels. There's also four animal bonus levels and seven boss levels, bringing the total to 111 levels.
- Q. What is the maximum possible percentage in the game?
A. 101%: 1% for each of the 33 main levels = 33%
1% for each of the 67 bonus levels = 67%
1% for defeating King K. Rool. = 1%
- Q. There is an exclamation mark next to my level name. What's it doing there?
A. It means you have found all of the bonus levels in that level. If you haven't found all bonus levels, then you will just have the normal level name with no exclamation mark.
- Q. I have returned to a previously completed level. How do I exit the level without completing it.
A. Press Start to pause the game, then tap Select to leave.
- Q. How many different types of enemy are there?
A. Including bosses: Twenty-seven.
- Q. I see an item sitting smugly out of reach down in a pit, but whenever I try jump down into the pit to collect it, I die. How do I get it?
A. You'll have to use a cartwheel/roll jump. Start running along in whatever direction the pit is, then press Y to cartwheel/roll off the edge of the pit. Half-way through the move, tap B to cancel the cartwheel/roll and jump up in the air.
- Q. How do I jump higher?
A. Winky is the animal you want for height, as he can jump much higher than either Kong can. However, use Donkey Kong if you haven't got Winky, as he can jump slightly higher than Diddy.
- Q. How many endings are there?
A. Two. One is for 100% or less, where Cranky says a few lines, the enemies are displayed, and the credits are shown. The other is for 101%, where Cranky says a few lines, the enemies are displayed, and the credits are shown. The only difference in the 101% ending is in the lines that Cranky says, where he congratulates you on finding every bonus level.
- Q. What happens when you get 101%?
A. You get a nice star next to the 101% on the Select a Game screen. But apart from that, and a nice feeling of completion, nothing.
- Q. In the ending, Cranky mentions something about how he completed the game in under an hour using only one life. Do you get any special reward for doing this?
A. No. There is no reward for doing this.

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10. Credits
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Longphi: For sending a word correction in Donkey Kong's Moves section.

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11.

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