

Donkey Kong Country 2 Kong Family Guide

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The Kong Family Locations Help

Donkey Kong Country 2

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1. Updates

- 04/20/05 - Started FAQ off with Gangplank Galleon List
- 04/21/05 - Added Gangplank Galleons Kong Kollege Hints
Added Swanky Kong's answers for Gangplank Galleon
- 04/22/05 - Added Kongs Kollege hints for Crocodile Cauldron
- 04/28/05 - Added Krem Quay locations and last half of Crocodile Cauldron
- 04/29/05 - Added Cranky's hints and Bonus Bonanza for Krazy Kremland
Added the search feature type thing
- 05/02/05 - Added Cranky's Hints for Gloomy Gulch
- 05/03/05 - Added Gloomy Gulch and K. Rool's Keep Locations
Starting to work on the explanation of clues

=====
2. Introduction
=====

In the game as you progress through the levels you'll be able to go to Cranky Kong's (Diddys Grandfathers) Hut, or Wrinkly Kongs Kong Kollege, or even Swanky Kongs Bonus Bonanza, at the locations you can get hints or play bonus games... for a price. So this FAQ will buy all the hints for you so if you need help and dont have the coins you can use this FAQ and hopefully get an extra advantage, it will also cover the trivia answers from Swankys Bonus Bonanza. So please if you have any comments or suggestions email me. Thanks, and I hope this FAQ helps somewhat.

Please note that even though I explain the hints, some are very vague and there

=====
3. Cranky's Hints (A000)
=====

a. Gangplank Galleon (A001)
=====

Cranky: Come and say hello to your old grandpappy Cranky. I'm here to offer you my wealth of game-playing wisdom for a small price. Plus I also have an extra surprise for you. Use ^ (Up arrow) & V (Down Arrow) on the + (Directional Pad) to choose between the options on my menu.

Cranky's Surprise	
Pirate Panic	Free
Lockjaw's Locker	1 Coin
Mainbrace Mayhem	2 Coins
Pirate Panic	3 Coins
Gangplank Galley	4 Coins
Topsail Trouble	Free

-Cranky's Surprise-

With my newly acquired wealth from Donkey Kong Country, I have bought this bird. With your help, I'm sure we can turn him into a champion racing bird.

At the moment he is far too small to race. We need to make him stronger.

Hidden on each level is a golden feather like this one. Find these feathers and bring them back to me.

You will need to find at least four feathers before we can race. I will tell you more once you have the feathers.

[Cranky's Surprise is now replaced with Espresso Racing]

-Pirate Panic (1)-

Try using your team throw at the start.

[In the level Pirate Panic, make your way to the DK barrel that is just ahead, get Dixie Kong, put her on your shoulders using R1, and go back to the very start. Walk left until you can no longer go forward, Press up and B to throw your partner into a hidden barrel that will launch you across the top row of bananas]

-Lockjaw's Locker-

Below the letter R, you'll find a reward if you avoid the danger.

-Mainbrace Mayhem-

Jump for joy when crossing the longest horizontal rope.

-Pirate Panice (2)-

I reckon the door at the bottom of the tall wall looks flimsy to me.

[Get Rhino, and continue heading forward. After you kill the 4 Neeks You'll see the background has several stacked barrels and an arrow pointing to the left. Its pointing to the tall wall. Use Rhino to break down the wall. You'll have to charge his attack. I'm not sure if you can use a barrel or box to break it down.]

-Gangplank Galley-

Those big blue goons ain't guarding that huge stack of barrels for nuthin'!
Knock 'em off and get up there!

[Right after breaking the checkpoint barrel you'll come across 2 baddies. One will be patrolling the bottom of a stack of barrels and another one will be patrolling on top of the barrels. What you dont see from the bottom is the big blue guy is guarding the letter N. So take the DK barrel on the bottom of the barrel stack and use it to take out the big blue guy and grab the N. He cant be hurt by regular means.]

-Topsail Trouble-

A hook, step, and jump is all you need to look for near the two dragonflies above you.

=====
b. Crocodile Cauldron (A002)
=====

Lava Lagoon	Free
Hot-Head Hop	1 Coin
Red-Hot Ride	2 Coins
Hot-Head Hop	3 Coins
Kannon's Klaim	4 Coins
Squawks's Shaft	Free

-Lava Lagoon-

Below the first seal, you'll find something worth getting your fur burnt for.

-Hot-Head Hop-

Is it my eyes, or is there just one chest at the start?

-Red-Hot Ride-

Take it easy; let the rhino use his head to get you through the first half.

-Hot-Head Hop-

A trek towards the Klobber with the spider is worth looking up.

-Kannon's Klaim-

Right is right, right at the start.

-Squawks's Shaft-

Those two hook-throwing villains opposite each other are protecting something. I'm sure of it!

=====
c. Krem Quay (A003)
=====

Espresso Racing	
Barrel Bayou	Free
Bramble Blast	1 Coin
Slime Climb	2 Coins

Glimmer's Galleon	3 Coins
Rattle Battle	4 Coins
Bramble Blast	Free

-Barrel Bayou-

Find the only Krockhead stepping-stone, and you'll find your buddy Rambi.

-Bramble Blast-

With only the dragonflies left, I'm sure you'll be alright.

-Slime Climb-

When nearing the top, the ability to walk on water reveals all.

-Glimmer's Galleon-

It might be dark and spooky, but don't let it get you down immediately.

-Rattle Battle-

Are you up to it at the start?

-Bramble Blast-

After four spinning barrels all that's left is left itself.

=====
d. Krazy Kremland (A004)
=====

Hornet Hole	Free
Rambi Rumble	1 Coin
Bramble Scramble	2 Coins
Target Terror	3 Coins
Rambi Rumble	4 Coins
Hornet Hole	Free

-Hornet Hole-

An eight-legged friend would go halfway to helping you here.

-Rambi Rumble-

Don't be in a hurry to enter Rambi's room. Think things over.

-Bramble Scramble-

The fruit is always fresher on the other side of the thorns. Jump to it!

-Target Terror-

It's his track, so watch the Kremling car carefully. He might be down, but he's on his way out.

-Rambi Rumble-

A charge down the last straight with Rambi will ensure a crushing victory.

-Hornet Hole-

Start with a hook, stick, and jumps, and you're bonus-bound!

=====
e. Gloomy Gulch (A005)
=====

Ghostly Grove	Free
Parrot Chute Panic	1 Coin
Web Woods	2 Coins
Haunted Hall	3 Coins

Parrot Chute Panic 4 Coins
Ghostly Grove Free

-Ghostly Grove-

Things are starting to look up on this level.

-Parrot Chute Panic-

Here's a tip that I think's great: the door is by the Klampon, and so is the crate.

-Web Woods-

Finishing this level is cause for celebration. By all means, go over the top.

-Haunted Hall-

Where you find one, there may be two.

-Parrot Chute Panic-

To the left of the letter O is where you should go.

-Ghostly Grove-

K. Rool is no fool. He has got two big blue goons watching his hoard near halfway.

=====
f. K. Rool's Keep (A006)
=====

Arctic Abyss	Free
Chain Link Chamber	1 Coin
Toxic Tower	2 Coins
Clapper's Cavern	3 Coins
Castle Crush	4 Coins
Chain Link Chamber	Free

-Arctic Abyss-

After the start, a long jump and then a high jump will win you more than just a gold medal.

-Chain Link Chamber-

Brave an early attack of barrels, and their hidden treasure is yours.

-Toxic Tower-

Watch very carefully at the end. There's something going down that could give you a new life.

-Clapper's Cavern-

I ain't helping you with this one. It's up to you to start looking yourself.

-Castle Crush-

I've left a couple of animal buddies for you in here, but it's left for you to find them.

-Chain Link Chamber-

When cannon balls are raining down on you, I suggest you look for a way past who's responsible.

=====
4. Kong's Kollege Hints (B000)
=====

a. Gangplank Galleon (B001)

=====

Wrinkly: Hello, dearies. I'm Mrs. Wrinkly Kong, headmistress here at Kong Kollege. I'm available to teach courses on how to play this game. Use ^ (Up arrow) and V (Down arrow) on the + (Directional pad) to choose between the options on my menu. Now then, how can I help you?

Homework

Saving the Game	Free
Kong Family Coins	Free
Swimming	1 Coin
End of Level Target	1 Coin
Rambi's Charge	1 Coin
Character Team-up	2 Coins
Area Guardian	2 Coins

-Homework-

You want a homework project, do you? You are good children. Well, I have the very thing. Here, take this empty book. I want you to fill it with pictures of all the strange creatures you encounter. How do you get the pictures? Well, it is simple. Just look out for any bad guys with a camera above their heads. When you defeat them, you will be awarded a picture. I have heard there are also a few cameras lying around on the levels, just waiting to be picked up. For each page you fill with pictures, I will give you one of these strange Hero Coins that my husband left lying around.

[Homework is now replaced with Check Homework]

-Saving the Game-

To save your progress, simply pres START on any world map. This will access your inventory menu. Now just press the A button to save the game.

-Kong Family Coins-

A gold coin with a bunch of bananas on it. Collect these and spend them in the various Kong Family locations found throughout the island.

-Swimming-

Press the A Button to swim. Pressing (Up) or (Down) on the + while swimming will affect teh speed that you sink or swim.

-End of Level Target-

Jump on the target to finish the level. If you jump from a sufficient height, you will win the displayed prize.

-Rambi's Charge-

Press and hold the R Button to power him up, then release it for his Supercharge. Use this to defeat enemies and break open hidden doors!

-Character Team-up-

When you have both characters, press the R Button to team up, press it again to split up. Throw your partner to defeat enemies and discover secrets.

-Area Guardian-

Throw Krow's eggs back at him. He won't like it!

=====

b. Crocodile Cauldron (B002)

=====

Homework	
Rattly the Snake	1 Coin
Rope Climbing	1 Coin
KONG Letters	1 Coin
Squitter's Webs	2 Coins
Kremkoins	2 Coins
Area Guardian	2 Coins

-Rattly the Snake-

To make your snake buddy jump in midair, walk off an edge and press the jump button as he falls.

-Rope Climbing-

Press and hold the B Button when you are the ropes, and you will climb up and down them faster than normal.

-KONG Letters-

Collect all four of these on a level to earn an extra life!

-Squitter's Webs-

To create a web platform, press the R Button. Press the button again to stop the web and form a platform in the desired position.

-Kremkoins-

For every bonus level you complete, you will get one of these. Collect a lot and you can use them at Klubba's Kiosk.

-Area Guardian-

When you hit Kleeever, quickly get across to the other side before he gets angry.

=====
c. Krem Quay (B003)
=====

Homework	
Animal Barrels	1 Coin
Jumping on Enemies	1 Coin
Colored Balloons	2 Coins
Rattly's Superjump	2 Coins
Hero Coins	3 Coins
Area Guardian	3 Coins

-Animal Barrels-

Jump in these to transform into the animal shown on the side of the barrel.

-Jumping on Enemies-

If you hold the jump button down while jumping on an enemy, you will bounce higher and further than normal.

-Colored Balloons-

There are three types. Red is worth one life, Green is worth two lives, and the rare Blue balloon is worth three lives!

-Rattly's Superjump-

Press the R Button to power him up, then release it to activate his Superjump. Use this to access normally unreachable areas.

-Hero Coins-

A very large coin with 'DK' on it. Each level has one, cunningly hidden by

Cranky. Collect these to increase your status as a video game hero.

-Area Guardian-

When Kudgel lands, he'll shake the screen and immobilize you! Be careful!

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d. Krazy Kremland (B004)

=====

Secret Doors	1 Coin
Roll Jump	2 Coins
Area Guardian	3 Coins
Homework Page 1	10 Coins
Homework Page 2	10 Coins
Homework Page 3	10 Coins
Homework Page 4	10 Coins
Homework Page 5	10 Coins

-Secret Doors-

Doors are hidden on the sides of walls and can be broken into by throwing objects at them or using your animal buddies.

-Roll Jump-

Press B to roll off an edge, then press A to jump as you fall. You can increase your jumping distance this way.

-Area Guardian-

Destroy the small zinger and his drones quickly, or they'll reappear after a while.

-Homework Page 1-

- Photo 1: Bash the Klomp on Squawks's Shaft.
- Photo 2: Start of Web Woods.
- Photo 3: Hot Klobber Hop.
- Photo 4: High up Topsail Trouble.

-Homework Page 2-

- Photo 1: Climb up, Chain Link Chamber.
- Photo 2: By the G, Rattle Battle.
- Photo 3: Halfway, Red-Hot Ride.
- Photo 4: Find N, Black Ice Battle.

-Homework Page 3-

- Photo 1: Beat Screech's time.
- Photo 2: Parrot Chute Panic.
- Photo 3: Krockhead Klamber.
- Photo 4: Blasting away on Kannon's Klaim.

-Homework Page 4-

- Photo 1: In the Locker after G.
- Photo 2: After halfway, Glimmer's Galleon.
- Photo 3: By the N, Lava Lagoon.
- Photo 4: In the Seal's Cavern.

-Homework Page 5-

- Photo 1: Don't be too quick to leave on Haunted Hall.
- Photo 2: Look up, Ghostly Grove.
- Photo 3: After the N on Klobber Karnage.

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e. Gloomy Gulch (B005)

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Secret Passages	1 Coin
Bonus Levels	2 Coins
Area Guardian	3 Coins
Homework Page 6	10 Coins
Homework Page 7	10 Coins
Homework Page 8	10 Coins
Homework Page 9	10 Coins
Homework Page 10	10 Coins

-Secret Passages-

Walls that look solid could contain secret passages that you can use to access hidden areas or shortcuts.

-Bonus Levels-

Each level has between one and three of these. Complete all the bonuses on a level to boost your percentage.

-Area Guardian-

Jump on the different colored Mini-Neckys to gain the necessary objects to fight the ghost of Krow.

-Homework Page 6-

Photo 1: Hidden on Rambli Rumble.

Photo 2: Just after the Star barrel on Castle Crush.

Photo 3: End of Fiery Furnace.

-Homework Page 7-

Photo 1: After the N on Mudhole Marsh.

Photo 2: Look in Hornet Hole.

Photo 3: A single banana shows the way in Barrel Bayou.

-Homework Page 8-

Photo 1: Go right at the start of Bramble Scramble.

Photo 2: Look before the O in Jungle Jinx.

-Homework Page 9-

Photo 1: Complete Wrinkly's task.

Photo 2: Visit your family whenever you can.

-Homework Page 10-

Photo 1: Become the quiz master.

Photo 2: Earn your wings.

=====

f. K. Rool's Keep (B006)

=====

Invisible Items	1 Coin
Enguarde's Stab	2 Coins
Area Guardian	3 Coins
Homework Page 11	10 Coins
Homework Page 12	10 Coins
Homework Page 13	10 Coins
Homework Page 14	10 Coins
Homework Page 15	10 Coins

-Invisible Items-

Finding these aren't necessary, but they will be useful if you can. Items become visible when you touch them.

-Enguarde's Stab-

Press the R Button to power him up, then release it for his Superstab. Use this to break open hidden doors!

-Area Guardian-

When he rears up, make sure you get off the ground.

-Homework Page 11-

Photo 1: Send K. Rool flying.

-Homework Page 12-

Photo 1: Head left on Gusty Glade.

Photo 2: Smash open the doorway in Pirate Panic.

-Homework Page 13-

Photo 1: Animal Antics around the N.

Photo 2: Become the fastest bird around.

-Homework Page 14-

Photo 1: Arctic Abyss, under the change barrel.

Photo 2: Past the O is too far on Glimmer's Galleon.

-Homework Page 15-

Photo 1: Shoot the Zinger at the top of the tower.

Photo 2: Plunge into the icy waters of Clapper's Cavern.

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5.      Swanky Kongs Bonus Bonanza      (C000)
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a.      Gangplank Galleon      (C001)
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Swanky Kong: Give them a big hand, folks! Good evening, I'm Swanky Kong, and you're tonight's contestants on my bonanza! It's easy to play! Use <- and -> on the + to pick a barrel, then press the A button to begin the game. You will be asked a series of questions. Use the + to move Left and Right between the stars on the ground. Once you are on the correct star, press the A button to activate that star.

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=====
Swank's Swag - 1 Coin
=====
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What is my name?

- A. Swanky
- B. Wonky
- C. Stinky

Answer: A

What is the first enemy that you see in the game?

- A. A furry rat
- B. A scaly crocodile
- C. An ugly earthworm

Answer: A (A Neek)

What is the name of this area of the island?

- A. Gangway Garbage
- B. Gangland Galleon

C. Gangplank Galleon

Answer: C

Swanky: Well played! Here, you deserve this! (1 Extra Life)

=====
Pirate Puzzler - 2 Coins
=====

What button do you press to run?

- A. B Button
- B. A Button
- C. START

Answer: A

What is the name of the first level in the game?

- A. Pirate Picnic
- B. Pirate Panic
- C. Pirate Punch-Up

Answer: B

What is the name of the enemy boss who has kidnapped Donkey Kong?

- A. Kaptain K. Rapp
- B. Korporal K. Reep
- C. Kaptain K. Rool

Answer: C

Swanky: Well done! You got them all right! (2 Extra Lives)

=====
Chimp Challenge - 3 Coins
=====

In the first level of the game, how many windows did the Kaptain's Kabin have?

- A. Two
- B. Four
- C. Six

Answer: B

What is the name of the first rigging level?

- A. Mainbrace Mayhem
- B. Rigging Riot
- C. Ropey Rubbish

Answer: A

In the first level of the game, which of these is NOT a background object in the Kaptain's Kabin?

- A. A Sword
- B. A Map
- C. A Gun

Answer: C

Swanky: We have a winner here tonight! (3 Extra Lives)

Until the next time, here on Swanky's Bonus Bonanza!

=====
b. Crocodile Cauldron (C002)
=====

=====
Cranky's Challenge - 1 Coin
=====

What is the name of the first lava level on this area of the island?

- A. Boiler Curfew

- B. Hot-Head Hop
- C. Meltdown Mayhem

Answer: B

What is the name of this area of the island?

- A. Crocodile Cauldron
- B. Alligator Alley
- C. Crocodile Cove

Answer: A

How many times did you have to hit the end-of-area giant bird to kill him?

- A. Four
- B. Six
- C. Ten

Answer: A

Swanky: Alllllright! The little monkey is a winner! (1 Extra Life)

=====
Lucky Lava - 2 Coins
=====

What colors were the crocodile heads you jumped on in the first lava level?

- A. Red and blue
- B. Blue and green
- C. Green and red

Answer: C

What is an extra lives balloon colored red worth?

- A. Two lives
- B. One life
- C. Five lives

Answer: B

Excluding the end-of-area boss, how many levels were there on the first area of the island?

- A. Five
- B. Six
- C. Four

Answer: A

Swanky: Well done! You got them all right! (2 Extra Lives)

=====
Gorilla Game - 3 Coins
=====

How many banana bunches would you have to collect to get an extra life?

- A. Five
- B. Ten
- C. Twenty

Answer: B

Where did the beetle first appear during the first area of the island?

- A. Level One
- B. Level Five
- C. Level Two

Answer: C

What is the name of Diddy's ponytailed girlfriend?

- A. Diddette
- B. Trixie

C. Dixie

Answer: C

Swanky: We have a winner here tonight! (3 Extra Lives)

=====

c. Krem Quay (C003)

=====

=====

Funky's Fun - 1 Coin

=====

What can your snake buddy do that is special?

A. Jumps very high

C. Runs very fast

C. Spits eggs

Answer: A

What is the name of the level with the angler fish that lights your way forward?

A. Torch Tragedy

B. Glimmer's Galleon

C. Gloomy Galley

Answer: B

What is the name of the big muscle-bound crocodile who guards the toll bridge?

A. Klaggy

B. Klunga

C. Klubba

Answer: C

Swanky: Alllllright! The little monkey is a winner! (1 Extra Life)

=====

Swampy Swag - 2 Coins

=====

How many lives do you start the game with?

A. Three

B. Five

C. Seventeen

Answer: B

What button do you press to team up?

A. R Button

B. B Button

C. A Button

Answer: A

What is your rhino buddy's name?

A. Bambam

B. Rambi

C. Rambus

Answer: B

Swanky: We have a winner here tonight! (2 Extra Lives)

=====

Primate Prize - 3 Coins

=====

What is the name of this area of the island?

A. Don Quay

- B. Krem Quay
- C. Crocodile Cove

Answer: B

What is your parrot buddy's name?

- A. Squawks
- B. Squeaks
- C. Flapper

Answer: A

How many airplanes hang from the roof in Kong Kollege?

- A. One
- B. Four
- C. Two

Answer: C

Swanky: All correct, folks! Didn't they do well? (3 Extra Lives)

=====
d. Krazy Kremland (C004)
=====

=====
Wrinkly's Winner - 1 Coin
=====

What is the name of this area of the island?

- A. Loony Goonland
- B. Creepy Crocland
- C. Krazy Kremland

Answer: C

What color is your parrot buddy?

- A. Red, green, and yellow
- B. Red, black, and purple
- C. Brown, black, and white

Answer: A

Name the two companies that produced this game?

- A. Crocodile Games/Rave
- B. Kremsoft/Krool Inc.
- C. Rare/Nintendo

Answer: C

Swanky: Well played! Here, you deserve this! (1 Extra Life)

=====
Krazy Kwiz - 2 Coins
=====

What is the name of the first hive level on this area of the island?

- A. Wasp Hive Horror
- B. Hornet Hole
- C. Horrible Hive

Answer: B

What is the name of the old lady who runs Kong Kollege?

- A. Crocky
- B. Wrinkly
- C. Crinkly

Answer: B

Which of these CANNOT be found at Klubba's Kiosk?

- A. Picture of K. Rool
- B. Oil drum
- C. Boxing gloves & punching bag

Answer: A

Swanky: Well played! Here, you deserve this! (2 Extra Lives)

=====
Baboon Booty - 3 Coins
=====

What is your snake buddy's name?

- A. Hisser
- B. Slithers
- C. Rattly

Answer: C

What color vest does old man Cranky Kong wear?

- A. Red
- B. Green
- C. Yellow

Answer: B

Which of these enemies have you not seen yet during this area of the island?

- A. Kutlass the swordsman
- B. Zinger the wasp
- C. Cat O' 9 Tails

Answer: C

Swanky: Well done! You got them all right! (3 Extra Lives)

=====
e. Gloomy Gulch (C005)
=====

=====
Lockjaw's Loot - 1 Coin
=====

What is the name of this area of the island?

- A. Gloomy Gulch
- B. Fearsome Forest
- C. Spooky Heights

Answer: A

How many little wasps did the end-of-area giant wasp break up into?

- A. Three
- B. Five
- C. Seven

Answer: B (4 yellow ones, 1 one main red one)

What is the name of the trendy surfing Kong who operates his crazy flights?

- A. Cranky
- B. Chunky
- C. Funky

Answer: C

Swanky: I knew you'd win this time! (1 Extra Life)

=====
Haunted Haul - 2 Coins
=====

What is the name of the forest level with the blowing wind in it?

- A. Breezy Battle
- B. Windy Woods
- C. Gusty Glade

Answer: C

On the Crocodile Isle map, how many small wasps hover around the wasp hives?

- A. Three
- B. Four
- C. Five

Answer: A

What is the name of the Kremling Island that you are on?

- A. Crocodile Dump
- B. Crocodile Isle
- C. Crocodile Country

Answer: B

Swanky: We have a winner here tonight! (2 Extra Lives)

=====
Gibbon Game - 3 Coins
=====

Which of these is NOT the name of an area of the island you have played?

- A. Crocodile Cauldron
- B. Krazy Kremland
- C. Crocodile Canyon

Answer: C

What is your swordfish buddy's name?

- A. Enguarde
- B. Swordy
- C. Stabber

Answer: A

How many world map globes are there on the shelves in Kong Kollege?

- A. Two
- B. One
- C. Zero

Answer: A

Swanky: Well done! You got them all right! (3 Extra Lives)

=====
f. K. Rool's Keep (C006)
=====

=====
K. Rool's Kwiz - 1 Coin
=====

What is the name of this area of the island?

- A. K. Rool's Castle
- B. K. Rool's Keep
- C. K. Rappy Keep

Answer: B

What is the name of the old man Kong who keeps a racing bird?

- A. Creaky
- B. Beardy
- C. Cranky

Answer: C

Which of these enemies also appeared in Donkey Kong Country?

- A. Neek the rat
- B. Zinger the wasp
- C. Kannon the crocodile

Answer: B

Swanky: All correct, folks! Didn't they do well? (1 Extra Life)

=====
Castle Challenge - 2 Coins
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What is the name of the castle level with the rising floor?

- A. Castle Crush
- B. Tragic Tower
- C. K. Rool's Krush

Answer: A

How many animal buddies can you ride in the game?

- A. Four
- B. Six
- C. Five

Answer: C

What is the name of the flying ghost who throws objects at you?

- A. Flapper
- B. Kloak
- C. Black Jacket

Answer: B

Swanky: Well played! Here, you deserve this! (2 Extra Lives)

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Big Ape Bounty - 3 Coins
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What is your spider buddy's name?

- A. Spinner
- B. Squitter
- C. Eight Eyes

Answer: B

How many desks are there in Kong Kollege?

- A. Five
- B. Three
- C. Six

Answer: A

How many different baddies do you think are in the game?

- A. Forty
- B. Thirty
- C. Twenty

Answer: B

Swanky: All correct, folks! Didn't they do well? (3 Extra Lives)

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6. Copyright and Email Information
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Questions/Comments/Suggestions? Then please email me at GimpyTheGreat@gmail.com

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