

Donkey Kong Country FAQ/Walkthrough

by Koritheman

Updated to v1.0 on Feb 12, 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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Donkey Kong Country FAQ/Walkthrough
(SNES)
Time I Started This Guide: 3/14/07
Version: 1.0
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| 1. Introduction |
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Donkey Kong Country is one of the oldest games for the SNES, yet it still remains one of my favorites to this day. The game is very short though, with a player capable of beating the game in less than 45 minutes if they really try. Even if you are to complete the game 101%, it will only take 2 hours at most. Despite the game being one of the shortest I have ever played, I enjoy this game a lot. The game has great levels, though very little challenge. The game overall is a very good game if you are looking for something to do, or if you

just like the Donkey Kong series. This is one game I recommend you play, if you haven't done so already, though who HASN'T played this game at least once?

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| 2. Version History |
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Version 1.0 / Completed the guide.

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| 3. Characters |
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In this section, I'll list every character in the game, as well as how to do their moves, etc.

Donkey Kong

Description: Donkey Kong is the leader of the kongs. They always rely on him to save the day when King K. Rool and his evil minions threaten their island of Kongo Bongo.

Diddy Kong

Description: Diddy Kong is Donkey Kong's partner, and is a very small monkey. He tries to help Donkey in any way he can, and tries to protect Kongo Bongo from K. Rool and his forces.

Donkey Kong's Moves

Here, I'll tell you how to preform the moves that Donkey Kong can preform.

Barrel Drop

Description: To preform a Barrel Drop, hold Down on the D-Pad, then release the Y Button (while holding a barrel).

Ground Slam

Description: To preform a Ground Slam, press Down on the D-Pad and press Y at the same time. Doing this will allow Donkey Kong to preform what is known as the "Ground Slam". This grants you a lot of bananas. Incase you are wondering, if you get 100 bananas, you get an extra life, so try to collect as many bananas as possible.

NOTE: This move is a Donkey Kong exclusive move, meaning Diddy cannot use it.

Roll Jump

Description: To preform a Roll Jump, you have to roll out over the side of a ledge, then press B before doing anything. If done correctly, you will have jumped in mid-air, and have preformed what is known as a Roll Jump. This is essential to getting some Bonus Barrels.

Diddy Kong's Moves

Here, I'll tell you how to preform the moves that Diddy Kong can preform.

Barrel Drop

Description: To preform a Barrel Drop, hold Down on the D-Pad, then release

the Y Button (while holding a barrel).

Roll Jump

Description: To preform a Roll Jump, you have to roll out over the side of a ledge, then press B before doing anything. If done correctly, you will have jumped in mid-air, and have preformed what is known as a Roll Jump. This is essential to getting some Bonus Barrels.

You should know that Diddy doesn't have any Diddy exclusive moves. Yeah we all know his moves suck, but we love him all the same. :)

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| 4. Storyline |  
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Storms lashed the rugged terrain of Donkey Kong Island, home of the famous video game ape and his family and friends. Near Donkey Kong's tree house, a small monkey named Diddy cowered in fear of the savage lightning which periodically illuminated the lush, dark jungle that covered most of the island. Donkey Kong had assigned Diddy to guard duty on this awful night, and he was not happy about his fate.

Donkey Kong's earlier pep talk kept creeping back into Diddy's mind. "OK, little buddy," Donkey had said in this patronizing voice. "As part of your hero training, you've got to stand guard tonight over my bananas... I'll relive you at midnight, so try and stay awake until then!"

Buddy? Yeah, right. Now he was alone. Alone unless you counted the unknown threats which lurked behind every tree that he glimpsed during the lightning flashes. The Kremlings were out there, this much was certain. They coveted Donkey Kong's Banana stockpile, the largest on the island, and probably in the world. A treasure in potassium and Vitamin A. The perfect food. "Ahhh... delicious Bananas..." The thought of DK's golden horde almost made Diddy forget his uncomfortable situation. But a rustling in the undergrowth and the sound of several snapping twigs brought him out of his reverie.

"W-w-who goes there?!" Diddy challenged the sounds in the darkened, dripping foliage. There was no answer but the flashing of claws and teeth, followed by a fleeting vision of many reptilian eyes and a crack of thunder. Diddy somersaulted into the fray with his signature cartwheel attack, but he was quickly overcome by the weight of many scaly assistants. The enormous bulk of Klump the Kremling landed on top of Diddy, knocking him senseless. His last memory was of a hissing voice... "It'ssss the sssmall one... Ssseal him inssside thiss barrel and tosss it into the bussshess... Donkey Kong'ssss Bananasss are oursssss!"

The barrel closed on Diddy, blotting out even the fleeting light of the storm. Seconds later, the barrel flew through the air, courtesy of Klump's army boot-assisted punt, and landed roughly into the jungle foliage. Diddy Kong knew no more. The entire Donkey Kong clan was oblivious as the Kremlings then loaded the Banana Horde into their Kremling karts and wheeled them off through the jungle, leaving an obvious trail of dropped fruit from their overloaded conveyances.

The next morning, Donkey Kong was awakened by frantic shouting of his name. "Keep it down!!" he growled. He suddenly realized what time it was. "Morning already... I slept through my watch!" Falling out of bed and through his tree house door, Donkey Kong slid down the tree house ladder without using any of the rungs, and assumed his characteristic fighting pose, with

sun-blinded, squinting eyes! One swift blow was all that was needed to leave him sprawled on the floor, face down! He groggily rolled over to see the familiar wrinkled, white-bearded, grouchy face of his old granddad "Cranky Kong" peering down at him.

In his heyday, Cranky was the original Donkey Kong who battled Mario in several of his own games. "What 'cha do that for?!" Donkey Kong asked, knowing full well that Cranky was prone to cuffing him at every whim. "Take a look inside your banana cave. You're in for a big surprise!" Cranky cackled. Donkey's mind raced as he vaulted to the cave and peered inside. Instead of the dull golden glow of thousands of Bananas, there were only a few discarded peels. These had been trampled into the dirt by hundreds of reptilian feet, judging from the many three-toed footprints that covered the damp cavern floor. But what about...

"Diddy's gone, too!" Cranky laughed. "That's what you get for shirking your responsibility, your good-for-nothing bum! In my days we would have been happy to stand guard in the rain, 'cause that might have meant having an extra frame of animation! Of course, having rain would have been impossible, given our pitiful processing power, but..." Donkey Kong stood there in stunned disbelief and hadn't heard most of what Cranky said. "Diddy... gone... My little buddy..." he murmured to himself.

Donkey Kong was suddenly filled with conviction. "The Kremlings will pay!" he raged. "I'll hunt them down through every corner of my island, until I have every last Banana from my horde back!!" "Find your little buddy and retrieve a bunch of Bananas?!" Cranky snorted. "What kind of game idea is that?! Where's the screaming damsel in distress?!"

"Diddy's obsession with being like me has gone too far! He may be a long way from being a true video game hero, but he had the guts, the reflexes, the heart..." "If you ask me, neither of you are ready for prime time," Cranky interrupted. "You'll never be as popular a character as I was! Why, in my heyday, kids lined up to play my games! The quarters were stacked on the machine as they waited for their turn! If you go on this ridiculous adventure, you'll be lucky to sell ten copies!"

Donkey Kong fumed. He usually let Cranky's rambling roll off his back, but this time was different. "What do you know about adventuring, you flea-bitten old ape?" yelled Donkey Kong, edging closer and closer, braving Cranky's cane, until he was totally in his face. "I'm sick of hearing about your boring, single screen adventures! Diddy's in trouble, my Banana Horde is gone, and I'm going to get them all back!"

Donkey Kong stormed off in search of his missing buddy, following the trail of Bananas the Kremlings had dropped.

"Well, it's not exactly rescuing a Princess, but it'll do in a pinch," Cranky snorted as DK disappeared into the lush jungle. After a moment's hesitation, Cranky followed him. "The lad may just need my help..." he mumbled to himself. "Kids today... they just don't have any respect for their elders..."

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| 5. Controls |  
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Here, I'll list the controls of the game.

World Map Controls

A Button: Enter a world, or enter a level or a building.

B Button: Enter a world, or enter a level or a building.

Y Button: Enter a world, or enter a level or a building.

X Button: Does nothing.

L Button: Does nothing.

R Button: Does nothing.

Start Button: Does nothing.

Select Button: Does nothing.

D-Pad: Move kong to right or left.

Building Controls (Cranky's Cabin, Candy's Save Point, Funky's Flights)

A Button: Does nothing.

B Button: Jump into a barrel.

Y Button: Does nothing.

X Button: Does nothing.

L Button: Does nothing.

R Button: Does nothing.

Start Button: Does nothing.

Select Button: Does nothing.

D-Pad: Does nothing.

Level Controls

A Button: If you have a kong, use this to switch to the other kong. Move the D-Pad Right or Left a bit, then press A to throw a barrel, thus breaking it.

B Button: Jump.

Y Button: Hold this down while moving the D-Pad in the direction you choose, to cause your kong to run. By pressing Y, you can also preform a roll with both Donkey and Diddy. Press this to pick up a barrel. Finally, press this button to release a barrel if you are holding it.

X Button: Does nothing.

L Button: Does nothing.

R Button: Does nothing.

Start Button: Pauses the game.

Select Button: Exit a level, but only ones that you've already completed.

D-Pad: Moves character. Move the D-Pad Right or Left a bit, then press A to throw a barrel, thus breaking it.

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| 6. Walkthrough |  
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Here is a complete walkthrough for this from beginning to end. Also, a few notes before we begin:

This game has quite a few things to explain. For a majority of the stuff that needs to be explained, please visit the Items section of the FAQ. Now, I'll explain this in this section before I start the actual walkthrough, so read on if you're a newb (not likely, considering this game's old age).

IMPORTANT NOTE: This walkthrough may not contain every single hidden item in the game (e.g. buried Bananas), since it is very hard to find all of the hidden items, so don't complain to me if you can't find ONE pack of Bananas in a level. Also, this walkthrough doesn't tell you how to get any of the Bonus Barrels, so visit the Bonus Areas section for that information. I will list bonus SOMETIMES, but not all the time.

Extra Lives

Since this isn't actually an item, but can be obtained through the use of an item, I'll list it here. You start out with 5 lives each time you turn the game off and play again later (technically 6 lives, considering 0 is a life number, and it doesn't get you a game over after you lose the number 1 life). If you lose all these lives, you get a game over. If you get a game over, you can simply restart the game from where you last saved.

Because of the threat of a game over, it is advised that you save often in this game. Don't say I didn't warn you pal, because I just did, didn't I? Mm hmm, thought so. Anyway, to get extra lives, you can either collect Balloons (see Items section), or you can collect 100 Bananas (also see Items section). You can have a total of up to 99 extra lives, though if you turn your game off, they will all be reset back to 5 when you restart.

Try and get as many extra lives as you can, since they'll no doubt save you.

Cranky's Cabin

Here, Cranky will simply tell you information about a part of the world you are currently in (e.g. Kremkroc Industries Inc.). Eventually, he'll quit

talking and you'll exit his building.

Candy's Save Point

Here is where you can save your game. Jump into Candy's barrel, and you can save your game. It is important that you save the game OFTEN, as I said above, since saving your game can mean the difference between life and death.

Funky's Flights

Here is where you can travel back to any previous world you've completed. To do that, jump in Funky's Barrel. After that, you'll be able to fly to a world you have already completed on Kongo Bongo. To get back to the world you were in before you got into Funky's plane, you have to beat the boss or bosses (depending on how many worlds you have to go through before reaching the world that you were in), or simply visit Funky's Flights again, which is a much easier way than the first method I listed.

NOTE: All of these three buildings can be found in each world; they occupy one location on the map in each world, meaning aside from the levels and the boss of the world, these three locations are also present. You'll be able to tell which building you're at by the letters at the top of the screen (the same letters that let you know the name of the level or the boss), or by the faces of the kongs.

Now, on with the walkthrough! You ready, my friend?

When you start the game, you'll appear on the World Map (I'll call it that anyway, who cares if it's used for RPGs, I don't :P). Simply press A to enter the first world.

K, O, N, and G

Each level has the letters K, O, N, and G hidden somewhere. Sometimes these letters are in plain view, but other times they are hidden in the ground or in bonuses. If you manage to get K, O, N, and G in a level, you spell KONG and you get an extra life! Try and collect K, O, N, and G in each level to have lots of lives.

World 1: Kongo Jungle

Upon entering World 1, press A to enter the first level, Jungle Hijnixs. Get prepared for a hard challenge, and I do mean hard. I can feel the sweat from your face already (sarcasm, by the way)!

Level 1: Jungle Hijinxs

When you arrive in the first level of the game, start by jumping up the three platforms. When you reach the top, go left into the house there, which is

Donkey Kong's house. Inside the house, jump on the tire to get a 1-Up Balloon. After getting that, exit the house. Back outside, jump down from the platform with the house, then go left into the cave there. This is known as Donkey Kong's Banana Hoard.

Inside, you'll find out that all of Donkey Kong's MANY Bananas have been stolen from him by the evil King K. Rool, the kongs' arch-enemy. Eventually, you'll automatically be forced out of the cave. You can go back in it if you want to, but since there's no real reason to, keep heading east through the very straight-foward level. Eventually, you'll come across a DK Barrel (you will know, since you'll hear Diddy squirming around in it).

Pick up the barrel and throw it to break it, and free Diddy. You have now two kongs at your disposal. If you get hit even once though, you lose a kong, so be careful. Anyway, pick up the letter "K" that you see floating in the air above one of the platforms (you'll come to it shortly after the DK Barrel). After getting the K (note that if you get all four letters, namely K, O, N, and G in each level, you get an extra life each time you do), head back to the entrance of the level and jump onto the platform with DK's House.

Once there, you can jump across the trees to the east and eventually when you reach a huge gap in the trees, you can jump to another tree to get a 1-Up Balloon. This can only be obtained through Diddy, however, and the Roll Jump (see Controls section) must be very precise. You don't have to get this, just pointing it out. You can also find a 2-Up Balloon on the tree east of this one.

Another thing you can do once you get on the trees is jump down when you see the Bananas shaped like an arrow pointing down to break the ground and reveal a Steel Keg Barrel. You can use this Steel Keg Barrel to kill some enemies to the east by throwing it. Anyway, after getting the letter K (the stuff after the letter K was just an explanation of other things you can do in the level), continue heading east through the level, killing any enemies you come across, while being careful not to get hit yourself.

Eventually, when you reach a barrel with stars on it, jump on it to get what I call a "half way" point. Note that before you come to the barrel, you'll have to defeat Klump enemies, so check the Enemies section to see how to deal with them. Note that these barrels, known officially as "Star Barrels" give you half way points in each level, meaning if you lose both kongs and have to retry the level, you automatically end up coming back to the Star Barrel. Not only that, but the Star Barrels restore a kong you might have lost, too.

After breaking the Star Barrel, continue eastward and grab the "O". Then, kill the bird on the platform that throws nuts at you, then grab the Espresso Token he was guarding. See the Items section to see this does. After that, continue on until you find a with a rhino symbol on it. Jump on it to break it; inside you'll find Rambi the Rhino, one of the few Animal Buddies in this game (for information on what each Animal Buddy does, see the Animal Buddies section of this FAQ).

Jump on him to mount him. With Rambi, you can peck your way through enemies with Rambi's horn. After mounting Rambi, continue through the level, being sure to collect the letter "N" when you come to it. Eventually, you'll come across the letter "G", so grab that as well. After that, simply continue through the remainder of the level and go through exit when you reach it to complete the level. Get ready for Level 2.

NOTE: To kill the Army enemies in this level (the armadillo-like enemies), use Donkey Kong's jump to kill them in one it. You can do it with Diddy, but it takes two jumps (BEFORE they roll back up, too, which is bad), and you risk losing Diddy this way, so I don't recommend it.

When you arrive in this level, jump onto the cave entrance above where you start, then jump across the trees until you reach a tree that looks out of reach. It isn't out of reach; just use Diddy's Roll Jump to get to it (it has to be a very precise Roll Jump for it to get you there). On the tree, you'll find 20 Bananas. Nifty, Drop down from the tree, then advance through the level, grabbing the "K" letter that you'll undoubtedly notice.

When you reach a Rambi Token in a tree, use the rope to grab it. After that, continue through the level until you come across two Kremlings walking on two separate trees, as well as the letter "O". Dismount the swining rope at that point, take out the Kremlings, but be careful not to fall, since you'll die if you do, and then grab the "O". After getting the "O", keep swinging your way through this level, being sure to grab the Star Barrel you come across.

After that, keep going through the level until you come across the letter "N", which you should grab. After getting the letter "N", keep going through the level until you come across the letter "G" on top of the exit cave. Be sure to avoid dying by the Army enemy at the end of the level, and take note that once you get the "N", the level starts getting harder because the enemies increase in number. Anyway, after getting the "G", exit this level.

NOTE: After the level, you can visit Cranky's Cabin if you want to.

Level 3: Reptile Rumble

In this level, start by getting rid of the Slippa (snake) enemy in the pit below, using the nearby barrel. After doing that, continue through the level, using the DK Barrel if you need it. Use the barrel right after the DK Barrel to kill all the Kremling enemies that jump in the air (be careful with them, since they can become quite a surprise at first, and also be sure to get the letter "K").

After that, continue your trek through the level until you come across a tire and a barrel with a star-shaped symbol above the platform above the tire. When you reach that, continue east through the level until you come across the "O" letter. After getting that, continue through the level until you reach a Star Barrel, which you should break. Once that's done, keep going and grab the "N" letter that you come across.

Now, advance through the level even more and you'll come across Kremlings and an Enguarde Token. Kill the Kremlings and use their height to get the token. Once you get that, continue through the level, killing the Kremlings you come across, while being careful not to die. Near the end of the level, grab the "G". Once you grab that, continue out of the level.

Level 4: Coral Capers

Once here, swim all the way right, then up, avoiding the Bitesize enemies. After going up, grab the "K" in the alcove, then swim to the right into a new

area. In that area, wait until the Croctopus enemy beings to move clockwise. When it does, swim to the southernmost part of the wall against the wall, while holding Down on the D-Pad. You should now be in an area with quite a few Bananas waiting for you. Collect them and exit this wall, then swim right out of this area completely.

After exiting the area with the Croctopus, you should be in an area with a Bitesize enemy, as well as some Bananas in the shape of an arrow pointing down. Go down as the Banana arrow says, then break the Animal Buddy box to get Enguarde, the aquatic Animal Buddy of this game. After mounting Enguarde, swim all the way north, past the Bitesize (kill him if you want), into a new area that houses another dreaded Croctopus.

Keep in mind that Enguarde CANNOT kill a Croctopus, so still try and steer clear of the Croctopus like you did before. Anyway, grab the 1-Up Balloon in this area once the Croctopus is out of the way. Then, swim to the uppermost part of this area, then to the left and out of this area, avoiding the Croctopus. After exiting the area, continue through the level until you come across a Star Barrel, as well as some Bananas.

Grab the Star Barrel and collect the Bananas. After that, swim north of the Star Barrel, past the Chomps Jr. enemy, into the middle alcove to claim the "O". After claiming the "O", swim back down past the Star Barrel, then keep swimming through the level and you'll come across another Croctopus very shortly. You can get Enguarde here in the southeast corner, if you lost him earlier, so take note of that.

Anyway, exit through the area with the Croctopus, then swim left through the next area, then swim north to a new area. In that area, as you go up, you'll see some Chomp Jr. enemies swimming around trying to block you from something good (isn't it obvious that they are there for a reason?). Kill one of them (doesn't matter which), then go through the wall the Chomp Jr. was guarding to find an Espresso Token. Oh, so THAT'S what they were guarding, eh? Told ya.

After getting the Espresso Token, go back out of the wall and continue your progress through this level. After you exit the area with the Chomp Jr.'s and the Espresso Token, check the alcove in the northwest wall to get the "N", then continue onward, killing the Bitesize enemies you come across. Shortly after that, you'll come across another Croctopus, as well as the letter "G" in between the two sea platforms (don't know what they're called).

Grab the "G", then continue east and out of this level.

NOTE: After the level, you can visit Funky's Flights if you want to.

Level 5: Barrel Cannon Canyon

When you arrive here, jump on top of the cave entrance (if you have to, kill the Kremling that comes walking toward you), then use the barrel to launch yourself to the "K" letter. After getting the "K", you'll appear by another launch barrel, so go inside that barrel to be launched through a series of barrels that will take you about half way through the level. After emerging from the series of barrels, a DK Barrel will automatically break, granting you a kong you might've lost.

Now, head a bit to the east and wait until one of the three Kremlings in the pit jump up. When they do, jump and kill them to gain access to a tree. When you reach the tree, jump to the next tree to get a Rambi Token. After that,

jump into the launcher barrel that's nearby, and it'll launch you straight to the "O". After getting the "O", continue east through the level. As you do, you'll come across a DK Barrel, as well as at on of Kremlings.

Avoid them as best you can, while heading east. Eventually, you'll come across two Kremlings jumping by a platform that has a barrel on it. Dispatch them, then enter the barrel and blast when the launcher barrel above comes to you. After doing that, you'll be blasted straight to the "N". After getting that, continue heading through the level. Eventually, you'll come across a huge area with no ground; the only thing protecting you from falling in this area is a huge plethora of barrels.

Your objective here is to blast from barrel to barrel to the other side, while you avoid dying by the Zinger enemies. Time each barrel blast just right, and be sure that each time you blast, a Zinger is out of the way. That way, you'll be sure to make it to the other side. When you reach the other side, continue heading east. You'll come across two blue Kremlings that jump high shortly after going east.

Wait until one of them is to the left of the tree you see above you. When they are slightly to the left of the tree, wait until one of them jumps and then jump on their head to reach the tree. Once you are on the tree, jump to the other one to the east to get the "G". After getting the "G", kill the Kremling by the cave entrance, then exit the level. Get ready for the first boss of the game.

NOTE: After the level, you can visit Candy's Save Point if you want to.

Very Gnawty's Lair

Here, you'll fight a boss, so read the Bosses section to see how to defeat the first boss of the game, Very Gnawty. After defeating Very Gnawty, you get 1/7th of the Bananas from DK's Banana Hoard back, and are one step closer to stopping our crocodile friend, King K. Rool. You now advance to World 2, Monkey Mines.

World 2: Monkey Mines

Enter the first level of this new world, called Winky's Walkway.

Level 1: Winky's Walkway

When you get in this new level, start by killing the Kremling to the east, then after that, jump on the Necky enemy (bird) that's in the air and use it to reach the "K". After that, use the DK Barrel if you lost a kong, but either way, continue your progression through the level. Dispatch the two Kremlings you come across, then use the Necky floating above the cliff to gain access to the platform to the east (you can do with this with Diddy or Donkey Kong too, but it's easier and less riskier using the Necky).

When you reach the platform the Necky was before you killed it, continue going through the level and you'll come across two Necky enemies flying up and down, guarding what appears to be Animal Buddy Box. Hmm... Use one of the Necky's to jump up onto the platform with the Animal Buddy Box. Break the box to reveal

the Animal Buddy named Winky (hence the name of the level). Mount Winky, then continue your progression through the level.

Shortly after mounting Winky, you'll come across the "O", so grab it, since Winky can jump extremely high. After getting the "O", keep going and you'll eventually reach a Star Barrel, followed by a barrel-like thing with a skull and crossbone symbol on it that is sending Gnawty enemies in rapid succession to attack you. You can dispose of them easily with Winky, so after you pass the skull and crossbone barrel, keep going and then jump into the Bonus Barrel that the Necky is guarding (kill the Necky first).

Inside the bonus, you'll find the "N". After exiting the bonus, keep going through the level to find an Espresso Token guarded by a Zinger. Grab it, then continue through the level, grabbing the "G" when you see it. After getting the "G", keep going through the level until you reach the end.

Level 2: Mine Cart Carnage

This level is a bit different from any other level you've done before. Allow me to elaborate. Instead of traveling on foot, you travel in a minecart until you reach the end of the level. You have to jump to other railings too at times, in order to progress further through the level. Anyway, when you start this level, break the DK Barrel if you need it, then get in the minecart, via the barrel.

Ride the minecart until you come across a gap in the railway. At that point, jump to the other side, then keep going and jump across the next gap and try and get the "K". Keep going through the level until you come across the "O", though be sure to jump at the precise moment on each gap you come across, since you'll have to jump across more gaps along the way to the "O". Once you get the "O", continue your ride through the level, jumping across all gaps you come across.

Be warned that the gaps from this point on begin to get further and further apart, thus making it excessively more difficult for you to jump across. Eventually, you'll come across overturned minecarts as you keep going across each railway. You'll come across two overturned minecarts eventually, with the letter "N" in between them. It's hard, but try and get it, though you'll most likely die, so don't do it if you have only one kong. After that, keep going through the level, jumping over the minecarts and gaps.

This is definitely one of the harder levels in the game, because you have to time everything just right. Eventually, after passing the overturned minecarts, you'll come across a Krash enemy, who is riding his own minecart, so jump on him to kill him. After you pass Krash, keep going through the level and try and grab the Red Balloon you come across. Keep riding through the level, avoiding even more Krash enemies that come at you quite often. Eventually, you'll come across the letter "G", which is easy enough to get.

Shortly after that, you'll come across the end of the level. On your way there you should be sure to jump over any minecarts you come across, and try and kill or avoid any Krash enemies.

NOTE: You can beat this level in a much easier method than the one I list above (figured I'd save the best for last). You can jump off the cliff and make sure you land in the westernmost part of the cliff to get into a Warp Barrel. This barrel will bring you to the end of the level if you use it, so I definitely recommend using it, especially considering there

are no bonuses in this level.

Level 3: Bouncy Bonanza

When you get in this level, kill the nearby Kremling, then kill the Zinger that you come across, via the barrel. After that, get on the platform that the Zinger was flying around, and keep going through the level (ignore the tire on the platform the Zinger was guarding, since there is no real reason to get it, since you can't take it very far), and you'll come across two Kremplings, as well as the letter "K" very shortly.

Kill the Kremplings, but be careful not to lose a kong, since that's pretty possible here. After the Kremplings are gone, take the letter "K" and continue on, killing all the enemies you come across, avoiding the Zingers, and being careful not to fall off any cliffs you come across. Eventually, you'll reach the "O", so grab it and continue on through the level until you come across a Star Barrel in an enclosed area with a crawlspace on each side.

Use the tire to get the Star Barrel (you'll come across the tire before you get to the Star Barrel, so just push it along with you), then after getting the Star Barrel, crawl through the eastern crawlspace and continue onward. You will come across a platform that moves up and down very shortly after the Star Barrel (be sure to push the tire along with you, since you can use it for this part). Push the tire onto that platform when you come to it, then when the platform elevates to its highest, quickly jump up to the platform above, via the use of the tire.

You could also take the area below this one, in which case you don't need the tire. I don't recommend that though, since this way is easier, and grants you the letter "N". Anyway, once you bounce from the tire onto the upper platform, keep going through the level, grabbing the "N" you come across. Also, be sure to kill all of the Kremling enemies you come across, since they can get in your way and get annoying after awhile.

When you come to a cliff overlooking a platform with a hole in the wall, jump down onto that platform and go through the cave entrance. Inside, break the Animal Buddy Box and mount Winky, then get out of there. Now, keep going east through the level, killing all the enemies you come across. Note that if you don't have Winky, you'll have to use the tires that the Zingers are flying above in each of the cliffs you come across to make it to where you need to go, which is much harder, which is also why I led you to Winky.

You can use the tires as Winky too, since you'll more than likely have to, but you can bounce off the Zingers with Winky, thus making things much easier on yourself. Anyway, eventually you'll come across the letter "G" in an alcove below the Kremplings that keep jumping back and forth (be sure to dispatch them, since they can easily kill you if you aren't careful, and even make you possibly lose Winky).

After that, continue your progressing through the level until you reach the end. The end comes very shortly after getting the "G", just be careful not to fall off, since you still have one more cliff coming up.

Level 4: Stop & Go Station

Starting off, go east, jump on the Klaptrap enemy to kill it, then continue

onward through the level. When you reach a barrel that says STOP, touch it to cause it to go to OFF. When the barrel is turned off, the enemies that run around in this level normally to try and kill you are stopped until the barrel turns back to GO. This is the nature of this level (barrel activating, I mean), so get used to it.

Anyway, after the first barrel goes off, keep going through the level, making sure any barrels you come across stay on STOP. Eventually, you'll reach the "K" so grab it when you come to it. After getting the "K", keep going through the level and you'll eventually reach the "O". To get to it, however, you need to preform a Roll Jump (with either kong), then go off the cliff with the Roll Jump. After you get the "O" because of the Roll Jump, quickly jump onto the platform to the east.

Break the Star Barrel when you get on that platform. After getting the Star Barrel, continue your progress through the level until you come across a tire. When you come to that, push the tire through the level and use it when you come across a GO/STOP barrel floating high in the air out of your reach. Once you switch the barrel to STOP, jump across the platforms above the cliff to the east.

After jumping across the platforms to the other side, you'll come across the "N", so grab it and continue on, though be sure to kill the Klaptraps in the area. Eventually, you'll come across some more enemies that require the GO/STOP barrels to be on STOP, so you should know how to deal with them by now. When you reach an area with many, MANY enemies that run around fiercely, turn the barrel to STOP as always, then keep doing that with the barrels as you progress through the level towards the end of it.

Note that the enemies get much faster near the end, so you should be careful. When you reach the "G", the level is over, so take the "G" and exit.

NOTE: At the very beginning of the level, if you go left through the entrance to the level, you can take a Warp Barrel to get you to the final area of the level. If you don't care about getting 101%, I recommend you do this.

Also, you'll have an option to visit Candy's Save Point after this level, as well as Funky's Flights.

Level 5: Millstone Mayhem

NOTE: The Krusha enemies in here can only be killed by jumping on them with Donkey Kong, or by using a barrel with Diddy. Diddy can't fight them without a weapon.

When you arrive in this level, bounce off the nearby tire, onto the platform above the entrance to this level. Up there, jump into the Bonus Barrel, which you can barely see. Inside, get the "K", located at the eastmost area you can blast off at. After getting the "K", just let yourself die in the bonus. Back in the actual level, keep going until you see a barrel below the first cliff you come across (just look closely and you'll find it).

Go down into that barrel, and then move slightly east to bust open a hole in the ground to the east that reveals a tire. Keep going after getting the tire, being sure to bring the tire with you, as well as killing any enemies you come across. When you come across the "O", use the tire to get it. After getting the "O", keep progressing through the level until you come across a DK Barrel,

followed by a Star Barrel (be sure to watch out for the Kremlings you come across, as well as the Millstone Gnawties.

After breaking the Star Barrel, keep going and kill the Slippa you come across using the TNT Barrel in the area (be sure to break the floor to reveal a tire after you pass the cliff after the Millstone Gnawty before reaching the Slippa enemy). After that, progress further and you'll come to a Millstone Gnawty, followed by two more Slippas. Dispose of them, then continue on, pushing the tire along with you.

When you reach a cliff with a Millstone Gnawty moving up and down, as well as a platform moving left to right, try and push the tire onto the moving platform. It's difficult, but doable. You don't HAVE to push the tire onto the platform, but doing so allows you to get Winky, which really helps us in this dungeon. To reach Winky, use the tire to bounce up to the platforms above the Millstone Gnawty (you may have to sacrifice a kong for this if you have two of them).

Once on those platforms, jump to the east platform, which is a much bigger platform and without a cliff below it, thankfully, and go and mount Winky. Now that we have Winky, this level is much easier. As Winky, drop off the platform when you have the chance, then claim the "N". After getting the "N", continue on through the level, jumping over the Millstone Gnawty you encounter, as well as killing the Necky enemy you encounter (the one that throws nuts at you).

After killing the Necky, keep going through the level and in a short time, you will come across a Millstone Gnawty that moves back and forth over alcoves in the ground, and in those alcoves are Slippa enemies. If you don't have Winky, roll into an alcove while avoiding the Millstone Gnawty. Once in the pit, be sure to kill the first Slippa, jump into the next alcove (wait until the Millstone Gnawty moves to the right before you do this), kill the Slippa in there, rinse and repeat until you reach the other side.

With Winky, things are easier, though it is still possible to lose him quite easily, so be careful. At any rate, once you reach the other side, keep going and you'll come across a Necky throwing nuts at you. Dispatch it, take the "G", and continue on to find a pit with a Millstone Gnawty moving left to right, as well as a few Slippa enemies in the pit. Wait until the Millstone Gnawty moves, then roll across the Slippas to kill them.

With Winky, you can jump over the Millstone Gnawty, though you might lose Winky regardless of what you do for this part. When you reach the other side, continue your progress through the level, getting past the next couple of Millstone Gnawties that you come across. Before you reach the end of the level, you'll come to a pit with a Zinger floating below two Banana Bunches. If you want to get them, preform a Roll Jump, then jump up to the platform to the east after Roll Jumping.

You have to go quite a few steps left of the pit before you can do the Roll Jump without losing a kong, however. Whether or not you get the Banana Bunches at the cliff, keep going and you'll be at the exit of this level very shortly.

NOTE: After this level, you can visit Cranky's Cabin if you want to.

Necky's Nuts

Here, you'll fight a boss, so read the Bosses section to see how to defeat the second boss of the game, Master Necky. After defeating Master Necky, you get 1/7th of the Bananas from DK's Banana Hoard back, and are one step closer to

stopping our crocodile friend, King K. Rool. You now advance to World 3, Vine Valley.

World 3: Vine Valley

Here, simply enter into the first level of the world, Vulture Culture.

Level 1: Vulture Culture

When you start in this level, pick up the nearby barrel, then toss it at the Mini-Necky enemy on the platform above. After that, jump into the barrel above the cliff, then blast yourself to the Necky, then use it to get onto the next platform, where you need to go. After getting on the platform, keep going and use the barrels you come across to blast yourself to the other side (you have to use the Necky here too, in order to reach the other side, just like you did previously).

When you reach the other side, knock the Necky that is throwing nuts at you off the above platform, then use the tire to bounce off onto the white patch of land on the ground below to you reveal the "K". Grab the "K" and continue on. It should be straight-forward enough and obvious enough what you have to do to progress, so I won't go into detail about that now. Eventually, you'll reach a barrel that you can throw down a slope to eliminate a Mini-Necky by the cliff.

After doing that, use the barrels to blast off the two Necky's, and onto the other side. At the other side, kill the Mini-Necky, then use the barrels that you come to blast yourself through the Necky's to get to the other side. Do try and break the white patch of grass on the ground after emerging from the barrels, since you'll get a barrel to open up a bonus by smashing the wall to the left.

I know I said I wouldn't include bonuses in the walkthrough, but oh well, I contradicted myself. After breaking the white patch of grass, keep going through the level, blasting your way through the four Necky's you come across to reach the other side, where the Star Barrel awaits. Break it and continue on. When you encounter two Necky enemies throwing nuts at you, quickly run through them once there is a break in their throwing, and continue on.

Eventually, you'll reach the "O", so take it and continue on to reach some more barrels, which you'll have to use to blast the Necky's out of their way, and use them to get to the other side. Once at the other side, grab the barrel that's nearby and roll it to the area below, being sure to follow it to kill the two Mini-Necky enemies spitting nuts at you. After doing that, keep going, being sure to blast your way from barrel to barrel to reach different areas of the level.

You'll encounter a Zinger in one of your barrel blasting frenzies, so be sure to blast when the Zinger isn't near you. Anyway, keep going after that Zinger segment, you'll see a Necky throwing nuts at you from a high platform. Kill it, then jump down onto the white patch of grass below to reveal a barrel. Use that barrel to break a hole in the wall on the slightly lower platform below where the Necky was. Go through that hole into a bonus.

In that bonus, you can collect the "N", which is the only reason I sent you into it. After collecting the "N" from the bonus, keep going through the level

and when you reach a segment where you have to go from barrel to barrel (these barrels move from side to side, by the way) and avoid two Zinger enemies by the "G", you are near the end of the level. Get through that segment, doing your best to get the "G" while avoiding extermination by the Zingers.

When you reach the end of the level, take out the Mini-Necky, and continue to the exit.

Level 2: Tree Top Town

When you arrive in this level, kill the Gnawty, then advance through the level. When you come across an area with several barrels floating above a cliff, time them right and blast your way across to the other side. At the other side, take out the Gnawties that come to attack you (rolling is the best way to dispose of them), then continue onward into another area of barrels floating above a cliff.

As you did previously, time it right when you go to blast into a new barrel. Blast your way from barrel to barrel until you emerge at the other side. At the other side, jump to the platform to the east, grabbing the "K" as you do so. Keep going after getting the "K" and you'll come across another barrel-blasting area shortly. In that area, as always, line yourself up with each barrel before you shoot, to ensure you don't fall off.

After blasting from barrel to barrel and reaching the other side, break the Star Barrel and continue on through the level. When you come across a barrel with wires on it, throw it at the Kremling that jumps down from the ceiling to ambush you. After that, go into the launcher barrel that you come across, then use it to get into the barrel moving left and right above you. Use that barrel to blast yourself to the "O".

After getting the "O", keep going through the level, and when you come across a set of barrels above a cliff again, wait until you reach the last one (the one after the launcher barrel). In that one, line yourself up with the lone Banana to the east, just barely above the cliff, then shoot to be shot into a hidden bonus area. In there, you can get the "N", which, obviously, is the only reason I sent you into it.

Once you get the "N", keep going and you'll eventually reach another set of barrels above a cliff. Blast from your way from barrel to barrel, being sure to line yourself up properly with the barrels so that you don't die. When you reach the other side, grab the barrel and roll it at the Kremlings that come down to attack you. After the Kremlings are dealt with, keep going through the level, blasting your way through the next two sets of barrels.

At the end of the second set, use the Necky as a springboard to get the "G". After getting the "G", keep going through the level, Roll Jumping to get the Espresso Token by the Zinger if you want, though be careful since you can fall off if you aren't careful, and it is probably isn't worth it to get it. When you reach the end of the level, go through the exit.

NOTE: After this level, you can visit Funky's Flights if you want to.

Level 3: Forest Frenzy

Once here, kill the Kremling that attacks you, then continue on and jump from

the rope to reach the platform to the other side. At that platform, grab the DK Barrel and break it if you need another kong. Either way, however, progress through the level until you reach the "K", at which point you should use a Roll Jump to get it. After getting the "K", keep going through the level, defeating all enemies you come across, and jumping across each rope you come across without dying.

Eventually, you'll come to the "O" located by a Zinger enemy. Be careful that you don't get hit by the Zinger, and be sure to grab the "O" when you reach it, then after that, use the rope to jump to the other side. When you reach the other side, keep going and you'll reach an area with a ton of Zingers enemies, and I do mean a ton. Be careful not to be killed by them; in order to avoid death, you'll have to work quickly, moving up and down on the rope depending on the Zinger's position.

After completing the Zinger segment, break the Star Barrel, then keep going through the level, jumping from rope to rope, avoiding the Zinger enemies you come across, as well as killing any Kremlings you come across. After going through the level a bit, you'll reach the "N", which you should get (watch out for the Zinger enemy, however). After getting the "N", you'll soon reach the final segment of the level.

In this segment, you'll have to avoid MANY Zinger enemies while on a rope. After that, you'll have to avoid a ton of Necky enemies, while on a rope. The "G" is located in the Zinger segment, so try and get it without dying. It can be quite difficult not to die on this segment, however (I guarantee you'll lose at least one kong during this whole segment, possibly both if you are an inexperienced player). Just be careful and hope you do okay.

After passing the final segment of the level, simply continue through the hilly area you come to, killing all the Kremlings you come across. When you reach the exit sign, exit the level.

Level 4: Temple Tempest

In this level, roll through the three Gnawties, then get on the rope and get the "K" before the rope passes it. After getting the "K", get the DK Barrel if you need another kong. Either way though, advance through level, killing all the Gnawty enemies you come across, swinging from rope to rope (just like Donkey Kong would do), and avoiding any and all Millstone Gnawties you come across along the way.

Thankfully, these Millstone Gnawties aren't nearly as annoying as they were in Millstone Mayhem in the second world. Anyway, eventually, you'll reach the "O" letter, so grab it and continue onward through the level, killing the Gnawties you come across (rolling is the best way), as well as grabbing the Star Barrel that you come across. After breaking the Star Barrel, continue through the level, killing the Kremlings you come across, and using the DK Barrel if you need it.

Shortly after killing the Kremlings, you'll come across a Millstone Gnawty that will follow you until you pass the rope after the rope that has the Bananas pointing down in the shape of an arrow. After it quits following you and you are on ground again, bounce off the tire and continue your trek through the level, but be sure to use one of the Kremlings that comes at you for a high jump to get the "N" buried beneath the shadowed piece of ground, which I'm sure you notice is quite near.

After getting the "N", continue killing the remaining five Kremlings you come across. After doing that, keep going through the level, since it is very straight-forward after this. Be sure to avoid each Millstone Gnawty, and other obstacles as well. When you reach the "G", which is found by climbing off the bottom of the rope when it reaches its easternmost point, right before the exit of the level. When you reach the exit, go through it to finish the level.

NOTE: After this level, you can visit Candy's Save Point if you want to.

Level 5: Orang-Utan Gang

When you arrive here, go left and take the Steel Keg Barrel, avoiding the Zinger as you do. After picking up the barrel, throw it to the tree it was standing on before you picked it up, then quickly jump on it. Don't get off it when you get on it, but instead, let it ride you all the way to the "K". You will not have to worry about dying via a cliff or by enemies while you are riding on the Steel Keg Barrel.

When you reach the "K" guarded by the Zinger, hold Y to keep the Steel Keg Barrel, and as you hold Y, jump and grab the "K", making sure you jump to the other side as you do so. Once at the other side, roll the Steel Keg Barrel across the trees you are on, following it as you do; you should dispatch all four Kremlings by doing this. After killing the four Kremlings, keep going and kill the two Klaptraps you come across on the platform up ahead.

Then after that, perform a Roll Jump (a very low Roll Jump is necessary to do this successfully) to get the "O" on the low platform. After getting the "O", go and get Espresso; he's located at the highest platform in this area. Mount Espresso, then fly your way through the level, dismounting Espresso when enemies threaten. Shortly after flying, you come to the Star Barrel, so break that.

After flying for a bit, you'll come to a platform with three Klaptraps, as well as the "N". Kill the Klaptraps (dismount Espresso first), then collect the "N" and continue on with the level. Eventually, you should come to a tire below the tree area you always use in this level (the tire is located just after the "N" basically, and is below the trees and on the ground). Go down into that area, being sure to pick up the barrel on the platform above the tire platform before going down.

Go all the way right, ignoring the low pit area you come to. Eventually, you will come to what seems to be a dead end to this solid ground area. There, break the wall with the barrel, then you'll enter a bonus room. In that bonus room, jump up on the tire and use it to smash the soft spot of ground in the room to get the "G". After getting the "G", exit this bonus and continue your journey through this level.

You'll come to the end of the level very shortly, just be sure to avoid all enemies you come across, or simply just killing them would be the better method. When you reach the exit, go through it, as is always the case.

NOTE: After this level, you can visit Cranky's Cabin if you want to.

Level 6: Clam City

Upon arrival here, swim east, grab the Banana Bunch by the Clambo, then

quickly swim up, then hug the wall to the left when you get as high as you can go after going up. You should now be in an enclosed area with the "K", as well as Enguarde. After getting Enguarde, then east, then south, then finally east to a segment where you come across quite a number of Bitesize enemies swimming around, threatening to take you out.

Along the way to this Bitesize segment as I call it, you'll have to avoid the Clambos' pearls, as well as avoid a Bitesiz enemy. Anyway, upon reaching the Bitesize segment, kill all of the Bitesize enemies with Enguarde. After the enemies are cleared out, swim up and grab the "O" in the alcove there before continuing on. After getting the "O", you'll come across a Clambo enemy, so swim north past him, then keep swimming all the way north, avoiding the pearls that the Clambos shoot at you.

When you reach the top, break the DK Barrel if you need it, but either way, continue going through the level (obviously), killing all of the many Chomp Jr. enemies in the area, via Enguarde. After that, keep going and break the Star Barrel you come across. After that, keep going through the level, being sure to avoid the pearls that the upcoming Clambo enemies shoot at you. Once you pass the Clambos, you'll see a DK Barrel; break it if you need it.

Now, continue on and you'll reach an area that you have swim due north in. In that area, you'll also find several Chomp enemies as you go up, so dispose of them with Enguarde, or swim around them if you don't have Enguarde. After you reach the top of the area, grab the "N", located in the northwest corner of the area against the wall. After getting the "N", you'll come to a Clambo that shoots six pearls out at you, so be sure to avoid them.

After passing the Clambo, you come to an area with three Croctopus enemies, so be sure to be extremely careful in this area, since it's quite easy to die here. After passing the Croctopus enemies, you'll be in an area with another Clambo enemy. As always, avoid the pearls (as Enguarde you can just swim above the Clambo) that he shoots at you. Be sure that before you pass the Clambo, get the "G".

When you get to the end of the level, exit it.

Bumble B Rumble

Here, you'll fight a boss, so read the Bosses section to see how to defeat the third boss of the game, Queen B. After defeating Queen B, you get 1/7th of the Bananas from DK's Banana Hoard back, and are one step closer to stopping our crocodile friend, King K. Rool. You now advance to World 4, Gorilla Glacier.

World 4: Gorilla Glacier

When you get here, enter the first level, Snow Barrel Blast.

Level 1: Snow Barrel Blast

Once here, advance through the level a bit and you'll come across a lone barrel. Get in it and blast yourself to the platform above. On that platform, go east a bit to see three Necky's, each one higher than the previous one, flying in the air. Jump on the lowermost one, then the center one, then the

uppermost one. After jumping on the uppermost one, quickly move to the right to get the Red Balloon. After getting that, move east a bit more and try and get rid of the two Klaptrap enemies below you before you land, via a jump.

After that, continue through the level to the next platform. On that platform, be sure to avoid the Zinger, and to use the DK Barrel to kill the Zinger. After you do that, keep going through the level and you'll come across two Necky enemies. Dispatch them and continue on into a barrel. In that barrel, wait until the Zinger is out of the way and the barrel is properly aligned to the higher platform above the Zinger. When it is, shoot yourself to the high platform.

After you do this, keep going through the level, killing the enemies you come across until you reach an area with several barrels floating in the air. Before jumping in the first barrel of the set, be sure to get the "K", which is in the air. Blast yourself through that area, being sure to properly align each barrel to the next one. When you reach the other side, keep going and kill the Klaptrap enemies you come across, though be careful because it's a slippery area.

Keep going and you'll reach another area with several barrels, this time guarded by Zingers. Get in the first barrel of the set and begin blasting yourself from barrel to barrel when the barrel you're in is properly aligned with the next one. Also, DO NOT shoot unless the Zingers are out of the way. When you reach the other side, kill the nearby Klaptrap, grab the Steel Keg Barrel, and roll it down the slope below to kill the four Gnawties. After that, you'll come to yet another area of barrels that you have to use to progress further.

Before jumping in the first barrel of the set, kill the Necky that comes flying in suddenly. Once inside the first barrel of the set, you'll be blasted straight up to the next one automatically, then blasted to the other side, where you need to go (be sure to kill the Necky that flies towards you after you launch yourself from the last barrel of the set). At the other side, keep progressing through the level, and you'll come across another barrel area.

As always, blast yourself to the other side, via the use of the those barrels. When you reach the other side, you'll automatically break the Star Barrel. Now, head left, jumping over the Krusha enemy you come across, then jumping off the cliff you come across, into a hidden Bonus Barrel, which will launch you to a new bonus area. In that bonus area, blast yourself up when you reach the center of the bonus and get the "O".

After that, fall down on purpose to exit the bonus. Now, continue your trek through the level, killing all the enemies you come across (except for one Klaptrap, it's nothing but Necky's you encounter) until you come across a barrel floating in the air near a Zinger right after you pass the floating ice islands in the air where the Necky's were flying around at. As always, get in the first barrel in the set, then shoot east to another barrel, which will get you the "N".

Once you get the "N", you land on a platform where two Zingers are guarding a barrel with a Rambi Token above it. Get in the barrel and launch yourself straight up to get the Rambi Token. After getting that, continue your trek through the level to come across a set of barrels floating in the air. Keep in mind that this segment is the HARDEST set of barrels you face in this game. I will not tell you how to do this the hard way (yes, there's an easy way), since I'm sure you can figure it out in little time.

It may be difficult for you to get past it, but figuring out where to shoot is

easy. Anyway, get in the first barrel of the set (be sure to jump over the Necky to reach it the easy way), and I'll tell you how to get past this part the easy way. First off, shoot east to the second barrel of the set. Then, shoot southeast to the next barrel of the set. After that, shoot due south when the barrel is pointing straight to the south to land in a hidden barrel that will take you across the entire set of barrels.

At the end of those barrels, you'll get the "G", then appear in a Launcher Barrel that launches you straight up to a platform, so jump onto it. On that platform, simply continue your progress through the level, killing the one Klaptrap enemy you encounter. You'll reach the exit in no time.

Level 2: Slipside Ride

NOTE: There are blue ropes and purple ropes in this level. The blue ropes take you up each time you get on them, and the purple ropes take you down each time you get on them.

Once here, progress through the level, killing the Kremling you come across. When you reach a blue rope, let it take you up to a platform, which you should jump on. On that platform, break the DK Barrel if you need to, but either way, continue your progress through the level. When you reach the "K" in an alcove above the next blue rope you come across, be sure to get it. Once you get the "K", go down the purple rope you come across.

After that, keep going through the level, jumping onto the next platform you come across (there is an Army enemy before that platform, so beware). On that platform, jump up to the blue rope, then when you reach another blue rope to the left, jump on that one, then as you go up, you'll come across a Zinger that is blocking your path, and it seems losing a kong is inevitable at this point.

When you come to that point, jump to the next blue rope to the left, then jump back to the rope to the east when you come across another Zinger. Keep doing this as necessary until you reach an alcove near the top of the ropes, where a DK Barrel awaits. Break the DK Barrel if you need to, but either way, go left and past the two blue ropes, and continue your progression through the level. Eventually, you'll come across an Army enemy near a cliff.

Get rid of it (jump over it if you are Diddy), then jump onto the purple rope floating above the cliff. Then, use that rope to jump to the platform to the left. When you reach that platform, kill the two Kremplings you come across, then jump across the three ropes you come across (be careful, there are some Zinger enemies threatening to make you lose a life) to the other side. When you reach the other side, break the Star Barrel.

After that, continue your progress through the level, killing the Klaptrap enemies you come across. When you reach a DK Barrel, break it if you need it, but either way, continue onward. When you reach a blue rope, go left a bit from the rope, then jump on top of the Kremling when it jumps as high as it can, then use the extra height to gain access to the blue rope. Ride it up, then jump to the platform to the left, collect the "O", as well as the two Banana Bunches, then jump down to the previous platform.

Now, keep going and you'll come across four ropes soon enough. Jump across them to reach the other side. After that, keep advancing through the level until you come across a blue rope hanging above you, in between an ice wall. Before getting on it, continue east to a second rope, which you should jump

on. Beware, however, since there are three Zingers moving left to right on this rope. When you reach the top, jump to the eastern alcove and grab the "N" and use the DK Barrel if you need it.

After getting the "N", jump down to the area below, and go back to where the first rope was. Ride that one up, then jump to the platform to the left when you reach it. Now, continue onward until you come across a blue rope, a rope which you should jump on.

Ride it to the top, waiting till you reach the platform to the left. When you reach it, jump to it and continue onward. You'll encounter four purple ropes with Zingers on them before long, so jump from rope to rope until you pass. After that, continue through the remainder of the level, jumping from rope to rope (the rest of the ropes are purple) until you come across the "G", which is located on the last purple rope in the level.

To get it, jump on and off of the rope while you are going up to reach the "G". After getting that, continue out of the level.

NOTE: There is a warp to this level. At the very beginning of the level, once you come across the first rope, wait until the Kremling to the east comes towards you. When it does, move slightly left of the rope and jump off the Kremling and onto the rope. Then, ride it up and jump to the platform to the west when you reach it. After doing that, jump into the barrel that is above you and is just visible.

Note that the barrel can only be entered by Donkey, since Diddy is too short to reach it. After going in the warp area, you'll be near the end of the level.

Level 3: Ice Age Alley

When you arrive here, kill the Mini-Necky behind you, then grab the DK Barrel and use it if you need another kong. Then, do a Roll Jump all the way to the left, beyond the cliff to reach a platform with a tire, the "K", and Espresso. Collect the "K", mount Espresso, then use the tire to get back up to the platform you started on. Back on that platform, begin your trek through the level as Espresso.

When you reach a Kremling, jump off Espresso and kill it. Get back on Espresso and jump up to the higher ledge above you, then jump off the cliff and after a couple of seconds, quickly fly over to the platform on the other side. At the other side, jump down to an area below, ignoring the Necky's, since Espresso can't kill them. At that below area, continue your progress through the level, jumping over the Mini-Necky you encounter.

You'll then to another huge gap area with a swinging rope. Use Espresso to fly over to the other side (be sure to jump and wait a couple seconds before you fly). At the other side, approach the Mini-Necky, then dismount Espresso and kill it. Then, use the DK Barrel if you need it, but either way, get back on Espresso. Back on Espresso, stand on the highest part of this slopy platform (basically where the DK Barrel was).

Once at that location, hold Right on the D-Pad while jumping as high as you can (you need to jump so high that you are offscreen), then flying ALL the way to the platform to the east. When you reach that platform (if you don't reach it and fall off, which is very possible, even with Espresso, try again until you do get it), go east a bit and then Roll Jump to get the "O" that's hanging

above the cliff (you have to dismount Espresso for this, by the way).

After getting the "O", quickly get back on the platform before you fall, then get on Espresso. Now, wait until the Mini-Necky up ahead flies up. When it does, quickly jump on to the platform where he is, then run past him. After doing that, fly over to the pit at the other side, where the Star Barrel awaits. After that, make yourself land in the Launcher Barrel, and let it launch you to the platform at the other side.

Once there, go east a bit, dismount Espresso, take the Klaptrap out on the small icy platform ahead of you, then get back on Espresso. Then, jump onto the ice platform where the Klaptrap was, then jump to the platform that's above you. Now, get on the highest part of this slopy platform, then jump as high as you can while holding the D-Pad Right. Then, quickly fly over to the other side.

At the other side, jump to the platform with the Klaptrap, quickly dismount Espresso, kill the Klaptrap, get back on Espresso, and fly to the platform that's above you. Now, before jumping down to the platform below, fly over to an icy platform in the air to the east of you, that has a Bonus Barrel and the "N" on it. After getting the "N", go in the bonus if you want (I'll assume you did).

After exiting the bonus, head up the slope and when you reach the Manky Kong, get off Espresso and kill him. Then, go where the Manky Kong was before you killed him, jump as high as you can while holding Right on the D-Pad, then fly over to the other side, being sure to grab the "G" as you fly. If you done correctly, you will have landed on a platform with a Manky Kong, or at least very close to it.

Dismount Espresso, kill the Manky Kong, then continue through the level, being sure to kill the Klaptrap you come across. When you reach the end of the level, go through the igloo to exit it.

Level 4: Croctopus Chase

Despite how the name sounds, this level is quite easy, so take a deep breath, my friend. Advance through the level until you encounter your first Croctopus. This one is colored differently than the typical Croctopus enemies you come across. What does this mean? Well, it means that these Croctopus enemies CHASE you, as opposed to their typical spinning in an endless circle while trying to get you act.

So, when you reach your first Croctopus, quickly swim east, past the Croctopus that is chasing you. Then, break the DK Barrel you come across if you need it, but either way, you'll come across a Squidge enemy very shortly after the DK Barrel. There are a lot of Squidges in this level, just to warn you. Wait till the Squidge swims out of the way, then when it does, swim past it, and continue your trek through the level.

You'll have to avoid being hit by more chasing Croctopus enemies as you keep going through the level (you'll also have to avoid another Squidge enemy). When you reach the "K", take it and continue swimming through the level. You will eventually come across another DK Barrel, so use it if you need it. But either way, keep going after coming to the DK Barrel, avoiding the Squidge enemy.

After the Squidge enemy, another Croctopus will chase you, so as always, swim

through the level while trying to avoid the Croctopus (and some Squidges). When you reach two Launcher Barrels stuck together, take either one of them, as it doesn't matter which you take. After being launched through the series of Launcher Barrels, you'll come across a Chomp Jr. enemy, as well as another Croctopus, waiting to chase you.

Go below the Launcher Barrels in the area, then swim east through the fake wall. Then, grab the DK Barrel if you need it, then swim north, then left into a hidden passage with the "O". After getting that, swim back into the area with the Chomp Jr. and the Croctopus enemies. Once there, continue your trek through the level, avoiding the Croctopus enemy that's chasing you until you come across a Star Barrel. Break it when you come to it.

After that, continue swimming through the level, avoiding the Croctopus's that chase you, and avoid the Chomps enemy you come across. When you come to an area where you can go in four different directions (one left, up, right, and down), go right, then down to a Winky Token (beware of the Croctopus). After getting that, take the northern path, continuing your journey through the level.

You'll eventually come across some Launcher Barrels, which you should go through. You'll also encounter some Chomps enemies, so avoid them. After the two Chomps enemies you encounter, you'll come across yet another Croctopus. Continue swimming through the level while avoiding the Croctopus enemy. When you reach two Chomps enemies (one above, one below), swim between them, then use the DK Barrel you come to if you need it, but either way, continue on.

You'll eventually reach the "N" (be sure to avoid the Croctopus that chases you), so grab it and continue onward until you reach a point where you can take a right path and a left path. Take the left one (it's a very tightly connected path, so you'll know when you reach it), then grab the Red Balloon in this area, then swim to the southwesternmost part of the area and break the Animal Buddy box you see and then get on Enguarde.

Now that you have Enguarde, this level will be much easier. Get out of this area, then continue your trek through the level; with Enguarde it will be much easier, just be careful not to lose him, since you will be chased by Croctopus enemies as you do it. You'll eventually reach an area with a ton of Squidge enemies, as well as the "G" in the end of that area. Grab the "G", while avoiding (or killing, if you have Enguarde) the Squidges, then continue out of the level.

NOTE: After this level, you can visit Cranky's Cabin if you want to.

Level 5: Torchlight Trouble

Once in this level, break the nearby Animal Buddy box to reveal Squawks. If you are wondering, this is the only time Squawks makes an appearance in this game. In this game, unlike in DKC2 and DKC3, his purpose is to light your way through this cave. While certainly not mandatory, he is a BIG help. Anyway, once Squawks is freed, break the DK Barrel near the entrance if you need to, but either way, continue onward, killing the Klump you come across. Also, be sure to jump over the oil drum you come across.

When you come across the "K", jump to the platform east of the "K", then on that platform, quickly kill the Klump enemy, then preform a Roll Jump to get the "K". After getting the "K", keep going through the level a little further to find another Klump, which you should kill. After the Klump, you'll find the

"O". Grab the "O" (be careful, since the only way to get it is to use the moving platform above the cliff), then continue onwards, killing the Klump you come across.

Eventually, you'll reach the Star Barrel, which you should break. After that, continue onward, and use the barrel to kill the Krusha you come across (or you can just jump on him if you have Donkey Kong; the barrel actually gives you access to a bonus area, so see the Bonus Areas section of this FAQ for that information), then continue on. You'll encounter Mincers now, which look like tires with spikes on them.

Sometimes these enemies move, so be aware of that (note that the only way to avoid the Mincer enemies is to jump over them). You'll also continue to encounter Krusha enemies as you advance, so it's best to be Donkey Kong for the remainder of the level. When you reach a platform with two Mincers, a Krusha patrolling in between those Mincers, as well as an arrow sign pointing to the right, use Donkey Kong to kill the Krusha.

If you have Diddy Kong, you're guaranteed to fail here. After passing that platform, Roll Jump onto the small moving platform that moves up and down. Once on that platform, Roll Jump to get the "N", then quickly get back on the moving platform, then jump up to the platform above when you can, and continue onwards, jumping over the Mincers you come across, as well as killing the Krusha enemy you come across (if Diddy, run, if Donkey, kill), though do not use the barrel, since you need to get the "G" that's in a bonus.

Grab the barrel and continue across the platform. When you reach the end of the platform, jump down and sit the barrel down against the wall there to open up a bonus area. In that bonus area, either wait until the Klaptrap is below the platform with the "G" (only as Diddy) to jump off the Klaptrap and onto the platform with the "G", or use the tire to get onto the platform above the tire.

Once on that platform, preform a perfect Roll Jump (it's mandatory) to reach the platform with the "G" on it (if you are Donkey Kong). After getting the "G" from the bonus, continue out of this level.

NOTE: After this level, you can visit Candy's Save Point and Funky's Flights if you want to.

Level 6: Rope Bridge Rumble

When you arrive here, grab the DK Barrel and wait until you come across a Kremling. When you do, use the barrel on it, then continue onwards until you reach a pit with two tires on the ground on each side of the pit. When you reach that, look carefully and at the bottom of the pit, you should see the rim of a Bonus Barrel. Go in it, then in the bonus area you come to, bounce across the tires to the other side, where Winky awaits. Mount him and leave.

After exiting the bonus, continue through the level, then when you come to a Zinger guarding the "K", kill the Zinger with Winky, grab the "K", then jump back onto the platform above you, then continue your trek through the level, killing all the enemies you come across, and bouncing across the tires you come across. When you reach the Star Barrel, break it and continue on.

When you reach the "O", which is above a pit in between two platforms with a Kremling jumping back and forth, get off Winky and preform a Roll Jump to get the "O", then quickly get back onto the platform. Get on Winky again, then

kill the Kremling that's jumping back and forth, then continue your journey through the level until you come across the "N", which you need to use the tire on the moving platform near the "N" to get.

After getting the "N", keep going through the level, bouncing from tire to tire, going on each new platform you come across, killing the Zingers you come across (Assuming you have Winky. If not, avoid them; you get the picture. Eventually, you'll reach the "G" above a cliff, which is guarded by two Kremlings jumping back and forth, who seem to have gotten drunk at K. Rool's pub last night, and are now seemingly hyper.

Kill the Kremlings with Winky, then jump off of Winky (after getting back onto a platform), then do a Roll Jump to get the "G". Once you get the "G", keep going through level and you'll reach a huge pit with a few moving platforms with tires on them hovering above the cliffs, shortly after the "G". Bounce from tire to tire until you reach the other side, at which point you should take out the Army enemy and continue on to another moving platform with a tire on it.

When you get close to the three Zingers, bounce off the tire and get back on the tire platform when it is opposite the Zingers. If you didn't go into the bonus area in the previous moving platform segment, you can use Winky to kill the Zingers. Anyway, after getting back on the tire platform after you jump over the Zingers, continue out of this level after reaching the platform.

Really Gnawty's Rampage

Here, you'll fight a boss, so read the Bosses section to see how to defeat the fourth boss of the game, Really Gnawty. After defeating Really Gnawty, you get 1/7th of the Bananas from DK's Banana Hoard back, and are one step closer to stopping our crocodile friend, King K. Rool. You now advance to World 5, Kremkroc Industries Inc.

World 5: Kremkroc Industries Inc.

In this world, enter the first level, Oil Drum Alley.

Level 1: Oil Drum Alley

When you get into this level, advance a bit and you'll see a Gnawty on a black platform. Kill the Gnawty, get on the platform, then jump over to the rope that is JUST visible and hanging from the ceiling. The rope will ride you to the platform above the entrance to this level, so get off the rope and onto the platform at that point. Now, jump down onto the black spot in the ground below you to reveal a TNT Barrel. Take it and continue on. You can get a bonus with this TNT Barrel by blowing up the oil drum to the east.

Anyway, continue advancing through the level, killing the Kremlings you come across, as well as jumping over the oil drum you come across. When you reach the "K", take it and continue onward, killing any enemies you come across, as well as jumping over any oil drums you come across, until eventually, you reach a black piece in the ground, which you should jump on to reveal a DK Barrel. Use it if you need it, but either way continue to a Launcher Barrel.

Go inside that Launcher Barrel to the platform above, being sure to break the black piece in the ground to reveal a tire, which you should take with you through this next segment. Kill all the Kremlings you come across in this segment, while being careful not to get the tire stuck in an oil drum, and when you reach the "O", use the tire to get it. After getting the "O", keep going until you reach the Star Barrel. Break it and continue on.

You should also know that you can discard the tire now, since you no longer need it. After breaking the Star Barrel, jump down the first gap you come across after the Star Barrel to get Rambi. Now, go and continue on, and you'll come across a Manky Kong, so dispatch it, then continue to a platform with stairs where two Kremlings await you. As always, take them out and continue on.

When you reach another Manky Kong, kill it, then pick up the nearby barrel and continue on, killing the two Kremlings (AFTER putting the barrel down), or simply walk under them, but either way, be sure you have the barrel. When you reach an oil drum floating between two platforms and above a pit, go down below the oil drum, then smash open the east wall to reveal a bonus. Go inside and blast from barrel to barrel until you collect the "N".

After you exit the bonus after getting the "N", continue onward, jumping from oil drum to oil drum, as well as killing all the Kremlings you come across (note that you have to jump on oil drums ONLY when their flames briefly dissipate, and Roll Jumping also helps sometimes). When you reach a Manky Kong throwing barrels down some stairs, approach him, then wait until he has a brief break in his barrel throwing, at which point you should jump or roll through him to kill him.

After killing the Manky Kong, continue on and you'll come across an area that's just one huge cliff. This cliff happens to have a lot of oil drums floating above it, each one spaced a bit of a distance away from the other. There are also some floating tires here that you need to use to get past this segment. In other words, you have to jump from oil drum to oil drum, but ONLY when the flame dissipates.

The flame dissipates after two consecutive flame rises from an oil drum. Once you pass some oil drums and come across a tire, use that tire to bounce to the next oil drum, and repeat that until you pass. Once you pass that segment, you will come across another oil drum on a platform, so jump on that one when the flame dissipates, then jump down onto the black piece below to reveal the "G", which you should grab.

Once you grab the "G", simply continue to the exit of this level.

Level 2: Trick Track Trek

Once here, run past the Necky that is throwing nuts at you, then jump onto the elevator that you come across. Ride it, killing the Necky enemies you come across, and grabbing the DK Barrel after the first Necky if you need it. When you reach the "K" below a Necky that is throwing nuts at you, quickly jump and get it, while trying to avoid the nuts without falling off. After getting the "K", continue riding the elevator, killing all the Necky's you encounter.

They get harder to kill here, so be careful. When you reach the "O", jump and get it, then continue riding the elevator, avoiding the nuts that are being spit at you by the two Mini-Necky enemies. When you reach the Mini-Necky enemies, kill them and continue riding the elevator to a platform, which you

should jump on, since the elevator is useless now.

Once you are on the platform, keep going and you'll come across a Star Barrel, Break it and continue onward and get on the next elevator you come across. On the elevator, you'll come across a Zinger very shortly, so jump over it, but time your jump right, so that you don't die by the Zinger. After jumping over the Zinger, you'll come across a Mini-Necky, which you should kill. Throughout this whole segment, enemies will drop onto your elevator to try and tempt you into attacking them.

Don't do it, since they'll eventually drop off anyway. Just stay away from the enemies when they jump on the elevator you're on, and you'll be fine. If you want to kill the enemies though, roll on each of them, then quickly jump back onto the elevator. This is probably the safer method, since some enemies might actually kill you once they drop onto your elevator. When you reach the "N" located below a Necky that is throwing nuts at you, grab it and avoid the nuts that the Necky throws at you, then get back on the elevator.

Once you get the "N", continue riding the elevator until you come across a Klatrap, which you should kill. You'll come to the "G" after that that is guarded by a Zinger, so grab it while avoiding the Zinger, and continue riding the elevator, killing the next two Klaptrap enemies you encounter. After that, keep riding, avoiding the Manky Kong's barrels that he throws at you from an above platform.

After the Manky Kong, you'll come across a platform very shortly, so jump on it once the elevator stops. When you reach the platform, jump to the platform above the Manky Kong, and simply exit the level.

NOTE: There is a warp to this level. At the very beginning of the level, before you reach the first elevator platform, Roll Jump off the screen while moving to the right to land in a hidden warp area. You'll be near the end of the level after that.

Level 3: Elevator Antics

In this level, drop down to the platform below, then progress through the level, using any Slippa enemy near the second rope hanging from the ceiling to jump onto that rope. Once you reach that rope, jump the next two ropes and get the "K", then drop down and continue your progress through the level, killing all the enemies you come across while trying not to lose a kong. Eventually, after a Mini-Necky near a DK Barrel, you'll come across three ropes hanging above a cliff, with a Zinger on the second rope.

Jump the ropes to the other side, while avoiding the Zinger. When you reach the other side, go right a bit, then wait until the Slippa enemy comes out of the crawlspace, then kill it and go through each crawlspace you come across till you reach the other side, though be careful, since there are three Zinger enemies in total patrolling the tunnels, so time your movements right through each crawlspace area.

Anyway, when you emerge from the tunnels, you'll come to three ropes, with a Zinger patrolling each rope. Get on the first rope, then jump to the second rope when the Zinger is away from you, then climb to the very top of the second one when you reach it, then wait until the Zinger on the third rope is out of the way before you jump to the third rope. Once on the third rope, climb to the very top and jump to the hidden platform to the east.

You'll now be invisible, so walk all the way to the right into a hidden bonus area. In that bonus area, try and get the "O". After emerging from the bonus, advance through the level some more, breaking the Star Barrel you come across, as well as killing the Klump you come across. After killing the Klump, you'll reach an area with two sets of elevators going up and down; the first set goes up, the second set goes down.

Quickly jump across the elevators to the other side without falling off. When you reach the other side, keep advancing through the level, killing the Mini-Necky enemy with the Steel Keg Barrel you find. After that, drop down the cliff and hug the left wall to reach a small platform with the "N". Grab it and get on the elevator when it comes down to you, then continue advancing through the level.

Kill every enemy you come across while trying not to die, as well as jumping across each elevator set you come across in each of the elevator segments. Eventually, you will reach a platform with two Klumps patrolling. If you are Diddy, try to jump between them and then jump to the platform below. But if you are Donkey, simply jump on them to kill them.

At any rate, once you pass the two Klumps, you'll come across another moving elevator segment, with a Zinger on the first two sets, though thankfully the last one is Zinger free. Pass that segment, then kill the two Klumps on the next platform, though if you are Diddy, you might die, so try to jump between them again, then jump over them.

After passing the two Klumps, keep going through each of the elevator segments you come across, killing all the enemies you come across, as well as grabbing the "G" when you reach it. After the "G", you'll come across a Mini-Necky, so kill it, then get on the elevator that moves down. When the elevator lowers and you see another elevator going up to the right, Roll Jump to it, then ride it up to the next platform, which you should jump on, but be sure to avoid the Zinger on the platform.

Now, pass the next elevator segment the same way you did the previous one, though beware of the Zingers that waits in between the two elevators. When you pass that segment and reach the next platform, dispatch the Mini-Necky, then get on the elevator that you come across and jump to the next platform, where you can exit this level.

NOTE; After this level, you can visit Candy's Save Point if you want to.

Level 4: Poison Pond

This level is HARD, so be warned. This is easily one of the hardest levels in the game, just to warn you. Anyway, starting off here, go through the fake fall on the extreme southwestern part of the wall, then get Enguarde and get the Bananas in there, too, then go out. Now that you have Enguarde, things will be easier, though you can still easily lose him, so be careful. Anyway, swim directly up from where you start to get the "K".

Then, swim out of the alcove and start advancing through the level, ignoring all paths you can take, except for the one that is most obvious (the other paths contain nothing except for Banana Bunches, which are useless, and you risk losing Enguarde). When you reach a Chomps Jr. enemy, kill it, then swim even more through the level, swimming above the Mincers you come across (they move up and down, so watch out).

When you reach a path that you can take that goes up, swim up, but very slowly, since there is a Bitesize enemy waiting for you here. Kill it and continue on, killing all the enemies you come across, as well as swimming above each Mincer you come across (the Mincers start to become noticeably more difficult to pass from this point on, and also, when you come across a Mincer that moves left and right at fast speeds, swim above or in between it when it moves to pass it to the other side).

You'll eventually reach two Mincers (one above, one below) that move left and right, so swim in between them to safely pass them to the other side. Now, keep swimming through the level, killing each enemy you come across (namely Bitesize enemies and Squidge enemies) until you reach the "O", which you should grab. After getting the "O", advance through the level some more, avoiding the Mincers that you come across (all these move up and down).

Once you reach an area where you can take a north path, or a south path, take the north path unless you need Enguarde, since the south path allows you to get him, though you'll have to swim past two Mincers that move up and down, in very tight areas, too, so be VERY careful. Alternately, you can take the east path instead of the south path when you reach it, and all you have to do there is swim above a Chomps Jr. enemy to reach Enguarde. This is the safer method. Also, there is a Star Barrel before this area, so be SURE to break it.

At any rate, when you reach the area with the north, east, and south path, take the north one, and continue your journey through the level. When you reach a Mincer that moves left and right at high speeds, wait until it moves left, then quickly swim right, past it, and also swim between the two Bitesize enemies you come across. After passing the Bitesize enemies, keep going and you'll reach an area with three Mincers spinning counter-clockwise.

Try and swim into the middle of the spinning Mincers, then take the left path out of this area there are no Mincers around. After taking the left path, keep going and when you reach another Mincer that moves left and right at high speeds, quickly swim down to the alcove below you, then when the Mincer moves to the left, quickly swim up into the alcove above you and get the "N". After getting the "N", get of the alcove when the Mincers moves to the right, then keep advancing through the level.

You'll come to an area with three more spinning Mincers very shortly. Like before, try and swim into the middle of the spinning Mincers, then swim to the south and out of this area when there are no Mincers around. Now, swim south, but slowly, since there is a Bitesize enemy waiting to ambush you. Once you pass the Bitesize enemy and reach another area with two Mincers stacked on top of each other moving left and right at high speeds, swim past them when they are out of the way, then continue on.

You'll have to avoid more Mincers as you continue on, but you should by now that you just have to swim past the Mincers when they are out of the way for a brief moment to make it. Also, you'll come across a DK Barrel as you advance, so be sure to use that without dying if you need it, which you probably will. Also, be VERY careful not to lose Enguarde. Remember, swim past the Mincers ONLY after they move out of the way.

Eventually, you'll come across a lone Mincer that moves up and down. Wait till it moves up, then quickly swim up and left into a small alcove. Wait until the two Mincers swim down and touch each other almost (not that kind of touch, you pervert :P), at which point you should wait until they move back up and then swim north and east out of this area. Now, for the final area of the level, you'll have to swim past MANY, and I mean MANY, Bitesize enemies.

There are so many that I would estimate the number to be around 20, if not a bit more, so WATCH out. There is a trick to this, however, and that's just to swim as high as you can (swim so much to the point where you can't even move up on the ceiling at all anymore), while advancing through this final part of the level. The Bitesize enemies won't hit you like this. However, to get the "G", you have to swim down a bit instead of fully up, straight into the Bitesize nightmare, so be careful.

Once you get the "G", continue swimming up above the Bitesize enemies, as well as the two Mincers you come across (yes, swimming above the Mincers works), and you'll reach the exit of this level, which you should take.

NOTE: After this level, you can visit Cranky's Cabin if you want to.

Level 5: Mine Cart Madness

Once you arrive in this level, roll through the three Gnawties (be sure to use the DK Barrel if you need it), then get into the mine cart that you come to. Ride it to the next mine cart, simply not moving at all, since this will allow you to avoid all of the Necky enemies you come across. When you come across a Necky flying above the next cart you need to get into, jump on top of the Necky, then into the cart.

Ride this mine cart until you reach the "K" located between two Necky enemies, which you should grab. After getting the "K", keep riding the mine cart until you come across the "O", which you should grab. After getting the "O", keep going through the level until you reach the Star Barrel, which you should break. After breaking the Star Barrel, keep riding the mine cart, and jumping from mine cart to mine cart, since you'll come across more mine carts along the way, and on very short rails no less.

When you see the "N" floating above a cliff, let the mine cart drop you off the cliff, and right before you drop off the cliff, jump out of the mine cart and to the right to collect the "N", and land in the other mine cart. Once in the other mine cart, ride it all the way to a platform with a tire on it, which you should jump on. Use that tire to jump on top of the Kremling, and into the next cart.

Once in this cart, continue through the remainder of the level, grabbing the "G" when you come to it, as well as killing any Kremlings in the mine carts you come across, so that you can get into them, and also avoiding Zingers you come across. This is how the remainder of the level plays out, and it's a very straight-forward part of the level, which doesn't really require explanation. Anyway, once you reach a line of Bananas pointing down, jump down that line of Bananas, and into the mine cart (you'll kill the Kremling when you land).

Ride this mine cart to a platform, which you should jump on. When you reach that platform, continue out of the level, killing the Gnawty you come across.

NOTE: After this level, you can visit Funky's Flights if you want to.

Level 6: Blackout Basement

In this level, the lights turn on and off every two seconds, so be careful. If you want to avoid dying, I suggest you memorize where everything is (e.g. barrels, platforms, enemies, etc.) before the lights go out. Also, the enemies

here do NOT hesitate to kill you when the lights are out so, you have to be VERY quick in this level in order to make it out alive.

Anyway, once you start this level, go right and grab the DK Barrel and use it if you need it, but either way, continue onward, killing the Kremling you come across. After that, you'll come across another Kremling after jumping the gap. Kill it too, then continue on, grabbing the "K" as you jump the gap. Now, keep going through the level and you'll run into two more Kremplings. Dispatch them and continue on, but wait until the light turns on so you can see the floating platform to your right.

Jump on it when you can see, then jump to the other side when you can see. After that, you'll come to three floating platforms in the air. Jump across each of them to the other side, allowing the light to guide your way. There is an Enguarde Token under the second platform, but it is not worth it to get it. After passing the platforms and reaching the other side, continue onward through the level, killing the Kremplings you come across, and allowing the light to guide your way.

This part is straight-foward, and should not require any explanation other than to let the let guide your way, and don't be in too much of a rush. When you come across three platforms with tires on them floating in the air, bounce from tire to tire until you reach the last tire platform, at which point you should jump onto the black piece on the ground to the right to get the "O". After getting the "O", keep going and break the Star Barrel you come across.

Once you do that, continue progression through this level, killing the Klump enemy you come across, as well as getting on the swinging rope and letting it carry you to the other side, which you should jump to when you reach it and when the light illuminates your path. After the swinging rope, you'll come across another Klump enemy, so dispatch that one too, then continue onward in this level, jumping from moving platform to solid ground, from moving platform to more solid ground, etc.

Be sure to let the light illuminate the way for you, as it's easy to die. When you reach another swinging rope, wait until it comes close to you (if the lights are out, the trail of Bananas lights the way, but still make sure it is close to you, or you will probably die), then jump on it and jump to the other side when you can see where you are going. Once you reach the other side, keep going through the level.

You'll come across a cliff with moving platforms on it, so cross that to the other side, allowing the light to guide you. Then, you'll come to another moving platform area, which you should cross by letting the light guide you, as usual. After the second moving platform area, you'll come across a Klaptrap enemy, which you should kill. Continue on and jump on the arrow platform you come across, then quickly jump to the other side before it sinks.

The Banana Bunch below it is just a trap, so don't get those. When you reach the other side, three Klaptrap enemies will come at you to ambush you, so be VERY careful here, since you might lose a kong. Kill them when you see them and continue on. Now, you'll come across four arrow platforms. Jump onto the last one when you can, then just stand there on it and let it sink you down to a hidden bonus area.

In that bonus area, be sure to collect the "N". After exiting the bonus, you will land on a black piece in the ground and reveal a Steel Keg Barrel. Take it, jump to the platform below, and roll it and follow to kill a ton of enemies threatening to take you out (be sure to grab the "G" on the ledge above the Kremplings you come across). When you reach the exit of the level,

take out the Klaptrap and exit the level.

Boss Dumb Drum

Here, you'll fight a boss, so read the Bosses section to see how to defeat the fifth boss of the game, Dumb Drum. After defeating Boss Dumb Drum, you get 1/7th of the Bananas from DK's Banana Hoard back, and are one step closer to stopping our crocodile friend, King K. Rool. You now advance to World 6, Chimp Caverns.

Level 1: Tanked Up Trouble

Once here, progress through the level, killing the Kremling you come across. When you reach the first oil-powered platform, get on it, then ride it to the oil barrel, which you should jump on to give the platform you are on more fuel. After that, keep riding the platform, breaking all the oil barrels you come across. When you reach the "K" above a Necky that flies up and down, kill the Necky and take the "K" by using the height you gained after killing it.

Once you get the "K", keep riding the platform, breaking all the oil barrels you come across. When you reach the "O" on a small platform to the right, get it, get back on the platform, and continue riding it, breaking the rest of the oil barrels you come across. When your platform starts slowing down, ignore the oil barrel you come across, since there's nowhere else for that platform to go.

Instead, jump to the platform to the east at that point, then keep going until you reach the Star Barrel (kill the Kritter on one of the platforms before you reach the Star Barrel), which you should break. Now, get onto the new platform that you see, then ride it through more of the level, touching each oil barrel you come to, while avoiding falling off or being hit by the enemies. When you reach a platform with a tire on it, jump on that platform (the oil platform will still move under the tire platform, just hurry up).

Once on that platform, roll the tire to the east, killing the Gnawties you come across. When you reach the edge of the platform, slow the tire pushing down a bit so that it doesn't fall off, then push it down onto the oil platform that comes near you, then jump onto that platform and bounce off the tire and break the oil barrel you come across to gain more fuel. Once you do that, keep riding the platform, collecting oil as you go.

When you reach the "N" floating below a wooden platform with Gnawties on it, ignore the platform for and Roll Jump to get the "N", then quickly jump onto the wooden platform where the Gnawties are. Then, go right a bit and break the oil barrel that the Zinger is circling around (while avoiding the Zinger). After breaking the oil barrel, get back on the oil-powered platform and continue your progress through the level.

Avoid all of the Zinger enemies you come across by jumping over them (be very careful though, since it is hard to jump over them without losing a kong; you have to time each one of your jumps right or you'll fail), and also collect all of the oil barrels you come across to get more fuel for the oil platform. When you get to a platform with a Launcher Barrel above it, and your oil-powered platform starts to slow down, ignore the Launcher Barrel and grab the oil barrel instead.

After getting more fuel, keep riding the platform across the remainder of the level, jumping over the three Zingers you come across, but time your jumps VERY carefully, or you will lose a kong or die if you have only one kong. Once you pass the three Zingers, grab the "G", then continue to the end of the track on your oil-powered platform. When you reach the end of the track, jump to the nearby platform.

Then, simply jump from platform to platform till you reach the exit, though be sure to kill the Gnawty enemies that try to ambush you, since they can make you lose a life right here after all of your hard work, which can be very frustrating. Once you reach the exit, use it.

Level 2: Manic Mincers

When you arrive in this level, kill the nearby Gnawty, then advance through the level, avoiding all Mincers that you come across. When you reach the "K" floating above a cliff, grab it, then continue on through the level, and, as always, avoid the Mincers you come across. Eventually, you'll reach an Animal Buddy Box that happens to contain Rambi. Break the box, mount Rambi, and continue your trek through the level, killing the Gnawties you come across, as well as avoiding all the Mincers you come across, by whatever means necessary.

Eventually, you'll reach the "O", so grab it and continue on, jumping between the two Mincers you come across. After you do that, continue progression through the level, avoiding all the Mincers you come across until you reach a TNT Barrel near two Mincers (one circles around, while the other just sits there). At that point, move past the two Mincers when the spinning one moves out of the way, then continue on.

Eventually, you'll come across two Mincers spinning around above a cliff. Jump between them when you can, then continue on through the level, killing the Krusha you come across below the platform that you were on after jumping between the two Mincers above the cliff. After killing the Krusha, continue on and you'll come across more Mincers, which you should avoid. When you reach a small moving platform with a Mincer in the center of the area, jump on the platform when it comes to you.

Then, jump over the Mincer when you come to it, then jump to the platform to the other side when you reach it. On that platform, take the TNT Barrel and kill the Krusha that's nearby, then continue on. When you come to another small moving platform with Mincers in the area, jump on that platform, quickly jump up and get the "N", then jump back onto the platform when you can. Then, jump to the platform at the other side, while avoiding the Mincers.

Once you reach the other side, keep going and use the DK Barrel that you come across after that moving platform with the Mincers guarding it if you need it, but either way, continue onward, avoiding the Mincers you come across. When you reach a huge mountain with a cave entrance on it (actually, two but the easternmost one is unreachable for now), as well as some Gnawties in the area, jump onto the platform and enter the leftmost cave entrance.

Inside, you'll see several Mincers that move up and down at very high speeds. If they hit you once, you exit this sort of bonus area, and are carried back to the Gnawty area. Anyway, run through this room, running under the Mincers when they move up. When you reach the other side of the room, take the "G", then exit this area. Back outside, jump down to the area below, then continue out of this level completely, avoiding the Mincers you come across.

Level 3: Misty Mines

This level is very simple and very straight-foward, and does not require a thorough explanation. Seriously, if you can't figure this out, then I don't know what to tell you (no offense intended). Anyway, at the start, keep going through the level, killing the Slippa enemies you come across. When you reach a rope overlooking a pit, jump on the rope, ignoring the pit since it leads to nothing. Also, the enemies are being sent out of a skull and crossbone barrel.

To break those barrels, use the many TNT Barrels scattered throughout the level. Not only with this blow up the barrels, but it will stop production of the enemies, too. Anyway, when you reach the rope, get on it, then jump to the other side and continue on. Eventually, you'll reach a skull and crossbone barrel with a Rambi Token underneath it, so use a TNT Barrel to blow it up if you have one in the vicinity.

After you pass the barrel with the Rambi Token, keep going through the level, killing all the Slippas you come across, as well as blowing up any skull and crossbone barrels you come across, via the use of the TNT Barrels in this level. Eventually, you'll reach a huge pit with three ropes. Jump from rope to rope to reach the other side, at which point you should get off the third rope.

When you reach the other side, keep advancing through the level and you'll encounter a lone rope with four Bananas on each side of it, as well as DK Barrel in the middle of those Bananas. Get on the rope, use the DK Barrel if you need to, but either way, be sure to drop down to a hidden platform once the rope moves as far east as it can, then enter the hidden bonus area on that platform.

In this bonus room, use the rope in the room to get the letters K, O, N, and G. Once you get past the "G", jump to the other side, mount Espresso, and exit the bonus. After you exit the bonus area, continue progression through the level, avoiding the Klaptrap enemies, the Army enemies, and the Slippa enemies you come across. If you don't have Espresso, kill the enemies you come across, although it may be better to just run past the Armies if you have Diddy.

When you get past the Slippa enemies, you'll reach the exit.

NOTE: After this level, you can visit Funky's Flights if you want to.

Level 4: Loopy Lights

When you arrive here, you should note that this level is very similiar to Stop & Go Station all the way back in World 2 (Monkey Mines), in the sense that there are ON/OFF barrels you have to use throughout the level in order to get through the level alive. Anyway, at the start, hit the ON/OFF barrel, kill the Klaptrap (be careful, since the Klaptraps in this level jump at you as you jump at them), then continue through the level, jumping down the first gap you come across to get into a hidden bonus room.

In that bonus room, blast from barrel to barrel until you reach the "K", which you should get. After exiting the bonus, advance through the level even more, hitting each ON/OFF barrel you come across. When you reach a DK Barrel, break it if you need it (kill the Klaptrap along the way), but either way, continue

onward, killing the enemies you come across and activating any ON/OFF barrels you come across, and also jumping across the small moving platforms above the cliffs that you come across.

Eventually, you will come to the letter "O", which you should get, via the use of a Roll Jump. After you get the "O", continue your progress through this level, killing each Klaptrap enemy you come across, as well as activating any ON/OFF barrels you come across (be sure they all stay at "ON"). When you reach the Star Barrel, break it and continue on, activating the ON/OFF barrels you come to.

Kill the jumping Kremling you come across after the Star Barrel, then keep going, activating the ON/OFF barrels you come across. When you reach a tire (be sure to kill the jumping Kremling that's guarding the tire before you start to push it), push it to the right until you are below another ON/OFF barrel. You should bounce off that tire and activate the ON/OFF barrel above you.

After doing that, continue progression through the level, killing the Klaptraps you come across, as well as activating all of the ON/OFF barrels you come to. When you reach a Necky throwing nuts at you from atop an ON/OFF barrel, dispatch the Necky, then activate that barrel. Now, pick up the nearby barrel (the one below the ON/OFF barrel), then continue to the platform to the east (you reach it after jumping across a gap).

There, dispatch the Klaptrap after sitting the barrel down, then activate the ON/OFF barrel that's nearby, then pick the barrel back up and slam it into the east wall in the pit below to reveal a bonus, which you should go inside. In this bonus, jump from platform to platform in the dark room, being sure to get the "N" when you come to it, via Roll Jumping. After exiting the bonus, keep going through the level, killing the Klaptraps and Kremlings you come across, as well as activating any and all ON/OFF barrels you come across.

When you reach a segment where you have to jump across four tires on small platforms floating above a cliff below you, do just that and jump across the four tires to the other side. After jumping to the other side, continue your progression through the level, and you'll come across an area with a lot of Zingers guarding ON/OFF barrels. When you come to that, activate the ON/OFF barrel you come to, then advance further in that segment, activating the next ON/OFF barrel you come to (though beware of the Zinger that flies up and down and guards the ON/OFF barrel).

After activating that barrel, continue through the remainder of the level, avoiding the barrels the Manky Kong rolls down the slopy stair-like platforms in an attempt to kill you. When you reach the Manky Kong, jump on it, activate the ON/OFF barrel that it was guarding, then continue onward through the rest of the level, killing the Klaptrap enemies you come across, as well as being sure to activate the ON/OFF barrels you come across.

NOTE: After this level, you can visit Candy's Save Point if you want to.

Level 5: Platform Perils

Welcome to the hardest level (and also the final) in the game. Hope you are ready! When you start, pick up the nearby barrel and roll it and as you do, follow it and it'll kill the gray Krusha. Note that the only way to kill the gray Krusha enemies is to throw a barrel at them. After dispatching the gray Krusha, jump onto the arrow platform, then ride it to the right (the arrow is

pointing to the right, so that's the obvious direction, silly).

When you reach another platform, jump on it, take out the Army, and continue on, killing the next Army you come across with the barrel, then jumping onto the arrow platform you come across. This platform will carry you to the right, but you should instead jump onto the up arrow platform when you come to it. Jump on the platform with the three Klump enemies when you come to it, then roll through them to kill them, then continue on, jumping onto the next arrow platform you come across.

After doing that, jump from arrow platform to arrow platform in the next segment you come to, being sure to grab the "K" as you drop down onto the first arrow platform in the segment. Also, make sure you avoid all of the Zingers. Eventually, you'll reach a new platform that you can jump on, so do just that. After jumping onto the platform, keep advancing through the level, killing or avoiding the Army enemies you encounter, jumping from arrow platform to arrow platform, and avoiding any Zingers you come across.

Eventually, you'll come to a platform with a barrel, as well as two Armies on the platform on a small ledge above the barrel. Take out one Army with the barrel, then kill or avoid the remaining one (they will roll down the ledge, so be careful), while continuing your trek through this level. When you come to three down arrow platforms with Zingers circling around two of them, jump from arrow platform to arrow platform until you reach another wooden platform, which you should jump on.

Once you do that, use the barrel to kill the Army enemy, then continue onward through the level, jumping over the rest of the Army enemies you come across. After that, you'll come to a down arrow platform, so jump on it, let it take you down a bit, then Roll Jump to get the "O" just as the platform is about to fall to the cliff below. After getting the "O", quickly jump onto the nearby platform before you fall off, then break the Star Barrel, being sure to avoid being hit by the Zinger circling around it as you do.

Once you break the Star Barrel, continue onward, jumping on top of the Gnawty that is on the arrow platform you need to get on. After you get on that arrow platform, jump onto the arrow platform above you and get the DK Barrel in your hands, then jump back onto the previous arrow platform, then throw the DK Barrel if you need another kong, but if not, hold onto it until you come to an Army enemy on a platform, when you should throw the barrel at it to kill it.

After you pass the Army enemy, jump onto the next arrow platform you come to, then ride it to the "N", which you should jump to get, though beware of the Zinger circling around it. After getting the "N", keep going through the level, killing all the Gnawties on each of the arrow platforms you come to, as well as being sure to jump from arrow platform to arrow platform. Eventually, you'll reach a Klump enemy, which you should roll through as Diddy, and jump on as Donkey Kong to kill it.

After dispatching the Klump, jump onto the nearby wooden platform, and take out the Klump on that platform, then continue onward, bouncing from the two tires you come across to reach an area with four down arrow platforms, each one with a Gnawty on it. Take out each Gnawty on each platform, while jumping from arrow platform to arrow platform. When you reach the fourth platform, jump to the nearby wooden platform and continue on.

Be sure to jump over the Zingers you come across (there are two before you reach the final segment of the level with the massive amount of arrow platforms and gray Krusha enemies), as well as kill the gray Krusha you come across using the wooden barrel. Once you kill the gray Krusha, keep going

through the level and you'll reach the final segment of it very shortly. This area has MANY arrow platforms that you have to use to advance, and they don't all go in the same direction, either.

This is the hardest part of the level, so be warned. Not only do you have to jump from arrow platform to arrow platform, which gets increasingly harder as you progress, but you have to throw wooden barrels at gray Krusha enemies that stand on top of the arrow platforms that you have to get on in order to keep progressing through the level. So basically, just jump from arrow platform to arrow platform, being sure to time all your jumps just right or you'll fall, and also be sure to kill any and all Krusha enemies with the wooden barrels you find.

You have to kill every Krusha you come across, and not waste even one barrel, or you will fail in this final segment of the level. Once you reach the final arrow platform of the segment (be sure to grab the "G" floating in the air before the final arrow platform of this final segment), kill the Gnawty, then continue onward through the remainder of the level, being sure to roll through the Klump you come across.

NOTE: After this level, you'll can visit Cranky's Cabin if you want to.

Necky's Revenge -----

Here, you'll fight a boss, so read the Bosses section to see how to defeat the sixth boss of the game, Master Necky Senior. After defeating Master Necky Senior, you get 1/7th of the Bananas from DK's Banana Hoard back, and are one step closer to stopping our crocodile friend, King K. Rool. You now advance to the final boss of the game, King K. Rool, aboard his ship, Gang-Plank Galleon. Prepare yourself!

Gang-Plank Galleon -----

When you arrive here, you'll enter battle against King K. Rool, the evil Kremling who has been causing all this trouble for Donkey Kong and the rest of the kongs throughout this game. Let's make his fat self pay for it, shall we? Read the Bosses section to see how to defeat King K. Rool. Once he's defeated, you have beaten the game. Congratulations! Watch the ending to this great game!

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|=====|  
| 7. Bosses |  
|=====|
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|           Boss Battle :           |  
|           Very Gnawty             |  
|           Hits It Takes To Kill Him: 5 |  
|           Location: Very Gnawty's Lair |  
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Strategy: The first boss of the game is actually a very easy one. To win, just jump on Very Gnawty's head 5 times to defeat him. Each time you jump on him, he gets faster, and he is also impervious to consecutive

jumps (meaning you can't just jump 4 more times in a row without pause after the first jump to defeat him), so give yourself a moment before you jump on him again after jumping on him once. Very Gnawty attacks by jumping at you, which isn't much of a problem, just as long as you aren't careless and don't let him corner you. In all seriousness, this is the easiest boss battle in the game, without a doubt.

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-----  
|           Boss Battle :                               |  
|           Master Necky                               |  
|           Hits It Takes To Kill Him: 5              |  
|           Location: Necky's Nuts                     |  
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```

Strategy: This boss is not much harder than the first one, though he does put up a bit more of a challenge than the wimp that was Very Gnawty. To win, use the tire to bounce up on top of Master Necky's head. Do this 5 times to win this fight. Master Necky attacks by spitting a coconut at you. He spits them fairly slowly though, so just be careful and quick to move out of the way and you should be fine. Once a coconut passes, that's your chance to jump on his head. Master Necky pops his head out of the Bananas in several different locations of the room, so don't expect to fight a stationary boss that is hesitant to move, because Master Necky certainly isn't that type of boss. Overall though, this fight is extremely easy, even for a new player.

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-----  
|           Boss Battle :                               |  
|           Queen B                                    |  
|           Hits It Takes To Kill Her: 5              |  
|           Location: Bumble B Rumble                 |  
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```

Strategy: This may actually be the first boss in the game that will give you some slight difficulties. Still, you should prevail if you follow my strategy. This boss will fly around the room (basically patrol it). There are two barrels on the ground at all times for you to hit the boss with. After you use a barrel, it'll regenerate after a few seconds. To beat the boss, hit it with one of the two barrels in the room when it comes near you. After hitting her, Queen B will go on a rampage and try to dive bomb you by moving up and down at fast speeds across the room. Each time you hit her, she goes faster and faster, and it may get overwhelming after awhile. Hit her 5 times to defeat her.

```
-----  
|           Boss Battle :                               |  
|           Really Gnawty                             |  
|           Hits It Takes To Kill Him: 5              |  
|           Location: Really Gnawty's Rampage         |  
-----
```

Strategy: This boss isn't actually that hard, although he may manage to get you to lose both your kongs if you aren't careful. This boss fights very similarly to the first boss of the game, Very Gnawty, but with

a more powerful attack. Instead of doing a simple small hop for a jump like Very Gnawty did, Really Gnawty will do extremely high jumps, which you should roll under to the other side to avoid. To defeat him, you have to jump on his head 5 times. You cannot jump consecutively, though, since the boss is temporarily impervious to jumps after you jump on him. Unlike Very Gnawty, which took just a couple of seconds to jump on again, you won't be able to hit this boss again until after it is finished doing its jumping aerobics.

Also, this boss follows a jumping pattern. For example, if you hit it one time, it'll jump once, then continue to hop across the room. If you hit it twice, it'll jump twice, if three times, then it'll jump three times, and so on (noticing a pattern here?). After jumping on Really Gnawty 5 times, you win this battle.

```
-----  
|           Boss Battle :                               |  
|           Dumb Drum                                   |  
|           Hits It Takes To Kill Him: 5              |  
|           Location: Boss Dumb Drum                   |  
-----
```

Strategy: This boss is actually one of the easiest in the game. Instead of jumping on him, you kill this boss by killing the enemies he throws at you. Each time you kill off the enemies sent by the boss (he sends out five sets of enemies in total), it'll attempt to fall down on you. To know where it is going to fall, stand in one spot after killing the enemies, but only for 1-2 seconds. The boss will think you are still at that one spot, and stomp in the wrong spot, but only if you move out of the way after those 1-2 seconds. Also, each time the boss is about to send out another set of enemies, he'll try and stomp on you.

Also, the number of times the boss stomps increases as the battle progresses. For example, after you kill one set of enemies, it'll jump down twice, after the second set, three times, and so on. The enemies that he sends out are:

Kritter (x2)
Slippa (x2)
Klaptrap (x2)
Klump (x2)
Army (x2)

Once you kill all the sets of enemies the boss drops, Dumb Drum will fall to the ground (the fall won't hurt you) and explode.

```
-----  
|           Boss Battle :                               |  
|           Master Necky Senior                       |  
|           Hits It Takes To Kill Him: 5              |  
|           Location: Necky's Revenge                  |  
-----
```

Strategy: For the semifinal boss of the game, Master Necky Senior, you will be disappointed if you wanted a hard fight, since this boss gives anything BUT a hard fight. To win, you have to jump on the boss's head 5 times, by bouncing off the tire located in the center of the

room, just like you did for the second boss of the game, Master Necky. This time, however, this boss shoots nuts at you depending on how many times you have hit him, rather than simply spitting one nut at a time at you like Master Necky did. For example, if you hit the boss four times, it would spit out four nuts in a row at you before it finally stopped spitting nuts.

Also, after you jump on this boss's head, you'll have to wait until he finishes spitting nuts at you before you can hit him again, so be careful. Also, this boss's nut spitting can get overwhelming if you aren't careful, so be sure to avoid the nuts as best you can. Never just stand in one spot; always keep moving, and you should do fine. Also, this boss pops its head out in random places, so be prepared for that as well. Overall though, this is a relatively easy boss battle, and after jumping on Master Necky Senior's head 5 times, he dies, and you gain access to the final boss of the game, King K. Rool! Congratulations!

```
-----  
|           Boss Battle :                               |  
|           King K. Rool                               |  
|           Hits It Takes To Kill Him: Too many to count |  
|           Location: Gang-Plank Galleon               |  
-----
```

Strategy: Defeating the final boss of the game, King K. Rool, is possibly the hardest thing you can do in this game, except for maybe Poison Pond or Platform Perils. King K. Rool has several different parts to him. I'll divide this boss strategy up by parts.

Part 1: In this part of the battle, K. Rool throws his crown at you once, and it comes at you very slowly. Jump over it, then jump on top of King K. Rool's head to damage him. After you do that, you have to jump on his head three more times after you jump over the crown, so do just that. After hitting him three more times on the head, Part 2 of the battle begins. Also, note that each time K. Rool throws his crown, it goes faster, so keep that in mind as you avoid it. Also, K. Rool will run towards you at high speeds after you hit him. If you hit him once, he'll run towards you once, if twice, then twice, and if three times, then three times. Each time he runs, he gets faster, so keep that in mind.

Part 2: For the second part of the battle, K. Rool will cause a barrage of cannonballs to fall from the sky in an attempt to kill you. Also, K. Rool will start by jumping to the left when he first causes the cannonballs to fall down. Then, when you hit him after he throws his crown (he throws his crown after each cannonball segment, and like Part 1, the crown gets thrown faster and faster each time, so be very careful that you don't die), he'll jump to the right side of the ship this time around. Now, K. Rool will cause two sets of cannonballs to fall down, so avoid those. After that, K. Rool will throw his crown at you again, so jump over it and pounce on his head again, as usual.

After pouncing on K. Rool's head a second time, he'll jump over to the left side of the ship, and cause three sets of cannonballs to fall down from the sky in an attempt to kill

you, so be VERY careful. After the three sets of cannonballs have fallen, K. Rool will throw his crown again, at a very fast speed, so jump over it, then jump on his head to cause him to fall down. Don't let the false credits fool you, for you have not won just yet. Get ready for the REAL final battle! Onto Part 3.

IMPORTANT NOTE: To avoid the cannonballs K. Rool causes, you have to roll between them.

Part 3: For the final part of the battle, K. Rool will wiggle a couple times, then get back up. Stay exactly where you are and don't move, so that way when K. Rool performs an unexpected leap, similar to that of a Long Jump in Mario 64 and Mario 64 DS, he'll jump right over you. After you avoid K. Rool's phenomenal leap, go over there, avoid the crown he throws at you at extremely high speeds, then jump on his head again (how he doesn't have a migraine right now is beyond me o_0). After doing that, K. Rool will leap again, so avoid it, then he'll leap once more from the other side of the boat, this time much slower.

Despite him jumping much slower now, he can still pose a threat to you. Avoid his jumps by rolling under him. Once you avoid K. Rool's next jump, jump on his head again after you avoid his crown, though be careful since the crown is thrown VERY, very fast at this point. After hitting K. Rool on the head again, he'll perform three more leaps across different sides of the boat, so avoid them like you did previously, then jump on his head one final time after you jump over the crown, which, again, is thrown at extremely high speed. After that, you've beaten the game! I take my hat off to you, my friend! Congratulations! :D

Enjoy the ending to this wonderful masterpiece of a game!

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| 8. Enemies |  
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This game lists all of the enemies in this game.

Kremlings

Klaptrap

Description: These enemies are blue-colored enemies that open and close their mouths as they move towards you. You can't kill these enemies with any Animal Buddy. To kill them, jump on their heads. Rolling doesn't work.

Klump

Description: These enemies can be identified because they are massive in size, have green-colored skin, and wear a helmet. To kill them, roll through them if you are Diddy (it works with Donkey, too, but rolling is the only way Diddy can kill Klump enemies), and jump on top of their heads if you are Donkey. Also, Rambie is the only Animal Buddy capable of taking out a Klump enemy.

Krash

Description: These enemies are basically Kritter enemies inside of a minecart. If you are traveling to the right in a minecart, Krash will be traveling to the left towards you, in an attempt to knock you out of your minecart. Be careful when around these enemies, and be sure to jump over them when you come to them. You CAN jump on them, but it's easier to just avoid them unless you have to jump on them, like in Mine Cart Madness.

Rolling doesn't work obviously, since you can't roll in a minecart.

Kritter

Description: Kritter enemies come in different colors, as well as different attack patterns. These patterns are: walking, jumping, falling, and hopping. I refer to these enemies as Kremlings throughout my FAQ, for unknown reasons. Must be my stupidity, I guess. Do I got a gray hair growing yet? :/

Kritters look sort of like a much smaller version of K. Rool, without all the fancy gear. To kill them, just jump on them. You can roll through them to kill them, too.

Krusha

Description: There are two types of Krusha enemies, blue and gray. The blue ones can be killed by you jumping on their heads with Donkey Kong. If you are Diddy Kong, you can't kill them unless you throw a barrel at the Krusha enemy. The gray ones can't be killed at all, except by throwing barrels at them.

Krusha enemies are tall, built, and wear some tanktop-type thing over their body. Also, they seem to have strands of hair on their head in the color of white. You can't roll through them to kill them, either, so keep that in mind. These enemies walk toward you to attack you.

Rockkroc

Description: These enemies appear in Stop & Go Station, and can be identified by their pure brown bodies. When the green light is shining on them, they'll run back and forth at high speeds and if they touch you, you're dead. If the red light is shining on them, they stop running and curl up into rock. You can walk through them when they are in this state, and won't get hurt!

You can't kill these enemies at all, not even with a barrel.

Air/Land Enemies

Army

Description: Army enemies look like armadilloes (hence the name). so they can be easily identified. To kill them, jump on them once with Donkey but if you are Diddy, it'll take two consecutive jumps to kill them. They attack you by rolling around trying to get you. Rolling doesn't work on these enemies, either, even with Donkey.

Drum

Description: These enemies are what I called skull and crossbone barrels in my

Walkthrough section (again, a sign of old age, perhaps? :/). They send out enemies to attack you. In other words, Drums don't attack by themselves, but they send enemies out to attack you. To kill a Drum, use a TNT Barrel to blow it up.

Gnawty

Description: Gnawty enemies look like beavers, actually. To kill them, simply jump on their head, roll through them, or throw a barrel at them. These enemies walk towards you to attack you. Rambi can also kill these enemies.

Manky Kong

Description: Manky Kong enemies are monkey's that roll barrels down slopes to try and hit you. You can kill one by rolling a barrel at them and following the barrel after you roll it, or by getting close to them, waiting until they have a brief pause in their barrel rolling, then jump on top of their heads. Alternately, you can roll through them once they stop rolling barrels.

Mincer

Description: These are very annoying enemies, and look like car tires with spikes on them. They will patrol an area by moving back and forth or up and down, and also sometimes they will spin in a circle. You cannot kill them in any way, so just avoid them.

Mini-Necky

Description: Mini-Necky enemies are tiny, baby birds that spit nuts at you via their mouths. To kill them, jump on their head. Keep in mind that rolling also works.

Necky

Description: Necky enemies are much bigger than the Mini-Necky enemies. These enemies can either fly around, float in one location, or throw nuts at you from an above platform. To kill them, jump on their heads. Be careful of the nut-throwing one though, since it is quite dangerous, and it's very possible to lose a kong when you face that one. Rolling also works, but only on stationary Necky enemies (not ones that throw nuts, but regular ones).

Slippa

Description: Slippa enemies are snake enemies. To defeat them, jump on their heads or roll through them. They crawl towards you in an attempt to kill you. They are very easy enemies to defeat.

Zinger

Description: Zinger enemies look just like bees. To kill them, jump on them with Winky, or throw a barrel at them; there is no other way to kill them. Zinger enemies usually guard an important area (e.g. a Bonus Area). Be sure that if you can't kill them, to avoid them, since they can be quite dangerous. Red Zingers cannot be killed by any method.

Water Enemies

Bitesize

Description: These enemies are very small fish enemies that swim in aquatic levels (obviously). The only way to kill them is to attack them with Enguarde. They swim towards you to attack you. If they touch

you, you die.

Chomps

Description: These are shark enemies that swim around in aquatic levels. The only way to kill them is to attack them with Enguarde. They can hurt you if they touch you, so be careful.

Chomps Jr.

Description: These are shark enemies, but they have stripes on them. The only way to kill them is to attack them with Enguarde. They can hurt you if they touch you, so be careful.

Clambo

Description: Clambo enemies look like clams that you would find underwater in real life. When they open their shell, they shoot pearls at you. There is no way to kill these enemies.

Croctopus

Description: Croctopus enemies are large, octopus-like enemies that come in two colors, namely purple and yellow. The purple ones swim around in a circular motion in an attempt to kill you, whereas the yellow ones follow you. You can't kill these enemies, so just avoid them.

Squidge

Description: Squidge enemies are small squid enemies that can swim in a number of directions. They make sounds when they swim, so you can easily tell when you've encountered this enemy. To kill them, peck them with Enguarde.

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| 9. Bonus Areas |
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There are Bonus Areas in each level in this game. Bonus Barrels contain things like Animal Tokens, Bananas, Kong Letters, DK Barrels, and Balloons. They aren't mandatory to beat the game, but are essential to completing it 101%. Here is a complete list of all of them in each level.

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World 1 Bonuses
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Jungle Hijinx Bonuses

Bonus 1

Location: After you get the N, break the wall with Rambie.
Description: This bonus mainly consists of Bananas, though you can find a 1-Up Balloon near the end of the bonus. Overall, this bonus will net you possibly two extra lives, which is decent.

Bonus 2

Location: After you get the G, break the wall below the tree to gain access to this bonus.
Description: In this bonus, you'll have to jump on the three barrels in the cave that have Animal Tokens alternating back and forth on them.

Jump on the first one, then whatever Animal Token you get, try and get that one on the other two. Study the pattern carefully, and you should do just fine. No sweat if you fail, though.

Ropey Rampage Bonuses

Bonus 3

Location: After collecting the O, drop down the first gap you come across between the trees.

Description: In this bonus, you can collect a total of 36 Bananas by swinging back and forth. You can also find the letter "N" here.

Bonus 4

Location: Jump down into the last pit in the level to find this.

Description: Here, you'll have to remember where the Red Balloon. I didn't explain this, but when you enter this bonus, you'll see a Red Balloon moving rapidly through the four barrels. It gradually gets faster and faster, making it harder for you to remember where it went when it stopped moving through the barrels. If you guess the right barrel, you get a 1-Up Balloon (Red Balloon).

Reptile Rumble Bonuses

Bonus 5

Location: Throw the wooden barrel right after the DK Barrel near the start through the Kremling enemies and follow the barrel to break open a hole in the wall, giving you access to this bonus.

Description: Here, you'll find a few Bananas, and a 1-Up Balloon. This is definitely one of the stupider Bonus Barrels in the game.

Bonus 6

Location: Shortly after the first bonus in this level, you'll come to a tire with a platform above it, and above that platform is a barrel with a white star-shaped symbol on it. Jump in it.

Description: In this bonus, jump into the nearby barrel, then you'll be shot through all the barrels in the room and land on the platform with the exit to this bonus. All this bonus is for is to give you a few Bananas. Nothing special. Boring bonus.

Bonus 7

Location: Right after getting the N, use the barrel to kill the two Slippas that you come to, but be sure that it breaks the wall where they are too, as it will give you access to this bonus.

Description: In this bonus, simply use the tire to get all the Bananas. After you're done exit the bonus.

Barrel Cannon Canyon Bonuses

Bonus 8

Location: After getting the O, you'll be blasted into a barrel south of it. Wait until the barrel to the east that is moving up and down moves up, then blast yourself to break the wall, leading you to a bonus.

Description: By blasting barrel to barrel, you can get a total of 13 Bananas, a Red Balloon, and a DK Barrel.

Bonus 9

Location: When you come across a TNT Barrel (after the Star Barrel), kill the Kremling to the east, so that it won't disturb you, since you'll have to jump on that platform to get the bonus. After killing the Kremling, pick up the TNT Barrel, then jump on the platform where the Kremling was, then jump to the platform to the left afterwards. Now, simply approach the wall by the platform you were just on (the one left of the Kremling one) to reveal the bonus.

Description: In this bonus, you can get either an Enguarde Token by shooting yourself out of the barrel (leftmost area to shoot out at), a Red Balloon (center area to shoot out at), or some Bananas (eastern area to shoot out at).

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World 2 Bonuses

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Winky's Walkway Bonuses

Bonus 10

Location: After the O, keep going and you'll come across a bonus barrel in the air. Go in it. Note that this can only be accessed by Winky.

Description: In this bonus, you can get a whole BUNCH of Bananas, as well as the letter "N".

Bouncy Bonanza Bonuses

Bonus 11

Location: After the second barrel you come across (second wooden-stringed barrel), head east and break the wall below the two Zingers, but only do it when fly up out of your reach, or you risk dying or hitting one of them, thus breaking the barrel.

Description: In this bonus, you'll have a chance to win either a Banana, a Red Balloon, Banana Bunch, or a Winky Token. You have to match up 3 of the same prize that you want (e.g. match up one Balloon in each barrel) in order to get the prize.

Bonus 12

Location: After getting the G, either use the tire (make it follow you when you find it) by pushing it onto the moving platform above the cliff with the Bonus Barrel. Then, jump into the Bonus Barrel. Winky is an alternate method, since you can simply jump in there with him.

Description: In this bonus, you can blast yourself up to tires and use them to collect Bananas in the bonus room. Not exactly the best bonus, but hey, we'll take what we can get.

Stop & Go Station Bonuses

Bonus 13

Location: Right after the Star Barrel, you'll come to a barrel. Touch the GO/STOP barrel that's nearby to stop the enemies that are nearby temporarily. After stopping them, quickly pick up the wooden barrel

and break the wall to the east. To do this, you have to set the barrel down, not throw it.

Description: In this bonus, you can blast yourself across the room using the four barrels in this room to collect a good bit of Bananas, as well as one Banana Bunch, found in the center of the area floating in the air.

Bonus 14

Location: Shortly after the Star Barrel, you'll come to an area with three Klaptraps roaming around, as well as a lone tire. Kill the Klaptraps and then push that tire all the way to the left, then jump up to the bonus. If you can't find it, three Bananas are pointing to it.

Description: In this bonus, you can use the barrel to blast yourself in any of the three locations in the room (left, center, right). The left area contains a Banana Bunch, with some Bananas as you go up, and the center area contains the same thing. Finally, the easternmost area contains a Winky Token, which is what I suggest you get.

Millstone Mayhem Bonuses

Bonus 15

Location: In the very beginning of the level, use the tire to bounce yourself up to the platform above the entrance to the level. There, jump into the Bonus Barrel, with the rim of the barrel barely visible.

Description: Here, there are three spots to blast off at (left, center, right). The leftmost spot grants you a DK Barrel, the center spot gives you some Bananas on your way up, as well as a Banana Bunch at the top. Finally, the easternmost area to blast off at has a "K", which I think you should get above all else.

Bonus 16

Location: Right after the "O", keep going and use a Roll Jump to get into the Bonus Barrel that's just barely visible above the Millstone Gnawty. You can free a tire from the ground by launching out of the first launcher barrel you come across that's at the very bottom of the first cliff you come across. Use that tire to gain access to the bonus when you reach it.

Description: Here, you'll have to spell RARE by jumping to the R, then the A, then the R, then the E. If you hit a Kremling face, the letters and the faces spin faster and faster, giving you much a more likely chance to fail instead of succeed. After you hit one correct letter, that letter turns black and the next one you need to hit flashes. If you hit a letter you've already hit, you'll fail the bonus.

For winning, you get an Enguarde Token,

Bonus 17

Location: After Bonus Barrel 16, keep going to find a TNT Barrel. Pick it up and keep going, jumping over the Krusha enemies, so that they do not break your barrel. After passing the Krushas, you'll come to an alcove with a Millstone Gnawty above it. Break the eastern wall in that alcove to enter the bonus.

Description: In this bonus, you'll have to guess where 2-Up Balloon (Green Balloon) is. It will always be in one of the four barrels that it alternates through. As the Green Balloon alternates, it goes faster and faster, making it harder for you to remember where it went. Guess the right barrel to get the Balloon.

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World 3 Bonuses
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Vulture Culture Bonuses

Bonus 18

Location: Right after getting the "K", push the tire to the eastern edge of the area, right near the cliff where three Bananas are sticking up. Once there, bounce off the tire and into the bonus.

Description: Here, you'll have to spell KONG by jumping to the K, then the O, then the N, then the G. If you hit a Kremling face, the letters and the faces spin faster and faster, giving you much a more likely chance to fail instead of succeed. After you hit one correct letter, that letter turns black and the next one you need to hit flashes. If you hit a letter you've already hit, you'll fail the bonus.

For winning, you get an Espresso Token.

Bonus 19

Location: Just before reaching the Star Barrel, use the Necky that you blasted off of via the barrels, to hit the white grass spot on the ground. Doing this will reveal a barrel. Take that barrel and break the wall to the left. Alternately, you can land on the wall after blasting to break it, as well.

Description: In this bonus, you have to jump on the two Klaptraps over and over until they disappear. If you get hit once, you lose the bonus. If you win, you get a Red Balloon. Each time you hit the Klaptrap enemies, they go faster.

Bonus 20

Location: Sometime after the "O", you'll come across a Necky throwing nuts at you from a high platform. Take it out, then jump down onto the white patch of grass below to reveal a barrel. Use that barrel to break the wall on the slightly lower platform below where the Necky was to reveal a bonus.

Description: Inside this bonus, blast your way from barrel to barrel to get some Bananas, as well as the "N".

Tree Top Town Bonuses

Bonus 21

Location: At the very beginning of the level, let the Gnawty come towards your starting point. When the Gnawty reaches you, kill it and then use the height it gave you to reach the Bonus Barrel in the northwest corner of the screen.

Description: Here, you have to spell KONG using the four barrels in this room. The letters alternate from a K, to O, to N, to G, and then to a Banana. Study the pattern carefully, and then hit the first barrel when it is on K. Keep studying the pattern and hit the other three barrels when they reach the required letters to win this bonus. As a prize, you get a Red Balloon.

Bonus 22

Location: After getting the "O", you'll come across a set of barrels above a cliff, as is always the case in this level (noticing a pattern?). Once you reach the last barrel of the set of barrels (the one after the launcher barrel), wait until you are aligned with a lone Banana to the east, barely above the cliff. At that point, shoot to the Banana to be shot backwards into a hidden bonus room.

Description: In this bonus room, you can use the barrel to collect 50 Bananas, though collecting them all is quite difficult. The N also rests here, so definitely be sure to get that.

Forest Frenzy Bonuses

Bonus 23

Location: In the final segment of the level, in the Necky segment to be exact (where you are on a rope and have to avoid the Necky's), stay at the bottom of the rope and look for a rim of a barrel that is BARELY visible, but there, and easily identifiable if you look carefully. When you see it, quickly jump inside before the rope passes it.

Description: You'll have the opportunity to collect a Rambi Token if you can figure out which of the four barrels the Rambi Token went into after it did its sexy flashing on us.

Bonus 24

Location: Right after Bonus 23, you'll end up in a hilly area with a Kremling on each hill. As you go up the hills, take the barrel you appeared beside after exiting Bonus 23 with you. Be sure to kill each Kremling as you go up the hills, and put the barrel down before you kill each one, since your barrel has a high probability to break if you don't put the barrel down before dispatching the Kremlings.

After climbing the many hills in the area, when you reach the bottom area just after the final hill, break the wall with the barrel.

Description: Here, you can use the rope in the room to collect a lot of Bananas, as well as an Enguarde Token near the exit.

Temple Tempest Bonuses

Bonus 25

Location: After the "K", pick up the DK Barrel and head through the level with it, jumping over the Gnawties you come across. When you reach a cliff, jump to the other platform east of you and take the barrel with you to that platform as well. Go east on that platform to find a wall that you can break with the DK Barrel, revealing this bonus.

Description: Here, your goal is to roll through every single one of the many Necky's that are in this room. If you roll through all of them and make it to the other side, you get 2 extra lives, as well as the Red Balloon at the other side. Also, you can get Espresso in this bonus.

Bonus 26

Location: After the Star Barrel, you'll come across a rope eventually that has Bananas the shape of a down arrow, pointing to something, obviously. Obey your instincts and climb down the rope where the Banana arrow is, into a hidden bonus area.

Description: In this bonus area, you have to jump on a Klaptrap over and over

until you win. Each time you hit the Klaptrap, it goes faster and faster. You have to hit this one so many times, and it cannot be hit consecutively, that it gets overwhelming after awhile. Your prize for winning this bonus is a Rambi Token, as well as 55 Bananas from the Klaptrap.

Orang-Utan Gang Bonuses

Bonus 27

Location: After getting the "N", use must have Espresso fly go to the very edge of the lowermost platform's east side in this area, but be sure to dispatch the Klaptrap enemies before attempting to get the bonus. Once at the edge, have Espresso flap jump under the trees (you have to take a flap jump for a couple seconds before taking flight to make it) and to the right, where you should reach a platform with a barrel.

Take that barrel and smash the wall to the east to reveal this bonus area. Before you enter, get back on Espresso.

Description: In this bonus, bounce off the tire and hit the soft spots of ground in the area to get 20 Bananas, and a DK Barrel.

Bonus 28

Location: With Espresso (best to clear out all the enemies first before you free Espresso), fly all the way back to the first platform you come across (it's the platform before you reach the "K"). Once there, take out the Klaptrap enemies, then go to the edge of the lowest platform's western end, then preform a flap jump and then fly after the jump to reach a platform where a cave entrance to a bonus waits.

Description: Here, you have to spell Winky, then Rambi, then Enguarde, then Espresso. Each time you spell an Animal Buddy's name right, you get the token of that Animal Buddy.

Bonus 29

Location: After exiting Bonus 28, you'll be on top of a high plateau with a tire on it, as well as some soft spots in the ground. Get off the high platform, then grab the barrel you come across after jumping. Take that barrel and go down to the platform below. There, drop down to the pit to the east. There, slam the left wall open with the barrel.

Description: In this bonus, use the tire to break the soft spots in the room. They give you a Red Balloon and a Banana.

Bouns 30

Location: After you exit Bonus 29, grab the wooden barrel and go down into the area below (where Bonus 29 is). There, slam the easternmost wall, where it seems like you reach a dead end (if you fall in the pit, get back up, since you don't need to go there) to reveal a bonus entrance.

Description: Here, use the tire to hit the soft spot on the ground. Doing so nets you the "G" in this level.

Bonus 31

Location: Take the wooden barrel that you used to gain access to Bonus 29 and Bonus 30, then take it with you to the end of the level. Right before the end of the level, when you come to a higher platform with an arrow sign on it, as well as a Kremling that jumps, break the wall before jumping onto the arrow platform to reveal a bonus.

Description: Here, mount Espresso who is nearby, then fly around the room, following the Banana Arrows. In order to reach the other side of the room where a Red Balloon awaits, you have to go back to the entrance of the bonus, preform a flap jump, then fly. Hopefully, you'll make it. If not, keep trying.

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World 4 Bonuses
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Snow Barrel Blast Bonuses

Bonus 32

Location: At the very start of the level, jump on the igloo and wait until the Necky flies over to you. When it does, jump on it and use it to get yourself into an invisible Bonus Barrel above the igloo.

Description: Your objective here is to guess where the Winky Token is after it alternates between the four barrels in the room. Each time the Winky Token alternats to another barrel, it gets faster and faster, making it harder for you to remember where it went to once it is done. If you can guess the right barrel, you win the Winky Token.

Bonus 33

Location: After breaking the Star Barrel, head west, past the Krusha, then continue left off the cliff into a hidden Bonus Barrel.

Description: Here, you can collect a lot of Bananas (though it is hard) by launching yourself from the barrel. This bonus also houses the "O" in this level, so be sure to get that.

Bonus 34

Location: Right after the floating ice islands where the Necky enemies flew at you, you'll come across a barrel floating in the air near a Zinger. Get in it, then when the barrel is pointing directly south, shoot yourself south to a hidden ice platform. Jump across the ice platforms as they come, then jump into the Bonus Barrel when you come to it.

Description: Here, simply get in the first barrel of the set, blasting from barrel to barrel when the current barrel is properly aligned with the next barrel. As you keep blasting, you'll gain Bananas, as well as Banana Bunches. When you reach the other side, exit the bonus. Alternately, you can just fall off. Also, each time you get into another barrel, the barrel moves faster and faster.

Slipside Ride Bonuses

Bonus 35

Location: At the start, look carefully to notice a blue rope hanging above you (it appears to be out of your reach). Stand slightly to the left of that rope, then wait for a Kremling to come near you. When it does, jump on it (only jump on it when it jumps its highest), then use the extra height to grab onto the rope. It will take you up, so when it takes you up as far as it can, jump to the left onto the platform.

On that platform, take the nearby barrel and slam open the left

wall.

Description: In this bonus, there are four barrels. Each of those barrels has K, O, N, G, and a Banana alternating through them. Your goal here (obviously) is to spell KONG with the barrels. Study the pattern of the barrels carefully, spelling K on the first barrel, O on the second, N on the third, and G on the fourth. If you spell KONG, you get a Red Balloon.

Bonus 36

Location: After passing the "K", you'll come across a purple rope. Go down the rope until you reach an alcove guarded by two Zingers. Go into that alcove, grab the barrel, jump out of the alcove, being careful not to hit the Zingers. When you jump out of the alcove, break the wall to the left with the barrel and enter the bonus.

Description: In this bonus, you have to spell NINTENDO, using the 8 letters in the room. Jump on N first, then jump on the rest of the letters as they come. After you hit a letter correctly, it'll be black, indicating that you shouldn't hit that letter a second time. If you hit a letter you've already hit once, you'll fail the bonus. If you manage to spell NINTENDO, however, you win a Red Balloon.

Bonus 37

Location: After passing the rope that lets you get the "O" (see walkthrough), you'll come across four blue ropes with a Zinger on each. Jump across the ropes until you reach the last one, at which point you should jump to the third blue rope to the left after you pass the Zinger on the third rope before the Zinger on the fourth rope kills you.

After jumping to the third rope, ride up to the Bonus Barrel.

Description: Here, there are four ropes: two purple, and two blue. The first rope you come across is purple, the second one blue, the third one purple, and the fourth one blue. Each of the four ropes have Bananas as you go down (or up, depending on which rope you are on), with a Banana Beach waiting for you at the bottom. It's hard to explain how to do this without missing some Bananas or falling off, so I can't really explain, sorry.

At the other side of the room after you pass the fourth rope, you will find an Espresso Token.

Ice Age Alley Bonuses

Bonus 38

Location: Right after the first swinging rope you come across, when you reach the other side of the rope, jump across the Necky enemies and then get into the Bonus Barrel.

Description: In this bonus, you can collect Bananas, as well as an Espresso Token, via the barrel blasting fun in the room. Also, take note that if you didn't get Espresso in the very beginning of this level, you can get her here.

Bonus 39

Location: When you come across a high platform above a Steel Keg Barrel in this level after the Star Barrel, stand on the highest point of the platform, then fly over to a Bonus Barrel on an icy platform to the east. This same platform has the "N" on it, so grab that too.

Description: In this bonus, you have to match up one specific balloon color in

each of the three barrels in order to get a prize. For example, if you want a Blue Balloon (3-Up Balloon), then you'll have to hit each barrel when that barrel has the Blue Balloon on it. Be sure to study the alternating pattern carefully before you hit the barrels. I recommend going after the Blue Balloon.

If you get the same color balloon on each barrel, you win whatever Balloon is on the barrels.

Torchlight Trouble Bonuses

Bonus 40

Location: Right after the Star Barrel, you'll come to a barrel on a platform with a Krusha patrolling the area. Use that barrel to smash open the wall below the platform with the Krusha.

Description: Here, there are three barrels. Each barrel has an item that alternates through it over and over in the same fashion as the other barrel. The items are a Banana, a Banana Bunch, or a Red Balloon. As always, study the alternating pattern carefully, then match up on each barrel, the item that you want to get. If you get one Banana on each barrel, you'll win a Banana at the end of the bonus, just for an example.

I'd go for the Red Balloon if I were you.

Bonus 41

Location: On the platform with the Mincers and the Krusha enemy you come to after the "N", pick up the barrel, jump over the enemies, then jump down to the lower area when you reach the end of the platform. Once there, sit the barrel down against the wall to smash a hole in it, revealing a bonus.

Description: Once here, you have to jump on the Klaptrap patrolling through the room A TON of times, so be prepared. Each time you jump on it, it gets faster. Also, you have to wait a few seconds to jump on it again after you jump on it once. If you can jump on the Klaptrap enough times, he'll disappear and you'll get a Rambi Token, as well as 55 Bananas from the Klaptrap.

If the Klaptrap touches you once, you fail the bonus. Also, to get the "G" in here, use the Klaptrap by jumping on it when it gets below the platform with the "G" (only if you are Diddy), or get on the platform above the tire in the room, then preform a Roll Jump to get to the "G", though keep in mind it has to be a perfect one.

The tire in here can also springboard you onto the Klaptrap.

Rope Bridge Rumble Bonuses

Bonus 42

Location: After you kill the first Kritter enemy in this level, you'll come across a pit with two tires in the ground on each side of the pit. Look carefully, and at the bottom of the pit, you should see the rim of a Bonus Barrel. Jump in it when you see it to reach the bonus.

Description: Once here, simply bounce of all the tires in the room until you reach the other side. Each time you jump from tire to tire, you

can collect Bananas, but be careful not to fall off. At the other side, Winky is waiting for you.

Bonus 43

Location: Right after the "G", you'll come to an area with a few small moving platforms with tires on them floating above a huge pit area. When you get onto the second moving platform, you should see a Banana in the ceiling above you. Bounce off the tire to that Banana to reach this bonus.

Description: In this bonus, there are three barrels. Each of those barrels has a token alternating through them. Study the pattern carefully, then match up the same token on each barrel to get a prize. For example, if you were to match three Enguarde Tokens, one on each barrel, then you'd get an Enguarde Token as a prize.

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World 5 Bonuses
++++

Oil Drum Alley Bonuses

Bonus 44

Location: At the start, jump onto the black platform where the Gnawty is, then use that platform to jump onto the rope to the left that is barely visible. Let that rope carry you to the platform above the entrance to this level, then slide down the rope and onto the platform when you reach it. Now, jump down onto the black piece of ground below you to reveal a TNT Barrel.

Take it and go east with it, throwing it at the oil drum you come across. After the oil drum is gone, drop down the cliff there and you'll land safely in a Bonus Barrel. With Diddy, you can just walk into the oil drum with the barrel to destroy it, but with Donkey, you need to throw it.

Description: Here, you'll be able to collect quite a lot of Bananas (if you don't fall off which is very possible) by launching yourself out of the barrel. You can also collect a Red Balloon in here, so be sure to get that.

Bonus 45

Location: After passing the three Gnawties shortly after the "K", jump onto the black piece of ground below you, via the highest part of the platform with the three Gnawties to break it. Breaking it reveals a TNT Barrel, which you should take and use to smash open the wall to the left.

Description: Once here, you'll see a Banana, a Banana Bunch, a Red Balloon, and a Winky Token alternating between the three barrels in the room. The Banana is actually a secret barrel, which can be used to gain access to Bonus 46, so I suggest you match up a Banana on each barrel to get it. Study the pattern carefully before you do it, though.

Keep in mind that this is the ONLY way to get 101%, so if you want 101%, get the hidden barrel.

Bonus 46

Location: In the same room as Bonus 45. By matching up a Banana on each

barrel, you reveal a hidden barrel, which you should pick up, and run to the east wall, then jump above the east wall when you reach it. After falling down from jumping, you'll break open the wall, which you should go in to actually get in the true Bonus 46 room. If you just throw the barrel against the wall or walk against the wall to break it, you'll be unable to enter Bonus 46.

Description: In this bonus, spell DONKEY to get a Red Balloon, KONG to get a Green Balloon, and COUNTRY to get a Blue Balloon. That's a total of 5 lives, if you succeed. Nifty. Each time you hit the correct letter, the next letter you are supposed to hit lights up, and the one you previously hit darkens.

If you hit a letter you've already hit before, the bonus will end because of your failure. Tsk tsk, shame on you. ;)

Bonus 47

Location: Shortly after the Star Barrel, you'll come across a barrel that you can pick up. Kill the Manky Kong, pick up the barrel, and continue on. Along the way, you'll encounter two Kremlings, so drop the barrel and kill them, or simply walk under them. When you reach an oil drum floating between two platforms and floating above a pit, go below the oil drum and slam open the east wall there.

Description: Here, you can launch from barrel to barrel to collect Bananas, as well as the "N" letter in here. When you reach the other side, exit.

Trick Track Trek Bonuses

Bonus 48

Location: When the elevator stops at the end of the first track, Roll Jump off the elevator and get yourself into the Bonus Barrel you see there.

Description: Here, you can use the elevator to collect a total of 56 Bananas in this bonus room.

Bonus 49

Location: When you come across the first Mini-Necky on the second elevator segment, kill it, then Roll Jump onto the platform above you that has two Gnawties on it. Kill them when you get up there, then jump into the Bonus Barrel to the right.

Description: In this bonus area, you have to jump on the purple Klaptrap ten times to get a prize, which is a Red Balloon. This Klaptrap jumps at you as you jump at it, so be careful. It also gets faster each time you jump on it. When you stomp on it 10 times, you get a Red Balloon, as well as 55 Bananas from the Klaptrap.

Bonus 50

Location: At the end of the level, where you see the Manky Kong on a platform below the platform with the exit on it, Roll Jump the Manky once it stops throwing barrels, then walk off the platform and onto a hidden platform below. Grab the Winky Token there, then go into the Bonus Barrel to the left.

Description: In this bonus area, a Red Balloon, a Green Balloon, and a Blue Balloon, will be alternating between three barrels. As always, study the pattern carefully, then try to match up a specific color balloon in each barrel to get a prize. I would go for the Blue Balloon if I were you, since it is worth 3 lives.

Elevator Antics Bonuses

Bonus 51

Location: At the start of the level, Roll Jump onto the rope that is hanging from the ceiling. Then, climb it to the top and the jump onto the platform you see high above the floor below you, near the ceiling. Then, enter the cave entrance on that platform to a bonus area.

Description: In this bonus area, each of the four barrels will have K, O, N, G, and a Banana alternating through them. Study the pattern, then spell K with the first barrel, O with the second, N with the third, and G with the fourth to spell KONG. If you do it, you get a Red Balloon as a prize.

Bonus 52

Location: After emerging from the tunnels in the level, you'll come to three ropes, with a Zinger patrolling each rope. Jump onto the first rope, then the second rope (while waiting until the Zingers are out of the way), then finally the third rope when the Zinger moves away. When on the second rope, stay at the very top so that the Zinger on the second rope doesn't hit you.

Once you are on the third rope, quickly climb to the top and jump to the right to a hidden platform. You'll be invisible at this point, so simply walk to the right into this well hidden bonus.

Description: Once here, you can blast from barrel to barrel and collect four Bananas, the "O", an Espresso Token, and a Green Balloon. Each barrel rotates faster and faster, so be careful. Try and at least get the "O".

Bonus 53

Location: When you reach the last elevator, let it carry you down as far as it can go, then jump to the platform to the right when you reach it. Then, simply enter the entrance to the bonus.

Description: In this bonus, you can use the barrel to blast yourself upwards to collect Bananas. Fall off, and you fail.

Mine Cart Madness Bonuses

Bonus 54

Location: Right after the "K", jump up onto the rope hanging above you, then jump into the mine cart on the high railing to the right. Ride that mine cart across the railing until you reach a gap in between the two sets of Bananas. When you reach that gap, quickly jump up into a hidden bonus area.

Description: In this bonus, you can blast from barrel to barrel to collect 14 Bananas, a Rambo Token, and a Red Balloon. Each barrel rotates faster and faster, and be sure to properly align yourself with the next barrel each time you go to shoot.

Bonus 55

Location: Right after the "N", you'll come across a tire in the air floating above the mine cart you are in. Wait until you are fairly close to going down a hilly part of the railing, then jump over to the tire. Once on the tire, bounce over to the nearby Bonus Barrel.

Description: Here, there are three barrels, each with tokens alternating through them. These tokens are Espresso, Enguarde, Winky, and Rambo. Match up a specific token on each barrel (e.g. three Rambo

Tokens) to get a prize. You win whatever token is on all three barrels.

Bonus 56

Location: After you get off the final mine cart of the level and reach the platform where the Gnawty and the exit await you, Roll Jump to the left (a trail of Bananas indicate you can do this), and jump across the tires, then bounce up to the Bonus Barrel when you reach it.

Description: Here, you can use the tire on the moving platform to bounce yourself up to collect quite a lot of Bananas.

Blackout Basement Bonuses

Bonus 57

Location: When you come across four arrow platforms, get on the fourth one and just stand there and let it sink. You will land in a hidden bonus.

Description: In this bonus room, you can use all the barrels in this room to collect a lot of Bananas, as well as the "N". Be warned though, since like in the level itself, the lights here go out every two seconds, so be careful where you shoot! The "N" is right in the middle of the area.

Bonus 58

Location: After exiting Bonus 57, you'll break a black piece in the ground, thus revealing a Steel Keg Barrel. Take it and drop down to the platform below. There, stand a few steps right of the left wall, then throw the Steel Keg Barrel and then quickly jump on it before it passes you after it bounces off the wall. If you get on it, do not get off of it, since it'll take you all the way to Bonus 57!

Description: Here, there are four barrels, each with a Red Balloon alternating through them. The lights go on and off every two seconds, just like in the real level, so it'll be difficult to guess where the Red Balloon is once it stops alternating. Also, each time the Red Balloon alternates through another barrel, it goes faster, so keep that in mind.

Guess the right barrel, and you win a Red Balloon.

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World 6 Bonuses
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Tanked Up Trouble Bonuses

Bonus 59

Location: When you get on the first oil-powered platform, ride it until you reach the first oil barrel. Jump over that oil barrel, then stay on the platform until it runs out of oil, and falls to the ground. You will land safely in a hidden bonus area.

Description: In this bonus area, there are four barrels. A Red Ballon will alernate through each of the four barrels. It also goes faster and faster each time it alternates to another barrel, making it harder for you to remember where the Red Balloon is. Once the Red Balloon stops alternating, jump up to the barrel you think it is in. If you jump on the right one, you get the Red Balloon.

Manic Mincers Bonuses

Bonus 60

Location: When you come across a TNT Barrel near two Mincers (if you do not have Rambi, that is), keep going, avoiding the two Mincers, and killing the Krusha enemy you come across. After that, keep going and jump between the two Mincers you come across when you can, then go ahead and continue on, and use the barrel you see above the platform with the patrolling Krusha to break the wall east of the Krusha.

Go inside the bonus after breaking the wall, but do not let the Krusha enemy break your barrel.

Description: Once here, you'll see three Klaptrap enemies. You have to jump on each one of them quite a few times before they give out, and, as is always the case with bonuses like these, each time you jump on them, they go faster and faster, making it more difficult for you to hit them. Also, if a Klaptrap touches you one time, you lose the bonus.

If you can vanquish all the Klaptraps without dying, you win a Red Balloon, and a lot of Bananas from the Klaptraps.

Bonus 61

Location: When you come across a tall cave-like structure in an area with several Gnawty enemies, go through the left cave entrance. Then, run through the Mincers when they move all the way up (though be careful, since they move FAST), then grab the "G" at the end and then exit this cave area. Back outside, you'll exit via the eastern cave exit on the tall cave-like structure.

Take the nearby TNT Barrel, jump off to the right, then go east and break the wall below the tire you come across, then enter the bonus area that's revealed.

Description: In this bonus, there are four barrels, each with a Red Balloon alternating through them. Each time the Red Balloon alternates to another barrel, it'll move faster and faster, thus making it more difficult for you to distinguish exactly where it is the Red Balloon is once it stops alternating. When it stops alternating, guess the barrel you think it's in, and if you are right, you win the Red Balloon.

If not, sad day for you.

Misty Mines Bonuses

Bonus 62

Location: When you come across a lone rope overlooking a huge pit, with four Bananas on each side of the rope, as well as a DK Barrel in the middle of those Bananas, wait until the rope moves as far east as it can go (after you get on it), then drop down to a hidden platform and then go through the entrance you see to get into this bonus.

Description: Once here, get on the rope, then collect the "K", located at the top of the Banana set, then collect the "O", located at the bottom part of the next Banana set, then collect the "N", which is located at the top of the next Banana set, then finally,

collect the "G", which is located at the bottom of the final Banana set of this bonus.

After collecting KONG, jump to the Animal Buddy Box, and free our friend Espresso and escape this bonus with her mounted.

Bonus 63

Location: Shortly after the Espresso Token you emerge near after exiting Bonus 62, you'll come across a TNT Barrel. Pick it up, head right, being sure to avoid the Klaptrap enemies you come across, since they will make you drop the barrel. Also, don't blow up the skull and crossbone barrel you come across, since you need the TNT Barrel.

Once you jump over the skull and crossbone barrel, you'll come to a small pit. Go down there, then sit the TNT Barrel down by the east wall to break open the entrance to this bonus.

Description: In this bonus, there are three barrels, each with an Animal Token alternating through them. Study the pattern carefully, then try and match up the same Animal Token in each of the barrels to win the Animal Token you matched up.

Loopy Lights Bonuses

Bonus 64

Location: Drop down the first gap you come across. You will land safely in a Bonus Barrel, which will take you to this bonus room.

Description: In this bonus, blast from barrel to barrel, being sure to align yourself properly with each barrel before you launch. Be sure to grab the "K" in here on your way out. You also get Bananas in this bonus.

Bonus 65

Location: When you come across a Necky throwing nuts at you from atop an ON/OFF barrel, dispatch the Necky, pick up the barrel below the ON/OFF barrel, then carry it to the platform to the east that you get to after you jump across the gap. On that platform, sit the barrel down and kill the Klaptrap, then activate the ON/OFF barrel, pick up the barrel you sat down earlier, then smash open the east wall in the pit below.

Description: In this bonus, jump from platform to platform in this dark room, and be sure to collect the "N", the Espresso Token, the Red Balloon, and a total of 16 Bananas when you come to them (collect the "N" with a Roll Jump).

NOTE: There is an ON/OFF barrel in this bonus that you can use to light your path, and I strongly recommend you use it.

Platform Perils Bonuses

Bonus 66

Location: At the very start of the level, after killing the gray Krusha, roll off the wooden platform, but not too far; don't even roll that much at all, or you'll fall off. By rolling, you'll land on an invisible arrow platform that will take you left to a Bonus Barrel. Roll into it when you reach it.

Description: In this bonus, there are four barrels, each with K, O, N, G, and

a Banana alternating through them. Study the pattern carefully, then spell K in the first barrel, O in the second, N in the third, and G in the fourth. If you spell KONG, you win a Red Balloon as a prize.

Bonus 67

Location: For the final bonus in the game, wait until you reach the very last arrow platform of the level (the one with the Gnawty on it). Kill the Gnawty, and stand on the arrow platform until it almost sinks to the cliff below completely, at which point you should Roll Jump to the right onto a hidden platform. Get on the platform, then jump to the right into the final Bonus Barrel of the game.

Description: In this bonus, there are four barrels, each with an Enguarde Token alternating through the barrels. Each time the token alternates, it does so faster and faster, making it harder for you to remember where the token is once the alternating stops. Try and remember which barrel the Enguarde Token stopped in, then jump on that barrel to win the Enguarde Token.

Kinda disappointing for a final Bonus Barrel, but hey, we have what we have, right? :/

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| 10. Items |  
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In this section, I will list all of the items in this game, as well as what they do, etc.

Regular Items

Animal Token

There are a total of four types of Animal Tokens in the game. They are: Winky, Espresso, Enguarde, and Rambli. These can be collected in Bonus Areas, as well as random locations in levels in this game. If you can get three of a specific token (for example, if you get three Rambli Tokens), you will enter a bonus-like area with whatever Animal Buddy you had three tokens of.

In that bonus-like area, you can collect a LOT, and I do mean a LOT, of tokens of that animal, that are about as small as Bananas. They also act the same way as Bananas, in the sense that they give you an extra life when you get 100 of them. Also, in each of these bonus-like areas, you'll find a huge token of whatever Animal Buddy bonus-like area you are in. These tokens are hidden in areas you'd never expect them to be in, so look carefully to find them!

These huge tokens give you x2 more small tokens (Bananas, basically) than you have now. For this reason, it is advised that you do not get the huge token unless you have 200 or more small tokens already collected. After you exit the Animal Buddy bonus-like area, you won't have the Animal Buddy you just used in the bonus-like area, which is sad, but true. If you want directions on where the huge token is for each Animal Buddy bonus-like area, check the Animal Buddies section of this FAQ.

Balloon

In this game, there are three types of Balloons: Red Balloon, Green Balloon, and Blue Balloon. A Red Balloon is worth 1 extra life, a Green Balloon is worth 2 extra lives, and a Blue Balloon is worth 3 extra lives. These can be found throughout the game in many of the levels, but the Blue Balloon can only be found in Bonus Areas, and only very rarely. Try to collect these, since they will no doubt help you.

Banana

Throughout the game in each level, and in quite a number of Bonus Areas, you will find Bananas lying around. Touch them to collect them. When you get a total of 100 Bananas, you gain an extra life, so try and collect these as often as you can to ensure that you have a lot of extra lives. Each one of these Bananas are worth only one Banana.

Banana Bunch

Throughout the game, you'll find what are known as Banana Bunches. Banana Bunches look just like a pack of Bananas bought from your local fruit stand, so they are easily identifiable. Touch them to collect them. Unlike Bananas, these give you 10 Bananas when you collect them, so be sure to collect them to assist in giving you extra lives.

Fuel Tank

These items are found in the Tanked Up Trouble level. When you touch them, they add fuel to the fuel-powered platform you are currently on. How much fuel they add is dependant on the number of red dots on the Fuel Tanks. For example, if you touch a Fuel Tank that has 4 red dots on it, you'll gain 4 more dots of fuel on your fuel-powered platform.

KONG Letters

Throughout the game in each level, you'll find the letters K, O, N, and G. Sometimes, these letters are located in bonuses, while other times they are not. If you collect all four letters (K, O, N, and G), you'll gain extra life, so be sure to collect these in each level to ensure you have a lot of extra lives to battle K. Rool's evil henchmen with!

Tire

Sometimes in this game, you'll come across a tire that is on a small moving platform above a cliff, that's floating in the air, or that comes out of the ground when you hit a sensitive spot on the ground. You can use tires to bounce off to higher areas or Bonus Areas. Also, sometimes tires are just sitting on the ground.

Barrels

Barrel

These barrels are found throughout the game, and are the most common types of

barrels next to DK Barrels. These are wooden barrels with green string-type things across the barrel. Throw these at enemies or at suspicious looking spots in walls to either kill the enemy, or reveal a hidden Bonus Area.

Cannon Barrel

These barrels are found throughout the game, usually floating above a huge cliff area. When you get in these, it'll either rotate at a fast speed or a slow speed, or it can move up and down, or it can move diagonally. Since there are usually a ton of these barrels around when one of them is around, be sure to properly align yourself with the next barrel, then shoot yourself into that barrel by pressing B. You can also shoot onto another platform with these barrels.

DK Barrel

These are the most common barrels in the game, next to the simple Barrel. When you touch one if you don't have a second kong, you'll gain the kong you don't have. If you throw it when you don't have the second kong, you'll gain that kong. Also, you can throw this at enemies to kill them, and even break it by jumping on it if you have both kongs.

Flight Barrel

This barrel is the barrel located in Funky's Flights. By pressing B to jump inside this barrel when you reach Funky's Flights, you can travel to worlds that you have already completed. You cannot travel to worlds you have not yet explored. You can also travel back to the current world you were in before you decided to travel back to a previous world. For example, if you were at Vine Valley and used this barrel to travel back to Monkey Mines, you can travel back to Vine Valley if you want to, even though it hasn't been completed yet.

Once you travel back to a previous world, to get back to the world you want to get into, simply use Funky's Flights in the world you traveled back to to gain access to this barrel again.

Launcher Barrel

These barrels have a white star-shaped symbol on them, and are found in quite a lot of places throughout the game. When you enter these barrels, they will automatically launch you to a location. Also, you can use these barrels to gain access to Bonus Area sometimes. For some reason, even though I knew they weren't called Bonus Barrels, I referred to these barrels as Bonus Barrels in my FAQ when they took you into a Bonus Area.

Light Barrel

These barrels are found only in the Loopy Lights level. Touch these barrels to turn on the lights in the level, but only for a short time.

Metal Keg

These are steel barrels that you find throughout the game. You can roll these at enemies to kill them, though be sure to follow the barrel after rolling it,

or it won't work! Also, you can throw one of these barrels to a wall, then jump on top of it when it bounces off the wall. You can then ride the barrel for a long time, until you reach a cliff or an obstacle that causes you to lose this barrel.

If you want to get off, just press B.

Save Barrel

These barrels are only found at Candy's Save Point. By pressing B to jump into this barrel, you'll be able to save your game on up to three files in total.

Star Barrel

These barrels have stars on them, and are found in each level. When you break them, they will give you a half way point, meaning if you die in the level that you broke the Star Barrel in, you'll restart the level at the location of the Star Barrel, rather than all the way back at the beginning like you would if you didn't break this barrel.

Steel Rimmed Barrel

These barrels are wooden barrels with black steel rims across the barrel. They are thrown by Manky Kong enemies, and you can roll these at enemies to kill them, and also use these to open bonus areas.

Stop & Go Barrel

These barrels appear only in Stop & Go Station. When touched, these barrels will cause different color lights to appear. If a green light is shining, touch this barrel to cause a red light to shine. When the green light is shining, the Rockkroc enemies in this level run around at fast speeds to try and get you, but if the red light is shining, the Rockkroc enemies stop and curl up into a rock, and are harmless in this state, even if you touch them.

TNT Barrel

This barrel has the letters "TNT" on it, thus letting you know when you've found this barrel. Pick up this barrel and throw it at enemies to kill them, throw it at walls to reveal bonus areas, or just sit it down. When you sit it down tough, it only takes a few seconds before it explodes, so watch out! You can tell when this barrel is about to explode, since it will shake violently.

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| 11. Game Modes |
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This section will list all of the Game Modes in Donkey Kong Country. Game modes can be selected after selecting a file.

One Player

This game mode allows you to play by yourself, without someone playing with

you. Basically, this is the normal way the game is played, and this is the game mode that this FAQ is based off.

Two Player Team

This game mode allows two players to play the game together. This means that once player one loses Donkey Kong, player two controls Diddy Kong, and vice versa. You also have to have two controllers to play this mode, so keep that in mind.

Two Player Contest

This game involves each player beating a level before you can move on to another one. For example, if player one beats Jungle Hijinx, player two must also beat Jungle Hijinx before you can move on. Also, player two gets to use different color costumes of the kongs. Nifty. Also, this game mode requires two controllers to play, so keep that in mind.

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| 12. Animal Buddies |  
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This section will list all of the Animal Buddies in this game, as well as all the information I know about them, etc.

Enguarde

Description: Enguarde is a blue-colored swordfish. You get him in aquatic levels, or the Enguarde bonus.

Attacks: Peck

Abilities: Swim

Controls: Y to peck, A to get off Enguarde, D-Pad to swim

Espresso

Description: Espresso is an ostrich. She can fly great distances using her flap jump.

Attacks: N/A

Abilities: Flap Jump, Jump, Run

Controls: Hold the D-Pad in the direction you want to fly, then press B to jump, then repeatedly tap B with the D-Pad still held after jumping to perform a Flap Jump, press A to get off Espresso, use D-Pad to move with Espresso, press B to jump

Rambi

Description: Rambi is a rhino. He can plow through enemies with ease, using the horn he has sticking up above his nose.

Attacks: Drill

Abilities: Run, Jump

Controls: Y to drill, A to get off Rambi, D-Pad to run, B to jump

Winky

Description: Winky is a frog that can jump at very impressive heights. You can also use Winky to jump on enemies, such as Zingers (except for red Zingers) to kill them!

Attacks: N/A

Abilities: Jump, Run

Controls: B to jump (you can jump really high with Winky), A to get off Winky, D-Pad to move Winky

Squawks

Description: Squawks is a green parrot who only appears in the Torchlight Trouble level to help light your way through the level.

Attacks: N/A

Abilities: Light

Controls: N/A, just walk and as you walk, Squawks follows

NOTE: Squawks cannot be killed by an enemy, and there is no Animal Token of him, either.

Animal Buddy Bonuses

In this game are Animal Buddy Bonuses, which can be accessed by collecting 3 specific tokens of Animal Buddies. For example, collect three Winky tokens and you can enter a Winky bonus area. These don't count as actual bonuses, and thus do not factor into you getting 101% in this game. The only purpose of these bonus areas are to give you extra lives. Read the Items section for more information on this.

In each Animal Buddy Bonus, there is a huge token of the Animal Buddy you are currently playing as. This token is hidden in areas you'd never expect, and give you x2 the amount of small tokens (Bananas) you currently have. For this reason, it is advised you do not touch the huge token until you have at least 200 or more small tokens in the Animal Buddy Bonus. Below is a list of where the huge tokens are in each of the Animal Buddy Bonuses:

Enguarde Bonus: Huge Token Location

The location of the huge token in the Enguarde Bonus Area is found by swimming all the way south as far as you can go, and through a fake wall. After going through the fake wall, you should find the huge token.

Espresso Bonus: Huge Token Location

The location of the huge token in the Espresso Bonus Area is found by flying all the way right through the first couple of areas. When you reach the last area, jump from rock to rock on the high wall on the east side, then when you reach the final rock, jump as high as you can, then fly eastward. You'll enter a hidden area, where you should go all the way right to drop down to an area where the huge token is.

Rambi Bonus: Huge Token Location

The location of the huge token in the Rambi Bonus Area is found by jumping on top of the igloo near the entrance, then jumping from ice platform to ice platform (jump slowly, or you'll likely fall off and have to try again, and time goes by faster than any other Animal Buddy Bonus in this one) until you reach the last ice platform, at which point you should jump to the right to reach an area with the huge Rambi Token.

Winky Bonus: Huge Token Location

The location of the huge token in the Winky Bonus Area is found by going all the way to the southwestern part of the bonus area. This is a bit hard to explain without a map, so either consult BSulphur's FAQ for this game, or try and follow my half-baked directions to get this. Use the tires to bounce yourself up onto the platforms above you. Once you reach a platform, jump from platform to platform while heading due west, though make sure you are on the highest platforms possible while heading west, or you'll miss the token.

Eventually, you'll reach two platforms that you must go down, each one becoming lower than the previous one. After that, you'll find the huge token.

NOTE: Squawks doesn't have a Bonus Area, so I didn't list him, incase you are wondering. Also, this section does NOT give you strategies for these bonus areas. I recommend using BSulphur's FAQ for that information.

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| 13. FAQs |
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There are currently no Frequently Asked Questions (FAQs) to put in this section. If you have a question not answered here, e-mail me and I'll answer it for you, both by e-mailing you and by posting it in this FAQ! :D

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| 14. Codes n' Secrets |
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Code n' Secret #1 - Warp Areas

Location: Mine Cart Madness, Stop & Go Station, Slipside Ride,
Trick Track Trek

How To Do It: There are a total of three warp areas in this game that you can use to beat a level very quickly, and with little effort. The first one is found in Mine Cart Madness. To get that one, jump off the cliff at the beginning of the level, then hug the left wall to be shot from a warp barrel into a minecart near the end of the level.

In Stop & Go Station, there is a hidden warp area you can go to by walking to the left, through the entrance to the level right after you start the level. This will take you to near the end of the level. In Slipside Ride, there is a hidden warp area. When you reach the first rope hanging from the ceiling in the very beginning of the level, wait until the Kritter comes towards you.

When it does, move a little left of the rope, then jump off the Kritter and onto the rope above you. Ride that rope up, then jump to the platform to the left. Then, jump into the barrel you see that is JUST visible. You can only do this with Donkey, since Diddy isn't tall enough to reach it.

Finally, in Trick Track Trek, there is a hidden warp area in the beginning. Before you get on the first elevator, preform a Roll Jump off the screen whole going to the right. If done correctly, you'll enter a warp area. This is easier if you have Diddy.

Code n' Secret #2 - Sound Test

Location: File select screen

How To Do It: To access this, highlight the Erase Game option in the file select screen. Once it is highlighted, press A, R, B, Y, Down, A, and then finally press Y. If done correctly, you should hear a noise. Press Select after that, causing the screen to fade. Then, go back to the file select screen and you'll have a different music theme playing.

If you want to lose to another type of music theme other than the one that's currently playing, keep pressing Select and coming back.

Code n' Secret #3 - Start The Game With Over 50 Lives

Location: File select screen

How To Do It: Go to the file select screen, and highlight the Erase Game option. After doing that, B, A, R, R, A, and L. In case you are wondering, BARRAL sounds and looks remarkably like the word "Barrel", which this game has a lot of. Anyway, after pressing those buttons, you should hear the sound of a wall breaking. If not, you didn't do the trick right.

After hearing that sound, start a file, then you'll start with 50 lives! If you get game over, you'll start back with 50 more lives!

Code n' Secret #4 - Exit Levels That You Have Beaten

Location: In a level that you have already completed

How To Do It: If you want to exit a level that you've already beaten, press Start, then Select.

Code n' Secret #5 - From Jungle Hijinx To Orang-Utan Gang

Location: After beating Jungle Hijinx, on the World Map screen

How To Do It: To perform this awesome secret (more or less a glitch and not a secret, but whatever), beat Jungle Hijinx. Upon completing it, repeatedly press B as fast as you can, while you are traveling to Ropey Rampage. If you don't do it, you can always move back to Jungle Hijinx, then move back to Ropey Rampage and try it again until you do get it.

This trick REALLY helps if you are playing a speed run, since it saves a TON of time. If done correctly, the screen will go black and you'll appear in Orang-utan Gang, and near the end of it, no less. Nifty.

Code n' Secret #6 - Get Extra Lives Quickly And Easily

Location: Jungle Hijinx

How To Do It: You have to have this level completed for this trick to work, so keep that in mind. To do this trick, enter DK's House, bounce off the tire and get the Red Balloon, then press Start and Select to exit this level. Rinse and Repeat.

Code n' Secret #7 - Bad Buddy Code

Location: File select screen

How To Do It: To do this secret, go to the file select screen. There, highlight the Erase Game option. After that, press B, A, Down, B, Up, Down, Down, and Y. If done correctly, you'll hear a chime sound. Now, start a Two Player Game. Player 1 and Player 2 can switch to another kong and control it at any time, thanks to the button-pressing you did. Nice! ;)

Code n' Secret #8 - Play Animal Buddy Bonuses At Any Time

Location: Intro of the game (where Cranky is playing with his music box)

How To Do It: To preform this trick, you must be at the introduction screen, where Cranky is playing with his music box. Once there, quickly press Down, Y, Down, Down, and Y. If done correctly, the screen will fade and you'll appear in a small cave area. There, you'll find three Animal Buddy Tokens for each Animal Bonus Area. Grab three tokens of a specific Animal Buddy, complete the bonus, and then you'll appear in that cave again, with a whole new set of tokens!

Pick up the three tokens of a specific animal again, complete the bonus again, then you'll reappear in that cave again, with a whole new set of Animal Buddy Tokens again! You can repeat this over and over, but you can't use these lives in a regular one player game, so I guess you can just use this trick to get practice for the Animal Buddy Bonus Areas.

Code n' Secret #9 - Gain Extra Lives Via Krusha

Location: Manic Miners

How To Do It: This can only be done in Manic Mincers. In that level, get the Star Barrel, then continue on until you see a Krusha patrolling in a pit. Switch to Diddy if you aren't him already, then jump to the platform to the east of the Krusha. There, wait until the Krusha enemy comes towards the eastern wall, then he does, drop onto his head.

After landing on his head, hold Right on the D-Pad, and you'll land on his head MANY, MANY times in rapid succession, and you will gain a ton of extra lives as long as you keep Right held. You can get 99 lives VERY fast by doing this.

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| 15. Copyright |  
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|=====|
| 16. Contact Info |
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To contact me, e-mail me at verykoolguy2002[at]gmail[dot]com. Keep in mind that I will not bother to respond to hate mails, threats, or anything of that sort, just so you know (though common sense tells you that anyway, but I will remind you, just so that you are 100% sure what not to send me). I will not respond to spam, either. Only e-mails pertaining to this FAQ or any other FAQ I may have that is not marked version Final will be accepted and responded to. But please, read the FAQ before sending in a question.

It gets very annoying after a while to have to sit here and respond to e-mails about things that are already blatantly answered in this FAQ. So the bottom line is to read my FAQ first and if it doesn't contain the information you are looking for, then go ahead and e-mail me and I'll gladly respond (though I'll usually respond to question already answered in this FAQ anyway, just the way I am, but that doesn't mean I like those e-mails).

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| 17. Credits |
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Jesus Christ: The Son of God who loves me and died for me. He died for me, so that I may have eternal life and not be condemned. Thanks. :)

Nintendo: For allowing such a game to be played on their system.

Rare: For making this great game, that will always be one of my favorites.

Myself: For taking the time to write this guide.

CJayC: For hosting this FAQ, and for running GameFAQs.