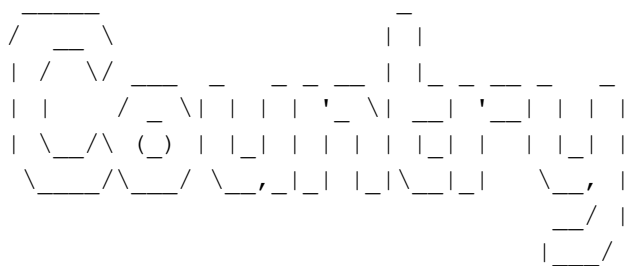
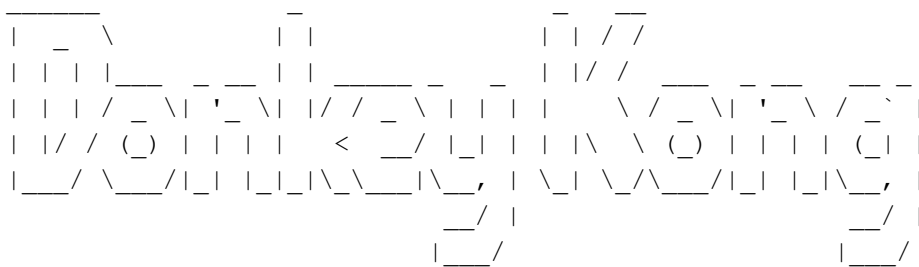


Donkey Kong Country FAQ/Walkthrough Final

by nm14

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GAME: Donkey Kong Country
AUTHOR: nm14
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2. Game Overview

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Welcome to the Game Overview portion of this FAQ/Walkthrough. I will basically give you the essentials in completing this game, and a little background information on the characters.

=== 2.1 - Controls =====dk_co===

=====
Donkey Kong
=====

- L Button - Tag your secondary partner so you are controlling that partner.
- A Button - Performs a jump. The longer you hold down the button, the higher you will jump. Same applies for how short you hold the button down.
- B Button - If pressed, DK will do a roll attack. If held down, DK will start to run. Press this button to pick up and drop barrels (press down and release this button if you have a barrel and want to drop it). Press the Y button to throw a barrel if you have a barrel.
- R Button - If pressed, DK will do a cartwheel. If held down, DK will start to run. Press this button to pick up and drop barrels (press down and release this button if you have a barrel and want to drop it). Press the B button to throw a barrel if you have a barrel.
- Start Button - Pauses/Unpauses a game.
- Select Button - If paused, press this button to leave the level. If unpaused, press this button to tag your secondary partner.
- D-Pad - Moves a character up, down, left, and right. If on ground, press down to perform a duck.
- Roll Jump - Right after rolling, press the A Button to jump, effectively allowing DK to jump much farther than before. Use this technique when large gaps await you.
- Ground Pound - Press down to duck, then the B button to slam the ground to gain easy bananas that pop out of the ground.

=====
Diddy Kong
=====

- L Button - Tag your secondary partner so you are controlling that partner.
- A Button - Performs a jump. The longer you hold down the button, the higher you will jump. Same applies for how short you hold the button down.
- B Button - If pressed, DK will do a cartwheel. If held down, DK will start to run. Press this button to pick up and drop barrels (press down and release this button if you have a barrel and want to drop it). Press the B button to throw a barrel if you have a barrel.
- R Button - If pressed, DK will do a cartwheel. If held down, DK will start to run. Press this button to pick up and drop barrels (press down and

release this button if you have a barrel and want to drop it). Press the Y button to throw a barrel if you have a barrel.

Start Button - Pauses/Unpauses a game.

Select Button - If paused, press this button to leave the level. If unpaused, press this button to tag your secondary partner.

D-Pad - Moves a character up, down, left, and right. If on ground, press down to perform a duck.

Cartwheel Jump - Right after rolling, press the A Button to jump, effectively allowing DK to jump much farther than before. Use this technique when large gaps await you.

=== 2.2 - Characters =====dk_ch===

=====
Donkey Kong
=====

Donkey Kong is the main character in this game. He is a big Gorilla, who loves bananas. He is known for his rolling attack, and loves to smash his enemies. Although DK is very powerful, he has little agility. However, that is where his partners come in to play.

=====
Diddy Kong
=====

Diddy Kong is Donkey Kong's helpful little buddy. He is known for his carwheel, along with his agility. He wears a nice little red cap, along with a red vest. In general, he likes to stick behind big DK.

=====
Cranky Kong
=====

Cranky Kong is the old Kong who gives Donkey Kong and Diddy Kong plenty of useless advice throughout this game. He is cranky, just as his name says, so you won't really hear anything out of him.

=====
Funky Kong
=====

Funky Kong is the cool dude. He is the kong that allows you to transport from world to world. In case you want to revisit old bosses or levels, just look for Funky Kong, carrying his huge boombox.

=====
Candy Kong
=====

Candy is the only girl in this game! Anyway, she allows Donkey and Diddy to save their game throughout the game. She is located once in each world. She is rather tall for a girl as well.

which contain animals. Match them to get a Golden Animal. Head to the right and destroy the enemy. Now, jump over the gap and head to the EXIT for this level.

=== Level 2 - Ropey Rampage =====dk_l2===

I prefer Donkey Kong here, but whatever you want is fine. Head up the cave that you just came out of, then jump to the trees to the right. Jump over to the crocodile. Below you is a TNT, which you can use to kill the small armadillos that roll around. DK can jump on these guys and they are done in one hit. But, Diddy Kong takes two hits. The (K) is right above the TNT barrel. Grab that and then move onto the rope ahead. Climb up, jump to the right and take out the armadillo.

Climb up the top and jump over to the small platform with the DK Barrel. Take out the crocodiles below as well. Then, move to the right and you will see a rope. Jump to it, follow it back, and grab the Golden Rhino. Ride it to the other side and jump to the next rope. Once you ride this rope, you will see the (O) just ahead. Grab it, take out the two crocodiles on the next two trees and head to the next platform. Ah, a lovely checkpoint. Just below you is a TNT barrel as well. Forget that for now. Use the ropes ahead to get to the next area. This is a bit tricky. An armadillo rolls from the top of the area, and will jump down, trying to hit you. If you get hit, it is ok because a DK barrel is right in front of you. Kill the armadillo and move forward.

The rope jumping is a bit tricky, but not that bad. Head onto the first rope, then jump onto the crocodile that is on top of the tree. Continue to the next rope, and once you get to the final one, a bee will be head up and down. Dodge it by jump and grabbing the six bananas. Take out the armadillo ahead and jump up to the shadowed platform. Jump to the tree on your left. Make sure you are controlling Donkey Kong, and jump to the shadow. Grab the Golden Frog. Head to the right. This next part is a bit tricky, take a look at the ASCII map below.

=====
KEY
=====

R - Rope
B - Bee

 R B R B R B
----- B -----

If you time this correctly, you should be able to continually jump and never get hit by the bees. Just don't stop jumping and you should be fine. The bees always seem to be at the bottom of their path when you have to jump passed them. Anyway, once you get to the other side, the sign with the arrow will appear. That means we are close to the finish. Just head forward and the bad weather will turn sunny! Kill the last armadillo, then head up the cave like you did in the beginning, and grab the (G). Head through the EXIT.

=== Cranky's Cabin =====

Not much here, just a little advice from Cranky. He basically states that if you see bananas, you can be assured that Kremlings have been at that spot

before you have. Anyway, enough of that, let's head to the third level.

=== Level 3 - Reptile Rumble =====dk_13===

As you enter this level, you will notice a snake slithering to your right. Jump on it, then grab the DK barrel. Ignore the barrels for now, and head to the right. You should see a few jumping Kremlings. Jump on the jumpers to make them disappear for eternity. Then, head back, grab the barrel and run it into the large wall to the right to get to a Bonus Room. This bonus room basically contains two rows of bananas, and a 1-UP balloon in the middle. Grab all that party stuff, and head to the exit.

One of the advantages to using that Bonus Room is that you get to skip a few jumping Kremlings. Anyway, use the tire to grab the bananas and head up to the upper area. To the right you will notice another DK barrel, and a platform. Head up here, and jump to the left into a secret barrel for another Bonus Room. Just jump into the barrel here and go for a free ride, collecting tons of bananas along the way. Head through the exit at the end. Outside, you will go through a series of steps again. Three Jumping Kremlings appear, so watch out, especially for the third, which surprises most people. Then, head onto the tire to collect the bananas and you will see a bee guarding a bunch of bananas. Frankly, I would not risk collect those bananas, but it is your choice. Just jump over the bee.

Grab the (O) in the middle of the two flying bees. Head passed both of them and you will see a row of bananas. Crawl under there, and then jump on the tire to get to the high platform. Head to the right, and take out the snake that is slithering below. Here, you will notice the (N) above a bee, which has a set of tires on the left and right. It is pretty hard to get over this bee, but do not worry. As you head right, you will notice a DK barrel at the top. Head onto the tire and you will notice a Golden Shark with two jumping Kremling guys. Use them to boost you up there, then go forward and take out the snakes. Grab the bananas at the top, then you will notice a path of tires. Only one Kremling to worry about, so take care of it, and grab the final (G). Head to the right and to the EXIT.

=== Level 4 - Coral Capers =====dk_14===

The first straightaway is fairly simple. You must pass a fish without touching it obviously. Grab the bananas too. A DK Barrel will be straight in front of you so grab that. Pass one more fish, grab the bananas, then two fish will be on top of each other and proceed vertically. The (K) will be straight in front of you. Now, take the path to the right and you will see a spiral enemy which moves around the perimeter of the square in the middle. Follow this enemey, but don't take the right path yet. Instead, head around until you see the one banana. Then head down to obtain a secret area, with tons of bananas. Head back up and to the right.

The arrow of bananas indicates that you should go south first, but don't. Go up north and you will see a trail of bananas. A 1-UP balloon appears to the right of this intersection, similar to the others before. Grab that and hit the DK barrel to the left if you need it. Before you proceed, head all the way back and go down, like it said. Grab the Shark! Now you can defeat those other fish. Head north and then west. Go up for some bananas and the (O). Heading south, you will notice another patrolling sprial enemy. Dodge it, and grab the shark box if you lost yours. Then head left and kill the shark ahead. A DK barrel is just west. Head north right after that.

Two sharks will be patrolling up north. Take them both out, and notice that to the right of each of their patrol areas is a secret entrance to a small line of bananas and a Golden Ostrich! Grab all that, head north and collect the (N). Now head to the right. Kill the easy fish in your path, then notice the clam. It spits out two harmful balls to the left and right. It is not very hard to dodge them, and once you get passed them, collect the (G). Now head out the EXIT at the end.

=== Funky's Fishing =====

The goal here is to catch 20 red fish. There are plenty of red fish scattered throughout the area, but if you catch anything other than red fish, time will be reduced at the end, effectively hurting your score.

=== Level 5 - Barrel Cannon Canyon=====dk_15===

Now this is AMAZING! Right when you enter this level, head back up the cave entrance and jump into the barrel. It will shoot you into the letter (K). Keep using the barrels and they will shoot your REALLY far through this level. Once you have finished having your fun, take out the three easy jumping Kremlings and jump into the barrel at the end of the pathway.

Now this part can be a bit tricky. You will have to time your jumps as the barrels cross each other. It really is easy once you get the hang of it. After three or four of these, you will gain the (O) and eventually hit a check point at the end of your barrel madness. Now, move forward and kill the Kremlings and grab the bananas. Head passed the DK barrel and you will see a TNT barrel. Grab it, take it back and hit the wall to the right. This will trigger a bonus room. You will have three options here. If you shoot left, you get a Golden Shark, center you get a 1-UP, and right you get a Golden Frog (I believe).

As you move forward, you will notice two Kremlings surrounding a barrel. If you want, you can ignore them and just jump into the barrel. Then, you will be taken to ground, where the (N) pops out. Grab it and move forward. Take out the two brown Kremlings and then jump into the barrel. This part really tests your skills in barrel timing, but is really easy if you get the hang of it. All you have to do is be patient. Don't try to do this fast. Wait for the right moment when the bees are not in your way, and you will have a clear path to the other barrel. The last one has a faster bee, but is still no trouble. Once you get to ground, take out the two high jumping Kremlings, then head to the cave exit, but jump up, onto the trees and grab the (G). Now head to the EXIT.

=== Candy's Dance Studio =====

Perform dancing moves as instructed to win a Scrap Book Page. See that section for more details.

=== Boss 1 - Very Gnawty's Lair =====dk_b1===

Wow, this boss is way too easy. The beaver basically jumps to where ever you are. You just have to jump on the beaver. However, everytime you jump on the beaver, the beaver jumps faster. So, just keep jumping on him because he never gets too fast for anyone. Simple enough, the banana will be your prize! Now you have completed the first world of Donkey Kong Country.

=== Level 6 - Winky's Walkway =====dk_16===

Head forward and take out the Green Kremling. Then, jump on the falcon to grab the bananas and the (K). Head down and use the DK barrel is you wish, then take out the two remaining Kremlings that patrol ahead. You will notice that the falcons are guarding a Frog box above. Well, take them both out and grab the box. Now you have control of the Frog. The frog is known for jumping really high, so put it to good use. Grab the (O) and the bananas in the gap. Continue to the right.

The next part is rather nice. After hitting the checkpoint, find the falcon that has a special barrel just above it. Go inside the bonus room, and if you still have the frog, you can grab the large banana bunches up top. The (N) is also here. Exit this area. Now, grab the bananas in the gap and you will notice a bee guarding a Golden Ostrich. I got this, and it was my third, so you might be the same if you are following this guide. You will be taken to a mini-game where you have to collect little Ostrichs, which is an opportunity to gain an easy free life or two.

Now, head passed the bee. Using the frog, just jump over all the falcons and beavers so no problems occur. The EXIT is just ahead.

=== Level 7 - Mine Cart Carnage =====dk_17===

This level is quite hard to explain, but I will give you a few tips. Always be ready to jump. There is no "free" ride so to speak. Also, when you have to jump a certain gap, try to jump as late as possible so you get the most distance. The first straightaway is a series of jumps with bananas in the gaps. There is one particular jump that is really difficult. My recommendation is that the jump gap before the really hard one (you will know what i am talking about when you get there) you must try to land just after the gap to pick up enough speed to make the hard jump. Just so you know, the (K) and (O) are very easily seen.

Eventually, you will reach the checkpoint. Now you have to watch out for some mine cars that are in the way. Just jump over them. You will notice a two way place, with a 1-UP balloon below. Go that way if you want it. Now you have to face the Kremlings. They usually come in threes, so always be on the lookout. Also, don't overdue the jumps in the last part of this level. On the last straightaway, there is a Kremling waiting for you at the end, so watch out.

=== Level 8 - Bouncy Bonanza =====dk_18===

To begin, grab the three bananas in your path. Then take out the Kremling just after. Jump up to the next platform and you will see a barrel. Grab it and throw it at the bee. Move the tire right, but then move it back left to the beginning of the level. Use the tire to get on top of the entrance and you will obtain a Golden Rhino! Now head back passed where the tire was originally located.

The (K) is right between two massive jumping Kremlings. These guys are a bit tricky, but when they jump towards you, wait, and while they are jumping back jump on them. Then move passed them. Grab the barrel and jump on the tires to get the DK barrel. Then, throw the barrel at the first bee. Hop down into the small valley, and jump up again when the second bee is gone. Continue down the path with the two jumping Kremlings, and kill them the same way as I told you before. Now, grab the (O) which is guarded by one of the bees. Take the tire into the small gap and then hit the checkpoint barrel.

Continue down the path with the tire. Place the tired on the moving platform ahead, then use it to get to the high area above. Ignore the bee, and grab the (N) here. Take out the jumping Kremling just ahead using the same methods. To your right are tons of bananas and a DK barrel. Continue forward and take out the second Jumping Kremling. Now, head down. There is a middle section with a secret room. A Frog box is here as well! Head out the exit.

Now move right and grab the bananas. You will have to get passed a few bees, but the frog can take care of that. The frog can kill the bees, so just jump on them and make to to the other side. Same applies for the next two gaps with bees. You will see the (G) right before the arrow sign, indicating that the exit is near. Take the tire ahead and place it on the platform. Then, use it to get to the secret barrel. Grab all the bananas in this secret area, then drop out. Look, the EXIT is right here!

=== Level 9 - Stop and Go Station =====dk_l9===

This level is a bit tricky. Move to the right and jump on the chomper. You will notice a barrel up ahead that says "GO" right now. Just after it is a large monster that is hastily moving back and forth. You cannot get passed this guy unless he stops, so hit the barrel to make it say "STOP" and then move passed him. Hit the DK barrel if you need it, then hit the next GO barrel. There are two ledges with two monsters. Quickly get passed both of them before the green light returns.

There is another chomper heading your way, so take care of him. Also, grab the three bananas up above. The (K) is right before the chompers as well. Continue until you reach a tire, which leads to a STOP/GO sign. Use the tire to hit the sign. You will approach two monsters, but don't spend so much time getting those bananas. They will quickly appear. At the next ledge, kill the chomper and get ready for another quick run. This time, there is a ledge in between. Take your time, but not too much, and hit the barrel, jump as late as possible to make it to the platform with the monster in the middle. Then, get to the other side.

Here, you will want to take out the two chompers that head your way first, then go back and hit the GO sign. Quickly run to the end, and jump to where the monster is. Then, head passed him. There is another monster with another STOP and GO sign right after him. Quickly hit the sign, proceed forward and jump on the moving ledge. Then, make your way to the level above. A DK barel will be waiting for you, if you need it. Again, hit the barrel, watch out for the chompter. Then jump to the two ledges, each with a monster on them. Finally, kill the last chomper. I have no idea how to get the (O) without dieing here, so anyone with the answer, please e-mail me and I will give you full credit.

Jump to the other side and get ready for more hasty action. Take the barrel below, hit the GO barrel, then take this barrel forward until you reach a wall. Crash into it to reveal another bonus room. It looks something like below.

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KEY

=====

- B - Barrel
- . - One banana
- .. - Bunch of bananas

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B. . . . . B
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.    ..    .
.           .
B. . . . . B

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Now, head out the exit to proceed through the level. There are four chompers here, so take them all out. Continue forward until you find a tire. Bring this tire closer to the GO sign, which is too high to trigger with a regular jump. So, use the tire to lift yourself and hit the barrel. Now, quickly proceed through THREE platforms, each with a monster on them. At the end, you will kill another chomper, and a second guarding the (N) just ahead. Kill the third chomper to your right, but watch out. This part can be really tricky. As the platform with the monster is coming towards you, jump on the GO barrel and land on the platform. QUICKLY jump to the second platform and off to the safe ground to rest. Don't go too quickly, you have some time while the monster is rising before it can actually hit you.

The final stretch of this level seems hard, but is really easy if you KEEP GOING. Basically, you hit one GO barrel, run, hit the second. Keep going and use the tire to bounce to the third. Land at the platform, quickly take the tire on the ground forward to hit the fourth and final GO sign. Keep going, and notice that you have no way of making it the EXIT without actually jumping over one of the monsters, so do that and head to the EXIT.

=== Funky's Fishing =====

Your goal here is to catch 15 croctopus enemies. Catching anything other than the croctopus with reduce your time!

=== Level 10 - Millstone Mayhem =====dk_l10===

To begin, like all levels, explore the top of the entrance. Use the tire to get up there, and then jump into the barrel. This bonus room contains three rows of bananas, as you are in a barrel. Shoot to the right most line to get the (K) token. You will be led to a DK barrel, and from there head right. Jump below to the barrel, and land to the right to get a tire. Kill the Kremlings in the way and then take the barrel to the right until you reach the second beaver which controls the spinning wheel. There is a secret barrel above there which leads to another Bonus Room. Head right from there.

Take out the four Kremlings jumping in the pit, and follow the path until you find the DK barrel. Use it if you want, then head right to find a checkpoint barrel. Take out the snake ahead and dodge the spinning wheel. You will see another spinning wheel with a ledge above and below. Take the one below for now. Three easy snakes await you, so jump them subsequently. Grab the (N) while

pebbles that the vulture shoots from above, and head up the steps to take him out. Then, jump down to the same light leaf to get a barrel. Head right and jump into the barrel. Another set of barrels awaits you with a bee roaming around both.

Once on safe ground, take out the pebble throwing vulture and you will see the arrow sign indicating the EXIT is close. Use the barrels to get the (G) and easily head through the bees. Hit the final vulture and get the heck out of here to the EXIT.

=== Level 12 - Tree Top Town =====dk_113===

Right as you enter this level you should notice the barrel to your left. Ignore it for now, and head right. Roll on the beaver, and right after that a vulture will start flying towards you. Quickly run towards the beginning. Jump onto the vulture and then into the barrel to get to a Bonus Room. Spell KONG out to get 1-UP. I am not sure what the other prizes are though...As you exit, smash into the DK barrel and take out the approaching beaver. Quickly jump into the next barrel.

There are several barrels in a row here, and you will have to shoot to each one when the barrel before marks the same point as the others. It is really easy, and all barrels are horizontal. Grab the bananas at the end, and jump on the three beavers ahead. Do the same for the next set of barrels. Just shoot yourself at the end of each barrel's path to get to the next barrel. Grab the bananas at the end and take out the three beavers that drop down to meet you. Head into the next barrel. Shoot up to the one above and then hit the (O).

Head to the right, taking out the jumping Kremlings and the DK barrel if you need it. At the end of the tree top path, jump into the barrel. The barrels will do the rest of the work, and you will land into the next platform. Do the same for this next set of barrels, except time your jumps this time. Make sure you look one barrel ahead. Shoot BEFORE it is in align with you so you can hit the barrel in a two step process. Then, take out the beaver on the next tree top and jump into the barrel.

This next set of barrels is pretty tricky, but they give you a litte leeway. Basically, you have to hit a barrel just before it passes directly perpindicular to the barrel above. The same applies for the next one, except it is below. If you miss you will land in a barrel and start all over again, which is nice. Eventually you willmake it to the other side, it just takes a few times of adjusting. Head passed the four Kremlings and then jump into the barrel at the end of the tree top path. For the next set of barrels, wait for the third barrel to the right to get to the top of its path. Then, jump in and you will automatically be taken to the other side of the path. The final set of barrels is really fun and easy. Just the same aligning one barrel with the other and shooting horizontally. Complete this to grab the (G) and jump on the tire to get to a gap. Jump over this gap with the Golden Ostrich and bee. Head out the EXIT.

=== Level 13 - Forest Frenzy =====dk_113===

This environment reminds me of the first level in this world, vulture culture. I like it, but whatever. Head forward and take out the black jumping kremling. Jump onto the rope and grab the six bananas in your path. On the other side, another kremling approaches. Grab the DK barrel and take him out with it. Then, jump to the rope on the other side. Head to the next platform and jump on the top here. Head up quickly to dodge the bee, then jump to the next rope. Finally

jump to the land and take out the kremlings with your DK barrel. Jump on the next rope.

Head just above the bee, then QUICKLY head down to grab the (O). On the other side is another kremling to dispose of. Make your way to the next rope again. This is a bit of dodging, but I can make your life easy. Just climb the top to the top. Every time you see a bee at the top, head down a bit, then go back up. You can keep repeating this because the bees are never stacked on top of each other. Get to land and jump onto yet another rope. For this rope, quickly climb to the top and you will dodge the bee and hit the DK barrel. Then hit the Kremling and jump to the next rope.

For the next rope, things get tricky. You have to dodge MOVING bees. I have the directions, so don't worry. First, head to the bottom of the rope and pass the bee. Head up to get passed the next bee. Head down again for the next, and stay down or in the middle for the fourth. For the fifth and sixth, head up. For the final bee, stay down. Jump to the Kremling and then to the vulture. Head to the next rope and go straight down to grab the (N). Jump to the next rope. Dodge the first set of bees, then the second, grabbing the (G). Finally, grab the Red Balloon guarded by a bee. Finally, dodge all the vultures. If you have both DK and Diddy, things should be fine. Getting hit once is plenty.

The final stretch of the level consists of several Kremlings. Jump on the first and grab the newly aquired barrel. Throw it at the second. Continue up another set of steps to get to the third. Jump on this one. Going downhill is much easier. Take out the final two Kremlings, and just passed them will be the EXIT sign.

=== Funky's Fishing =====

Your goal here is to catch 10 Chomp Jr. Sharks. There are bitesizes, the small little fish in aquatic levels. These will reduce your time, so only go for the fish marked in your goal.

=== Level 14 - Orang-utan Gang =====dk_l14===

Ah, a nice bright level. Oh, wait, it gets dark as you proceed up the path. Take out the two Kremlings ahead, then jump down to the platform using the trail of bananas as a guide. Take out the chomper, then the next chomper. Run left and grab the DK barrel, take it right and throw it at a Kremling. Continue down this path and take out the two remaining Kremlings, grabbing the bananas on your way. You will see a bee guarding the (K). As the bee heads up, jump up and grab the token. Head down the long vine stretch, taking out the 7 or 8 Kremlings that come along with it.

In the next area, jump up a few steps, taking out any chomper that might get in your way, and hit the box to gain the Ostrich! Take the ostrich to the right. Also, notice how you can fly long distances, but not FOREVER. I lost my ostrich here, so don't worry if you did. The orangutans will be throwing barrels at you, but you can easily take care of them. After the second, you will have to take care of a few chompers. The (N) is on the bottom ledge. Head up top, take care of that chomper and grab the DK barrel if you need it. This stretch contains Kremlings and two orangutans. Should not be too hard if you are patient. Continue, defeating one more orangutan. I am guessing this next area is for the people who made it here with the Ostrich. Just head down, and take out the two Kremlings. Pound the ground for some bananas if you want. Now, head right and finish off the final Kremlings. Exit through the EXIT tunnel.

=== Level 15 - Clam City! =====dk_115===

Ah, another water level. Should be rather fun. Head to the right, grab the bananas being guarded by the clam. Head all the way up and to the right, and hit the DK barrel if you want. Dodge the fish here, and head down. Another clam will spit two balls up and down. Dodge both, then head to the bottom. This part is pretty difficult without being hit, so don't worry if you do. There are tons of fish, just meander around them as best you can until you reach save water.

There is a clam straight ahead. If you go to the right of the clam you will earn a bunch of bananas. Either way, head north. Two more clams will be spitting a bunch of balls at you, so dodge all those. At the top is a shark. To continue with the level, head left. To grab a DK barrel first, head right. Dodge the shark ahead. More dodging here. Lots of sharks around. Stay up top, then work your way down. Grab the arrow of bananas and the check point ahead.

The clam above will spit balls straight ahead, so dodge that. Then quickly swim to the top of this area. Head slowly to the left, notice that the next clam spits a ball to the left, right, and top. Dodge all these, and make your way to the bottom, dodging the last clam. Hit the DK barrel here that awaits you. This next part is a lot easier than the others. Stay to the left. Continue up, and you will only have to dodge a few sharks. At the top is the (N). Go right through the small tunnel with a few bananas near by. Dodge this next clam, as it spits four balls ahead. There is a Golden Frog just ahead as well. The part is easy with Diddy and Donkey, but if you only have one person left you have to be careful. Each spinner goes in a square. The final stretch contains the (G) and a clam spitting four balls out. Head through the EXIT.

=== Candy's Dance Studio =====

Same thing applies here. Check the Scrap Book section for more information.

=== Level 16 - Temple Tempest =====dk_116===

Wow, this level is the same as before as well. Seems like the designers ran out of ideas...Take out the beavers ahead, grab the (K) on the rope and the DK barrel just after that. Head under the spinning wheel. Just as you pass it, the wheel will chase you down a short stretch. Jump OVER the enemies and over the gaps to get to safe ground eventually. Choose Diddy for the next part, since he is a bit more nimble. Head passed the spinning wheel. This time, jump on the beavers. Hitting them seems to propel you forward a bit more. Use the ropes to get across gaps. Do the same for the next spinning wheel and grab the (O) with the cross of bananas. Finally you will reach a checkpoint at the top of a rope.

Continue forward and take out the Kremlings in your path. You will be chased by another spinning wheel. Move quickly, passed the ropes. Once you get to the second set of ropes, notice the arrow of bananas points down? Jump down and you will land in a barrel, shooting you to a secret room. Continue jumping on this chomper to get bananas and a Golden Rhino token. Exit this room to end up near a tire. Take out the six or so Kremlings and then jump onto the tire and to the other side. Use the next tire to jump over the beaver in the spinning wheel. Yes, another chase. I approached this chase very sneaky. I used diddy kong from the top platform to do a carwheel jump to get the maximum air. Then quickly ran to the tire platform, used it to jump BACK over the beaver wheel. Then proceed with the rest of the chase without being chased. Eventually you

worry, the only hard part is when the barrels move up and down, and spin around. First, check when the barrels align. Get this pattern down, then you will easily make it every time. The bees should not give you any problem as long as you are patient. Finally, head through the platforms, dodge the bee here, then head up to the EXIT.

=== Level 18 - Slipslide Ride =====dk_118===

Notice the rope just ahead. Wait for the Kremling to jump towards the rope, then jump on the Kremling to boost yourself up to the rope. You will slide up, for some reason. Jump to the left, grab the barrel, and run into the wall to your left. Spell KONG here for a special treat, then exit. Head back down the area, take out the two Kremplings, then use the rope to get the DK barrel. Use this barrel to kill the armadillo. Jump to where the armadillo was, then use the next rope to slide up to the next ledge.

Grab the (K) above, then hop down and take the next rope, avoiding the two bees, down to the lower level. Take out the armadillo here, now jump over the bee guarding the next rope, and use it to get up. Now, jump from the three ropes to other ropes and dodge the bees. You will constantly be going up, so you must quickly see where the bees are, then jump to a safe rope. Lots of bananas to get along those ropes as well. At the top is also a DK barrel, if you want to grab it. Head left and take out the vulture patrolling the area. Head down the paths of bananas, and at the bottom you will find another armadillo. Take it out as usual.

Jump to the rope, over the bee. This rope leads down, and you don't want to crash into the bee, so quickly jump to the other ledge. Don't blindly run forward, because two Kremplings will be jumping in the gap. Head up fervently, then take both of them out. This next part is a bit tricky. The first rope will head down, so quickly jump. The second rope heads up! This means you want to land on this rope towards the bottom. The third rope heads back down. On the ledge on the other side is the checkpoint, and a chompter will be waiting for you just ahead.

Head up the next rope, and take out the chomper above. Then head into the barrel cannon to get to the high ledge. Wait for the high jumping kremling to appear, then take him out, boosting yourself up to the rope, leading to some bananas and the (O). Continue forward and take out the two chompers. There are three ropes here, all going up. Bees are above you, so quickly jump from each of them. Basically, aim for the bananas. Then hit the vulture to get to the hiatus platform. Jump across to the rope, quickly jump to the next ledge. Ignore the first rope, and head to the rope after that. You will get hit by the third bee, which is fine, as you go up. Take the DK barrel and the (N) and the bunches of bananas, head back down and go up the first rope that I mentioned.

Take out the two chompers that greet you. Go up this next rope, avoiding the bee. Go down the next row of ropes, all leading down, then land on the next platform. Now, jump to the next rope, and hop back and forth until you reach the top. You must do this quickly, as both ropes lead downwards. At the top, head to the right and EXIT. Boy, that was long.

=== Level 19 - Croctopus Chase =====dk_119===

The first part of this level is really easy. You are going to be chased by a few Croctopuses, which is no big deal. The only thing you have to watch out for are the tempting gaps. When you see an obvious gap, don't enter it. This

is the place that the croctopus that is currently chasing you will will stop. It really doesn't matter if you get hit by one anyway, because there are tons of DK barrels along the way. The only way I can really help you here is just to find the narrow opening after a bunch of chases, and you will get a 1-UP balloon. Also, a shark box is nearby, use it to get to the EXIT of this level.

=== Candy's Dance Studio =====

Same thing applies here. Check the Scrap book section for more information.

=== Level 20 - Ice Age Alley =====dk_120===

Take out the vulture to your left if you need a DK barrel. Then head right and take out the next vulture. A Kremling will be jumping around towards your right so take him out. Hop on the rope. Avoid the vultures for now, and head down. Grab all the bananas. Take out the spitting vulture at the end, and climb up the slope. Jump on the next rope here. Take out the vulture here, and grab the DK barrel if you need it. Jump down the slope and take out the chomper. Go down one more step and jump to the next rope. Grab the (O) by doing a roll jump, then take out the spitting vulture here. Jump on the next rope.

Continue one more rope. There will be another vulture and an Orangatuan. Once you defeat both of them, jump to the next rope. There was a checkpoint and a DK barrel before of course, so pick those up if you need them. From the first rope, jump to the bouncy tire. Continue right to the next rope and you will land on a very steep path. Jump on the chompter and continue to the top. Continue down a long set of steps, each with a chomper on them. At the bottom, be careful. An Orangatan will be at the top of a steep hill. Take him out at the top and jump to the rope here. At the other side is the arrow sign. Quickly jump over the barrel just as it bursts, then take out the Orangatan who threw that barrel. Head right out the EXIT.

=== Funky's Fishing =====

Catch 50 Squidges.

=== Level 21 - Rope Bridge Rumble =====dk_121===

Make your way through the treetops, past a Kremling and two armadillos, until you reach the highpoint. There will be a (K) and some bananas being guarded by a bee. Jump down on the tire and bounce to the next ledge. Use the tires to get around the bees, and take out the Kremling just ahead. Use the next tire to get on a tire in a platform. Then, grab the DK barrel on the ledge. Continue to the right. Jump on the four tires, two being guarded by bees to get to the ledge across. This contains the checkpoint barrel.

Grab the (O) using a roll jump. Then use the tire to get to the high tire on the moving platform. Grab all the bananas up here, then jump back down. Grab the (N) above the next tire, then get to safe ground. This next part is a bit difficult. Use the moving tire to jump OVER the bee, then on the next platform with the DK barrel. Then, do the same thing, but with two bees ahead. Continue to the next platform and take out the enemies. Then, a row of tires on moving platforms awaits you. Once you are on a tire, don't do big jumps because it is harder to time your jumps. Anyway, move to the next platform, jump over the THREE bees, and head out the EXIT.

Orangatan that follows. Jump from firey barrel to platform for the next few ledges, and you will get to a DK barrel. Continue to jump to the firey barrel.

This part is a bit difficult. There are two barrels, diminishing their fire at equal times. So, you have to time this correctly. Just as the fire starts to go down on the first, jump to it, then go as fast as possible to the second, and then to the ledge. Remember, you can be on these barrels even when the fire is going up or down, just not when it hits it peak. Take out the Orangatan, and watch out for his barrels. He throws two in a row, then three, then three, then three etc. Get up to the top and take him out. Then hop down and you will see the arrow sign, almost done with level. Jump to the barrel with fire to the right, when it goes into its longer mode. Somtimes it swiches quick, sometimes slow. Do this for the next few, jumping on the tire for support. Finally, head to the right out the EXIT.

=== Level 24 - Trick Track Trek =====dk_124===

The first part here is pretty complicated to explain, and is not very easy either. I will try to get a map up later, but I will it will take so time. Just work at jump when enemies are below you. And, always expect vulture to be coming your way, especially on straight aways. You will eventually be taken to safe ground. The next set is basically the same. For the beavers, just stay to the edge. The only difficulty is the two chompers towards the end. If there is only one chomper, stay to the edge closest to where they fall down. If there are two of them, stay to the far edge and jump on them when they come down.

=== Level 25 - Poison Pond =====dk_125===

Yeah! A posined pond that we can withstand! Thank you! Anyway, head up right from the start to grab the (K). Then head to the right. At the intersetion, and there will be a bunch of these, head up. To your right is a shark and you can't get by it. Then at the top, head left for some bananas, but be careful because a shark will immediately attack you from the left. Head to the right and dodge the shark and fish. There will also be some spinning tires and a jellyfish. Dodge all that, and at the end you can grab a bunch of bananas after passing another spinner, or you can head up.

Dodge the spinners here and head to the left. There are more jellyfish waiting anxiously for you, so carefully swim passed them. Continue passed the spinner and grab the DK barrel if you need it. When the top spinner comes toward you, follow it and then head under when the bottom passes you. Watch out for the jellyfish here. There are tons of them and they come as a surprise. Continue up and to the right. Once you get to a spinner, follow it until there is a gap up top. Grab the bananas that form an arrow. Instead of following the trail of bananas, head down into the gap. Get passed both spinners and then you will be rewarded with a shark. Take it to the left and up towards the trail of bananas.

Dodge the spinners here and head to the left. Continue passed a few fish and to another group of spinners. Head down the path this time. Head to the left. There are two spinners moving vertically here. Head up and to the right. There are a bunch of small fish here. Stay to the top of this area and keep pressing the charge button. When you see the (G) grab it, then do the same until you see the last spinner. Head passed it and ahead is the EXIT.

=== Funky's Fishing =====

Catch 10 pieces of trash.

=== Level 26 - Elevator Antics =====dk_126===

From the start, take out the snakes, just like the previous levels with similar surroundings. Use the rope ahead to grab the (K). Move forward and take out the rest of the snakes. Finally, grab onto the rope and climb your way up. Jump to the right, avoiding the vultures nuts, then jump on him. Continue right. There are a few more snakes in this area. Jump to the rope, then to the rope where the bee is patrolling. Quickly jump to the third rope and head down the trail of bananas. Don't move too quickly to the right yet. Let the snake come, KO it, then head under yourself. Avoid the bees here and make it to the other side of the path.

This part is a bit tricky. There are three ropes and three bees, one guarding each rope. The first one guards the upper half, the second the lower half, and the third again the upper half. What you have to do is wait until the uppers are at the top, and the lower is at the bottom. Then make your way through the puzzle. Head to the other side, climb down the rope and grab the DK barrel if you need it. Head back up, and head to the right for more action. The next puzzle is also a bit tricky. There are three ropes, and two bees go horizontally at the top and bottom. Stay in the middle until the top one passes you. Then jump to the top of the next rope. Continue to the right and you will be at the other side. There is a snake that will meet you rather quickly as well, so watch out.

Head up the rope at the end of the path and take out the vulture there. Hit the checkpoint to your right and then the large enemy a bit further. A conveyor belt, which must be the "elevators" as this level describes are here. Use the metal barrels to take out the enemies ahead. Cross the elevators by jumping from one set to the other. Nothing too hard here, just continue passed a few large enemies. This next set of elevators is a bit tricky. Two are going down and the third is going up. Jump to the first and quickly to the second. Then once again to the third to get to the top. Don't wait long or you will be hit by a bee at the bottom of each elevator. Take out the two enemies and do the same, but in an opposite direction for the next few elevators.

Continue passed the next vulture and you will gain a (G). This arrow sign is here as well, meaning you are almost done with this level. There is also another vulture lurking your way. The next few elevators are just up and down with a bee guarding in between. Jump over the bee and onto the next elevator. You will get to a vulture. Take it out and jump onto the next elevator. Jump once more over to get to the EXIT.

=== Level 27 - Blackout Basement =====dk_127===

This level is SO irritating, but it is not too difficult. Basically, the lights keep going on and off, so it makes your job twice as slow. I would recommend only moving when the lights are on. Patiently look for Kremplings along the way. Only jump gaps when the lights are on; I don't care how smart you think you are. It is very easy to miss jumps when the lights are out. The (K) is in a gap. You will get to some tires, which are easy as long as you stay patient. The (N) is obtained when you land on the ground at one point. Get the checkpoint up ahead as well.

A few chompers will also greet you. Watch out for the arrowed platforms, which point down. That means they are going to fall down if you jump on them. So, jump on and off them very quickly. Towards the end is an Orangatan. This guy is not too difficult. Just a barrel a second. So jump over them and take him

=== Level 30 - Manic Mincers =====dk_130===

The first stretch consists of a few beavers and a few spinners. Jump over the first spinners, then grab the (K) and jump under the next spinner to get to the higher ledge. Head to the right and grab the Rhino box to ride the Rhino. To jump in between the two spinners here, wait until both are at their top peak until you jump, so you do not hit the higher spinner. Take out the beavers ahead and jump up on the ledges ahead. Grab the (O) between the two spinners and continue forward passed a few more. Eventually, you will hit a checkpoint and a TNT barrel.

Get off your Rhino and head to the right, ignore the TNT, I am not sure what it is used for at the moment. Dodge the spinning spinners and take the next barrel and throw it at the large blue enemy below. This will also unlock a bonus room. Head in and take out the three chompers to gain a 1-UP and tons of bananas. To get passed the three fast spinners going in a circle, you must run by pressing the cartwheel or roll button and holding it. Then, grab the TNT here and throw it at the enemy ahead. Head onto the platform and jump to grab the (N). I would jump back to safe ground just to be safe. Then, do the procedure again. Jump over the two spinners in a row. If you get hit, it is ok, because a DK barrel is just ahead.

Grab the DK barrel and take out the enemies below. To get passed this next set of spinners, simply jump over one JUST as it marks its peak. Then QUICKLY jump to the next platform before the second spinner can hit you. Take out the three beavers here, and you will see the arrow sign. Head to the right and go into one of the opened walls already. Grab the bananas and the (G) here without getting hit by one of the spinners. Use the tire to jump over the the spinners. If you get hit, it is ok because the EXIT is straight ahead.

=== Level 31 - Misty Mine =====dk_131===

The first barrel shooting enemies out consists of snakes. Then grab the DK barrel and continue passed a bunch of other barrels, shooting beavers and snakes. Nothing difficult at all. Grab the checkpoint after a bunch of barrels. The coolest part in Donkey Kong Country awaits you. There are like 10 beavers all in a line. Just do one roll and you will instantly KO every single one of them. Yeah, I know it is sweet. Anyway continue forward after that. The next few barrels contain chompers. These guys can get a bit annoying, so you might actually want to waste your time and throw a TNT barrel at the black barrels. This will effectively destroy it forever.

The next part is a bit difficult, but nothing spectacular. Armadillos start coming out of the barrels. If you get too many out, there could be trouble. So, take one out and immediately jump ON the barrel to stop the enemies from shooting out. Eventually, after two or three barrels, you will see the arrow sign, thankfully. The last stretch consists of four or five barrels, all shooting snakes. Nothing hard, take them all out and head through the EXIT.

=== Funky's Fishing =====

Catch enough kombos to fill the time limit.

=== Level 32 - Loopy Lights =====dk_132===

This level is another annoying one, but not too difficult. The lights will go on and off. You trigger the on button by hitting the barrels that say ON/

OFF. Once you hit the barrel you will have a certain amount of time to get to the next barrel before the lights go off. Of course, you can travel in the darkness, but it is very risky.

I am not going to walk you through this entire level, as most of it is very repetitive. Just note at the end when you see the barrels being thrown from way above, make sure you move very quickly. If you don't you might have to jump a few barrels in the dark which is near impossible. If you do get hit, don't worry too much because the EXIT is just ahead. Right before the EXIT, I should add, is another chomper who jumps. This guy is quite annoying, and if you only have one character left, that would really suck if you died right here. So, make sure you take extreme caution. He will come basically OUT of the EXIT tunnel.

=== Candy's Dance Studio =====

See the Scrap Book Page section for more information.

=== Level 33 - Platform Perils =====dk_133===

Start off by taking the barrel and KOing the large enemy straight ahead. Then, jump onto the platform, taking you across the large gap. Take out the two armadillos here, and grab the DK barrel if you need it. Ride the platform to the right here, then jump to the platform riding up. Jump to your right, onto the ledge. Then take out the three enemies in a row. Ride the next platform to your right, dodging the bee that is going up and down. The (K) should have been just before this as well, with the trail of bananas. Jump to safe ground and take out the two armadillos that get in your path.

For this next jump, be very careful. Watch for when the bee starts going down on its path. Then, jump to the platform and quickly jump OVER the bee to the next platform. Get to safe ground and take out the armadillos. Jump onto the next platform. Take the platform down and to the right, and grab the DK barrel on the downwards arrow. Take that down to continue your path to the right. Take out the beaver ahead. Head up and down, using the platforms, and take out the beavers waiting for you. There are two large enemies on the long brown platform. Use the tires just after them to get to higher ground.

There are four ledges that will fall, each having a beaver on them. Take out each beaver and get to the platform to the right. Dodge the bee and jump over the gap ahead. Take the next elevators around, taking the barrels and throwing them at the large enemies. Grab the (G) along the path to the left. Then get to safe ground and you should see the EXIT after a few large enemies.

=== Boss 6 - Necky's Revenge =====dk_b6===

Wow, this guy is much tougher than any other boss we have fought this entire game. He is similar to the second boss, as he throws nuts at you from the sides of the screen. The only difference with this guy is that he throws more than one nut per hit. If you hit him once, he will throw two after. You must hit him five times to claim victory. Try to get the first three or four without getting hit, or else it's pretty hard. The fifth hit is almost impossible without getting hit yourself. Use the tire in the middle to bounce away from the nuts he spits at you. Remember, always land back on the tire or else you will probably get hit. Also, don't waste your time dodging if you are not going to hit him. Only after he stands there for a second can you hit him. You can't hit him in the middle of his shooting spree. Beat this and you have one final

but them only roam in open areas in the aquatic levels throughout the game.
Nothing too difficult here.

Enemy #3 - Chomps

Difficulty: ***

Description: This is a large shark that loves to catch people off guard. It is only found in the last aquatic level of the game.

Enemy #4 - Chomps Jr.

Difficulty: ***

Description: Much like Chomps, but brighter blue. They also like to catch people off guard, and exist in all of the aquatic levels.

Enemy #5 - Clambo

Difficulty: ***

Description: This clam is rather easy. They basically only appear a few times in the entire game, and they spit little balls that go rather slow in water, so nothing major to worry about here.

Enemy #6 - Croctopus

Difficulty: ****

Description: These guys patrol water areas. They chase you in the Croctopus chase level, but are really pretty easy. For the most part, they move in square routes, so they are rather predictable.

Enemy #7 - Gnawty

Difficulty: *

Description: A simple beaver roaming around. They cannot jump, so they serve basically no real danger. Probably the easiest enemy in the game.

Enemy #8 - Klaptrap

Difficulty: ***

Description: The Klaptrap likes to chomp you, as I call them the chompers. They roam around pretty fast, chomping their way. So you must jump on top of them, because rolls will lead straight into their mouth.

Enemy #9 - Klump

Difficulty: ***

Description: These guys are only slightly difficult because you cannot KO them with Diddy Kong. They are too big, and they look like fat aligators in a very small army suit. Donkey Kong is good for these guys.

Enemy #10 - Krash

Difficulty: ****

Description: These are the Kremlings inside the mine carts. They can come as a surprise sometimes, which is why they can be difficult. You can jump on some of them to get them out of the cart, and hijack it.

Enemy #11 - Kritter

Difficulty: *

Description: Simple aligators who either jump or just walk around and try to catch you off guard.

Enemy #12 - Krusha

Difficulty: ***

Description: Basically the same as the Klump. You cannot KO them with Diddy Kong. But they are not fat. They are really strong and scary. Donkey Kong can take care of them though.

Enemy #13 - Manky Kong

Difficulty: ****

Description: The Orangtans, these guys can be a bit difficult. They vary in difficult, actually, because they throw barrels at different speeds.

Enemy #14 - Mincer

Difficulty: ***

Description: The spinning wheels located under water.

Enemy #15 - Mini-Necky

Difficulty: ****

Description: These enemies are difficult at times, and again, they vary from time to time. They spit nuts at you, and are very small. Sometimes they move around and try to spit nuts up and down.

Enemy #16 - Necky

Difficulty: **

Description: Much easier than the small neckys. These guys are the big vultures who fly around, usually pretty slow. So, nothing major to worry about here.

Enemy #17 - Rockkroc

Difficulty: *

Description: These guys only appear in the Stop and Go Station level. They are the large brown guys who move left and right really fast. You never have to fight them, so they are not big threat in this game.

Enemy #18 - Slippa

Difficulty: **

Description: These are the red snakes that appear in a few levels. They are

=== Boss 4 - Really Gnawty Rampage =====dk_b4===

This guys is pretty much the same as the old Gnawty, just a few minor changes. As you enter, jump on his head for the first easy strike. Instead of just jumping faster, he will do one really high jump. Dodge this, and after this high jump he will go back to his normal routine of jumping ahead. Watch out, he goes faster everytime you hit him. Anyway, hit him again, and he will do two high jumps before trying to attack you. Do this two more times and you will defeat the pathetically easy boss. Way to go, on to world 5.

=== Boss 5 - Boss Dumb Drum =====dk_b5===

This boss is rather interesting. First the large bucket tries to stomp on you and then releases two green Kremlings. No big deal. Then it tries to stomp on you again. This time it releases two snakes. Take them out. Now the boss tries to stomp on your three times, then releases two chompers. Now it tries to stomp on your some more, and releases two fat army guys. Make sure you take DK out for these guys. Finally, two armadillos roll around. Take them out and you just beat the boss for the fifth world.

=== Boss 6 - Necky's Revenge =====dk_b6===

Wow, this guys is much tougher than any other boss we have fought this entire game. He is similar to the second boss, as he throws nuts at you from the sides of the screen. The only difference with this guy is that he throws more than one nut per hit. If you hit him once, he will throw two after. You must hit him five times to claim victory. Try to get the first three or four without getting hit, or else its pretty hard. The fifth hit is almost impossible without getting hit yourself. Use the tire in the middle to bounce away from the nuts he spits at you. Remember, always land back on the tire or else you will probably get hit. Also, don't waste your time dodging if you are not going to hit im. Only after he stands there for a second can you hit him. You can't hit him in the middle of his shooting spree. Beat this and you have one final boss to complete.

=== Boss 7 - King K. Rool =====dk_b6===

Thi guys is not too tough once you get the hand of him. First of all, head to the right and you will actually see King K. Rool. Then, he will throw his crown at you. Don't worry, it is not a boomerang. Jump over it, then jump on K. Rools head. This will harm him once. He will then charge at you, so jump over him. He will throw his crown at you again. Jump over it, then jump on him. He will now charge at you twice. He gets a bit faster on each charge as well, so be very careful. You cannot afford to lose one of your characters at this stage of the game. Do this one more time and he will change his technique. Now, he will chuck a crown at you, so hit him. Then he will jump really high and order some large barrels to be thrown down at you. The first time he will only do one swipe of the screen. The second time he does two, and the third he does three. After each entire sequence, hit K. Rool after he throws his crown. After this he will fall down, some weird credits will roll, and he will come back to life. So, he jumps over you, throws his crown, hit him again. He will then jump around for a little bit more, so hit him for a second time. Finally, do this one more time to defeat King K. Rool, the last boss of the game.

3. In the secret room near the (G).

Funky's Fishing

4. Fish and catch 20 total, as mentioned in the walkthrough to gain the prize.

Candy's Dance Studio

5. Perform a flawless dance to impress Candy and gain the picture.

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World 2 - Monkey Mines

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Minecart Carnage

6. Instead of jumping into the automatic barrel at the start, jump over the barrel. Then head to the right and claim the picture.

Funky's Fishing

7. While fishing, catch a total of 15 Croctopus.

Candy's Dance Studio

8. New dance, same standards. Impress Candy and you gain the picture.

Necky's Nuts

9. Switch to Donkey Kong and head over to the tire in the middle of the boss fight. Do a ground slap to gain this picture.

==

World 3 - Vine Valley

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Funky's Fishing

Ice Age Alley

18. Just after the checkpoint, head down the slope and fall down the trail of bananas. You will gain the camera here, and also, you will be shot back up in case you are scared of losing a life :)

Funky's Fishing

19. Catch 50 squiges to collect the next picture.

Rope Bridge Rumble

20. Once you gain Winky inside the first bonus room of the level, head out. Now head to the left, jump down and jump to the next ledge to gain the picture.

Torchlight Trouble

21. Just above the EXIT is the camera here.

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World 5 - Kremkroc Industries Inc.

==

Poison Pond

22. After the checkpoint, look above the second enemy. Tada!

Funky's Fishing

23. Catch ten trash items to gain the camera.

Candy's Dance Studio

24. Perform a near flawless dance to impress Candy and gain the picture.

==

World 6 - Chimp Caverns

2. In the first Bonus Room right after obtaining the Rhino from the box. Head passed all of the bananas to find the Red Balloon at the end.

Level 2 - Ropey Rampage

1. Complete the second bonus level to claim the Red Balloon.

Level 3 - Reptile Rumble

1. Near the beginning, right after the jumping Kremlings, grab the barrel to unlock the Bonus Room. The Red Balloon will be in the middle of the two rows of bananas.

Level 4 - Coral Capers

1. Just after you obtain the shark from the box, head north until you see the patrolling spiral enemy. Quickly head right and grab the Red Balloon.

Level 5 - Barrel Cannon Canyon

1. In the first bonus room before the first TNT barrel, use the center lane of bananas to obtain the Red Balloon.

Level 6 - Winky's Walkway

NONE

Level 7 - Mine Cart Carnage

1. After the first checkpoint, and a few carts, you will notice two paths. The path below will lead to a Red Balloon.

Level 8 - Bouncy Bonanza

1. Complete the first bonus level to gain a Red Balloon.

Level 9 - Stop and Go Station

NONE

Level 10 - Millstone Mayhem

1. The second bonus level can be completed for one Green Balloon.

Level 11 - Vulture Culture

Level 12 - Tree Top Town

1. In the first Bonus Room of Tree Top Town, match the barrels by spelling the letters "KONG" in a row. This will give you a Red Balloon as a prize.

Level 13 - Forest Frenzy

1. Towards the end of the level, when dodging sets of bees, one bee is on patrol of a Red Balloon. Grab it without getting hit, or getting hit. Whichever you prefer, hehe.

Level 14 - Temple Tempest

NONE

Level 15 - Orang-utan Gang

1. Towards the bottom of the second bonus level.
2. Once entering the fifth bonus level, head all the way to the right to find the Red Balloon sitting there.

Level 16 - Clam City!

NONE

Level 17 - Snow Barrel Blast

1. Towards the beginning at the end of a chain of three vultures.

Level 18 - Slipslide Ride

1. Complete the first bonus level to earn this Red Balloon.
2. Complete the second bonus level to earn this Red Balloon.

Level 19 - Ice Age Alley

1. A Blue Balloon can be obtained after finding the second bonus level and completing it.

2. A Green Balloon and Red Balloon can be obtained in the second bonus room.

Level 20 - Croctopus Chase

1. Near the shark box, after a small gap opening. It's more of a secret.

Level 21 - Torchlight Trouble

1. Complete the first bonus level to obtain the Red Balloon.

Level 22 - Rope Bridge Rumble

NONE

Level 23 - Oil Drum Alley

1. In the bonus room towards the beginning after destroying the firey barrel with the TNT, use the barrel to shoot yourself up to the 1-UP.

Level 24 - Trick Track Trek

1. Head to the second bonus room and choose the Blue Balloon to match.

2. Head to the second bonus room and choose the Green Balloon to match.

Level 25 - Elevator Antics

1. Green Balloon is located in the second bonus room.

2. Red Balloon is located in the first bonus room.

Level 26 - Poison Pond

NONE

Level 27 - Mine Cart Madness

1. First Bonus Level claim the Red Balloon between the barrels.

Level 28 - Blackout Basement

1. CJayC - Posting this FAQ on GameFAQs, the #1 Game FAQing site.
2. Robin en Tineke for a useful tip in Millstone Mayhem.

=== 9.4 - Closing =====dk_cl===

Well, this is all I can offer you for this game. I have tried my best to cover all the aspects of the game, so that your life is a heck of a lot easier. My contributor name is nm14, so be sure to use my other walkthroughs for other games. I hope this has helped you in what you were looking for, and if it has not, I would encourage you to e-mail you. I will always e-mail you back if you ask a worthy question that is not in my FAQ. Remember, you can look in my e mail section for more information. Take care, and g'night from nm14 headquarters!

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All of my work can be found at:

<http://www.gamefaqs.com/features/recognition/32285.html>

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