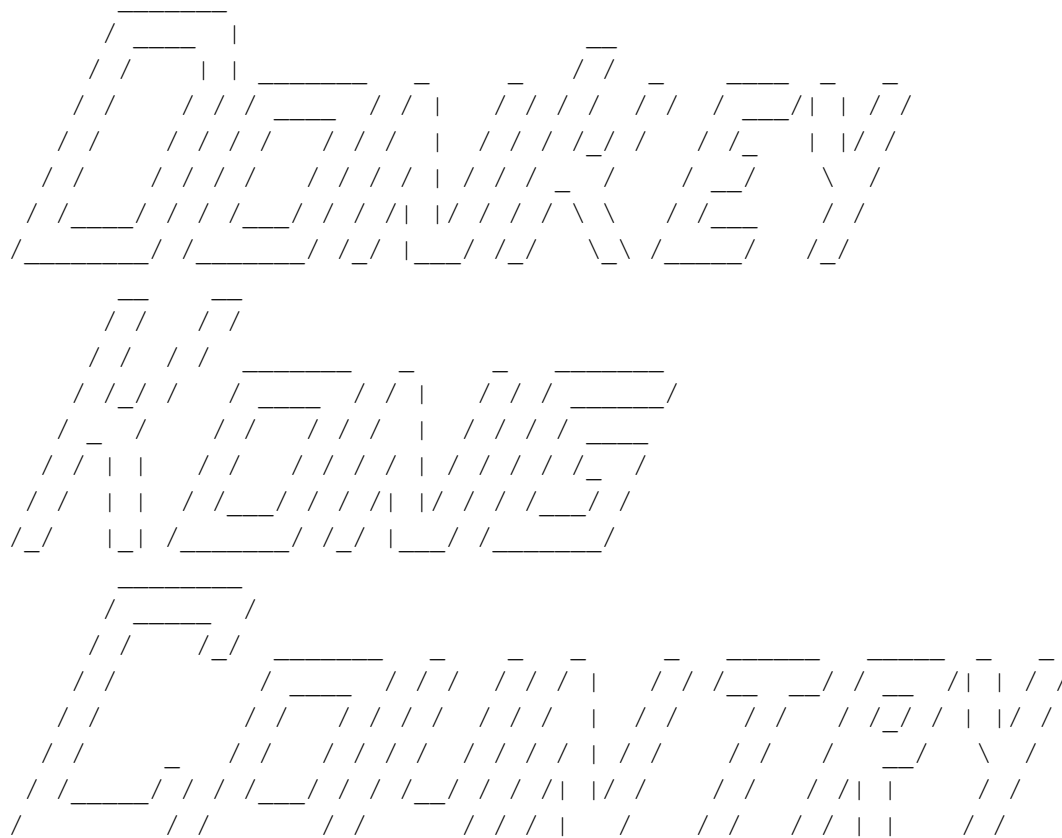


# Donkey Kong Country Speed Guide

by Iron Knuckle

Updated to v1.5 on Dec 29, 2006

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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=====
Game:           Donkey Kong Country
Platform:       Super NES
Version:        1.5
Last updated:   29 December 2006
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Version Updates  
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Version 0.1

10 January 2004: Started with this walkthrough

Version 0.3

15 January 2004: Completed Kongo Jungle and Monkey Mines Walkthrough.

Version 0.4

17 January 2004: Completed the Vine Valley walkthrough and started on the Gorilla Glacier walkthrough.

Version 0.7

19 January 2004: Completed Gorilla Glacier and Kremkroc Industries Inc.

Version 1.0

[First released Version]

23 January 2004: Finished Walkthrough for all levels. Changed some things in the lay-out.

Version 1.1

2 February 2004: I did a few more runs lately and ended up with a time of 0:52, which has saved me a whole 8 minutes. This allowed me to change the time reference table a quite a lot. I also added target times for each level. Most of them aren't perfected, but they do give an idea how much time each individual level will take.

I also did a better spelling check and read the entire thing over to clear up some of the mistakes that I made. One more thing I found out about the game is that PAL and NTSC have exact the same timing, so the games are identical in speed even though NTSC runs at 60 Hertz in stead of PAL's 50 Hertz.

One more thing to add is that I think I have found the exit barrel for Tree Top Town's shortcut, now I only need to find the entrance barrel. This could save a full minute, if I can find it... Read the details in "Secret Warp" section.

#### Version 1.2

26 June 2004: Added the percentage list for this game, it turns out to be very simple to calculate the percentages for each level. Changed some of the descriptions, since I used some new methods to get faster times for some of the levels. Also I've had some words with SnapDragon, thanks to his video I managed to get a time of 00:50 as well. His name is added to the credits list.

#### Version 1.3

28 July 2004: Recently I heard about two warps that I haven't found. These are included in the warp list and have been incorporated into the walkthrough as well. Thanks to Mathew Collins for these two. Calculated the new possible record and came to the conclusion that it must be possible to do a 00:47(!) run. Also wrote new level strategies for some of the levels; all levels marked with an (\*) asterisk in the "General Time Reference Marks" section.

#### Version 1.4

17 August 2004: Thanks to Nicolas Harvey and Alex Penev a new Warp is added to the walkthrough: "Trick Track Trek". This warp saves you about 1:10 on your total time in that level, making it possible to get a time of 00:46 with a margin of more than half a minute in the PAL version of the game, which means the NTSC version should be able to get 00:44! (see below)

I have reconsidered about the timing mechanism in this game; it seems to be that the PAL version is slower than the NTSC after all. For some time I thought they were the same, but they are NOT so NTSC players can be able to get a faster time than my PAL version of the game. Check out the "General Time Reference Marks" section for more info. This part was done with the aid of Alex Penev too.

Alex has done a save state run on an emulator trying to get the perfect time for this game. So far he has managed to do a time of 00:40 (and very close to 00:39) on the NTSC version of the game. So, he's getting very near the 40 minutes barrier. His superb run has shown me new tactics that are useful for better times. Although some of them are way too risky to perform in a Single Life Run. So I will rewrite some of the new level lay-outs in the next version.

#### Version 1.45

25 May 2005: Just cleared up some parts, I seemed to have forgotten to upload the v 1.4 from last year. x\_x

Verion 1.5

29 December 2006: It seems to be that I still had to include the hidden warps scattered about in the Kongo Jungle's world map. These warp is useful AFTER you reach the Orang-utan Gang via the normal route as the warp allows you to enter the level halfway through. This gets you Espresso right away and lets you clear that stage in much less time.

I've also heard about the rumors of Bouncy Bonanza's hidden barrel, but I could not find it. There must be some specific condition required to make it appear just like Vulture Culture's.

=====  
Intro  
=====

I was trying to get a game file with 101% that is completed in less than an hour, while playing I figured out some extra time saving techniques that have allowed me to get a time of 0:52. I am convinced that it can be pushed down to at least 0:50, because that is the current world record for as far as I know. Although some guy over at [www.twingalaxies.com](http://www.twingalaxies.com) has claimed a record run in 00:28 minutes, but I find that I bit hard to believe though. So far my best time on the PAL console is 00:46 (single life run), but this was mainly due to discoveries of new warps, which allows us to save actual minutes here and there.

One more thing I found out about the game is that PAL and NTSC don't have the exact same timing mechanism. I know this game was corrected in such a way that both games should run equally fast, but during practice people found out that some strategies are not possible on either type... So I don't know what possible times are for the American and Japanese versions of this game.

=====  
Secret Warps  
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Here is a list of all the secret warps I have found in this game. If there are others hidden just as good as Vulture Culture's it may be so that there are more secret warps in this game that have not been revealed yet!

There seems to be a pattern here with the real warps; every level after Winky's Walkway up to Tree Top Town has a warp barrel. I wonder if Forest Frenzy has one too, that would be a huge time saver!

-----  
Kongo Jungle Map Warps (#1-#4)  
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If you look at the maps of the first world you notice that there are angles on some of the paths between the level locations (i.e. the lines aren't strait). Initially, one would think that this is just a small feature of the map, but closer investigation has revealed that these dents are actually concealed warps:

			B	1 = Jungle Hijinxs
	1		.	2 = Ropey Rampage
	.		.	3 = Reptile Rumble
	.		.	4 = Coral Capers
	..!		F.....5.....A	5 = Barrel Cannon Canyon
	..		.	
	2.....C		.	C = Cranky
	..		!..	F = Funky
	..		..	A = Candy
	!. ..3		3.....4	B = Boss: Very Gnawty
	.. ..			
	!			! = Warp

Warp Location	Destination (inside the level)
1 Jungle Hijinxs <-> Ropey Rampage	Orang-utan Gang, Bonus #2 exit
2 Cranky's Cabin <-> Reptile Rumble	Ropey Rampage, just before Bonus #2
3 Cranky's Cabin <-> Reptile Rumble	Orang-utan Gang, Bonus #1 exit
4 Coral Capers <-> Funky's Flights	Orang-utan Gang, Bonus #3 exit

To trigger the warp you need to press the 'B' button the exact moment, when your character hits the angle. Don't try to smash the 'B' button as often as possible or else you will fail. You do not need to rush it anyway, because time spend on the world map doesn't count for your game time.

There are however some constraints to the use of these warps. First off all you can't use the 'Start-Select' method to exit the level, after using these warps even if it was completed beforehand. Second, the warp will only work if there is a single character on-screen, but don't worry if you have both Donkey and Diddy as you can use Funky's Flight Barrel to become one character. Third, the 2nd warp is rather useless, because you have to complete Ropey Rampage before you can enter the warp... That's quite sad indeed. Finally, if you use the Orang-utan Gang warps before reaching the level via the normal route you can NEVER go back to the first two worlds as the connection with the earlier levels will not be established.

### ----- Ropey Rampage -----

See the Kongo Jungle Map Warp #2 for information. This warp allows you to reach the 2nd bonus level without any trouble, but because it is a Map Warp you cannot 'Start-Select' out of it... Hence this warp is useless for an actual speed run. :(

### ----- Barrel Cannon Canyon -----

These are no real warps, but do allow you to skip mayor parts of the level with relative ease.

1. At the start jump up the entrance cavern and enter the auto-barrel, hold right and you will automatically enter the first series of auto barrels that send you to the next section.
2. Just after finishing the first warp, you can see three brown jumping Kritters. As soon as the first one jumps use him to get atop the palm tree right above him, then jump to the next palm tree with the Rambi Icon to enter the next auto-barrel cannon part.
3. After the last bonus room in this level you will encounter a lone

shooting barrel mounted on the ground platform next to two Kritters. Wait for both Kremlings to jump up that platform, then enter this barrel and tap left as you shoot yourself out of it. Do this at the moment the left Kritter start to jump. Hit him and hold left to find another high palm tree with a Auto-Barrel Cannon that sends you to the end of the level in a real fast pace.

-----  
Mine Cart Carnage  
-----

As soon as you start to play jump over the Auto Barrel Cannon and fall down the pit hugging the left wall, you should hit a hidden Auto Barrel that shoots you to the very end of this level.

-----  
Bouncy Bonanza..?  
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I've received e-mails from people who found a warp barrel above the Rambi Icon at the start of the level, but up till now I have not been able to figure out the exact required conditions to trigger the barrel. If it can be found some new strategies may be possible.

-----  
Stop and Go Station  
-----

Enter the entrance gate from which you came to get send to the end of this level.

-----  
Millstone Mayhem  
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After the first Millstone you can obtain a tire from the ground, stand a little further on to right side and take push it back while running towards the left. Take it back to the location where the second TNT barrel is and jump as high as you can with the tire to find a warp barrel off-screen.

-----  
Vulture Culture  
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This might be a little difficult to do and to explain, but I will try as good as I can.

First you need both Kongs to get the job done. It can be done with one Kong, but then you carefully need to hit the in mid-air suspended DK barrel along the runway without turning around.

From the start, change to Diddy (as you need his agility later on) Start running along the platform and do NOT turn to the left a single time! This is crucial so don't turn around, or else the trick doesn't seem to work.

Enter the barrel and immediately shoot yourself away, keep running and do the same thing for the next barrel, then run under the Necky that drops nuts from above. Be careful not to get hit by his nut or else the warp won't appear. This is also why you need Diddy, DK is too slow and will get hit by Necky's Nut when you try to run under past it.

After you pass down the Necky you can stop running and you may even turn to the left, as long as you don't pass Necky again. Here on your right you can see the regular auto barrel. Don't enter it, but instead change to Donkey Kong. Miraculously a hidden Auto Barrel spontaneously appears next to the original barrel, enter it and you will be send to the section with the red arrow sign, which is very close to the finish.

For the record: it turns out to be possible for Donkey Kong to do this strategy as well, but he must do a 'roll jump' underneath the Necky to avoid the falling nut!

-----  
Tree Top Town  
-----

From the start jump onto the Gnawty while it is falling down from the air, you should be able to make it to the (partially off-screen) tire. Jump up from here to enter the warp. If you don't make it using the Gnawty you can try to use the bounce from the Necky as well.

-----  
Oran-utan Gang  
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See the Kongo Jungle Map Warp #1, #3 & #4 for information. There are several entrance points to this level, by using the hidden warps on the world map of the Kongo Jungle. Unfortunately only one of them is useful for getting a new record. It is the first warp which allows you to start at the exit point of the second bonus room. This way you can reach Bonus Room 2, then backtrack to Espresso, reach Bonus Room 1, 3, 4 and 5 followed by the exit.

-----  
Snow Barrel Blast  
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Another Barrel section skip, just like in the Barrel Cannon Canyon can be found here. At the beginning of the long array of barrel, just after passing the 'N' Letter. Shoot yourself down from the third barrel in the row, recognizable since it hangs so low in the air. You will find an Auto-Barrel down there that shoots you to the end of the level, you don't get the Blue Balloon that would be your normal award for clearing the entire section though.

Alternatively I managed to enter that auto-barrel by shoot diagonally right-up from the first barrel cannon, and then by keep right pressed as you fall down. You can actually make it into the secret Auto Barrel if you play as Donkey Kong.

-----  
Slipslide Ride  
-----

Above the start and the entrance of the first Bonus level is a barrel hidden, you can barely see it if you take a good look (The barrel is blue). Enter it (Use Donkey Kong) to find yourself one or two obstacles away from the red sign near the end of the level.

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## Trick Track Trek

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From the start do a cartwheel jump on the edge platform close to the conveyor belt, you will hit an invisible hidden warp barrel at the top of the screen sending you towards the exit.

## Poison Pond

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This is not really a warp, but it does allow you to cut an entire corner section. Just after you find the second set of three rotating Spiked Wheels that go in circles you can pass through the middle part of the left wall. Behind it are some bananas, an "Expresso" Icon and another Auto-Barrel, enter it and you will be shot through the wall skipping the entire lower section. This nice shortcut can save you quite some time.

## Other Speeding Tips

### 1. Use Diddy Kong

-----  
It is a common fact that Diddy moves a lot faster than Donkey and is capable of jumping farther. I would recommend using him all the time, except in a few occasions where you need DK's brawn to finish stronger enemies quickly.

There are a few exceptions to this rule:

1. Only Donkey Kong can enter the Warp Barrels in Millstone Mayhem and Vulture Culture.
2. Queen B is easier to defeat (and a little faster as well) with Donkey Kong. Since he lifts a barrel above his head he can hit Queen at almost any moment in the run.
3. Boss Dumb Drum can be defeated quicker by Donkey, even when taking the two exchanges into account.

### 2. Lose the Bonus Games

-----  
Yes, I know it is not really that fun to do, but effectively screwing the bonus stages as soon as possible really helps a lot. To gain a percent for a bonus you only need to enter the bonus room, you don't actually need to finish it. In short this means that you can just as well run into a pit, hit an enemy or touch the wrong Letter or Barrel.

The losing animation is a little shorter than the winning animation, so basically always choose the wrong barrel with those bonuses of the four barrels and one item kind. I usually jump up to hit the third barrel on the left, if it doesn't contain the prize. When it is located over there I would take the other centre barrel.

Naturally there are a few exceptions; in Oil Drum Alley where you need three single bananas to get a barrel to enter the Bonus game in Bonus game. Also the first bonus in Temple Tempest and Ice Age Alley contain a crate



with Espresso. You need him if you want to get fast times on those levels so go for him first before exiting the bonus.

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### 3. Always try to use the 'Y' attack

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Rolling through an enemy is faster than jumping on top of it. Also Diddy's cartwheel is better when you try to beat stronger enemies like Klump. In levels like Temple Tempest it is a very easy and fast to maneuver Diddy through series of Gnawties using this horizontal attack, but still Espresso faster than him in the longer run.

If you don't hit anything Diddy or Donkey will be immobilized for a moment when they stop the attack. This is not very convenient so only use the attacks in the air or when hitting an enemy. Since we will be using Diddy for the mayor part I will often refer to Cartwheel attack instead of Roll attack. The Cartwheel / Roll continues on if you make contact with an enemy allowing you to traverse not only great distances, but also takes out many enemies simultaneously (With the exception of Armies and Klaptraps of course).

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### 4. Cartwheel Jumps are the BEST!

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After some testing to find out what the most effective mean of running is, I came to the conclusion that a Cartwheel followed by a Jump is the fastest way to move around. This is so because the cartwheel itself is quicker when performed, instead of running. However there is this lag at the end of the 'wheel attack, when you don't hit an enemy. So in order to prevent the lag simply do a jump. Jumping and running are equal in speed on the horizontal axis for as long as you don't bounce off anything that is.

Doing three or four of these will save you several seconds, meaning that you can finish a little faster than usual. Especially on the long and strait levels like Orang-utan Gang. Also you can use a cartwheel jump to skip a small crawling section; simply cartwheel into one and jump the moment Diddy gets stuck. The tight section will force him to jump through it without having to crawl!

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### 5. Avoiding some enemies is even better; Don't Bounce

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In some levels like Forest Frenzy, Temple Tempest and Oil Drum Alley you can simply run under the jumping Brown & Blue Kritters with Diddy to avoid them easily and earning a few seconds. Just keep on running and don't hesitate for a moment, if you do you will get hit. This tactic works Donkey Kong too, but because he's big and slow he just might get hit sometimes.

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### 6. No extras unless they're shortcuts

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Don't waste any time on collecting the bananas, KONG letters and the extra lives. They are useless and you don't need them anyway. In some cases it is better to skip the Mid-Save barrel as well, you want a fast time so you don't need that middle checkpoint, right?

-----  
7. Absolutely NO Animal Icons  
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The Animal Bonus levels only slow you down, so always try to avoid getting any Icons. Sometimes you will be forced to pick up a Icon if you want a fast time, this doesn't matter too much. On my run I usually get only one Icon namely an Espresso (Poison Pond), but it can be avoided though. so you may pick up one or two if they are in your path as long as you don't collect three of the same kind.

-----  
8. Don't Die  
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This sounds logical now does it. It is better to wait a few seconds on a difficult section then to die in the first place, because you will have to do most of it over again. On the other hand if you are trying for real fast times just save before entering a level and if you fail, reset and try over again.

-----  
9. Saving your game  
-----

Saving your game doesn't cost any extra time so, it is always handy to do so. Visiting either Cranky, Funky or Candy doesn't cost you extra time so it is no problem to save. BTW: the time you spend on the world map doesn't add up to the total time as well!

-----  
10. Using the Animal Buddies only when needed  
-----

A level like Orang-utan Gang for example can be completed fast with all five bonus games by making the best of Espresso's flight abilities. After you finish the first bonus you can use her to easily backtrack to the second hidden bonus. Check the walkthrough for more information on that matter.

On the other hand some animal buddies like Winky is useless. Getting him takes more time then skipping that section and finishing the level without him. This is quite a disappointment, but alas it's faster without him on all of the levels he appears.

=====  
General Time Reference Marks  
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PAL vs NTSC  
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-----  
Phase Alteration Line vs National Television Standards Committee  
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A lot of games tend to run faster in NTSC, this is simply caused by the 60 Hertz signal NTSC uses opposed to the 50 Hertz for the PAL standard. This gives a NTSC player 10 extra frames per second allowing them to do more

actions in the same time. Super Mario Kart is a good example of this problem, a PAL player will never be able to beat the NTSC record because of this. In theory it simply means that the NTSC game runs 1.2x faster than the PAL version, because of this difference in standards.

The game "Donkey Kong Country" was actually adapted for the 10 extra Hertz so I would seem that both games would be just as fast. However this is not the case! The PAL version has a few tricks that would actually make it faster to finish. One of these is the control over your Kong when you get shot from an Auto-Barrel Cannon. In the PAL version you can slightly adjust the curve so you can get your Kong to go in a bigger arc, allowing you to earn a little time. Also Diddy's Cartwheel extends further in the PAL version allowing him to get (for example) a few seconds off near the middle in Tanked Up Trouble.

There is on the other hand something in the programming that makes the NTSC version faster yet again. In overall we can say that NTSC has an additional bonus of nearly 2 minutes on the PAL version of the game in a 40 minute run. This gives the NTSC version a distinct advantage even though the PAL version has more time saving routes.

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### Candy's Save Game

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Here are the save Point locations of Candy the moment you can get to her and the final save made upon finishing the game in a single life run. The times are based upon the best level runs, as you can see it is possible to get at least four minutes on the actual 50-minutes run. Hitting the 0:23 mark is probably the hardest, according to my schedule you only have about 20 seconds until it becomes 0:24 (see below)

### Time Scedule

Location	%	PAL	NTSC
Kongo Jungle	14%	0:04	0:??
Monkey Mines	23%	0:07	0:??
Vine Valley	40%	0:13	0:??
Gorilla Glacier	62%	0:23	0:??
Kremkroc Industries Inc.	78%	0:30	0:??
Chimp Caverns	97%	0:41	0:??
Gang-plank Galleon (Finish)	101*	0:46	0:??

Take note that the displayed times the game shows are always rounded down to a whole minute, e.g. 0:04 can mean anything between 0:04:00 and 0:04:59.

As you can see the almost half the total time is spend in the last 2 worlds, which doesn't surprise me. They feature more, longer and harder levels. Also a level like "Tanked Up Trouble" can't be done any faster, because of that slow conveyer belt.

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### Target Level Times

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I tried to time the levels as accurately as possible, but still my timing might be off by one or two seconds. The Internal Game Timer stops when you are changing between bonus / main level, therefore the target time is mostly based upon the time it takes from the start to the point where the screen fades out at the end of each level minus 2 seconds for every bonus.

These are nice times for the levels individually, if you add them all up you can clearly see the times are corresponding with the save files listed above.

Level	Time (PAL)
-----	-----
Jungle Hijinx	00:44
Ropey Rampage	00:51
Reptile Rumble	00:50
Coral Capers	00:54
Barrel Cannon Canyon	00:52
Candy's Save Game	(00:04:11)
Very Gnawty Lair	00:18
Winky's Walkway	00:24
Mine Cart Carnage	00:12
Bouncy Bonanza	01:09
Stop 'n Go station	00:54
Candy's Save Game	(00:07:08)
Millstone Mayhem	01:20
Necky's Nuts	00:24
Vulture Culture	01:05
Tree Top Town	00:55
Forest Frenzy	01:44
Temple Tempest	01:01
Candy's Save Game	(00:13:37)
Orang-utan Gang	01:20 *
Clam City	00:50
Bumble B Rumble	00:42
Snow Barrel Blast	01:29
Slipslide Ride	01:20
Ice Age Alley	01:08
Croctopus Chase	02:26
Torchlight Trouble	00:47
Candy's Save Game	(00:23:39)
Rope Bridge Rumble	01:00
Really Gnawty Rampage	00:27
Oil Drum Alley	01:40
Trick Track Trek	01:46
Elevator Antics	01:30
Candy's Save Game	(00:30:02)
Poison Pond	01:13
Mine Cart Madness	01:37
Blackout Basement	01:19
Boss Dumb Drum	00:57
Tanked Up Trouble	02:35
Manic Mincers	01:22
Misty Mine	01:13
Loopy Lights	01:14
Candy's Save Game	(00:41:32)
Platform Perils	01:51

Necky's Revenge 00:33

Gang-plank Galleon 02:25 +

Grand Total 00:46:21

\* = Is new tactic used, see the walkthrough for details.

Percentage List

There are 39 Regular levels, not counting the Boss levels and a total of 67 Bonus Rooms in this game. Each give 1% for a total of 100%. The very last remaining percent can be gained by beating the final boss: "King K. Rool" in the level Gang-plank Galleon.

Description	%
Complete 39 regular levels for 1% each	39 %
Enter 67 bonus stages for 1% each	67 %
Beat King K. Rool	1 % +
	101 %

Walkthrough

Kongo Jungle

Jungle Hijinx - (00:44)

As soon as you appear make your way through the single Gnawty and to the DK barrel, break it open and switch to Diddy. Use his cartwheel attack to take out the next Gnawty, jump up and cartwheel through the second Kritter and follow the lower path through the two Klumps.

Ignore the Mid-Save barrel, cartwheel through the lone Necky and use the additional speed to get to the Rambi Crate in mid-air. Free him and immediately avoid as many enemies as possible and keep on running towards the first wall where you will encounter a Bonus Room.

Plough through the Bonus by running and jumping (don't mind the extras too much). As soon as you exit the first bonus room, keep left pressed to fall down to the lower section. Use Rambi's horn again to enter the next Bonus Room.

Just hit the first two barrels very quickly not taking notice of the Icon that is displayed to quit the bonus. You will appear again on the stage so start running towards the exit.

-----  
Ropey Rampage - (00:51)  
-----

The Armies (Armadillo Enemies) here can be quite annoying so jump up the middle platform just below the Kritter. Use the cartwheel at the edge to jump in the mid-air towards the first rope without having to touch the ground.

Continue to the right and cartwheel off the pine trees' edge, keep 'wheeling' through the series of green Kritters. Wait for the next Army to launch his attack, then jump over it and towards the first moving vine. Jump off as soon as the vine goes past the center to save a split second. After this just fall down the gap between the palm trees (marked by the 'O' Letter) to enter the first Bonus Room.

Exit the room ASAP, then keep (D-pad)right, 'B' and 'Y' pressed as you exit the room, this will launch Diddy even farther to the right than usual. If you did it right he will land on the tree to the left of the Army. Cartwheel off the edge and use the mid-air jump to get to the next vine.

Continue on to the right, cartwheel through the last Kritter and fall into the final pit of this level to enter a Bonus Room. Just hit one of the center barrels that doesn't contain the Red Balloon for a fast finish.

Once back cartwheel jump once more and keep on running to the right and use another edge cartwheel to skip the last Army. This should get you into the exit cavern safely before the Army has the time to retaliate and attack you in the back.

-----  
Reptile Rumble - (00:50)  
-----

Start the level, jump over the regular barrel and also past the first Slippa. Jump over the DK barrel and cartwheel into the second regular barrel and throw it. Then Cartwheel after it as it rolls into the first wall to break a Bonus Room open. Enter of course, and don't mind the Red Balloon at all. Also try to do a Cartwheel jump in the tight passages, this will get you through them without having to crawl at all.

After exiting the first Bonus Room, use the tire in the ground to jump up to the top of the structure and go to the left to enter the next Bonus. Just run and duck into the pit here to skip most of the Bonus just as well.

When you exit use an edge Cartwheel to make it past the next three blue Kritters. jump up the next part using the tire and use another edge Cartwheel to make it past the next two Zingers. You will pick up the 'O' Letter in the process. Cartwheel Jump into the tight passage and you will jump through the passageway in one go.

Avoid the Mid-Save Barrel and take the lower path through two Slippas,

extend the cartwheel and jump the Zinger in the pit with the 'N' Letter. After this pick up the regular barrel and throw it against the Slippas. The barrel will keep rolling and will break wall open leading to the next Bonus.

In the Bonus room use an edge cartwheel jump to get to the exit, once outside again go past the Zinger. Again try to Cartwheel jump into the tight passages to get past them really quick. Ignore the Enguarde Icon, cartwheel through the second Kritter and crawl through the next section.

After this use the cartwheel attack just before hitting the ground mounted tire, to pass right through the tire and the other Slippas behind it. The last part can be tricky some times, judge your jumps so that you can run, jump underneath the Kritters without touching them and get to the exit.

-----  
Coral Capers - (00:54)  
-----

From the beginning touch the upper wall and continue on to the right, go up and trigger the Croctopus to move. The fastest method is to get past him using the lower route. Also don't mind the banana down there, it's just a hint that there is a secret room with some bananas.

Move along the bottom to reach a crate with Enguarde in it, you want to utilize his 'B' attack to get through the horizontal sections really fast. Swim up, trigger the next Croctopus and move along with him, past the Mid-Save Barrel.

From here go down and trigger the next Croctopus to move, follow him and go to the next section. Ignore or sting the Chomps Jr. here and as you are about to move upwards touch the right wall, while facing it. This allows you to get past both Chomps without having to stop at all, just move upwards as fast as you can.

After this take the turn to the right, use Enguarde's attack to get through the Bitesizes, keep using it to scoot past the final Croctopus using the lower branch. After passing down the 'G' Letter press up and 'B' attack to get to the finish in a smooth pattern.

-----  
Barrel Cannon Canyon - (00:52)  
-----

At the start use Diddy's jump to get into the secret barrel on the left, keep right pressed to enter the Auto-Barrel without stopping in between. This will send you to the next part with a DK Barrel in the tree top.

From there on run a little to the right to find three brown Kritters in a small pit Cartwheel over the Kritters and continue on through the barrel cannons as usual. Don't enter the first regular barrel cannon, but do an cartwheel jump into the second barrel cannon. After this just before the 'O' Letter, press 'B' at once so you can get into the last Barrel Cannon at the bottom. Hit the wall for a bonus Stage.

Inside just run into the pit, so you can exit the Bonus all the same.

After appearing again next to the Mid-Save barrel keep on running to the right and cartwheel through or over the first Kritter you come across. Pick up the DK barrel and carefully run past the next Kritter when it is jumping, you don't want to break that barrel as it is your ticket to the next Bonus Room. The room itself is located in the right wall just after that Jumper.

In the Bonus Stage just press 'B' as soon as possible to shoot yourself away (if your timing is right you get the Red Balloon as well) and exit the level. You will appear a little to the right where you just were, run or jump past the next Kremling and take out the green Kritter here, then use an arial Cartwheel to get on the small platform to the right before the left most Kritter can jump. Let Diddy jump and the moment he fall down again the brown Kritter will jump up, hit him and keep left (D-Pad) and 'B' pressed to get a big bounce towards the left. This should make it able for you to get into the secret barrel without having to wait at all!

Also one more thing, when you are being shot by those cannons, keep right pressed for this will give you an extra edge in speed. I sometimes manage to shoot Diddy nearly off-screen by doing this! After you get past the entire Barrel Cannon Section just run towards the exit using a cartwheel through the final Kritter if necessary.

-----  
Checkpoint: Candy's Save Game  
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If you save here you should get similar statistics to:

Percentage	Time(HH:MM)
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14 %	00:04

-----  
Very Gnawty's Lair - (00:18)  
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This is easy to do fast, hit Very Gnawty for the first time on his head, then wait for it to jump once. Hit him again as Very Gnawty hits the ground, rinse and repeat the process a few more times until he is finished.

-----  
Monkey Mines  
-----

-----  
Winky's Walkway - (00:24)  
-----

This is a relatively short level so it won't take long. At the start cartwheel through the Kritters. Do another Cartwheel Jump before you reach the first of the two Neckies surrounding Winky's Crate. DON'T hit the left Necky and ignore Winky, since he won't get you a really fast time.



Keep on moving and cartwheel jumping to the right ignoring the Mid-Save Barrel, if it is not in your jumping line. After this you can find the first and only Bonus Game of this level. Jump once from the lower platform and use the bounce of the Necky to reach the barrel. Exit the bonus stage, (hold right(D-pad) for extra boost) and continue on to the right and cartwheel ontop of the first Necky here, this will get you past the next section really quick. Once again do an Cartwheel on the edge of the this platform, so you can hit the Gnawty in one go. Keep on wheel jumping until you reach the exit.

-----  
Mine Cart Carnage - (00:12)  
-----

Since this level has no Bonus Rooms you can use the handy-dandy warp here to its full potential, making this the shortest level in the entire game!

As soon as you start to play jump over the Auto Barrel Cannon and fall down the pit hugging the left wall, you should hit a hidden Auto Barrel that shoots you to the very end of this level. All you have to do now is jump over the single Krash that awaits you before the exit.

-----  
Bouncy Bonanza - (01:09)  
-----

Jump over the first brown Kritter, then continue on to the right. Run underneath past the next two Kritters and pick up the regular barrel a little further to the right. Near the pit with the two moving Zingers jump right and fall down the left wall facing left so you can get down there without having to wait for the left Zinger to move upwards. Use your barrel on the right wall to open a bonus room.

Welcome to Bonus Stage; In this bonus room you must be careful not to accidentally hit three single bananas, since that will only delay you. (This has happened me on plenty of occasions) After getting get out keep Right(D-pad), 'B' and 'Y' pressed as the screen fades in, this will launch Diddy even farther after he gets a bounce from the Kritter. You should be past the lone Zinger by now, so run to the right and crawl past both sections between the Mid-Save Barrel.

Take the lower branch since you don't want to wait, then keep on crawling and get past all three Zingers. Here you will come across a lone tire. Use it to jump up to the next Bonus Room, in here get Winky from the crate and exit the Bonus as usual.

After getting back, using Winky's Jump to bounce past all the Kritters and Zingers safely. You can even use this technique to get past all the gaps, if you carefully place the jump on the Zingers. Skip the tire and use Winky's Super Duper Jump to enter the last bonus room.

This bonus seems a little glitched sometimes, because if you shoot strait down sometimes on the first turn of the barrel it may take several seconds to exit that Bonus. I don't know why this is so, but to avoid this big delay hit the wall on either right or left side. After getting out just fall and run into the exit portal.

-----  
Stop and Go Station - (00:12 + 00:42 = 00:54)  
-----

Two runs for this level. One so you can use the huge shortcut, to end the level in matter of seconds. The second for cleaning up the two bonus stages. 00:54 is the total for both runs.

-----  
Run 1:  
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As soon as the level begins enter the entrance on your left. This will send you strait to the exit. Cartwheel jump against the last few "Stop" / "Go" barrels and use the tire to make it to the last "Stop" / "Go" barrel. Then Do two Cartwheel jumps and a regular cartwheel into the exit.

-----  
Run 2:  
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There are not much speed saving tips here since the level is so strait and forward, if you can hit the next 'Stop' barrel before the light turns green you are on a very fast run. This is not always possible so, just try to go as fast as you can.

The Bonus levels are easy recognizable; the first is marked by the only barrel in this level. Pick it up and run into the first wall you find on your way. You can get past the single Rockkroc without having to touch the nearby "Stop" / "Go" Barrel.

Bonus Room number 2 is located with the three Klaptraps in a pit. When you get close to it you will notice three bananas in a vertical line, this is where you can find the bonus room. Simply push the tire you can find a wee bit farther to the right back to that spot and jump up. Inside just press 'Start' & 'Select' to exit the level.

-----  
Checkpoint: Candy's Save Game  
-----

If you save here you should get similar statistics to:

Percentage	Time(HH:MM)
-----	-----
23 %	00:07

-----  
Millstone Mayhem - ( 00:25 + 00:05 + 00:50 = 01:20)  
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Three runs for this level. One so you can use the huge shortcut, to end the level in matter of seconds. The second and third for cleaning up the two bonus stages and using 'Start' & 'Select'.

Note: This Warp may be hard to use, so practice this section beforehand.

- - - -  
Run 1:  
- - - -

Pick up a TNT barrel and destroy the second Krusha, then go past the first Millstone and bounce of the Blue Kritter to the left to obtain a tire from the ground, stand a little further on to right side and take push it back while running towards the left. Take it back to the location where the second TNT barrel is/was. You can use the DK barrel to take out the most right Krusha on your way back and jump as high as you can with the tire to find a warp barrel off-screen. Mind you that the Warp barrel can only be entered as Donkey Kong.

- - - -  
Run 2:  
- - - -

At the start of the level use the tire to get up the entrance structure, then jump up into the barrel. In the Bonus Stage press 'Start & Select' for a fast finish.

- - - -  
Run 3:  
- - - -

From the start continue on to the right and go past the Millstone Gnawties cartwheel jump over the Blue Kritters after this, then change to Donkey Kong and jump from the ledge into the barrel above the second millstone. Since Donkey's jump is higher he can make into the barrel, without hitting the millstone. In the Bonus Room change back to Diddy and hit the other 'R' in "RARE" to exit the bonus at once.

Once back again change to Diddy if you didn't do that in the Bonus Game. Pick up the TNT barrel and carry it past the Krushas, so carefully jump over them. Then wait for the next Millstone Gnawty to move to the right and use the TNT barrel to open the gateway to yet another Bonus Room. Enter it and press 'Start & Select' for an exit.

-----  
Necky's Nuts - (00:24)  
-----

To do this one fast, try to hit Master Necky the moment he is done spitting his nut. So basically jump a little earlier than during regular game play. Don't do it too soon or you will bounce off, causing only more delay. Do this five times and Master Necky is a goner.

-----  
Vine Valley  
-----

- - - -  
Vulture Culture - (00:34 + 00:31 = 01:05)  
- - - -

Two runs for this level. One so you can use the huge shortcut, to end the level in matter of seconds. The second for cleaning up the two bonus stages and using 'Start' & 'Select'. 01:05 is the total for both runs.

- - - -

Run 1:

- - - -

At the start just run cartwheel through the first Mini-Necky and use the attack to get into the first barrel cannon as well. A little further on take note of the Necky throwing nuts at you. Get underneath it and change to DK for a moment, to your right a Auto Barrel Cannon should appear, ( see the 'Secret Warps' Section for more details on this shortcut ) enter it and hit the Mini-Necky as soon as you appear at the Red arrow Sign.

Go back to the left using the barrel cannons, as soon as you enter one immediately shoot out of it to get further back to the left. Be careful for the Zinger here, because the screen won't show much on the left side of the screen. After two barrel cannons you will reach a lone Necky on a pile. Take it out and use the bounce to uncover the barrel to the left. Use it to enter the bonus room.

Upon exiting the bonus level you will find yourself (again) at the Red Arrow Sign. Use the Mini-Necky here to bounce into the last section of barrel cannons. Here you simply need to keep shooting from barrel to barrel as soon as you get the chance to. The last series of two Zingers sometimes can be difficult to pass, if you are with two monkeys just let yourself get hit so you can at least finish the level quickly and change back to Diddy if possible.

- - - -

Run 2:

- - - -

Start is the same as the first time, only now use the tire the Necky is guarding to enter the regular bonus room.

Exit and continue to the part with the two Neckies and the Mini-Necky. I found an interesting glitch here that allows you to get into the Bonus Area without having to use the hidden barrel. After you get a bounce from the Mini-Necky try to fall into that fake wall and it will mysteriously collapse as if your Kong acts like a barrel. This may look very strange, but it does save a little time. As soon as you enter press 'Start' & 'Select' for a fast finish.

-----  
Tree Top Town - (00:08 + 00:08 + 00:39 = 00:55)  
-----

Three runs for this level. One so you can use the huge shortcut, to end the level in matter of seconds. The second and third for cleaning up the two bonus stages and using 'Start' & 'Select'.

- - - -

Run: 1

- - - -

From the start jump onto the Gnawty while it is falling down from the air, you should be able to make it to the (partially off-screen) tire. Jump up from here to enter the warp. If you don't make it using the Gnawty you can

try to use the bounce from the Necky as well. Upon exiting use the cartwheel from the upper ledge to get into the exit gate.

- - - -  
Run: 2  
- - - -

At the start you see a barrel that can be entered by both Kongs. Diddy can use the bounce from the Gnawty to enter the Bonus Room and Donkey can enter using the Necky that comes in flying from the right. Press 'Start' & 'Select' for an quick exit.

- - - -  
Run: 3  
- - - -

Cartwheel through the falling Gnawty at the start and continue on through both horizontal, vertical and diagonal barrel sections. You can skip one or two barrels if you shoot yourself over the next barrel in the first horizontal section. Also you can use the arial cartwheel before the diagonal part to skip the first Auto- and regular Barrel Cannons. You will almost automatically break the Mid-Save barrel after the diagonal section.

The next part is fairly easy, keep running at full speed and jump over the first Auto Barrel Cannon you encounter, you will land in the one to its right and save a second or two. Go to the next barrel section and fire away, then after getting blasted from the Auto Barrel Cannon immediately exit the following Barrel Cannon on to the platform. Here you must turn to the left and jump back over it into the gap between the Auto and Regular Barrel Cannons. This should get you to enter a bonus stage Barrel, press 'Start' & 'Select' once again to exit.

- - - - -  
Forest Frenzy - (01:44)  
- - - - -

Running under the first Kritter is the easiest way to avoid him and get to the rope. After jumping off the rope start up a cartwheel and you should hit the next Kritter speeding your cartwheel up and past the third Kritter, continue on until the 'K' and then jump to make it past that pit quickly. You can ignore the next Kritter to get up in the next rope.

Jump over to the next rope and stay high, at the most right point jump off and cartwheel through either or both Kritters to make it to the next rope. Avoid the Zinger while climbing up quickly again. Cartwheel again through both Kritters here for the next rope.

Here you will encounter a series of Zingers, since the rope moves at a set speed the path you choose is irrelevant. Although I would prefer to start in the middle and end up at the top. Since the top gives you a better place to jump to the next part.

Hit or miss the Mid-Save barrel and go on to the next rope, the Zinger here can easily be avoided when you follow the banana path. Jump on the next Kritter and use its bounce to get to the next part.

Several yellow Zingers are flying around in vertical paths trying to hit you. The easiest way is to stay in the middle while facing left in the beginning and only turning around for the last one. Jump off at the end and bounce on the Necky here to make it to the next rope.

After the 'N' you have to change ropes again. The next part is very easy depending on your Kong. If your leading Kong is Donkey you can simply hold up and wait the entire sequence, if Diddy is in the lead you will need to evade the first one before you can climb to the top and then you can wait there too. For some reason Diddy's tail always gets hit by the first Zinger if I try Donkey's method.

Next some bananas and Neckies will appear, after a few carefully watch the bottom of the screen and when you see a barrel jump from the rope and into the barrel for another bonus stage. As with the others simply hit the wrong barrel if you get the chance to exit.

Upon exiting this bonus you will bounce off the Kremling on your right. Land on the closely to right of the second one and cartwheel through him, turn around and jump of the ledge back to find a barrel hidden in the ground. Carefully lift it up without breaking it against the leftmost Kritter who is still alive. Take the barrel all the way over the structure, jump from the top over the first Kritter on the right, run past the next one as it jumps and enter the final bonus stage.

Exit in a fast manner once more and run to the exit, which should be in your view now.

-----  
Temple Tempest - (01:01)  
-----

You have two enemies here that can save your time, on the Gnawties you can use the cartwheel and blue Kritters can simply be avoided by running past them as they jump. Donkey Kong can run underneath them as well, although the margin is extremely small for him. Then again, you can get Espresso on this level, allowing you to fly over the Gnawties all the same.

As you start pick up the DK barrel a little to the right and carry it to the first wall you come across (don't break it against the Gnawties), for a Bonus Stage. Cartwheel over the first Necky towards the Espresso Crate. Use the ostrich to complete this level even faster then Diddy could manage.

As you reappear move on past two millstones and you will come across the Mid-Save point. After this you will get to another Millstone. Run for it and when you get to two Zinger jump and start floating (Don't tap 'B' too much here) and you will fall down into the next Bonus Stage. Get hit by the Klaptrap and continue on.

The next Millstone section should be easy as long as you don't hesitate for a moment and don't waste time on collecting unnecessary bananas. The last part is easy as Espresso or Diddy; Run under past the blue Kritters and don't stop until you reach the rope. The exit is there for you after this part.

-----  
Checkpoint: Candy's Save Game  
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If you save here you should get similar statistics to:

Percentage	Time (HH:MM)
40 %	00:13

-----  
Orang-utan Gang - (01:20)  
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As we all know this level has a staggering 5 Bonus Levels. So it is mainly focused on moving from one bonus to another here's my quickest route. And this can be done most efficiently by using the first Kongo Jungle Map Warp! Hence, take Funky's Flights back to the first world and press 'B' the moment the plane hits the angle on the path between Jungle Hijinx and Ropey Rampage. This allows us to start from the part where begin after exiting the second bonus room, but is quite difficult to complete the level in this fashion so I think you should practice this part in advance.

Immediately use Diddy's extended cartwheel jump to find the second bonus room a wee bit to the right under the vine section. Cartwheel through the bonus room and exit to restart at the same point again. Now we get to a very tricky part of this strategy. Stand on the leftmost edge of the platform and look to the left to see a Manky. Wait one second and he turns around facing you (to the right). This leaves a small gap in front of him which allows you to backtrack to the left, because otherwise you cannot make the jump without getting hit. Continue on to the left all the way back to Espresso.

Go back to the start of the level, running underneath all the jumping Kritters and jump (small one) under past the Zinger until you reach the place where those two Klaptraps are. Take note that you have to be careful with leftmost Kritter since his jump comes a little later. Watch out for the upper Klaptrap as you make the leap of faith to the first bonus room, don't get hit or else Espresso will run off.

Inside Bonus room 1 touch any letter except the 'W' to exit. Once you're outside again, pick up the barrel and leave the ostrich here, fall down and you will see a pit. Fall down here again making sure that your screen clearly visibly shows the left wall before you crash the barrel into it. I say this because it happened to me several times that I could not enter this bonus room even though I heard the tune for opening a Bonus Room.

Exit the Bonus chamber and pick up the barrel again, fall down once more, but this time jump over that small pit and run with the barrel into the first wall on the right. Outside again you will be put back at almost the same location as before. Get the barrel for the third time toss it away to take out the Manky and his barrels and Diddy can follow it by cartwheel jumping to trigger the final bonus room. After that the path to the finish is one cartwheel away.

-----  
Clam City - (00:50)  
-----

When you start the level, swim up and touch the left wall so you can find the secret room where Enguarde's Crate is hidden. Free him and use his 'B' attack whenever possible to scoot past enemies and save some valuable time.

Go past the Bitesize, (no need to attack them) and you can get past the first Clambo too if you move fast. The next part with Bitesizes can easily be passed sliding past the bottom of the screen. After this swim up to the ceiling and keep moving up when you reach the next Clambo.

Keep going up in a diagonal up-left manner to get past both Clambos and Chomps Jr.. After this some more Chomps Jr. will appear, I would recommend using the upper route then at the end go downwards and as the lower left Chomps Jr. is going to turn around. Go past using Enguarde's nose, ignore the Mid-Save Barrel once again.

Here you will find three Clambos who's pearls can easily be dodged if you move around quickly enough. At some point you will have to go up again near some Chomps. While going up try to move a little to the right so you can get past the fourth Chomps without waiting, then go back left again so you can avoid the others.

Scoot past the Clambo, the three Croctopi (zigzag between them is the fastest method) and swim past above yet another Clambo to find the exit in the upper right corner.

-----  
Bumble B Rumble - (00:43)  
-----

As with most bosses there are no real time saving tricks with the fight against Queen B. (BTW. Who makes up those names) Only thing I can say is try to hit the Queen as soon as she turns yellow, (that is before she flies to the upper part of the level) to minimize the waiting time between each routine, the easiest way to do this is with Donkey Kong since he lifts a barrel above his head. Hit her a few times and she is defeated, on to Gorilla Glacier.

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Gorilla Glacier  
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-----  
Snow Barrel Blast - (01:05 + 00:14 = 01:29)  
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Two runs for this level. One so you can use the huge shortcut, to end the level in matter of seconds. The second for cleaning up the bonus stage and using 'Start' & 'Select'.

-----  
Run 1:  
-----

From the start go right and enter the barrel. Shoot diagonally up and continue on and bounce off an Necky and fall on top of either one of the Klaptraps that are there as well. Continue on to the right while trying not waste too much time on the Neckies, better avoid them all the same.

Next to the 'K' Letter you will find a barrel cannon, use it and shoot



yourself over to the next section. Hit the middle Klaptrap and use the bounce to get over the third one. Enter the following Barrel Cannons until you reach some soil again.

Don't throw the steel barrel at the Gnawties but cartwheel through them and jump at the very last moment to get into the second auto barrel all the same. Go through some more auto barrels, that shoot you to the Mid-Save Barrel, after this go back to the left and jump over the Krusha into the pit to enter the next Bonus Room.

Exit it just as well and continue on to the right. Use the bounce of the last few Neckies, then hold right and keep jumping and you will land you on a small island below the Barrel Cannon. A little to the right of here you will find a Auto-Barrel Cannon which sends you to the next Bonus Room.

Something strange is going on in this bonus room, you can't slide into the pit, because the first barrel is against it. If you jump over it you seem to land on an island just off-screen that is just below the first banana. It is really strange, why would the programmers place an island there? Don't mind it and jump into a different part of the pit yourself.

Just after leaving this bonus hit the Necky and bounce into the first barrel cannon. We all know about the hidden shortcut of barrels that is located beneath the third barrel. When you are done with the barrel cannons the exit is really close.

- - - -  
Run 2:  
- - - -

Right at the start you can already find the first Bonus level. Run to the right, go up the hill a little, turn around and jump on the Necky to enter the Bonusstage right away. Press 'Start' & 'Select' as soon as you can after entering.

- - - - -  
Slipslide Ride - (01:04 + 00:16 = 01:20)  
- - - - -

Two runs for this level. One so you can use the huge shortcut, to end the level in matter of seconds. The second for cleaning up the bonus stage and using 'Start' & 'Select'.

- - - -  
Run 1:  
- - - -

There is a huge shortcut on this level, you actually can use it to get a fast time, but you need to return to get the second bonus stage however. From the start lure the first blue Kritter to the left and use its bounce to get into the blue rope. At the top you can find a barrel and the entrance to the first Bonus Stage.

After spelling a false word, exit the bonus and use DK's jump to make it into the blue barrel at the top of the screen. When you can play again, go to the right and jump over the Klaptraps to the lower section. Go left and jump into the blue rope that appears after the brown one. Jump left here again to get to a bonus stage. Exit it just by falling down the gap.

Once you are back in the main level, climb up the first blue rope you encounter, go to the left and use the first Klaptrap's bounce to get into another blue rope on your left. If you do this fast enough you can make it past the Zinger here as well, without having to stop for a single moment.

Continue on to the left and jump from rope to rope, at the last brown rope wait a moment for it to move to the left. After that jump on the little island and go left again. Here you will have to climb up against the current of the brown rope. To do this fast use only one rope and make the leaps as big as possible e.g. Jumping of the rope and grabbing it at the peak of your jump. At the top head right for the level exit.

- - - -

Run 2:

- - - -

On the map move backwards again, for the second round this time cartwheel both Kremlings. Go up the rope and don't mind the 'K' at the top. A little to the right you will find two Zingers and a barrel on a ledge. Pick up the barrel and as you jump to the left touch the wall to find a hidden passage in the wall that leads to the next Bonus Room. Inside use 'Start' & 'Select' for a quick exit.

-----  
Ice Age Alley - (01:08)  
-----

This level can be a bit frustrating just due to the fact that you will need to get Espresso through most of the level. She can help you get fast times, but some sections (especially two scenes featuring a Mini-Necky) are very annoying to get past with her. Some practice is required for attempting a fast run on this one.

From the start head to the left and collect Espresso from its crate. Use her to get to the next Bonus Stage. (jump off at the last moment if you can't make the jump entirely) Inside this Bonus DON'T exit, before you get Espresso again. She is located in the crate on the very right near the exit. Free and mount her, then leave the bonus.

Make a big leap to the right and use Espresso's floating abilities to get close to the Mini-Necky. Jump over the little annoyance and do another big leap and float. (tap 'B' rapidly)

Get past the next Mini-Necky. It IS possible to fly over that little cretin, but if you can't make it walk to the left up the steep hill and jump again with Espresso once more and fly the Mini-Necky. The next part is very easy with her just use her jump and floating abilities to fly through most of the level. You will hit the Mid-Save Barrel on your way.

The next steep slope with the Klaptrap can be passed as well without dismounting, if you maneuver Espresso carefully enough. After this fly into the next bonus stage that is closely located to the 'N' letter.

Exit the Bonus as soon as possible and jump over both barrels that the Manky throws at you, when you get close to him jump and fly over him to the next island close to the lone Necky. From here take another big leap and fly over the last few enemies into the exit igloo. (Espresso's flight does save you a lot of time!)

-----  
Croctopus Chase - (02:26)  
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A nice level, although there is not much help I can give you on saving time. Just swim as fast as possible, avoid the Chomps and once again don't bother with picking up any items. There is one main route and you do best by sticking to that. You can get through this level without stopping a single time so just keep on moving. The sharks here appear all of a sudden so be on your guard.

Near the end you can get Enguarde. He can be found in a gap in the upper left wall that you come across the first Croctopus that appears after the 'N' Letter. It may cost some time to get Enguarde but you can make up for that by using his attack move to scoot past all the horizontal sections and the squidges at the end.

-----  
Torchlight Trouble - (00:47)  
-----

You need to make the best of Diddy's Cartwheel attack and jumping abilities here since this place is completely filled with Klumps.

At the start free Squawks from his crate so you can see what you are doing. Keep on moving to the right and jump over most of the Klumps if you can see a safe landing spot. After the Mid-Save Barrel pick up the regular barrel and crash into the wall the is almost directly below it.

Welcome to Bonus stage; hit two different type of items displayed on the barrels and it's Farewell to Bonus Stage. After about six Krushas you will get a barrel, pick it up, jump over the last rotating wheel, use the barrel to open a passage to the second and last bonus in this level. Hit the Klaptrap and exit the bonus in one or two seconds, run towards the exit gate for another level clear.

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Checkpoint: Candy's Save Game  
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If you save here you should get similar statistics to:

Percentage   Time(HH:MM)
----- -----
62 %   00:23

-----  
Rope Bridge Rumble - (01:00)  
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I found this level quite hard the first time I played this game, but its

actually quite simple to do. Here goes: Jump over the first gap and the first Kritter, then let yourself fall in the gap between two car tires to shoot your Kongs to a Bonus Room.

Don't get Winky in this Bonus Room, fall down the pit as soon as you enter. You don't need Winky here and getting him gives a bigger delay than ignoring him. He's simply not that useful to waste that much time on him for this level.

After you exit use the tires to make it past the Zingers, ignore the Kritter and use only one of the two tire jumps to make it past the next Zinger. You may pick up or leave the next DK barrel, then jump from the first to the third tire and then to the next platform. You don't need to hit the 2nd and 4th tires to make it past this part. Also use the maximum bounce of the green Kritter to get up to the next section without having to use the tire at all.

A little further on you will find the Mid-Save Barrel, Jump on or over the brown Kritter here and cartwheel through the green one. Keep on running cartwheel into the left Kritter without waiting, this will extend the wheel attack and allows you to take out the other brown Kritter as well as the green one behind him as well. Keep on going and you will make it to the little island with a tire, now jump and you will reach the next platform right away.

After you will see a small moving island with a tire on it. Wait a moment and when it starts to move to the right jump to it and use the tire's bounce to get over the Zinger here. Repeat this same thing for the next part with two Zingers stacked on top of each other.

The next two Kritters can be taken down by cart wheeling through the left one. Leave the barrel as it is and use the first moving tire to enter the bonus stage (signified by the lone Banana hanging in the air).

When you exit the last bonus beware of the Army, Diddy may bounce into the pit if he hits it on the wrong moment. After the Zingers you will find the exit of this level.

-----  
Really Gnawty Rampage - (00:27)  
-----

Same rule applies to Very Gnawty, hit him, wait one jump and hit him again. This time it may be harder because Really Gnawty jumps higher and farther, but it is nothing you have to worry about too much. Really Gnawty's jump after a hit may be very high and look quite intimidating, but it can be jumped on without getting hit yourself. You may bounce off his back if you try to hit him the first time. (and more after he takes damage) The bounce will make Really Gnawty's jump smaller, thus you can land a hit on him earlier. A few hits is all it takes to beat this rodent, time move on to Kremkroc Industries Inc..

-----  
Kremkroc Industries Inc.  
-----

-----  
Oil Drum Alley - (01:40)  
-----

Cartwheel through the first Gnawty and jump back to the left into the rope. Immediately jump off to get the TNT Barrel from the hole in the ground. Pick it up and throw it against the first Oil Drum on the right. Enter the gap it leaves behind to get to a Bonus Room.

Exit this bonus room by shooting against the bottom or the wall, after you get back watch out for the two Kritters. You can't run past beneath them so use the Cartwheel or a jump to get past them. The next two Kritters can be avoided by running underneath them.

Further on to the right you will find three Gnawties. Use the bounce of the previous one to hit the next one in one strait line. The last Gnawty's bounce can be used to force an TNT Barrel to appear from the hole little to the right of it. Make sure you have Diddy in the lead now since you need him to get the next Bonus done properly. Pick up the barrel and crash into the left wall to enter a Bonus Room.

Welcome to Bonus Stage, No don't screw this bonus game up, but instead pick three single bananas to get a Barrel as a prize. You can get single bananas for the first two barrels in one jump if you time it so that the item shift. Pick up the barrel with Diddy and jump up to the right wall fall down and keep right pressed to enter....

Welcome to Bonus Stage(2), after successfully finishing your first bonus game you better hit a wrong letter this time for a fast exit. Once you get back be careful not to press right, this will move your Kong into the Burning Oil Drum.

Continue on to the right and run underneath next Kritter. After the Auto-Barrel Cannon cartwheel through the second Kritter. Keep on running and jumping to the right, while taking out all the blue jumping Kritters with a cartwheel. After the Mid-Save Barrel and two more blue Kritters pick up the barrel behind the Mankey and crash into the wall close to an Mid-air suspended Oil Drum.

Exit it this one too and jump on the barrels if their flames are about to go out. (you'd be amazed at the bad collision detection is here) Continue on to the right and after you get past the lone Manky keep on jumping to towards the exit.

-----  
Trick Track Trek - (00:19 + 1:27 = 01:46)  
-----

Two runs for this level. One so you can complete the main level with a Warp. The second for cleaning up the 2 bonus stages near the middle and using 'Start' & 'Select' to exit the second one quickly.

- - - -  
Run 1:  
- - - -

From the start do a cartwheel jump of the edge over the conveyor belt, you will hit a hidden warp barrel at the top of the screen sending you towards

the exit. Don't forget to take the lower path past the Mankey to complete the third (or should I say first) bonus game.

- - - -  
Run 2:  
- - - -

Go through the level as usual and when you get near first bonus room you meet two Mini-Neckies. When the conveyor belt gets near the top do an arial cartwheel of the ledge and 'wheel through the upper Necky, this will extend the cartwheel enough to get you into the first Bonus Barrel without waiting. This saves you about 7 seconds if done properly.

After this you can enter the second bonus room quickly and easily by jumping on the Gnawty platform just after you get past the Zinger, this is also easier than using the blue Kritter to make the jump into the mid-air suspended Auto-Barrel Cannon. Press 'Start' & 'Select' for a fast exit.

-----  
Elevator Antics - (01:25 + 00:05 = 01:30)  
-----

Two runs for this level. One so you can complete the main level. The second for cleaning up the bonus stage near the start and using 'Start' & 'Select' to exit it quickly.

- - - -  
Run 1:  
- - - -

Use the cartwheel from the ledge (DON'T get the rope for the bonus stage) to take out both Slippas. Keep on 'wheeling' towards the Mini-Necky and jump over it. Keep on using the Cartwheel attack on all the Slippas you encounter along the way to the rope with the next Mini-Necky. (even the two Slippas in the cramped part can be taken out with one cartwheel) Each time you reach a cramped section cartwheel jump into the tight part this allows you to get past it without having to crawl. After this quickly bounce on the Mini-Necky's head after he spits out the first nut.

Keep heading right, avoid the Slippa from the drum (or bounce from it to reach the first rope) and keep high in the ropes that follow. Jump against the right wall and let yourself fall down, hold left a little and you will be on the ground right next to a Slippa. Cartwheel through him and jump as soon as you get into the tight section this allows you to get past it without having to crawl. Just as mentioned above. Keep on doing this and you can make it past all the Zingers easily.

Run and jump into the first rope, immediately jump to the second, quickly climb a little and jump over to the third once you can get over the last Zinger. Climb a little more and jump over the wall to find a hidden Bonus Room off-screen.

Upon exiting, bounce on the Mini-Necky into the Mid-Save Barrel. Keep on going to the right here, cartwheel jump over from edge to the first elevator, then do it again to reach the next section. Pick up the barrel and throw it away all the same, so it will take out one Mini-Necky.

Wait for the elevator and jump along them to cartwheel through the next

two Klumps (Be careful if Diddy jumps on it you will bounce off the stage). Pick up the steel barrel, and board the first elevator you can see then near the top of the screen throw the barrel against two Klumps, or cartwheel through them.

Run along the cleared passageway and use elevators to get passed some Zingers. Be careful again with the Klump at the end, jump over it as far as possible. Cartwheel through the next Klump and bounce off the following Mini-Necky to make it past the Zinger.

You are close to the 'G' Letter here, but keep on running and jump on top of the Mini-Necky as soon as he gets in sight. (Use the jump to avoid the first Nut it spits as well) Bounce to get on the elevator and jump from one to the next a few times. After reaching the last one that is going up be aware of the Mini-Necky that awaits you.

To take it out fast jump onto the tire as soon as it is within reach then jump ( you will be almost off-screen as you do this ) onto the final Mini-Necky. Finally use the bounce to reach the Bonus Room hidden below the last elevator section. Since you are small when bouncing you can make it past the small gap between the elevator and the righter wall so you can enter the Bonus right away without waiting at all.

Exit the bonus a.s.a.p. (as usual) and you will be close to the exit sign of this level.

- - - -  
Run 2:  
- - - -

From the start do an aerial cartwheel into the rope to the right, enter the bonus stage and press 'Start' & 'Select' to exit it a few seconds faster.

-----  
Checkpoint: Candy's Save Game  
-----

If you save here you should get similar statistics to:

Percentage	Time(HH:MM)
78 %	00:30

-----  
Poison Pond - (01:13)  
-----

All the Bitesize seem to move in these odd patterns making this level quite hard. I tried to find a fast and safe path past all the obstacles, so be sure to take Enguarde with you as well. He is located a little to the left of the start. (secret room through the wall) Once again use Enguarde's 'B' attack to get going fast, but do it sparingly since there are too many hazards around in these polluted waters.

From the start keep up the upper part of the screen to get going in a fast

manner. After passing the DK barrel go up and watch out for the Chomps Jr. at the top of the screen here. Continue on to the right while staying close to the ceiling. You should easily make it past the three spiked wheels, then go up and avoid the Bitesize here as well.

The two spiked wheels here move synchronous so you know where you can find a fast and safe path leading up (left is a good choice) even if you can't see the upper wheel yet. Watch out for the next Bitesize and touch the upper wall to get the through squidges and past the next two wheels without any effort. (this only works if you have Enguarde of course)

Watch out for two more Bitesize and use the same trick again of hugging the upper wall to make it past the next two wheels. Close to the 'O' letter you should avoid as many Squidges as you can. Try to scoot past most of them using the most upper route.

Once more use the upper wall to guide Enguarde past the wheel really fast. Touch the Mid-Save if you like (although there is no need to, we need a single run here) and get past the next three spiked wheels to find a banana path leading upwards. Follow it and you will find another single wheel, once again use the upper path to get past it safely.

Watch out for the two Bitesizes that follow after it and head upwards. Three spiked wheels going around in circles here, try to get through fast and move on to the right. Watch out for the next Wheel, you can't avoid this one by staying high. After you get past it start tapping 'Y' or 'B' to move along a strait line here. Keep tapping it and you will go through a secret passage in the left wall.

You can avoid the Espresso Icon if you want by swimming above it and enter the Auto-Barrel Cannon. This will shoot you through the wall effectively skipping a part of this level. You have to wait a few seconds before you can go upwards here, because of the moving spiked wheels.

After this use Enguarde's Sting attack to reach the exit really fast, it's not a real problem if you get hit once here. Just let Enguarde go and swim to the finish. If you don't have Enguarde with you anymore you're best option is to maneuver past them using the most upper route.

-----  
Mine Cart Madness - (01:37)  
-----

You spend most time in the Mine Carts themselves, which move at a predetermined speed so there is not much to say about saving time here. Just get the job done in one go without making any mistakes. And don't forget to enter all three bonus rooms.

-----  
Blackout Basement - (01:19)  
-----

Ahhhh! This is one of my favorite levels! I can do this almost entirely blindfolded. I do have to admit that I have died many, MANY times trying to keep on playing through the dark, so you really need to learn this level by heart for a speedy time. Playing on in the dark could save up to 50% of



your time you spend in this level so that does make a big difference.

All is pretty straightforward again, use cartwheel attack on all Klumps and all Kritters. There are a few tricky parts like getting onto the moving rope that appears after the Klumps. You should be able to hit it if you go at full speed and get the maximum length out of your jump, but sometimes I notice that I miss the rope no matter how far I jump. You can either wait to know for sure where the rope is, or you can test your luck on it and jump towards it.

The other tricky part is using the steel barrel to surf your way through the Manky and into the last Bonus Stage. Just take a little distance to throw the barrel against the wall and think of where the barrel should be right now, then jump when you think you can make it on top of it. A little luck might also be required to get a fast run so keep on trying. Near the end pick up the barrel and run into the left wall for the final bonus stage.

-----  
Boss Dumb Drum - (00:57)  
-----

This boss has one trick to gain an extra smidgen of speed, use Donkey Kong for this. As soon as Boss Drum is done stomping you he will send two enemies at you, you can take the first one out while it is still in the air with a jump of DK and take the other out along with it with the bounce. Diddy can try this too, but he can't beat an Army or Klump with a single jump.

If you can land the Big fruit into the Drum you might as well call it a Banana-Barbeque. The final world awaits you with levels based on caves, caverns, caves, mines and more caves; the Chimp Caverns.

-----  
Chimp Caverns  
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-----  
Tanked Up Trouble - (02:35)  
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As with Trick Track Trek there are is no really time saving tactics other than not getting hit, since this will stop the conveyor belt for a few seconds every time your Kong gets hit. So just get it done in one run and you can move along to the next level.

Don't forget to find the fiendishly hidden bonus game near the start of the level! That is the only one I needed help on finding, it is located just after the first fuel barrel. Where the conveyor belt starts going upwards just fall down that same spot to enter a secret barrel that is hidden entirely off-screen!

-----  
Manic Mincers - (01:22)  
-----

In advance I would like to say that this level can be played in two styles; with Rambli or without Rambli. I thought that the latter way would be faster, but you need full control over him to actually get Rambli to move quickly. So if you can control him, take him to the end of the level since this allows you to skip the purple cavern section (which is obviously not a bonus stage)

The first part is quite easy, just avoid the spiked wheels and you should do fine. After freeing Rambli, carefully judge the jump so you can make it past the first two spikes wheels to his right. Take out the first two Gnawties, then jump up the ledge, take a little step forward and take out another Gnawty. When the spiked wheel on your right goes up jump up the ledge and take out the next Gnawty.

After reaching the 'O' Letter, maneuver Rambli through some stationary spiked wheels and a moving one. You will find the Mid-Save Barrel here already. Continue on and take out the next Krusha as well, wait for the right moment to jump between the two spinning wheels and enter the bonus stage behind the wall in the pit with the single Krusha.

Upon exiting run in the right pace along with the spinning wheels, wait for the platform to come towards you and jump on it. Avoid the stationary wheel here to make it to the next Krusha, jump over this guy (leave the barrel as it is) and repeat the same thing we just did, but this time with 2 wheels.

After ignoring the DK barrel jump over the pit and jump over the Krusha, (Hitting an enemy only slows Rambli down for nothing) then jump over the next pit. You really need to watch the pattern and find the right moment to jump between the two wheels to make it to the other side. If you are fast enough you can get Rambli past this part without waiting at all.

Jump over the first two Gnawties and hit the third one, take care not to get hit by the moving spiked wheel and DON'T enter the little cavern near the array of Gnawties. Try to jump over the first three or four of them, and hit as few as possible, use Rambli's horn to crash into the last bonus stage, exit it and exit the level.

-----  
Misty Mine - (01:15)  
-----

I don't know why this level is in the last world, Stop and Go station is harder than this. Just avoid or use the cartwheel to get past all of the Slippas. Try not to bounce off any enemies since this only slows you down. Don't pick up any barrels and the first half, because you don't need them at all.

After the Mid-Save Barrel you eventually get to a rope that sticks out at the bottom of the screen. Climb down to the end of the rope and jump to the right to enter a Bonus Room. Exit this room right away as always.

After jumping up the tire grab the TNT barrel, jump over three Klaptraps and the Oil Drum. Be careful not to hit any of them and then use the explosive on a wall to find a second Bonus Stage. Exit the bonus Stage and scoot past most of the Klaptraps, Armies and some more Slippas towards the Exit gate. Don't forget to use the Cartwheel Jump in several locations to

get to the exit a little faster than normally possible.

Lame...

-----  
Loopy Lights - (01:14)  
-----

Ouch, this is a lot more like a challenge, but if you know the level well and if you manage to get the better of the purple jumping Klaptraps you can get a good time on this level. From the start ignore the first two "On" Barrels make a huge leap to go over the single Klaptrap and go further on until you can fall into the pit for a Bonus stage.

Exit this one and continue on to the right along some moving platforms, if you keep on running and jumping against the "On" Barrels with Diddy you can run along the entire way without having to stop for a moment.

After two Klaptraps and a tire you will find several small island all with one banana, you can skip some of them by making 2 cartwheel jumps so make use of that. After another tricky section with three Klaptraps you will find the Mid-Save Barrel on ground level. Jump past the Kritter, leave next "On" barrel as it is and you might as well ignore the tire since it will only help you get some bananas. Hit the next "On" barrel and continue on using the moving platform on the right.

Further on to the right you will find a Necky, a "On" Barrel and a regular barrel on top of huge structure. As soon as you land on the upper part with the barrel pick it up and now don't jump for the "On" switch, but start running to the right. Jump over the small pit, (the light might be out at this point if you go to slow so make your best guess, but as I said the pit is small so you should make it) Run with the barrel into the first wall to enter the second Bonus room of this level. Fall down the gap for another quick exit.

Once you get back hit cartwheel jump to the second platform and jump to the right immediately, avoid the Kritter and hit another "On" barrel. After this cartwheel jump past the first tire island and jump from the second to the fourth tire. After this you will reach the next section with Zingers. Jump over each one, stopping only for a mere moment at each position so you can make the jump to the next.

Here a Manky Kong will be throwing barrels at you. Jump up each ledge as a barrel gets close to you, at the top use the Manky's bounce to reach the last part with the exit. Look out for the last Klaptrap which appears from the exit gate!

-----  
Checkpoint: Candy's Save Game  
-----

If you save here you should get similar statistics to:

Percentage	Time (HH:MM)
97 %	00:41

-----  
Platform Perils - (01:51)  
-----

Two runs for this level. One so you can complete the main level. The second for cleaning up the bonus stage near the start and using 'Start' & 'Select' to exit it quickly.

-----  
Run 1:  
-----

The last regular level of the game, featuring a lot of strong enemies making it quite hard for the little Diddy to move around. At the start jump over the first Krusha then fall on the platform do an arial cartwheel jump to the right and jump over the first Army. Pick up a barrel and run into the left Army to kill it. Do this for the right Army with the other barrel as well.

Ignore the two platforms and use an arial cartwheel jump to make it to the three Klumps. Cartwheel through them as well. Fall on the next platform and as soon as it rises do an Cartwheel jump over the Zinger towards the third platform. When you can see the Yellow Zinger on the right do an arial Cartwheel Jump over him to reach the next section without waiting.

Go past the two Armies trying to avoid any contact if possible. After getting past the only Necky in this level use an arial cartwheel jump on the first platform to skip the second and reach the third in one go, do this again to skip the fourth platform.

Keep on jumping in a fast pace past the Armies until you reach the Mid-Save Barrel. Continue on and pick up the DK barrel on the right, jump over the Army that attacks you without destroying the barrel. Then jump on the left side of the next platform so the Gnawty on the right will be destroyed by the barrel when it moves back to the left. This will prevent any slow down from the bounce you usually get. Cartwheel jump to the next platform, then jump towards the left side of the next platform to the right and use a cartwheel to take out the Gnawty. Keep on 'Wheeling to the right and jump on the last platform of this section. After hitting the second banana that you will pick up here, do an Arial cartwheel jump OVER the Klump. Make sure Diddy lands past his helmet, since Diddy and Klump's Helmet don't seem to mix very well.

Cartwheel through the second Klump and jump up twice with using the tires. Land on the left side of the upper platform with a Gnawty on it, do this when he is on the most right point so you don't hit him. Then do one long cartwheel past all four of the Gnawties taking them out as you 'wheel to the right.

Pick up the barrel and jump on the left side of the platform pushing the barrel into the grey Krusha (this can be difficult to do since the Krusha sometimes manages to push you off even if it gets hit by the barrel). Step on the platform and jump to the next one as soon as possible. Throw the barrel away once you get to it and do an cartwheel jump in the air to the right (over the Zinger) to reach the next Barrel Platform.

Continue on as usual and after you reach the first platform after the mid air suspended tire cartwheel jump off the right side. This will allow you

to reach the bonus stage right away. For the last time you will have to lose the mini-game and exit this last mine level.

- - - -

Run 2:

- - - -

At the start jump over the first Krusha then fall on the platform and fall off that platform on the left side as soon as it moves. This will drop you on another platform off-screen that goes to the barrel of the Bonus Game. Use an aerial Cartwheel Jump to enter the this barrel in a speedy manner. Press 'Start' & 'Select' for the final speedy exit.

-----  
Necky's Revenge - (00:33)  
-----

Master Necky Snr. awaits you in this last regular boss fight, the tactic you need is almost the same as Master Necky. Jump on his head as soon as he is done spitting up the last nut, the number of nuts increases by 1 every time you manage to hit Snr. however. Do it 5 times and he's defeated, no real time saving tricks here other than trying not to miss him a single time.

Then again, if he's shooting 3 or more nuts AND his head is on a lower part, you can make a big leap towards his head the moment he shoots the second final nut. This makes it a little easier to hit him, since he will throw the last nut before you make it to his head. Using this tactic you won't have to worry about the last nut he shoots.

-----  
Gang-plank Galleon - (02:25)  
-----

The final encounter with DK's arch nemesis: King K. Rool. We all know who this battle works, so to cut the details just try to hit him as soon as he takes the crown from his head. As with most other bosses you have no other choice than to wait for the right moment to attack. After 10 hits you should receive your final banana with a "Nintendo" sticker label.

One tip I can give you is counting the number of cannonballs during the second part of the battle. It helped me finding the right timing to hit K. Rool after the long tedious time of waiting.

- 9 Cannonballs in the First round
- 17 Cannonballs in the Second round (should be obvious)
- 25 Cannonballs in the Third round

There aren't any time saving tricks here, so just do the job in one go and you're done with this game.

-----  
Ending Credits - (00:00)  
-----

Once K. Rool is finished you get to see Cranky, if you followed my walkthrough you should have 101\* meaning he will give you a different comment. If you also managed to do it in less than 1 hour and in 1 life, Cranky will say..... the same as he always does at the end of the credits. Some things never change.

Congratulations, I hope this guide helped you acquiring faster times. Now you can switch your cartridge off and give Cranky some rest or start all over (again)!

-----  
End of Walkthrough  
-----

=====  
Credits:  
=====

The credits go to:

Rareware:

For creating this real classic.

Gamefaqs:

For putting this up their website.

You:

For reading this FAQ.

Me:

As I enjoyed making this FAQ, trying to find the best optimum track for completing this game incredible fast.

SnapDragon:

His awesome speed run video for DKC, helped me getting faster times.

Matthew Collinson:

Finding two Warps in Tree Top Town and Millstone Mayhem.

Nicolas Harvey:

Made notice about the shortcut in Trick Track Trek. The person who actually found it is unknown to me.

Deviance:

Found some shortcuts, like a faster entrance to the first bonus stage in Snow Barrel Blast.

Alex Penev:

A great DKC speed runner; has managed to do a 40 minute speed run on the emulator. The movie for it is available. Also noted me on several extra shortcuts previously unknown. Thanks a million.

speeddemoarchives.com:

Speed Demo Archive; the ultimate site for speeding demos on many games. There are runs available for all three DKC games.

=====  
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Nothing out of this walkthrough may be copied for use on own websites, or own profit. The following link is the only website on which my FAQ / walkthrough is available, if you wish to upload the FAQ to your own website please notify me before doing so. If I am interested enough I will grant permission for an additional upload.

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Website locations  
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<http://www.gamefaqs.com>

-----  
Other Interesting Links  
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<http://www.speeddemoarchives.com>

They have a movie of SnapDragon doing a Single Life Run in 00:50 in NTSC format. It a good movie, but he missed several warps that could have saved him 3 or 4 minutes.

-----  
Total GameFAQ productions  
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Donkey Kong Country	Speed Guide
Donkey Kong Country 2: Diddy's Kong Quest	Speed Guide
Golden Sun	FAQ/Walkthrough
Golden Sun: the Lost Age	FAQ/Walkthrough
Jet Force Gemini	In-depth Guide; Capacity Crates
Lufia 2: Rise of the Sinistrals	FAQ/Walkthrough
Lufia 2: Rise of the Sinistrals	World Map
Monkey Island 3: Curse of Monkey Island	FAQ/Walkthrough
Secret of Evermore	FAQ/Walkthrough
Terranigma	FAQ/Walkthrough

=====  
E-mail, Questions and Contributions  
=====

-If you want to ask / contribute / correct anything about this In-depth FAQ of Donkey Kong Country, mail to [knuckle\\_iron@hotmail.com](mailto:knuckle_iron@hotmail.com). Only send mail that has to do with this game. ALL OTHER MAIL WILL BE IGNORED. I don't mean to be rude, but this is only mend as a gamefaq.

-----  
Unfinished Business  
=====

-Any other secret warps or shortcuts that aren't listed in the Warp Index.  
-Any other ways of saving time that haven't been described in the FAQ are always welcome.  
-NTSC timing schedules for best run possible would be nice.

END

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