

# Donkey Kong Country FAQ/Walkthrough

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

Donkey Kong Country

Walkthrough by: Invader Hera

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## 8. Copyright Stuff

### 1. Story

My version of the story is simple enough. The Kremlings stole Donkey's bananas and Donkey and Diddy have to get them back. If you don't like my explanation or want the real version of the story, read the frickin' instruction manual.

### 2. Characters

**Donkey Kong:** Donkey Kong is the main character of the game, but I'm sure you already knew that. Donkey's beloved bananas were stolen by the Kremlings, and he has to get them back. He's strong and can kill stronger enemies easier than Diddy can.

**Diddy Kong:** Diddy is Donkey's little buddy. He may be weaker than Donkey, but I think he's easier to control and better for jumping sometimes.

**Cranky Kong:** You can find Cranky in Cranky's Cabin. Sometimes he tells you useful information for certain levels, but what's the point of talking to him when you can read my nifty, little walkthrough? There is no point, that's what!

**Candy Kong:** Candy saves your game for you. How neat.

**Funky Kong:** Funky can fly you to different worlds.

**King K. Rool:** King K. Rool is the king of the Kremlings, so he's evil and fat. And I can't think of anything else to say about him.

### 3. Animal Friends

**Rambi:** Rambi the rhino is good for killing enemies and breaking open secret areas. Ooooh. Nifty. He can kill Zingers without getting hurt. Sometimes he's not very good at jumping, though.

**Espresso:** Espresso is an ostrich. He can fly fairly long distances, but it not good at hurting enemies. It's best just to kill things with one of the monkeys. Espresso is fast, too.

**Enguarde:** Enguarde is a swordfish. He's very useful because without him, you're completely defenseless in the water. It's easier to move underwater with him, too.

**Winky:** Winky the frog can jump high and doesn't get hurt when he jumps on Zingers (most of the time). He's kind of like Espresso, though, because sometimes he jumps on an enemy and somehow gets hurt. And I run right off the edge of things a lot with Winky, so be careful so you don't fall to the same fate as me.

**Squawks:** You can't ride Squawks, but he gives you light in dark areas.

### 4. Controls

Control Pad: move

A: switch between characters; get off animal

B: jump; swim; flap Espresso's wings

Y: attack; hold to pick up barrel, release to throw barrel (I think you can put the barrel down by pressing down on the control pad); hold to run

Start: pause

Select: switch between characters

Roll jumping: An important thing to know is roll jumping. Roll off the edge of something, then, jump. You can jump farther this way and get certain items without falling to your doom.

## 5. Items

**Animal Tokens:** When you collect three of one kind of animal token, you will go to a special place where you can get a lot of little tokens. For every 100 you get in a limited time, you will get an extra life.

**Bananas:** For every 100 bananas you get, you will get an extra life.

**Barrel Cannon:** Barrel cannons shoot you out like cannons. Some fire automatically and some will go when you press B.

**Continue Barrel:** In the middle of levels, there is a continue barrel. Jump into it and if you die, you will come back to it.

**DK Barrel:** Break DK barrels if you're missing a monkey. They can also be used like regular barrels.

**KONG Letters:** Collect all four of these in a level for an extra life.

**Life Balloons:** Life balloons give you extra lives. Red is for one; green is for two; and blue is for three.

**Regular Barrel:** Regular barrels can kill enemies and can break open secret places.

**Steel Barrel:** Steel barrels can kill many enemies and can break open secret places.

## 6. Enemies

**Army:** Armys roll around. They're annoying. Donkey can jump on them and kill them easily, but Diddy has to jump on them so they unroll, then, jump on them again to kill them.

**Chomps:** Chomps are kind of big, nasty sharks. Stay away!

**Chomps Jr.:** Chomps Jr.s (I'm not sure what the plural of Jr. is) are just smaller Chomps.

**Clambo:** Clambos are clams that shoot out pearls. You can't hurt them.

**Croctopus:** I don't think Croctopus can be hurt. They swim around very quickly and in one area, they chase you. Scary.

**Klaptrap:** You can't roll into Klaptraps, since they'll bite you. In some areas, Klaptraps jump whenever you jump.

**Klump:** Klumps are fat, and Diddy can't hurt them unless he rolls into them. Donkey can just jump on their heads.

**Kritter:** Kritters are easy to kill, so don't worry about them. Some of them jump, though.

**Krusha:** Donkey can jump on Krusha's head to kill him, but Diddy will have to throw a barrel at him. Some can only be killed by TNT barrels.

**Manky Kong:** Manky Kongs are creepy barrel-flinging orangutans.

**Mini-Necky:** Mini-Neckys are little vultures that spit out coconuts.

**Necky:** Neckys are vultures. Sometimes you can get across a big gap by bouncing across them. Some of them throw coconuts.

**Rock Kroc:** Rock Krocs are in the Stop & Go Station. They can't be hurt. When the barrels say "stop", they'll stop, but when they barrels say "go", they'll run around really fast.

**Slippa:** Slippas are snakes. They're wimpy.

**Squidge:** Squidge are annoying jellyfish that swim really weird. It's hard to tell where they're going, so be careful.

**Zinger:** The Kongs can't hurt Zingers unless they throw barrels at them. Some Zingers are stronger and will never die, though.

## 7. Walkthrough

### A. Kongo Jungle

#### a. Jungle Hijinx

This area's very easy, so I don't have much to explain. There is a life balloon in DK's house and a few others above trees, just so you know. Anyway, not far from here is a DK barrel. A little past that is the K. After a while, you'll find the continue barrel. The O and another DK barrel are nearby. Beneath the Necky is an Espresso token. After here, you'll be able to get Rambi. Not long later is the N.

**Bonus Room:** Break the wall right after the N using Rambi to open up a

bonus room. Run through to get the balloon at the end.

After this place is the G.

Bonus Room: Below the tree near the G, break the wall to the right with Rambi again for another bonus room. In this bonus room, match three of the same thing to get an item.

Shortly after here is the exit.

#### b. Ropey Rampage

Near the beginning, climb up the hill near the TNT barrel to find the K. Now, climb up the vine and go across the treetops. Climb up another vine to get up to a DK barrel. A Rambi token is on a nearby tree. Now swing across a vine (or just walk across this area), then, swing across another. After here is the O.

Bonus Room: Drop down into the gap right after the O to get to a bonus room where you can get bananas and the N (Even though there's another N later.)

After going through this bonus room, land on a certain part of the ground to get a tire. Past here is discolored ground. Jump on the tire to jump onto a nearby tree. Jump down and land on the discolored ground for a Winky token. Anyway, swing across another vine to get to the continue barrel. Swing across a few more vines to get to a DK barrel. While swinging across the next group of vines, you'll find the N. After here, swing across some more vines and watch out for Zingers.

Bonus Room: Right before the arrow sign, drop into the gap to get to a bonus room. In this room, choose which barrel the balloon was last in for a balloon.

Near the end is the G on a tree. Here's the exit.

#### c. Reptile Rumble

Near the beginning of the level is a DK barrel, and shortly after that is the K.

Bonus Room: After the K is a barrel. With it, go back in the direction you came in and over a hill-like thing. On the other side, turn around and use the barrel on the side of the hill to open up a bonus room. There are bananas and a balloon here.

After here is another DK barrel.

Bonus Room: Jump into the barrel to the left of the DK barrel to get to another bonus room. You can get bananas here.

After here is the O between two Zingers, then, the continue barrel. The N is above the next Zinger. Past here is a DK barrel.

Bonus Room: Pick up the DK barrel. Use it to break the shorter wall to the right of here to open up a bonus room. Bounce on the tire to get up to bananas.

After here, you can bounce on a Kritter to get an Enguarde token. After here is the G and the exit.

#### d. Coral Capers

Oooh, a swimming area. Swim up to the K. A DK barrel is near the entrance. At the first Croctopus you see, swim down through the wall to an area with bananas. Also, below one of the Croctopus, you will find Enguarde. A DK barrel is after the second Croctopus. After here is a continue barrel. Around here, swim up to find the O. You can get Enguarde again at the third Croctopus. After here is a DK barrel. After here are sharks. Swim to the right of the first shark through the wall to where bananas and an Espresso token is. Go up past the shark area to the N. The G is near the exit sign, and after here is the exit.

#### e. Barrel Cannon Canyon

I'm mostly going to explain the shortcuts in this area. (Don't worry. I'll tell you where the secrets are, too.) To the right of the entrance, you can use the barrel to be shot up. Land on the discolored ground for a DK barrel. Above the entrance, jump into the blast barrel. The barrel will shoot you to the K. Jump into another blast barrel to get to a DK barrel. A little bit later, you'll find the O.

Bonus Room: After the O, there will be a blast barrel facing the wall on

the right. Shoot into the wall to get to a bonus room. There are bananas, a DK barrel, and a balloon here.

After here is the continue barrel and then a DK barrel.

Bonus Room: After here is a TNT barrel. Go over the hill on the left, then, break the wall on the right to get to a bonus room. Here you can get bananas, an Enguarde token, and a balloon.

After here is the N. After the exit sign, bounce on the Kritter to get up onto a tree. Jump to the tree on the right to get the G. The exit is nearby.

#### f. Very Gnawty's Lair

Here we are at the first boss battle. Yay! All you have to do is jump on Very Gnawty's back five times to kill him. (Every time you hurt him, he'll jump around faster.)

### B. Monkey Mines

#### a. Winky's Walkway

Bounce on the Necky to get up to the K. After here is the DK barrel. Later, bounce on a Necky to get up to Winky. After here is the O, the continue barrel, and a DK barrel.

Bonus Room: After here, bounce on the Necky to get into the barrel above it to get to a bonus room. The N and bananas are here.

After here is a Zinger circling an Espresso token. Above the exit sign is the G, and past here is the exit.

#### b. Mine Cart Carnage

A DK barrel is near the entrance. After here, you'll be in a mine cart. Later, you must jump over enemies and mine carts laying on the tracks. Anyway, you'll find things in this order: the K, the O, an Enguarde token, the continue barrel, a DK barrel, the N, the G, and the exit. (Watch out for the enemy right before the exit.)

#### c. Bouncy Bonanza

After a short time, you'll find the K, then, a DK barrel.

Bonus Room: Grab the barrel after the K. Go past the DK barrel and use the barrel to break the wall on the right beneath the Zingers for a bonus room. Match all three barrels for an item.

After here is the O. Use the tire after the O to bounce up to the continue barrel. Push the tire onto the moving platform to the right. Ride up on the platform. Bounce on the tire to get to a higher pathway. (Or you can jump up here using Diddy, I think.) The N and a Dk barrel are up here. (On the lower pathway, there is a DK barrel.) At the end, fall to the right. Go into the place here for Winky. After here is a DK barrel. The G is at the exit sign.

Bonus Room: Push the tire after the G onto the moving platform on the right. Use the tire to bounce up into a barrel to get up to a bonus room (or jump into the barrel using Winky). There are bananas here.

After here is the exit.

#### d. Stop & Go Station

(Going through the entrance is a very good shortcut, but I'm going to explain the entire level, of course.) The Rock Krocs here only move when the barrels say ?go?. Hit the barrels so they say ?stop? for a limited time to stop the Rock Krocs. Anyway, you'll find a DK barrel after a short time. After here is the K, then, another DK barrel. After here, roll jump to get the O. (You know, roll towards the O then jump. Easy as that.) After here is a continue barrel.

Bonus Room: Grab the barrel after the continue barrel. Go right and break the wall for a bonus room. There are bananas here.

After here is a DK barrel and a tire. Push the tire to the right so you'll be able to bounce up to the stop and go barrel.

Bonus Room: Push the tire I just mentioned to the left. Jump up where the three bananas are (If they're gone, just jump up as far over as the tire will go.) to get into a barrel to get to a bonus room. There are bananas and a Winky token here.

After here is the N. Near the exit is the G, and after the G is the exit.

e. Millstone Mayhem

Bonus Room: Use the tire near the entrance to bounce up onto the top of the entrance. Go into the barrel to get to a bonus room. Bananas, a DK barrel, and the K are here.

A bit later is the O.

Bonus Room: After the first millstone is a gap. Fall into it. A barrel will shoot you up. Land a bit to the right to get a tire. Push it to the right. Use it to get into the barrel above the millstone after the O to get to a bonus room. Hit the letters to spell RARE for an Enguarde token. Don't touch the crocodile heads. After every letter, it will spin faster.

Bonus Room: After here you'll find a TNT barrel. Bring it to the next millstone and blow up the wall beneath it for a bonus room. You have to choose which barrel the balloon was in last for a balloon.

A bit later you'll find a DK barrel and a continue barrel. A bit later you'll find a gap. The land on the left is higher than on the right. Jump onto the right side of the gap to get a tire. Push it to the right. Use the tire to jump onto a platform above a millstone. Jump over to the right to get to Winky. A bit later you'll find the N, then a DK barrel, then the G. After the exit sign, bounce on the tire to get over the millstone. Here's the exit.

f. Necky's Nuts

Dodge the nuts that Necky spits out at you. Use the tire to jump onto his head. Do this five times to beat him.

C. Vine Valley

a. Vulture Culture

There's a DK barrel near the beginning of here. Later, you'll find a Necky on a tire. Kill the Necky and push the tire to the left. Bounce on the tire and land on the nearby leaves for a K.

Bonus Room: Push the tire I just mentioned to the right. Bounce on the tire where the bananas are to get into a barrel to get to a bonus room. Hit the letters to spell out KONG for an Espresso token. (Don't hit the crocodile heads.)

Bonus Room: After here, bounce on two Neckys then on the Mini-Necky after them and land on the leaves nearby for a barrel. Break the wall on the left with the barrel for a bonus room. Jump on the Klaptraps for bananas. They will go faster every time you hit them. Eventually, you'll get a balloon. (If you get hurt, you'll have to leave.)

A bit later is a continue barrel, then, a DK barrel. Later is the O. After here is another DK barrel.

Bonus Room: Climb up to the hill to the right of the DK barrel I just mentioned. Jump down and land on the leaves to get a barrel. On the right side of the hill are two walls. Use the barrel to break the second wall from the bottom to get to a bonus room. Bananas, a DK barrel, and the N are here.

Later is the G, then, the exit.

b. Tree Top Town

Bonus Room: Go forward a bit until you see a Gnawty. Walk with it over to the left. When the Gnawty gets close to the barrel, jump on it. Press B as you land on it to bounce off it and into the barrel to get to a bonus room. Hit the barrels so they spell out KONG for a balloon.

A bit later, you'll find a DK barrel, then, the K. After here is the continue barrel. Go in the barrel after here to get up to the O. After here is a DK barrel. (After here, there will be an automatic blast barrel with a moving blast barrel to its right. An easier way to do this is to just run and jump over the automatic blast barrel and into the moving one.)

Bonus Room: In the first few blast barrels after the continue barrel, shoot to the lone banana to get into a barrel that will shoot you up to a bonus room. There are bananas and the N here.

After here you'll find the G. After the exit sign, I think you can roll jump to get the Espresso token above the Zinger. The exit's after here.

c. Forest Frenzy

A DK barrel is after the first rope here. I think you can roll jump to get the K beneath the second rope. After you jump off the fourth rope, land on the leaves to get a DK barrel. You can get the O while you're on the fifth rope. After the sixth rope is the continue barrel. While you're on the seventh rope, there's a DK barrel, and on the ninth rope, you can get the N. You can get a DK barrel and the G on the tenth rope.

Bonus Room: After the tenth rope, land on a Kritter then land on the nearby leaves to get a barrel. Bring the barrel to the other side of the hill. Now, break the bottom wall on this side of the hill to get to a bonus room. There are bananas and an Enguarde token here.

Bonus Room: At the last rope in the level, go to the bottom. Before the second low-flying Necky, go into the barrel (the top is barely visible above the bottom of the screen) to get to a bonus room. Hit the barrel that the Rambi token was in last to get a Rambi token.

The exit is after here.

#### d. Temple Tempest

The millstones here chase you. Anyway, while you're riding a rope near the beginning, you'll be able to get the K. After this rope is a DK barrel.

Bonus Room: Grab the DK barrel I just mentioned and run past the first millstone until you get to a wall. Break the wall with the barrel to get to a bonus room. Bounce across the Neckys to get to Espresso.

The O is around some ropes after the third millstone. After here is the continue barrel. After here's a DK barrel.

Bonus Room: After here, some bananas will form the shape of an arrow pointing down. Drop down beneath here to get to a bonus room. Jump on the Klaptrap for bananas and eventually, a balloon. (If you get hurt, you'll have to leave. The Klaptrap walks faster every time you jump on it.)

After the bonus room I just mentioned, jump from the top of the hill you're on and land on the dark part of the ground for the N. After here is the exit. (Go to the left of the exit and drop off the ledge. The G should be down here.)

#### e. Orang-utan Gang

To the left of the entrance is a steel barrel, for some reason. To the right of the entrance is a DK barrel. After here is the K. Past here, you'll find Espresso on top of a hill.

Bonus Room: Go to the left with Espresso to where a DK barrel used to be (or still is). Fly very far to the left to get to a secret ledge. Go into the hole in the wall for a bonus room. Hit the letters to spell WINKY for a Winky token, spell out RAMBI for a Rambi token, ENGUARDE for an Enguarde token, and EXPRESSO for an Espresso token.

A bit lower down on the hill you'll find the O. After here you'll find the continue barrel, a DK barrel, then another DK barrel. (A little bit before this DK barrel on a lower ledge is the N.)

Bonus Room: Go to the ledge where the N is with Espresso. Do a small jump to the right (so you won't end up on the ledge above here), then fly to a ledge to the right. Fly to the right again to land on another ledge. Use the barrel here to break the wall on the right to get to a bonus room. Bounce on the tire and land on the discolored ground for bananas and a DK barrel.

Bonus Room: Past where the N is, grab a barrel and drop down off the ledge just before one of those treetop areas. Break the wall to the right to get to a bonus room. Bounce on the tire and land on the discolored ground for the G.

Bonus Room: Grab the same barrel as the one you used to get to the last bonus room. Drop down off the same ledge, then, drop down another ledge to the right. Break the wall to the left for a bonus room. Bounce on the tire and land on the discolored ground for bananas.

Bonus Room: To the right of the last bonus room, fly up over this wall using Espresso. A barrel will come and break the wall nearby. Go in for a bonus room. You get Espresso here. Fly across the area for a balloon.

Past here is the exit.

#### f. Clam City

This is another water area. Swim up and through the wall on the left to find the K and Enguarde. After a bit, you'll find a DK barrel. Later, above some fish, is the O. After here, to the right of a shark is a DK barrel. Later on, you'll find the continue barrel then a DK barrel. After here, swim up above some sharks to the N. Next to the clam after the N is a Winky token. The G is near the exit. The exit is after here.

g. Bumble B Rumble

Hit the bee with a barrel, and it will fly around really quickly. It flies faster every time you hit it. Hit it five times total to beat it.

D. Gorilla Glacier

a. Snow Barrel Blast

Bonus Room: Jump onto the entrance and wait for the Necky to come. When it does, jump on it to bounce into a barrel to get to a bonus room. Choose which barrel the Winky token was in last to get a Winky token.

Past here, bounce on some Neckys to get up to a balloon. After here is a DK barrel. After a bit, you'll find the K, then the continue barrel.

Bonus Room: Go to the left of the continue barrel. Jump into the gap here to get to a bonus room. Bananas and the O are here.

Bonus Room: In the third blast barrel after the continue barrel, shoot straight down to a ledge. To the right are a DK barrel and a blast barrel. Go into the blast barrel to be shot to a bonus room. There are bananas here.

After here is a DK barrel. After a bit, you'll find the N. After the N is a barrel between two Zingers. You can use it to get the Rambi token, but it's not a very good idea unless you have good timing. This next area is almost impossible. At the third barrel after the Rambi token, shoot straight down to get into a barrel for a very good shortcut. This barrel will shoot you through the G, too. After here is the exit.

b. Slipslide Ride

The blue ropes make you slide up, and the red ropes make you slide down.

Bonus Room: Near the beginning of this place, bounce on the Kritter to grab onto the high up blue rope. At the top, get off and break the wall on the left with the barrel for a bonus room. Hit the barrels to spell out KONG for a balloon.

After a bit, you'll find a DK barrel. The K is near the top of the blue rope after the DK barrel.

Bonus Room: The next rope is red. While you're sliding down it, jump into the alcove on the right. Grab the barrel, and jump to the left. Break the wall on the left for a bonus room. Hit the letters to spell out NINTENDO for a balloon.

Jump to the right at the top of the next blue rope to find a DK barrel. A bit later is the continue barrel.

Bonus Room: After the continue barrel is a group of many blue ropes. On the fourth rope, jump to the rope on the left when you're near the top. Make sure you're above the Zinger on this rope. Slide up the rope to a barrel which will shoot you to a bonus room. There are bananas and an Espresso token here.

On the next rope is after the continue barrel is a DK barrel. Bounce on the Kritter to get onto the high up blue rope to get up to the O and some bananas. After here, you'll see two blue ropes. The one on the left is safer, but the one on the right (which has Zingers flying around it) brings you up to a DK barrel and the N. After the exit sign is two red ropes. Jump from one to the other quickly to get to the top. The G is up near another red rope. Get up to it by jumping along some more red ropes until you get up to it. After here is the exit.

c. Ice Age Alley

Be careful when you're crossing the ropes in this level. (Sometimes, if you wait a few seconds after they swing away from you then jump, you'll grab onto the rope just as it swings back to you.) To the left of the entrance is a DK barrel, Espresso, and the K.

Bonus Room: After the second rope, bounce across two Neckys (press B while you hit them to bounce farther) to get into a barrel which will shoot you to a



bonus room. There are bananas and an Espresso token here.

After a bit, you'll find another DK barrel. After here, roll jump to get the O. After here is a continue barrel, then, a DK barrel.

Bonus Room: After the continue barrel is a steel barrel. With Espresso, fly to the right from the ledge the steel barrel's on to a high up ledge. The N and a blast barrel are up here. Go in the blast barrel to get to a bonus room. Match three of the same thing to get a balloon.

A bit later, you'll find another DK barrel. Later you'll find the G, then, the exit.

#### d. Croctopus Chase

Just as the name says, Croctopus chase you a lot here, so swim like hell! There's not really many ways you can go. You'll find a DK barrel, then the K, then another DK barrel. After here are two pairs barrel cannons that shoot you down. Swim through the wall on the right, then up to a DK barrel. Swim to the left where the O is. Later is the continue barrel then a DK barrel. After here, there will be four ways to go. Go down for a Winky token. Later, you'll find a DK barrel, then the N. After here, you'll find a narrow pathway leading to the left. Swim through to find Enguarde and a balloon. Near the exit is the G. Then, you'll find the exit.

#### e. Torchlight Trouble

A DK barrel is at the beginning. Get Squawks to light your way. Later, roll jump to get the K. After a bit, you'll find the O. Later, you'll find the continue barrel and a DK barrel.

Bonus Room: After here is a barrel. Grab it and drop off the ledge. Break the wall on the left for a bonus room. Hit the barrels to match three of the same thing for an item.

A bit later, you'll have to roll jump to get the N.

Bonus Room: Later, you'll find a barrel. Bring it to the right. Break the wall to the left of the exit to get into a bonus room. The G is here. Jump on the Klaptrap for bananas and eventually a balloon. The Klaptrap moves faster every time you hit it.

After here is the exit.

#### f. Rope Bridge Rumble

A DK barrel is near the entrance.

Bonus Room: To the left of an Army, you'll find a gap. Drop into it and a barrel will shoot you to a bonus room. There are bananas here and Winky near the exit.

After here is the K being circled by a Zinger. After a bit you'll find a DK barrel, then, the continue barrel. Roll jump to get the O. Later, you'll have to bounce on a tire on a moving platform to get the N. After a bit is a DK barrel. Later, roll jump to get the G.

Bonus Room: After here, you'll see a lone banana at the top of the screen. Use a tire to bounce up to it to get to a bonus room. Match three of the same thing for an item.

After here is the exit.

#### g. Really Gnawty Rampage

Jump on Really Gnawty's back five times to beat him. (He jumps higher and faster after you hurt him.)

### E. Kremroc Industries Inc.

#### a. Oil Drum Alley

Bonus Room: Go onto the higher area near the entrance. Jump onto the rope to the left and ride it over to the left. Get off onto the top of the entrance. Jump from here and land on the discolored ground for a TNT barrel. Bring it to the right and use it on the oil drum. Fall into the gap beneath where the oil drum was to land in a barrel that shoots you to a bonus room. Bananas and a balloon are here.

After the entrance is a DK barrel. After here is the K.

Bonus Room: After here, go onto the higher area. Jump from here and land on the discolored ground for a TNT barrel. Break the wall to the left with the TNT barrel for a bonus room. Match three of the same thing for an item.

Bonus Room: In the second secret area, match three single bananas for a barrel. Grab it and jump into the wall on the right to break it for another bonus room. (If you don't jump into it, you will end up leaving the room.) Hit the letters to spell out DONKEY for a balloon, KONG for a balloon, and COUNTRY for a balloon.

After here, when you're going down some big steps, jump from the second from the bottom step onto the discolored ground for a DK barrel. After here is a blast barrel. Shoot out of it and land on the discolored ground for a tire. Push the tire to the right. Use it to bounce up to the bananas and the O above the oil drums. After here is a continue barrel. After here is an oil drum. Get on it when the fire's out, then, jump onto the discolored ground for a DK barrel. Drop down into first gap after here to find Rambi.

Bonus Room: After here, you'll find an oil drum floating in midair above some ground. With either Rambi or a barrel to the left, break the wall on the right beneath the oil drum for a bonus room. There are bananas and the N here.

After here is a DK barrel. Later, you must cross over some oil drums while they're fires are out. The fire on them goes up and down two times very quickly, then, the third time, it stays there for a few seconds. After it does this for a few seconds, jump onto the oil drum. The fire should be out by the time you land on it. (That way you have enough time to cross multiple oil drums without getting hurt.) At another part of discolored ground, jump onto it from the oil drum to the left to get the G. Past here is the exit.

#### b. Trick Track Trek

There are two moving things you ride on here. Get onto the first one. After a short time, there will be a DK barrel. After here is the K, then another DK barrel. Bounce on three Neckys to get up to the O. Get off the moving thing.

Bonus Room: At the end of the first moving thing, roll jump to the right from the moving thing to get into a blast barrel, which will shoot you to a bonus room. There are bananas here.

After here is the continue barrel. Get onto the second moving thing.

Bonus Room: After the first Zinger after the continue barrel, jump to the platform on the right. Jump into the blast barrel to the right of here to get to a bonus room. Jump onto the Klaptrap for bananas and eventually, a balloon. (It runs faster every time you hit it.)

Watch out for enemies falling from above. (Make sure you have Donkey as the character you're controlling so it's easier to kill the Klump.) After a bit, you'll find a DK barrel. After the Klump is another DK barrel. Later is the N, then the G being circled by a Zinger. After here is the exit.

Bonus Room: Right before the exit is a Manky. Roll into it to kill it, then, go past where it was and fall down onto a platform. A Winky token is down here. Go into the nearby blast barrel to get to a bonus room. Match three of the same thing for an item.

#### c. Elevator Antics

Bonus Room: At the beginning of the area, jump onto the high up rope. Climb up it, then, go through the wall on the right to get to a bonus room. Hit the barrels to spell out KONG for a balloon.

Climb up the ropes above the Slippas to find the K. After here is a DK barrel.

Bonus Room: After here are three ropes with Zingers flying around them. Jump above the Zinger on the second rope and climb up to the top very quickly. Jump to the top of the third rope, then, jump to the right. You're off the screen now. Go right o get to a bonus room. Bananas and the O are here.

After a bit is a rope you don't have to climb down. If you do, you'll find a DK barrel. After a bit, you'll find the continue barrel. Make sure Donkey is the character you're controlling to kill the Klumps. There are a lot of elevators you'll have to cross here. At the second group of elevators after the continue barrel, fall off the ledge to the left of the elevators to drop down to the N. Later, you'll find a DK barrel. A bit later is the G.

Bonus Room: At the last elevator in the level, ride it down. Jump onto

the ledge to the right near the bottom. Go through the hole in the wall to get to a bonus room. There are bananas here.

After here is the exit.

d. Poison Pond

At the beginning, swim up to the K. A DK barrel is near the beginning. After a bit is another DK barrel. Later, you'll find the O. After here is the continue barrel. Shortly after the continue barrel, swim down below the Chomps, then, past two more Mincers. Swim up to Enguarde. A bit past here is a DK barrel (at the bottom of the screen). Later you'll find the N, then a DK barrel, then the G. After here is the exit.

e. Mine Cart Madness

A DK barrel is near the beginning. Go into the mine cart. After a bit is the K.

Bonus Room: After the K, the track slopes down. Jump out of the mine cart and grab the rope. Climb up and jump into another mine cart. There are bananas up here. At the gap in the banana path, jump. You will get into a blast barrel and be shot to a bonus room. There are bananas, a balloon, and a Rambi token here.

Bounce on some Neckys to get up to the O. After a bit, you'll find the continue barrel.

Bonus Room: After the continue barrel and after jumping from a few mine carts, the track slopes down. Just before the slope, jump onto the tire floating in midair. Bounce into a blast barrel to be shot to a bonus room. Match three of the same thing for an item.

To get the N, ride into it, then, jump off of the mine cart before you die. Later is a tire being circled by a Zinger. Bounce on the tire to get up to the G. A bit after here is the exit.

Bonus Room: On the ground at the end of the level, jump to the left onto a tire below the track. Bounce across a few more tires to get into a blast barrel. You will go to a bonus room where some bananas are.

f. Blackout Basement

The lights go off and on here, so be careful. A DK barrel is near the entrance. Later, you'll find the K, then an Enguarde token you can roll jump to. After here is a DK barrel. When there are three tires in a row, bounce from the third one and land on the discolored ground to the right for the O. After here is the continue barrel. After a bit, you'll find a DK barrel. After here, there will be platforms with arrows on them that fall shortly after you land on them.

Bonus Room: When there are four of these arrow platforms in a row, stay on the fourth one. It will bring you to a barrel that will shoot you to a bonus room. There are bananas and the N here.

Bonus Room: When you leave the previously mentioned bonus room, you will land on a discolored spot on the ground and reveal a steel barrel. Pick it up and go left. Drop down a ledge. Throw the barrel to the left so it hits the wall. Jump and land on the barrel. Ride it until it breaks a wall to get to a bonus room. Choose which barrel the balloon was in last for a balloon.

After here is the G and the exit.

g. Boss Dumb Drum

All you have to do is dodge Dumb Drum when it tries to smash you, and kill the enemies that fall out of it. The enemies are: two Kritters, two Slippas, two Klaptraps, two Klumps, and two Armies.

F. Chimp Caverns

a. Tanked Up Trouble

There's a DK barrel near the beginning. Get onto the moving thing. You have to get the fuel so it won't run out of fuel and fall.

Bonus Room: Don't get the first fuel thing. Stay in the middle of the moving thing. It will fall and you'll land in a blast barrel that will shoot you to a bonus room. Choose which barrel the balloon was in last for a balloon.

After a bit, there's a Necky with the K above it. Later, the O is to the right of a vertical part of the track. After you get off the moving thing,

you'll find the continue barrel. Get onto another moving thing. It runs out of fuel faster. Soon you'll find a DK barrel. After a bit, you'll find another DK barrel.

b. Manic Mincers

A DK barrel is near the entrance. After here is the K. Later, you'll get Rambi. After here is the O. After a bit, you'll find the continue barrel. After here is a DK barrel.

Bonus Room: A bit past here is a pit with a Krusha in it. Use the nearby barrel to break the wall on the right of the pit to get to a bonus barrel. Jump on the three Klaptraps for bananas. Eventually, you should get a balloon.

After here is the N, then, a DK barrel. A bit later is another DK barrel.

Bonus Room: To the left of the previously mentioned DK barrel is a hole. Go in it. Go through this tunnel (where bananas and the G are). When you're out of the tunnel, grab the nearby TNT barrel and walk to the right. Break the next wall you find to get to a bonus room. Choose which barrel the balloon was in last to get a balloon.

After here is the exit.

c. Misty Mine

There's a DK barrel near the entrance. Use a TNT barrel to blow up the oil drum above the Rambi token. Later, you'll find a DK barrel, then the continue barrel.

Bonus Room: Go to the bottom of the first rope after the continue barrel. When it stops moving, jump to the ledge on the right. Go into the hole in the wall for a bonus room. Ride on the ropes to get bananas, the K, the O, the N, the G, and Espresso.

Use Espresso to fly up to the Espresso token after the bonus room I just mentioned. After here is a DK barrel.

Bonus Room: After a bit, you'll find a TNT barrel. Bring it into a pit to the right. Break the wall on the right to get to a bonus room. Match three of the same thing for an item.

Later is another DK barrel. After here is the exit.

d. Loopy Lights

When the barrels say "on?", the lights will be on. When they say "off?", the lights will be off, but you'll be able to still see slightly. Hit the barrels when they say "off?" to turn on the lights for a limited time. The Klaptraps here jump when you jump.

Bonus Room: Jump into the first gap in the level to fall into a blast barrel to be shot to a bonus room. Bananas and the K are here.

After here is a DK barrel. Later, roll jump to get the O.

Bonus Room: After the O is a Necky. Kill it so it won't break the barrel when you pick it up. Bring the barrel to the right and into a pit. Break the wall on the right to get to a bonus room. Bananas, the N, a balloon, and an Espresso token are here.

After here is the continue barrel. Later is a DK barrel, then, the G. After here is the exit.

e. Platform Perils

The platforms here move in the direction the arrow on them is pointing, then, they fall.

Bonus Room: Directly beneath the first arrow platform is another arrow platform. (Ride the first one for a short time, then, drop off the left side of it onto another one.) This one will bring you to a blast barrel that will shoot you to a bonus room. Hit the barrels to spell out KONG to get a balloon.

After a short time you'll find a DK barrel. After a bit you'll find the K, then, the O. After here is the continue barrel. After here is a DK barrel. Later, you'll find a Zinger circling the N. You'll need to use the barrels on the arrow platforms to kill the Krushas. (They won't die if Donkey jumps on them.)

Bonus Room: On the last arrow platform, ride it as it's going down, then,

jump to the right before it falls completely to get onto a platform. Go into the blast barrel to be shot to a bonus room. Choose which barrel the Enguarde token was in last for an Enguarde token.

Later is the G, then, the exit.

f. Necky's Revenge

Dodge the nuts Necky spits out at you. Bounce on the tire to jump onto Necky's head. Do this five times to beat him.

G. Gang-Plank Galleon

Now it's time for the last boss, King K. Rool. K. Rool will throw his crown at you. Jump over it. (It will come back if you don't hit him fast enough, so watch out.) Jump onto his head while his crown is off, then, jump over him as he runs to the other side of the ship. Repeat this three more times. Now, K. Rool will jump to the other side of the ship and cannonballs will fall from the top of the screen. Dodge them, then, dodge the crown when K. Rool throws it again. Repeat this two more times. K. Rool will fall down, then, get back up after the fake credits. He jumps around, so run quickly beneath him while he's in the air so you won't get hurt. Jump over his crown when he throws it and jump on his head. Do this two more times to win. Yay! You beat the game!

8. Copyright Stuff

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