Lion King 1 1/2 FAQ

by Overated

Updated to v1.01 on Jun 17, 2007

	 / _ \ / \ (<_>)
game targets a younger audience, and pos experienced gamer. For children though, is great for a kid who likes the movie a	it is a solid game. I'd say this title and is in the 4 to 11 age range. Over 25 ive the game lots of replay value. There and even Bonus Movies that show actual ry short ones). As the game is for for this FAQ. There is not a single
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IV. Best Bonus Level Times

I. STORY *SPOILERS*

As I have done with all my other Disney game FAQs, I like to relate the story to the reader. I understand that not everyone will play the game but that some will be interested in how the story is done. When text is between two astericks (*texttext*) that describes the action that happened during the level.

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|| Characters ||
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Timon- A meerkat who finds that life in a meerkat colony isn't for him.

Pumbaa- A warthog who know one will be around because of his offensive odor.

Rafiki- A mysterious monkey who always seems to be around when 'Lion King' characters need him the most.

Simba- A young lion with a terrible past. He thinks he has left it all behind when an encounter forces him to confront his childhood.

Nala- A lioness who was Simba's best friend when they were cubs.

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_~_~_~_~_~_
| Colony Life |
~_~_~_~_~_~
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Timon:

"It's my turn for sentry duty. I have to get to the lookout tree at the end of the colony."

Uncle Max:

"You call yourself a meerkat?!? You've got a lot to learn about life as a meerkat, young Timon. Make sure to listen to what others have to say."

Timon's Father:

"I know you can do it son."

Timon reaches the sentry post.

Uncle Max:

"Well it's about time you showed up. Are you ready to scurry, sniff, and flinch?"

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~~_~_~_~_~_~_~_ | When Hyenas Attack| ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~

Meerkat at the beginning of the 'When Hyenas Attack:'

"The Hyenas are attacking!!! Make a run for the colony entrance and avoid those beasts!"

Timon reaches the colony entrance.

Uncle Max 'When Hyenas Attack:'

```
"I trusted you to be
sentry and you let
the hyenas sneak up."
Timon:
"I'm sorry Uncle Max.
I'm sorry Mom.
Meerkat life is not
for me. I need to
find my place in the
world."
| The Lone Warthog |
~_~_~_~_~_~_~
Pumbaa:
"I wish I had a
friend."
Rafiki:
"Looking for a friend?
I think I saw
someone not too far
from here."
Pumbaa:
"Gee, thanks."
*Pumbaa completes the level*
Pumbaa:
"What is that little
fellow doing all
alone in this big
place?"
Timon:
"Ahhhhh!!!!"
Pumbaa:
"Wait! Come back!"
*Timon runs away*
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7 ;7Ma:.rM@ rr;;;iX . Xi:ii,7::, ,WMMMM2
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X X2@ :,iZM r;XS,, ;Xrir:riiri ;i;X8M0
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     :iri;72aS7, :7XX::,;iiri;iXrr:i:ii:i;iX7i7;
    00WM227i,i:X2ar;r:ii;i;r::iXr:.:;;;iiii;S:.:i;i
    Sa. ,ii;rirrr,::i;r;irr:.7:,iiii::iiir.:.: X2Z
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       i27;i,;:;::,rir:i;r,r77i,,::ii:;;; iZXXXXS..X
          7a77ii:irXiiiX::;;,:;;i;;ri,;;.78XrXS7;ir8
            ,XaS7r7;i::rri;a7,rXi7r:,..X8SX;7rrS.:X7
              ;7SSX77; :.ri;i,S:i:ir2a2X;;7XXZ:.S.
               .X,i 7a2a82:;ri iSa2Z277X7Z80@X;,;a
               0:.iZ0828r:r;:,iSS7XXXSXS0@i ;iX
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_~_~_~_~_~_~_~_~_
| Warthog on my Shoulder|
~_~_~_~_~_~_~
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Pumbaa:

"Where did he go? I need to find that little guy and make sure he doesn't get into trouble."

Pumbaa proceeds through the level and encounters Timon.

Timon:

"What was that I'd better run."

Timon runs away but Pumbaa catches up to him later on in the level.

Timon:

"Yikes! Why can't there ever be a tunnel when you need one?"

Timon once again runs away and Pumbaa finds him again at the end of the level.

```
Timon:
"Ahhhhh!!!! Don't eat
me!"
Pumbaa:
"I'm not going to eat
you. I noticed you
were alone.
Timon:
"Are you alone, too?"
Pumbaa:
"Yes. Other animals
stay clear of me."
Timon:
"Really? Then you're
hired to help me look
for a new home."
Pumbaa:
"Okay!"
_~_~_~_~_~_~_
| Bonus Movie 1 |
~_~_~_~
After that stage a short bonus movie will be shown. Timon is riding on Pumbaa
and they spot the Pride Land's Rock (the Lion Den). Eagerly they rush towards
it and see a large congregation of animals.
_~_~_~_~_~_~_
| Pride Land Rush Hour|
~_~_~_~_~_~_~
Timon:
"We need to get to
the pointy rock
before everyon else
does."
Pumbaa:
"Just tell me what to
do and I'll get us
there."
*Timon and Pumbaa reach the pointy rock.*
Timon:
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"This is it, Pumbaa!
My Dream Home."
_~_~_~_~_~_~_
| Cave Sweet Cave |
~_~_~_~_~
Pumbaa:
"I made 2 beds in our
new home but we
need to work
together if we want
to get there."
Timon:
"Great! Let's go find
them."
_~_~_~_~_~_~_
| Noisy Neighbors |
~_~_~_~_~_~
Timon:
"Someone is throwing
a party out there. I
can't sleep."
Pumbaa:
"Neighbors? We
should go see who it
is.
_~_~_~_~_~_~_~_
| The Sky is Falling|
~_~_~_~_~_~_~_~
Pumbaa:
"Look Out! The animal
tower is falling!"
||OVERATED ASIDE: Yes this is the animal tower from the the first 'Lion King'
that gets created when Simba is singing 'Just Can't Wait to be King.' ||
Timon:
"Quick! Head back
home before it falls
on us."
| Bonus Movie 2 |
```

The pile of animals falls onto and destroys Timon and Pumbaa's house, just as Timon and Pumbaa get to safety.

~~_~_~_~_~_~_ | The Land of Bones | ~_~_~_~_~_~ *Timon and Pumbaa enter the elephant graveyard, a place frequented by hyenas in the first 'Lion King.'* Pumbaa: "Do you think we'll find a new house crossing the elephant graveyard?" Timon: "Well if we can't rest in peace here, we are not trying." _~_~_~_~_ | Make a Run for It | ~_~_~_~ Timon: "I just saw a big lion fighting 3 hyenas on top of a boulder." Pumbaa: "You mean the boulder that just fell off and is rolling towards us?" Timon:

"Rolling towards us? Run away!!"

~~_~_~_~_~_~_~_~_ | Out of the Frying Pan | ~_~_~_~_~_~_~_~_~

Pumbaa:

"I know a place where we can be happy."

Timon:

"I know we will be happy once we get to the end of this cave."

~~_~_~_~_~_ | Oh no, Hyenas!|

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~_~_~_~_~
Timon:
"It's an army of
Hyenas! Run for your
life!"
| Land of the Blinding Sun|
Pumbaa:
"I still think we
should try the place
I'm telling you
about."
Timon:
"Wait until we get to
the end of this
canyon."
Pumbaa:
"But, but..."
Timon:
"That's the spirit."
_~_~_~_~_
| Stampede! |
~_~_~_~
Pumbaa:
"This might be a bad
time to mention it,
but there is a
Wildebeest stampede
heading straight for
us."
Timon:
"Pumbaa, you're right.
This is a bad time to
mention it. Run!"
_~_~_~_~_~_~
| Bonus Movie 3 |
Timon and Pumbaa escape by floating away on leaf parachutes.
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| Open House|

Timon: "I told you I would find our paradise!" Pumba: "But I've been trying to tell you." Timon: "Save it for later, Pumbaa. Let's find our new beds." _~_~_~_~_~_~_~_~_ | Scaring the Buzzards| ~_~_~_~_~_~_~_~ Pumbaa: "I really want to go bowling for Buzzards, Timon." Timon: "Okay Pumbaa, one last time. What's the worst that could happen?" *Timon and Pumbaa hit many buzzards and at the end of the level find a passed out lion cub.* Pumba: "Look it's a Lion Cub! Can we keep him? He could be our bodyguard." Timon: "I got a better idea! Let's keep him and make him our bodyguard." :i72a8WX ZXX2r BS ,;ii;aZar 7ri:rZOX: 7:MMMMMM:.ii::rii,iW

~_~_~_~

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MMZ88B@W :rr7;ii.aa@ a7.iii;ii 2Z8WW77r..8MX
:MWa8Z08M0 ,rr7r:;MM MMMMMMi:::iii,B ZXr MWWMX

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OM8a088ZOW@ ,;7;, :.MM8 ...,
                                               7MM ,: 8WaXMM
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                 MMBaZ08ZZ880MM;;rrS7XX2a:,: :MMMB0BWWMM::WWZSXBM
                 ;MM8ZZZ80888@B ;rr7i;2;Xi.iS
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                                                   :.OWZZMM
                 iMMBaZZZ80@M.:r;rrr77r,27,:.
                                                    X, MZMM
                   MMMMMMMW07; rii; ; irX7: rSa7r2ZZZXSSa2; iZ; , MMM
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                     aWWZri, B2SS27r;7rr.:,,ir.
                            i882XXS;;;r:;;;:r;...,. a7Z
                              ;BBaS7rrr:iii;;iii;r7r7ri0a
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                                 8XX7XS27i. .. :;Sa;
                                ;Z7r7XXXS2ZZB2i8MB7;
          iMMMMMM2
                              :0ZX77XX7X7X7X7X82:
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             S@aaaS222Sa22222a22222aarXSXXXXXXXXXZSaBM
              @a222222022222a22a22a77SXXXXXXXX778ZZa0M
             SM2aa2aaa2aSa2222a22aS2ZarXXXXXXXXX;aZa2aW2
             M822a2a2a2a2222Sa222a2a27rXXXXXSS7r287a72Mr
             M2a2a2a7772a222a22aSa22SB:XXXXSXS:S0aaa72M
            WBa22a22aSXX8222S2a2Sa2aS0;XXXXX7;XWaaaaS0M
            MZ2a2a2a8XSX28Sa222a22222W;XXX7rrZ0a2aa2aBW
           rM22222ZMaa27BS2222aaa2a2B;a8MBM@8a2a2aaaW0
           W02aaaa0@;Z0B2;0Sa222222a8MMWX 7Maa2Z228Z@W
                      M002SS22222aW
                                      MBZaaZZZaBZ
           M78a7a0MX
           ,MaaaZWMS 8WX202Z2aaa22M,
                                       MWZZZZaaZM
           MBZa0MM.
                    rMZZZB8S8aZZZW@.
                                        .@aaaZ2B0MBMMMM7r
                    M0Z2a Z88a202r8MM0
          MBa2WMW
                                        BM8aZaOaSZ8WOOWMMMM2
                    MB280ZS8;7;8ZXS2W@Z
         M@ZZWM
                                         X0Za2S2ZZaBaa0WBMMM
                    SMaZ82aWXaXZB2a722aZ@@OMMZZ7XXZZZZZZaa80BB@MMZ87
        MW8ZZM
       ,M8ZZZM
                     M@8BSS277SXX7XSaSS0WW2MM0@WMMMMMM@M@@MMMM@MMMMMMM
                   :r;7:ii77SS2Z22Zaa2a0WB0SMM@B88888ZB0M@@WWWWBBW@MB
       WWZZZZZM
       M8ZZZOM XBMM@BBBa8ZZaZZaZaa2ZOZBWB8Z8BMMMMMM@MMMM@@WB000B8BBBWMOW
      iz7;:MM,aa2zzz8z8z8a8800B0z0a0zWzMWWWWBB8@MMMMMM@@MMMMMMMMMMMMMMMMMWM
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_~_~_~_~_~
| Hide N Seek |
~_~_~_~_~
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Simba:

"I'm bored, Pumbaa."

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Pumbaa:
"Want to play a
game?"
Simba:
"Okay. Try to find me
3 times."
*After Pumbaa goes through part of the level and finds Simba.*
Simba:
"You found me! I bet
you can't do it again."
*After Pumbaa goes through part of the level and finds Simba.*
Simba:
"You found me! I bet
you can't do it again."
*Pumbaa finds Simba one more time.*
Simba:
"Hooray!"
| Nala! |
~_~_~_~
Pumbaa:
"Timon there is a
lioness in the oasis
and she wants to eat
me!"
Timon:
"Run away!"
*Timon and Pumbaa flee from Nala and reach Simba.*
. , X
                                                       MMS22SXrr777X;
                                                       MMMXSa;7r;;rii
                                                        ;:X @Z SX2,M
                                                       Z2rXXi7,X...7
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                                                 .XB2r;r;0: .: MMMMM
                                            .iS88Zar;r;;.;r ,:i:
                                      .iXZ02X7r;;Xr;;rii77a ::;i
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~~_~_~_~_~_ | Bonus Movie 4 | ~_~_~_~_~_~

Nala and Simba rub nuzzle each other. Timon and Pumbaa, afraid of losing their best buddy to Nala, try to throw a Bee Hive at the pair but miss and the bees fly after them. Hilarity ensues.

| Pumbaa's Stand|

Pumbaa:

"Simba has left to fight his uncle Scar. If Timon won't help, then I will do it on my own."

Nala:

"Simba went through the desert. We can catch up if we hurry."

Pumbaa:

"I wish Timon was coming with us."

~~_~_~_~_~_ | Finding Pumbaa| ~_~_~_~_~_~

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Rafiki:
"Why do you look so
sad?"
Timon:
"Everyone headed off
on some dangerous
adventure and so has
my Hakuna Matata. I
need to go help my
friends."
*Timon catches up to Pumbaa.*
Pumbaa:
"Timon! You decided
to come help Simba."
Timon:
"Yes pal, cause
friends stick
together."
MM,
                                    MM
                                    MM
                                    MM
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                  MM
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               .MMMMBM,
               ,MOWS
| The Cavalry Arrives |
~_~_~_~_~_~
Pumba:
"Simba and Nala went
this way."
Timon:
"We can't let them do
this on their own.
Let's go!
*Timon and Pumbaa rush across the desert and catch up with Simba and Nala.*
Simba:
"We need a diversion
so I can get past the
Hyenas to where Scar
is."
Timon:
"But what can we do?"
_~_~_~_~_
| LUAU!!! |
~_~_~_~_~
Pumbaa:
"Look Timon! Our
diversion worked!"
Timon:
"I think we
underestimated how
hungry they were.
Get ready to run!"
*Timon and Pumbaa escape the hyenas and encounter some familiar looking
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meerkats.*
Timon's Mom:
"Timon is that you?
Max and I have been
looking all over for
you."
Timon:
"Mom, meet Pumba.
Pumbaa, meet my
mom."
Pumbaa:
"Nice to meet you."
~ ~ ~ ~ ~ ~ ~ ~
| The Big Fight |
~_~_~_~_~_~
Uncle Max:
"Your friend Simba is
fighting too many
Hyenas to be able to
get to Scar."
Timon:
"I have a plan. You
guys dig a trap while
Pumbaa and I take
care of any stray
Hyenas. Meet us at
the end of this path."
*Timon and Pumbaa get to the end of the path.*
Timon:
"The hyenas are
getting closer.
Spring the trap Uncle
Max!"
_~_~_~_~_~_
| Digga Tunnah|
~_~_~_~_~
Uncle Max:
"Something is keeping
my trap from
working."
Timon's Mom:
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```
"What are we going to
do?"
Timon:
"Pumbaa, take care of
my mom. I'll get to
the end of the
tunnel and trigger
the trap."
*Timon goes back on his own to spring a trap for the Hyenas.*
Timon:
"This must be it. now
the Hyenas will fall
through the ground."
~ ~ ~ ~ ~ ~ ~ ~
| Tunnel Escape |
~_~_~_~_~_~
Timon:
"Pumbaa, what are
you doing here? This
tunnel is collapsing!"
Pumbaa:
"I couldn't stand to
lose my best friend.
Are you ready?"
Timon:
"Let's go!"
*Timon and Pumbaa barely escape the rolling boulder.*
Pumbaa:
"We did it, Timon! The
Hyenas are gone and
Simba is king again!"
Timon:
"It's time for a
celebration!"
_~_~_~_~_~_
| Bonus Move 5|
Timon and Pumbaa ham it up for the camera and do some funky dances.
```

II. CONTROLS and PICK UPS

There are three different sets of controls in this game: Timon's, Pumbaa's and the Team controls where Timon rides on Pumbaa.

~~Controls~~

|| TIMON ||

B- Dig

Timon can dig yellow sand blocks out of his path with this feature. Timon can dig down, left and right but cannot dig while jumping.

A- Jump

R- Joke

By hitting the R button Timon will flex, making hyenas laugh uncontrollably and allowing Timon to run by them.

L- Use item found in level

|| PUMBAA ||

B- Belch

This stinky attack will stun Hyenas and defeat lesser foes. A good strategy with Belch is the preemptive Belch. Pumbaa is almost as fast as a Belch. When traveling in unfamiliar or dangerious territory, unleash a Belch and follow quickly behind it. The Belch will take out any foes before they can hit you.

A- Jump

Pumbaa can have over half of his body off of a platform before he needs to jump. For example:

PP

PP: Pumbaa

: Platform

R- Dash

This dash attack breaks rocks that get in Pumbaa's way and can defeat enemies like hyenas.

L- Use item found in level

|| TIMON RIDING ON PUMBAA ||

B- Belch

This stinky attack will stun Hyenas and defeat lesser foes.

A- Jump

Pumbaa can have over half of his body off of a platform before he needs to jump.

Right on Directional Pad- Run faster and lower horns

Doing this will put Pumbaa into attack mode, allowing him to take out

Vultures and Hyenas.

Left on Directional Pad- Slow down Hold left to slow down Pumbaa.

~~Pick Ups~~

GRUBS- Bugs, beetles, slugs and a variety of other assorted insects that Timon and Pumbaa like to eat. Collect GRUBS to unlock bonus levels and increase your file %. Collect 40 GRUBS to get a puzzle piece and get four puzzle pieces to get a Bonus Level. Complete a Bonus Level to get a HEART CONTAINER.

HEART POT- A Pick Up that looks like a pot with a stick in it. On the front of it is a heart label. Touching one of these will refill Timon's life meter by one heart.

COCONUT BOMB- Item that when used causes all the enemies on the screen to be defeated. Hit L to use it.

STINK BUG- Large green but that increases the potency of Pumbaa's stink, allowing him to fire up to three Belches at a time. There are only two of these in the entire game. They are located in 'The Land of Bones' and 'Pumbaa's Stand.'

BLUE BEETLE- Fierce looking beetle that protects whoever picks it up. The bug will absorb one blow before disappearing.

REMOTE- Remote control item. Use it by hitting L and the enemies will be frozen for a short period of time.

HEART CONTAINER- Bonus pick up found at the end of Bonus Levels. Increases the characters maximum amount of hearts by one.

CLOCK- Item in Bonus Levels that adds 10 seconds to your remaining time.

HULA SKIRT- Special Timon pick up that makes his joke feature (done by hitting R) funnier. Hyenas from a further distance will begin to laugh uncontrollably. Found in 'Finding Pumbaa.' I think there may be another Timon only pick up but my file is at 100% and I only have this one.

~~Terrain~~

SAND BLOCK- Yellow sand in a block shape. Frequently gets in Timon and Pumbaa's way but Timon can dig it away with the B button.

ROCK- Skinny reddish rock that Pumbaa can destroy with a dash. Hit R to do a dash.

MOVABLE ROCK- Roundish, tan rock that Pumbaa can push by putting his head against it and pushing it in a direction.

SCREAMING BIRD- Green bird that screams when it is touched. This piercing scream destroys nearby rocks.

CRUMBLING DIRT- Brown dirt that crumbles underneath the weight (or possibly stink) of Pumbaa.

BOULDER DROP- Whole in the wall that boulders periodically drop out of.

III. WALKTHROUGH

Here it is the section you have all been waiting for, the Walkthrough. To beat this game you do not need to get all the GRUBS. Getting all the GRUBS is what

this Walkthrough focuses on because it is the most difficult part of the game and without the GRUBS you can not unlock the 5 Bonus Levels. However if a GRUB -getting part is too hard do not be afraid to move on and try again some other time. I arranged it so that after an explanation on how to get 5 GRUBS a new paragraph starts.

~~_~_~_~ | Colony Life | ~_~_~_~_~

40 Grubs to Collect

Simpsons Hit and Run has a loading screen at the beginning of the game. The Headline

"90% of Video Games Start with an Easy Tutorial Level"

This game is in the 90% group. The only way to take damage is to fall into highly visible and easily avoidable pits filled with spikes. As you go along as Timon and familiarize yourself with the controls fellow meerkats will give you tips. Your task is simply to get to the other end of the level. As you proceed try to collect as many GRUBS as you can.

Go right and as you get near the meerkat a gray 'B' will flash on the screen. Hit B to talk to the meerkat and A to flip to the next page of text. Keep going right and grab the 1st GRUB. You'll see a cloud with a picture of Timon Jumping right and the combination Right (on the directional pad) + B. Jump right into the cave and get the 2nd GRUB. The 3rd GRUB will take another jump, over a pit of spikes. If you fall into the pit you'll lose a Heart. Move all the way right—don't jump yet—and to get the 4th GRUB. In the background will be a meerkat in a hole but you can't talk to those meerkats, they're just decoration. Move back left and jump onto the platform to pick up the 5th GRUB.

Jump up and to the right to grab the 6th GRUB. Move right and talk to the next meerkat, who happens to be Timon's father. Drop down to the right to get GRUB #7 and slightly to the right is the 8th GRUB. Another cloud is visible showing Timon climbing a vine and A + Up and Right (on the directional pad). Another note about vine climbing, press up to go up the vine and down to go down the vine. Hit A to jump to the next vine or off the vine. Climb up the vine and jump left on the series of vines then onto the platform. Pick up the 9th GRUB when you land. Proceed left to get the 10th GRUB.

Take a leap of faith as far to the left as you can. To your left is the 11th GRUB and a HEART POT. Retrack your stats to the first vine but this time go right and get the 12th GRUB. Jump over the spike pit and get the 13th GRUB. Fall right and get the 14th GRUB. Notice the vine up and to your right? You'll jump up and grab that in a second but first move right and get the 15th GRUB.

Shimmy up the vine, jump right to the next vine and jump right to get the 16th GRUB. Jump right and right again to get GRUBS 17 and 18. Move left from the last platform and fall. Move left again and fall down the narrow pit to get the 19th GRUB. Go left a little to get GRUB #20.

To your right will be another cloud with a picture of Timon crawling. To crawl hit down and a direction. Crawl through the narrow underpass, getting the 21st and 22nd GRUBS. Go right and up to get GRUB 23 and GRUB 24. Jump left and move left till you reach the wall. Jump up for the 25th GRUB.

Jump up again for the 26th GRUB, up and right for GRUB 27, as far as you can to the right for 28 and as far as you can to the right for GRUB 29. Another jump to your right is a HEART POT. Fall to your left to see two new clouds with two

new moves. Down + B is dig down and Right and B is dig right. Dig down twice to get the 30th GRUB. Timon can dig out the tan blocks that look like sand.

Dig to the right for 31, dig right and grab onto the vine. To your right will be the 32 GRUB. Move right and grab onto the next vine. Watch out for the pit that is underneath. Get the 33rd GRUB and proceed right. Move right and jump onto the lowest platform to get the 34th GRUB, up and to the left and up and to the right to get the 35th GRUB.

Hop left over the pit and dig left. Crawl through and jump up when you reach the opening for the 36th and 37th GRUBS. Backtrack right and go right to get the last 3 GRUBS: 38, 39 and 40.

~~_~_~_~_~_~_~ | When Hyenas Attack| ~_~_~_~_~_~_~

40 GRUBS to Collect

Here you'll be introduced to three different types of enemies. Timon has no basic way to kill them but they are not nearly as fast or as shifty as Timon. Gone are the small goofy Hyenas of previous 'Lion King' games. These Hyenas dwarf Timon.

HYENA: Large enemy capable of slashing and biting Timon for one heart of damage. Disable these guys temporarily by jumping on their heads. You can also gain height by using their heads as a trampoline. Hit R when they are close to cause them to start laughing uncontrollably. Defeat these guys by picking up a COCONUT GRENADE and activating it with L.

RED HYENA: Large Redish Hyena. It can't chase Timon but if Timon gets too close it will bite Timon for damage. Timon can use it as a springboard to a higher place. Hit R to make the Hyena fall over in laughter, allowing Timon to run by it. Defeat these guys by picking up a COCONUT GRENADE and activating it with L.

HEDGEHOG: Small enemy with a spiky back. Walks back in forth in a seemingly harmless manner but touching one of these will cause Timon to lose a heart. Defeat these guys by picking up a COCONUT GRENADE and activating it with L.

Go right and get GRUB #1 and #2. You'll see a Hyena and a cloud to your right. The cloud has a picture of Timon jumping on a Hyena's head to get to a higher place. Jump over the Hyena and move right. You can dig down and go right but there are GRUBS up and to the left. Wait for him to get back up and jump on his head again, this time bouncing up and right to a higher platform. Try to get the 3rd GRUB on your way up. If you don't fall back down and try bouncing up again to get it. Once up there get the 4th and 5th GRUBS.

You'll see a Hyena sleeping on a piece that you can dig. Wake him up by hitting R in his vicinity and draw him left. Jump on his head and go over to the piece and dig down. Grab GRUBS 6, 7 and 8 and the HEART POT if you're hurt. Time your jump out of the pit so the Hyena doesn't hurt you. Get the 9th Grub as you fall down. Go left when you hit the ground for the 10th GRUB.

Further to your left are GRUBS 11, 12 and 13. Go right for the 14th and 15th $_{\rm GRUBS}$

Keep going right for the 16th GRUB. Further right is a Red Hyena and a cloud. The cloud shows Timon bouncing off a Hyena's head and latching onto a vine. Don't be so hasty, you'll jump onto those vines soon enough. First jump on the Hyena and go right. Grab GRUBS 17 and 18 and a BLUE BEETLE. The BLUE BEETLE

until the next time you get hit by a Hedgehog or Hyena. The Beetle will absorb the blow for you and Timon won't lose a heart. However the BLUE BEETLE will fly away after getting damaged. Now jump onto the Hyena's head and latch onto a vine. These vines are very short. Climb to the very top of them and as you jump hit over and up. Yes this will cause you to jump over the GRUBS that are between the vines but they can be picked up easily. Let's say you're jumping from vine A to vine B and then to vine C. There is a GRUB (G) in between vine B and C. T is Timon:

Vine A Vine B Vine C

For jumping from vine A to B it is easier for Timon to be as high as possible. To get the GRUB between vine B and C Timon will have to start from a lower position, near the bottom of the vine. Jump to the left on the vines and grab GRUBS 19 and 20, which are in between vines.

Jump left off the last vine onto the platform for the 21st GRUB. Jump up and right for GRUBS 22, 23 and 24. Jump right and over the gap to get #25.

The 26th GRUB is a little to the right, and 27 is a little further. You'll see a cloud with a picture of Timon jumping over a Hedgehog. That's good advice. If Timon touches a Hedgehog or jumps on one he'll lose a heart. Jump over the Hedgehog and up and to the right. Watch out a Hyena will soon approach you. Jump on his head and move right, collecting GRUBS 28 and 29. A short jump up and right is the 30th GRUB.

Go right to get GRUB 31 and jump onto the vine over the pit. From the vine jump right, landing and getting the 32nd GRUB. You'll see a Red Hyena and a cloud of Timon flexing and the Hyena laughing. Hit R to flex and cause the Red Hyena to laugh. When he's on his back run past him. Crawl right to get the 33rd, 34th and 35th GRUBS.

Stand over the sand block and dig down to get a COCONUT GRENADE. Down and to the left there will be yet another cloud with a Coconut Grenade picture + L and a Hedgehog that has no spikes. Yes, hitting L with a COCONUT GRENADE will cause an explosion on the screen, killing all the enemies. Go down and left and activate the grenade. Grab the 3 GRUBS that are down there and the HEART POT if you need it. Jump back up and dig right. Move right and get GRUBS 39 and 40.

40 GRUBS to Collect

Much like 'The Colony' this is an easy level where Pumbaa learns his basic controls. It takes a little while to get used to Pumbaa's slower movement and smaller jumps but the Warthog does have some nice attacks. B is no longer dig but a Belch attack and R makes Pumbaa charge in whatever direction he is facing.

Talk to Rafiki, the monkey with the stick, Pumbaa is looking for a friend and Rafiki noticed one conveniently positioned at the end of this level. Go right and try to accustom yourself with Pumbaa's jumps before trying to leap the spike pit. You'll barely make it over with a jump. Grab the 1st two GRUBS then leap the pit to get GRUBS 3, 4 and 5.

Jump over the next pit for 6, 7 and 8. Hop right again for GRUB #9 and over a pit for GRUB #10.

After you jump over the next pit and get the 11th GRUB you'll see a cloud. In the cloud is Pumbaa jumping on a horizontal branch and being propelled upwards. Jump over the pit and hop on the lower branch to be bounced higher and then bounced up and right to the platform. On the way up get GRUBS 12 and 13 and GRUB 14 when you land. Head slightly right for the 15th GRUB.

Fall right off the platform for the 16th and 17th GRUB. You'll get #18 when you land. If you're damaged you can go left and jump over the spike pit for a HEART POT. To your right you'll see a cloud of Pumbaa dashing. Tap R to do a short dash or hold R and release it to do a longer, dash. A Pumbaa dash will destroy the rocks that block his way. Face right and hit R to destroy the first rock and hit R again to destroy the second rock. In between the two rocks will be the 19th grub and to after exiting the cave you'll get GRUB #20.

Jump up and right for 21 and 22. Hop over the spike pit for 23 then over the next pit for GRUBS 24 and 25.

You'll see a cloud picture of Pumbaa pushing a movable rock with his head. To move a rock simply position yourself beside it and hold the direction in which you want to push it. Slide the rock right and jump on it when it has stationed itself in the pit. Jump right to get the 26th, 27th and 28th GRUBS. Jump over the next pit for 29. Push another movable rock right. After you have pushed it hop on top of it then jump up onto the next ledge, getting the 30th GRUB.

Move right for GRUB 31. You'll see a rock with a movable rock on top of it. Dash the rock to break it, causing the movable rock to fall to the ground. Push the movable rock right. Jump on the rock then to the ledge and collect GRUBS 32 through 35.

Continue right and pick up grub 36. Jump over the pit for 37 and 38 and push the movable rock to the right. Hop on the movable rock and leap over the patch of spikes, grabbing GRUBS 39 and 40. Move right and the level is complete.

~~_~_~_~_~_~_~_~ | Warthog on my Shoulder| ~_~_~_~_~_~_~_~

40 GRUBS to Collect

Pumbaa and Timon will soon be friends but first Pumbaa must find and convince Timon that he's won't eat him. This level has Hyenas and Hedgehogs but with Pumbaa's strength they won't present much of a challenge. This level does have a few tricky GRUB getting sections and there is a part where if you make a mistake you won't be able to get all the GRUBS (don't worry the level can be replayed at any time).

Head right to get the 1st GRUB. You'll see a cloud with a picture of Pumbaa Belching at a Hedgehog. Hit B to Belch at a Hedgehog and cause him to run away. Move right and get the 2nd GRUB then fall right again when the Hedgehog isn't there. Belch to get rid of the Hedgehog and go right to collect the 3rd GRUB and encounter Timon. Talk to him and keep going right for GRUBS 4 and 5.

You'll see a movable rock. Push it right once or twice then jump on top of it and jump right, collecting the 6th and 7th GRUBS. Jump up and left for a BLUE BEETLE and the 8th GRUB. Hop right then hop right again from the ledge to the tree branch. If you don't make the jump don't worry—there is another way to get to it which I'll explain later. On the branch grab GRUBS 9 and 10.

Notice that branch with a GRUB that is up and to the right? You can grab GRUB 11 now but you won't be able to get to that branch until later. There is a Hedgehog underneath you. Either drop down and Belch him away or jump to your right for the 12th and 13th GRUBS. Move right, being careful of the next Hedgehog. Belch and move right some more. You'll get your 14th GRUB and talk to Timon. If you jump up you'll see a high branch with a GRUB on it. Be patient you'll be up there in a second. Move right for the 15th GRUB.

GRUB #16 is a little to the right. Grab it and go right. Instead of bouncing up on the springy branch to the right, bounce up and to the left for GRUBS 17 and 18. A short jump up and left are GRUBS 19 and 20.

Up and to Pumbaa's right is a HEART POT, if you need it. Go slightly down and left to the lower branch for GRUB 21 then up and right and up and left for GRUB 22. From here, the highest branch on the left you'll want to jump as far as you can left--trust me there are a lot of branches and GRUBS out there. It's a tough jump but remember, Pumbaa can have over half his body off the platform before he has to jump. Land on that platform for #23 and jump left onto another branch for 24. Take another long jump to the left and get GRUB 25.

All it takes is one more long jump to the left to get the 26th GRUB. Run back right to where the spring branch is. Get GRUB 27 and you will probably notice the sleeping Hyena and the cloud picture of Pumbaa dashing the Hyena by hitting R. A dash attack will cause the Hyena to run away. Face the Hyena and dash him by tapping R. Move right and jump over the spike pit, getting GRUBS 28 and 29. Jump over the next pit for 30.

Up will be another GRUB but it is too high to reach. First you will have to get some altitude. Tap R to dash the rock and go into the little cave. Get GRUB 31 and push the movable rock ONCE AND ONLY ONCE. If you push it twice YOU WILL BE UNABLE TO GET ALL 40 GRUBS. Hop on top of the rock and jump left to the ledge. Get GRUBS 32 and 33 and move left, jumping up and left for the 34th GRUB. Backtrack to the movable rock and go right. Collect GRUB 35 and push onwards.

GRUB 36 will be slightly to the right. Get it and fall right, getting GRUBS 37 and 38. You'll notice two Hyenas down and to the right and a REMOTE. If you have the REMOTE hit L to freeze the Hyenas in their tracks. The REMOTE will only work for a short amount of time. The REMOTE will disappear after one usage. Pumbaa can either dash the Hyena's to get them to run away or Belch at them for a temporary stun. Use the REMOTE and jump over them and get GRUB 39. Go right to grab the last GRUB and talk to Timon to beat the level.

| Timon Bonus Level 1 |

My Personal Best Time is 1:46

If you have collected all the GRUBS in each level up to this point a bonus stage will appear. While these levels are much harder than normal levels, complete them and you will be rewarded with another HEART CONTAINER, thus upgrading your life from 3 or 4 hearts to 4 or 5 hearts.

The goal is simple--get to the end of the stage before time runs out. Collect CLOCKS to give you more time (10 seconds each) and avoid taking too much damage or you will have to start over. The level runs you through a gauntlet of enemies and jumps that tests the skills you have learned as Timon. You know how to do everything that you need to with the exception of one type of vine jumping. In this level there are Spiders that climb up and down vines. You'll

have to wait for them to pass underneath you before you can jump over them and continue on. However this waiting takes valuable seconds and you'll need to maximize your time. Jump-Back Vine Jumping allows you to do this:

Vine
S
T
C |
H
E

KEY

S- Spider

C- Clock

T- Timon's Starting Position

E- Timon's End Position

Position Timon above the CLOCK that you want to get then jump off to the left, grab the clock and quickly go back right to grab onto the vine. If you don't grab the vine you'll fall, taking damage and losing time.

SPIDER- Enemy that slowly climbs up and down vines. Can be defeated with a COCONUT BOMB.

Everything should be done quickly. Head right and jump over the Hedgehog, keep going right until you get the CLOCK. Hop up, up and left and up and right. If you follow the vines to the left you can get a CLOCK and a COCONUT BOMB but that's a waste of time and a risk of life.

Jump up and left to the nearest vine then up and right to the next vine. Shimmy up to the top of the vine and Jump-Back Vine Jump right, grabbing the CLOCK. Watch out for the Hedgehog as you jump to the platform. Jump over him and go left and jump over the next Hedgehog. Climb up the vine. Grab the HEART POT if you are damaged and then jump right. Jump up and get the CLOCK and dig right through the sand block. Crawl right.

Run right and jump up 3 times. Jump left and get the CLOCK and jump back up again to where you were. Jump up and left to latch onto the vine and shimmy up. Jump to the next vine and jump the vine to the right. If you try to go all the way up it you will encounter a Spider. Instead climb half way up and Jump-Back Vine Jump and get the CLOCK. Go down and jump to the previous vine you were on. As soon as the spider passes below Timon, jump over him and continue upwards.

Jump left to the next vine and jump left again. Do the same thing as before—halfway up, Jump—Back Vine Jump to get the CLOCK, jump to the previous vine, wait for the Spider to pass beneath you and jump over it. Climb up and jump one vine over. The Spider will pass down beneath you. Jump over it and jump left and left again to the next vine. Quickly climb up and jump right—before the Spider can climb down and block your path. Grab the HEART POT to you right and then hop left, over the gap and onto the Hyena. Grab the CLOCK and go left.

Run left and fall. Dig down and get the CLOCK then hop back up and to the right. Run right and dig down at the next sand block. As you fall move left and fall down again--do not grab onto the vine because that will slow you down. Somewhere underneath you is a Hyena and a CLOCK piece. If you jump on this Hyena Timon will bounce off it and into some ceiling spikes. Try to jump over

him, get the clock then run left and jump over him again. Run left and dig down when you get to the sand block.

Run right and jump up to get the CLOCK piece. A Hedgehog will be moving back and forth and there is only one way to get by him. Run to the middle vine and grab onto it. When the Hedgehog passes underneath you, drop down and run to the right. Crawl right and fall. Run left and fall. Run right until you are near the Red Hyena and hit R. Run by the Hyena when it is laughing and dig down. Run left and dig left to get the pick up and beat the Bonus Level.

| Pride Land Rush Hour|

40 GRUBS to Collect

This stage is much different from the rest. Timon is riding on Pumbaa's back in a chase to reach their new home. No backtracking is allowed on this level, Pumbaa can only go forward. There are some new controls:

Left- slows Pumbaa down Right- speeds Pumbaa up A- jump B- Belch

I'll often use the phrase 'obstruction' in levels like this. By obstruction I mean a piece of land that will prevent you from running right unless you jump over it. Hold right and never jump and you will quickly run into an obstruction.

Timon will shout instructions to you as you ride, making things a little easier. Remember if you don't get all the GRUBS you can try again. Hit right when you are about to jump over pits for an extra boost.

If you are going for GRUBS hold left to slow yourself down and give yourself more time to react to seeing the GRUBS. After Pumbaa starts running jump to get the first GRUB. Jump up when you reach the obstruction to get #2. Right before the Rhino is the 3rd GRUB. Jump up when you reach the obstruction for the 4th GRUB. Get a little speed going and jump over the spike pit for the 5th GRUB.

When you land get GRUBS 7 and 8 and jump over the pit to collect the 9th one. When you land you'll get 10.

Jump off the ledge to collect the 11th GRUB and fall at the Giraffe's feet. If you don't jump you'll fall into an endless pit and have to start over. 12 is slightly to the right. Hop up a little to get the 13th and 14th GRUBS. Jump up to the next ledge for the 15th GRUB.

Hop over the spike pit to get the 16th GRUB then hop up to the next highest level for 17. Jump on the obstruction for 18, jump over the pit for 19 and land for the 20th GRUB.

Hop over the next pit for the 21st GRUB and land for 22 and 23. Get a little speed to clear the spike pit and grab the 24th GRUB. 25 is available when you land.

Jump over the next pit for the 26th GRUB and proceed slowly. When you run into the stone and cannot move further without jumping you will see the 27th GRUB in between the zebra's legs. Jump and get it. Get 28 and jump onto the obstruction for the 29th GRUB. As you leap over the next spike pit get the

30th GRUB.

GRUBS 31 and 32 will be there when you land. Hop over the ensuing pit for the 33rd, 34 and 35 will be on the ground.

Hold left as you fall to get the 36th GRUB. You'll see Timon say to press B and press it to take care of the Hedgehog with a Belch. Press right as you jump over the spike pit for the 37th GRUB. Grab 38, jump over the pit for 39 and get 40.

| Cave Sweet Cave |

40 GRUBS to Collect

This is the first level to feature Tag Team Timon and Pumbaa action. At any time you can switch between the two characters by hitting select. If one of them runs out of life you have to reset but when you are not a character they can still take damage. Another neat trick is that Timon can jump on a sitting Pumbaa to get more altitude.

Switch to Timon by hitting select. I like to explore new areas with Timon as he seems faster and has a better jump. If you completed the Bonus Level he'll also have another Heart. Move right and get the first 6 GRUBS.

Backtrack a little and climb up the vine. Jump off it to the right and get GRUBS 7 and 8. Fall right and get GRUBS 9 and 10 but watchout for the Hedgehog. Dig left to clear the sand block, fall left and switch to Pumbaa.

Go right with Pumbaa and spring up. Belch to take care of the Hedgehog. Move right and get the GRUB by the rock. Break the rock, get GRUB 12 and jump in front of the cloud for the 13th GRUB. The cloud picture has a Timon jumping on Pumbaa. Switch to Timon and jump on top of Pumbaa. Grab the 14th GRUB from the platform that is up there and then fall to the right. Pick up the 15th GRUB and run back to Pumbaa.

Switch to Pumbaa and push the movable rock twice to the right. Hop on the rock in the spike pit and hop one more time onto the blue ledge. You'll get the 16th and 17th GRUBS on the way. DO NOT MOVE RIGHT OR YOU WILL NOT BE ABLE TO GET ALL THE GRUBS. Switch to Timon and jump on Pumbaa to launch yourself up to get the 18th GRUB. Fall down and to the right for #19 and dig down to get the 20th GRUB.

Fall right for GRUB 21 and switch to Pumbaa. Charge the rock for 22 and fall right. Grab GRUBS 23 and 24 then switch back to Timon. Jump left and get the 25th GRUB.

Move right and fall for the 26th GRUB. Move left and jump up for 27, 28 and 29. When you get to the movable block jump up and to the right for the 30th GRUB.

Switch to Pumbaa and jump left. Push the block left and jump on top of it. Jump up and left until you get to the next block. Push it left and hop on top of it. Tap R and dash the rock away. Switch to Timon, get GRUB 31 and dig to get the 32nd GRUB. Move left and when you reach the far wall jump up and up again. At the top jump up and to the right for the 33rd GRUB. Fall down and left and crawl to get GRUBS 34 and 35.

Move left, get the 36th GRUB and jump up for 37. Crawl left and jump up and right to get the 38th GRUB. Up and to the right get 39 and dig so Pumbaa can

come. Go all the way left to pick up the $40 \, \text{th}$ GRUB. Switch to Pumbaa and go to Timon. Dash the rock and that is the end of the level. Switch to Timon and move him left.

~~_~_~_~_~_ | Noisy Neighbors | ~_~_~_~_~_~_~

40 GRUBS to Collect

Swith to Timon. Move right and jump off the movable block up and to the right to collect the first two GRUBS. Before you fall down and right duck down to check for the waiting Hedgehog. Fall right and jump over the Hedgehog. Keep going right and grab the 3rd GRUB. Hop on the second vine you see and jump right to get the 4th GRUB. Jump right again to get the 5th GRUB.

Earlier you can see a GRUB underneath some brown dirt pieces but Timon can't dig them away. You will be able to get that GRUB later with Pumbaa but first climb up the right most vine and when you reach the top jump left to get the 6th and 7th GRUBS. Hop back on the vine and jump right for the 8th and 9th GRUBS. Fall down and right for the 10th GRUB.

Switch to Pumbaa. Push the movable block over and jump up. As you go right Belch to kill the Hedgehog. Move right until you reach the GRUB trapped under the weird dirt. When Pumbaa stands on it the dirt will disappear and he'll fall and get the 11th GRUB. Run quickly right across the dirt and belch to kill the Hedgehog. Hop to where Timon is and switch. Dig down with Timon for the 12th GRUB and switch back. Have Pumbaa go right and Belch to take out the Hedgehog. Move right and dash the rock and Belch the Hedgehog. Get GRUB 13 and switch. Move right with Timon and dig down. Switch again and have Pumbaa dash the rock. If anyone is hurt have them use the branch spring to get the HEART POT. Move Pumbaa up and push the movable block. Switch back to Timon and have him jump on top of Pumbaa to reach the vine. At the top jump right for the 14th GRUB and jump right again for the 15th GRUB.

Jump right again for the 16th GRUB and a BLUE BEETLE. Switch to Pumbaa. Jump on the movable block and jump right to get GRUB 17. Belch to dispatch the Hedgehog. Move Pumbaa as far right as you can and switch to Timon. Move Timon right and grab onto the vine. Climb up the vine and move right to get GRUBS 18 and 19. Dig down at the sand block and get the 20th GRUB.

You'll see a weird green bird. Touch it and the SCREAMING BIRD will destroy the rocks. Move right and get the 21st GRUB. Hop on the sleeping Hyena and bounce up to the vine. Jump right or left to get a GRUB and spring board off the Hyena again to get the other GRUB, making that 22 and 23. To the right of where the Hyena was sleeping is the 24th GRUB. Run right and fall then switch to Pumbaa. With Pumbaa jump up and right for the 25th GRUB.

Continue right for 26, jump the pit for 27, jump and Belch when you land to take out the Hedgehog. Get the HEART POT and dash to break the rock, getting GRUB 28 in the process. Have Pumbaa stand under the vine and switch to Timon. Spring off of Pumbaa to reach the vine. If you need a HEART POT, climb up and jump right. If not switch back to Pumbaa and move right. Move near the movable block and hit select. Have Timon jump off of Pumbaa and right to get the 29th GRUB. Move right and dig down for 30.

Hop up and to the right for the 31st Grub and switch to Pumbaa. Push the movable block right, jump on top of it and dash the rock. Move Pumbaa through the opening a little and switch to Timon. Jump off of Pumbaa's head up and to the right. You will get GRUB 32 and a COCONUT BOMB. Go a little to the right

and you'll see a new enemy, the Monkey. Jump and Belch with Pumbaa to get rid of the Monkey. Have Pumbaa go to where the Monkey was standing and switch to Timon. Hop on Pumbaa's head and left to reach a branch and get the 33rd GRUB. Jump right to the next branch for 34. Go right and dig, getting 35 as you fall. Switch to Pumbaa and have him fall down the hole too. When he lands Belch right to take care of the Hedgehog.

MONKEY- Enemy that throws projectiles towards Timon and Pumbaa. Defeat it with a Belch.

Go right and dash to break the rock and get GRUB #36. Head up and to the right, GRUBS 37-40 will be on your way. Get Pumbaa then Timon to the elephants and the level is completed.

~~_~_~_~_~_~_~_~_ | The Sky is Falling| ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~

40 GRUBS to Collect

This level is like Pride Lands rush hour. Timon and Pumbaa will be together and always moving right. It is not easy to get all the GRUBS but you can restart the level and try again when you want. Animals will fall from the sky and hurt you and there will be Hedgehogs around so be on your guard. Another thing that makes GRUB getting in this level are the series of GRUBS that are on branches above the ground. To get these you'll often have to be holding back as you jump but if you hit left too much you won't have enough speed to reach the next branch.

Go right and hop over the pit for the 1st GRUB. #2 will be waiting at ground level when you land. Get some speed and jump as far right as you can when you come to the edge of the cliff. Jump quickly again from the branch with the 3rd GRUB to the branch with the 4th. Jump off of that to the right for the 5th GRUB.

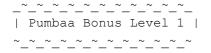
Hop up for 6 and 7 and jump right to a branch with a GRUB #8 on it. Jump right again to another branch with the 9th GRUB, jump again for a branch with the 10th GRUB and one more jump to the branch with 11 on it. Those four jumps are tough, especially on your first try as you have no idea that the GRUBS are there until you have already passed them.

Hop up for 12 and up and again for the 13th GRUB. Soon you'll see a platform above you. Hop up there and jump from branch to branch to get GRUBS 14-22. When you get 22 fall right so you don't land on the spike pit. Jump up a little and get 23 as you go right. Hop over the spike pit for GRUB 24 and jump up and right for the 25th GRUB.

As you go right and get GRUB 26, you will once again have to jump from branch to branch. Grubs 27 - 34 are on the branches.

When you get #34 fall down and right. GRUBS 35, 36 and 37 will be in your path. GRUBS 38, 39 and 40 are gotten by jumping over the pits that you will have to jump over to survive.

If you have gotten all the GRUBS in the last four levels you will have opened up a Bonus Level.



The same rules as Timon's bonus level apply to this stage as well. Reach the end of the level before time runs out to recieve an extra HEART CONTAINER. Collect CLOCKS to keep from running out of time. This level will test how well you use Pumbaa's skills. A new type of obstacle has been added--flame geysers. These geysers will periodically shoot up streams of flame. Cross over them when the flames are down.

When the level starts move to the left side of the movable rock and push it right twice so it goes into the spike pit. Fall onto the rock and run left. Push the next movable block you come to to the right but do not fall down yet. First jump right across the gap and dash the rock. Hop on the spring branch to get to the second branch and up again to get to the third branch. Collect the CLOCK at the top of the branch and fall left to the ledge with the Hedgehog. Belch him and grab the CLOCK. Fall right and then fall left, down to the place where you pushed the movable rock.

Push the rock past the flame geyser and run Pumbaa past it when the flame is down. Hop onto the rock and from the rock to the ledge up and to the right. Go right and start climbing up by zig zagging your jumps back and forth. When you reach the highest small branch jump left and get the clock. Jump right and up to the platform and Belch the Hedgehog. Run right and jump or fall onto the SCREAMING BIRD. See how the rock disappears when you do that? That's where you want to go but you will have to do a little backtracking to get there. Fall down to the left, dash the rock-grabbing the CLOCK--and push the movable rock left. Hop up the zig zag part but this time jump right over the bird.

Jump right and collect the CLOCK and the second CLOCK as you fall. Fall towards the middle so you do not land on the spikes. Dash the rock and push the movable block right. Time your run past the flame geyser and push the block again. Time your movement past the second geyser and hop onto the rock. Jump up on the rock and up as fast as you can. When you reach the spring branch jump up for the HEART CONTAINER and go to the left to finish the stage.

~~_~_~_~_~_~_ | The Land of Bones | ~_~_~_~_~_~

40 GRUBS to Collect

Move right with Pumbaa until you reach the rock. Grab the 1st GRUB, dash the rock and stop. Switch to Timon and have him hop on Pumbaa to reach the 2nd GRUB. Grab the 3rd GRUB on the other side of the rock and climb up the vine. Pick up GRUBS 4 and 5.

Crawl right and watch out for the falling boulders that periodically emerge from the cave. After a rock falls bridge the gap and get the 6th GRUB. Crawl right to get the 7th GRUB then crawl left, and fall down where the boulders drop to get the 8th and 9th GRUB. Duck out of the way so the boulder does not hit you and go right, jumping on the branch for the 10th GRUB.

Climb back up the vine, crawl through the cave, avoid the boulder and crawl through the next narrow passage. Fall right to get the 11th GRUB and dig left. Switch to Pumbaa and go to Timon. On your way watch out for the falling boulders. Go past Timon and Belch to take out the Hedgehog. Dash the rock, grab GRUB 12 and push the movable rock right. Hop on that rock and jump left and Belch the Hedgehog. Switch to Timon, go to the movable rock and jump up to get the 13th GRUB. Hop on the vine and get the 14th GRUB which is up and to the right from the vine. Jump left to pick up #15.

Keep going right, grabbing the 16th GRUB and dig left. Switch to Pumbaa and have him collect GRUBS 17 and 18. Select Timon and jump off of Pumbaa's head and up and to the left. Fall left for GRUBS 19 and 20.

Go back to the vine and jump up and right, collecting GRUBS 21 and 22. Switch to Pumbaa and head to where Timon is. Go over the vine and push the movable block right, climb up and push the next movable block right. As you fall, fall right. If you fall left you will land on a spike pit. Move right and get the 23rd and 24th GRUBS. Position Pumbaa on the sand blocks and switch to Timon. Go to Pumbaa and dig down for the 25th GRUB.

Move right and get the 26th GRUB. Go right again for the 27th GRUB and switch to Pumbaa. Have him go and Belch to get rid of the Hedgehog. Move to where you go the 27th GRUB and switch to Timon. Bounce off of Pumbaa and up and to the left for GRUB 28. Jump up and left again and move left for the 29th and 30th GRUBS.

Jump on Pumbaa again and this time jump right to get GRUB 31. Be fast and quickly drop back down and to the left of the Monkey will rip you a new one. Run right and jump onto the movable block, picking up the 32nd GRUB. Select Pumbaa and get him onto that same block. Switch back to Timon and spring off of Pumbaa to reach the SCREAMING BIRD. Move Timon into the area that the rock crumbled from and collect the 33rd and 34th GRUBS. Switch to Pumbaa and push the movable block twice to the right. After the second push you will be passing underneath a falling boulder trap. Bring Timon and Pumbaa right near to where the boulders fall and immediately after one drops move Pumbaa under the trap, switch to Timon and bounce off him to get the 35th GRUB.

Move Timon out of harm's way, switch to Pumbaa and do the same. After the boulder falls push the movable block once more to the right. Hop up on the movable block and get the 36th GRUB that is slightly up and to the right. GO left and spring up the branches for GRUB #37. At the top dash left, destroy the rock and wait on the dirt so it crumbles. That allows Pumbaa to get GRUBS 38 and 39 and a STINK BUG. Jump right, grab the 40th GRUB and move right to beat the level.

~~_~_~_~_~_~_~_ | Make a Run for It | ~_~_~_~_~_~_~

40 GRUBS to Collect

This is another Timon riding on Pumbaa, only run right level. The GRUBS are not that hard to get but there is a twist--go too slow and the boulder will crush you and force you to restart. Hold right for most of the level to make sure that the boulder doesn't catch up to you. Rocks will fall from the sky on you and Monkeys will attempt to throw things at you.

Run right and be on the lookout for a the blue 1st GRUB, which you will have to jump up to get. Keep running right and 2-4 will be in your path. Timon will have a new command to give: right on the directional pad. Press right to make Pumbaa lower his horns so that he can ram enemies like the upcoming Vulture. As you fall off the drop after the Vulture jump and collect the 3 red GRUBS, making that 5, 6 and 7.

VULTURE- Vultures will either be sitting or flying (I'll talk about this later). A sitting Vulture can be taken out with a charge from Pumbaa. If you don't charge and wander too close you will receive damage. They are immune to Belch attacks.

Run right and jump over the spike pit for GRUB #8. Jump over the next pit for GRUB 9, a third pit for GRUB 10 and a fourth pit for the 11th GRUB.

Hold right as you charge the Vulture and then leap the pit, collecting GRUBS 12 and 13 on the way down. GRUBS 14-18 will be waiting on the ground, all you have to do is run right. Jump for GRUBS 19 and 20 and then jump again to another smaller platform in the air. If you miss the jump you can still beat the level but you won't be albe to get all the GRUBS.

From that ledge jump to the next small ledge, the third one and then the fourth one. By doing so you will collect GRUBS 22-27 fall of the last ledge and keep running right—the boulder will still be on your tail. Make a small jump to keep going in the level and get GRUB 28.

Jump over a spike patch for 29, land for 30 and jump over another set of spikes for 31. Make a small jump up onto the obstruction to keep going and get the 32 GRUB. Run right for GRUB 33, jump the gap for 34 and run right for GRUB 35.

Jump another gap for the 36th GRUB, run right for 37. For 38 you will have to jump after the ledge ends and make sure you land on the platform for 39. Keep running right and you will get 40 and beat the level.

| Out of the Frying Pan |

40 GRUBS to Collect

Back to a Timon and Pumbaa tag team level. The GRUBS are not that hard to get but there is one part (32-34) where if you do not go a certain way than you won't get all the GRUBS. More enemies than you are used to are in this level along with a Hyena Den and a Yellow Hyena.

Move Pumbaa right until you get to the movable rock. Switch to Timon and have him bounce off of Pumbaa for the 1st GRUB. Go down and crawl right, grabbing GRUB 2, dig down and pick up #3 as you move right. Climb up the vine and move right to get GRUBS 4 and 5.

Select Pumbaa. Push the movable rock right and hop on it. Belch at the Red Hyena to stun it and dash it while it is gasping for breath, picking up the 6th GRUB in the process. Drop right and dash the rock that is blocking Timon. Move right and past the first flame geyser, getting GRUB #7. Now that Pumbaa is in between the two geysers switch to Timon. Jump off of Pumbaa's head to get GRUB 8, jump up and left for 9 and up and left again for the 10th GRUB.

Keep Timon at that height and have him jump slightly down and left then up and right. Collect GRUB #11 and drop down. Get the 12th GRUB and dig down the right sand block and the left sand block. Snatch GRUB 13 as you fall. Switch to Pumbaa and have him go right. Belch then dash the Red Hyena. Have Pumbaa stand where the Red Hyena was and switch to Timon. Have Timon bounce off of Pumbaa's head to collect the 14th GRUB. Switch back to Pumbaa and have him move right. Before he jumps onto the next ledge to get GRUB 15, Belch and dash the Hyena.

Select Timon and move right. Climb up the vine and get GRUB 16. Fall right and dig down. Switch to Pumbaa and fall down to where Timon is. Dash the rock to your right and move right. Belch at the Red Hyena and dash him. Move a little to the left and select Timon. Have Timon jump off of Pumbaa and up and to the left for GRUB 17. Have Pumbaa stand where the Red Hyena was and jump off of him with Timon for GRUB 18. Move Pumbaa slightly down and right for GRUB #19. Stop

when you get that GRUB and have Timon jump off his head and up and to the right for the 20th GRUB.

Switch to Pumbaa and have him move right, collecting the 21st GRUB and dashing the Hyena. Move Pumbaa all the way to the right and switch to Timon. Jump off of Pumbaa and onto the ledge that is up and right. Collect the 22nd GRUB, crawl to touch the SCREAMING BIRD and move right to get GRUB 23 and 24. Select Pumbaa. Move right and get the 25th GRUB.

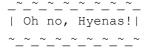
Pass over the flame geyser when it's save and get the 26th GRUB. Push the movable rock twice until it is just to the left of the next flame geyser. Have Pumbaa hop on top of the rock and then get Timon to bounce off of Pumbaa and up and to the right. Land on the platform, grabbing GRUB 27 in the process. Switch to Pumbaa and have him push the rock right. Dodge the flame and snatch GRUB 28. Push it right one more time and dodge the flame. Hop over the rock and continue to your right. Get GRUB 29 and dash the Hyena. Grab the HEART POT and get GRUB 30 as you keep going right.

Back track to where the movable rock was. Jump on top of it and up and to the right. Jump up and right again for the 31st GRUB. Belch and dash the Red Hyena. When Pumbaa get to the breakable rock, switch to Timon and have him hop off of Pumbaa's head and up and right. Grab GRUBS 32, 33 and 34 and move back to Pumbaa. Select Pumbaa and have him dash the rock and move right, collecting the 35th GRUB.

Switch to Timon and have him move right and dig down at the sand block. As you fall you will get GRUBS 36 and 37. Select Pumbaa and have him Belch right to eliminate the Hedgehog. Keep going right and jump up and right, dodging the flames from the geysers and getting GRUB 38. As you go right you will encounter and Hyena Den and a Yellow Hyena. Belch any Hyenas and dash them. Move right to reach the end of the level. Switch to Timon. Before you get him to Pumbaa there are two more GRUBS to grab. Move to where the Hyena Den is and jump up and onto the vine. Climb up it and jump left on the series of vines to get a HEART POT and the 39th GRUB. Jump right on the vines until you get to the longest one (the one you climbed up on). This time jump right, avoid the flame geyser and pick up GRUB #40. Jump right as far as you can to beat the level.

HYENA DEN- Rectangular hole in the background that has many slanted eyes staring out in a menacing fashion. Periodically Hyenas will jump out of the hole and try to attack Timon and Pumbaa. While the Hyenas that come out can be dispatched, the Hyena Den can not.

YELLOW HYENA- Also known as that !@#!%# jumping hyena, this guy will start jumping at Timon or Pumbaa if they get too close. Disable it with a Taunt or Belch and defeat it with a dash.



40 GRUBS to Collect

Another run for your life level. This time if you are too slow you won't get hit by a boulder but eaten by Hyenas. Hold right for most of the level to keep the Hyenas off of your back. If a Hyena catches up to you he'll only take away one heart. This level is not hard to complete but to get all the GRUBS you will have to know where they all are and have plans set in place. For example after the 9th GRUB you will have to do a preemptive Belch or you won't be able to get the 10th GRUB.

Run right and jump when you get to the end of the first ledge, collecting GRUB #1. Run right, 2 is on the ground take short jump up and 3 is on the ground. Another jump over the upcoming flame geyser will get you GRUB 4. Hop over the upcoming Red Hyena or Belch at it and hold right to ram it. Jump over the spike pit for the 5th GRUB.

Land and run right for GRUB 6 and 7. GRUB 8 will be in your path after a small hop up to a higher ledge. Jump up again if you need a HEART POT and make another jump to get GRUB 9. After that GRUB launch a Belch and hold right. You will take out the Red Hyena and get the 10th GRUB. What happens if you do not Belch and hold right? You can still try to jump over it but sometimes you will land on its head and be bounced up over the GRUB.

After GRUB 10 jump onto the upcoming platform for GRUB 11 and another platform for GRUB 12. GRUBS 13 and 14 have to be gotten by jumping up and right from the platform with GRUB 12 but you would not have know that until you pass under them or are told in a FAQ. Perform that jump get those two GRUBS and run right, falling down as you do.

GRUBS 15 and 16 are on the ground, 17 is above a flame geyser and 18 is in your path after a short hop up. After 18 fire another Belch and hold right. Eliminate the Red Hyena and jump onto the crumbling ledge for GRUB 19, take another jump for GRUB 20 and land for the 21st GRUB.

Run right and leap over the geyser for the 22nd GRUB. Leap again for the 23rd GRUB. Take a few running steps and launch a Belch to get the Hedgehog out of the way. Collect GRUBS 24 and 25 which are on the ground, jump to a platform for 26 and 27, leap a spider to the next platform for 28 and 29 and leap over another spider to reach 30 and 31.

The next 8 GRUBS will be on ground level. Jump over the Red Hyenas when you encounter them and do not jump when you pass under the Spiders. After you get GRUB 39 start Belching and holding right. The only way to get the 40th GRUB is to run through the last Red Hyena.

40 GRUBS to Collect

This is the first level with Flying Vultures and here you can notice a markable upgrade is challenge. Flying Vultures can be ridden by hopping onto their backs. Timon is light enough that they do not even notice him but Pumbaa causes the vultures to sink down. While Pumbaa is on a vulture he must continually hop upwards.

Have Timon go out first and go right. Jump on the second Vulture and ride it over the spike pit. Get off and hop onto the Vulture that is flying across the bottomless pit. When you reach the sand block wall and the 3rd GRUB switch to Pumbaa. Head right with Pumbaa and get on the second Vulture as it is flying right. Hop up and down on its back so that it can fly to the right. Get off and board the next vulture, riding it downwards enough to pick up the REMOTE before going right. The REMOTE is not needed for this level but it is nice to have. Bring Pumbaa to the sand block wall and have Timon jump on his head. Collect the 4th GRUB fall right to get the 5th and dig left to tear down the sand wall.

Jump right over the spikes and right again over the next spikes, collect GRUBS 6 and 7. See that sitting Vulture? Hop on its head to be sent upwards. If you get too close to it, it will peck you for damage. Bounce up and right to

collect the 8th GRUB. Fall back down to a safe place and switch to Pumbaa and bring him to that Vulture. Tap R to dash at it and get it out of the way. Move right and get GRUB 9. Go right some more, dash the rock and Belch and dash the Hyena. Get GRUB #10.

You will notice a place to dig down but do not dig yet. Have Pumbaa move a little to the right of that sand block and select Timon. Have Timon jump off of Pumbaa and up to the ledge with a GRUB on it. There will be another GRUB up and up and to the right. First wait for the Spider to go down as far as possible and jump up and right over it to get GRUB 12. Go a little right to get the COCONUT BOMB and wait again for the Spider to go down. Jump up and left as much as you can to get the 13th GRUB. Go back to the sand block and dig down for GRUB 14. Select Pumbaa and have him drop down too. Go right and Belch to get the Hedgehog. Keep going right for GRUB 15.

Dash the rock out of the way, going right for GRUB 16. Hop over the spikes, Belch to get the Hedgehog then jump and Belch to get the Spider. To the right of the Spider's web is GRUB 17. Switch to Timon and go where Pumbaa is. Dig down and drop for the 18th GRUB. Go right and spring up and right for the 19th GRUB. You will see #20 to your left but only Pumbaa can get it. Have Pumbaa spring up and right from the branch and then jump up and left to get that GRUB.

Continue on as Pumbaa. Leap over the spike pit and crawl space and face the Vulture (don't get close, just be on the same height as it). Select Timon and go to Pumbaa and bounce on him. You will want to bounce Timon up and left to where a Vulture periodically flies by. From the Vulture jump left onto the ledge and get GRUB 21. Keep going left and jump over the Hedgehog. Jump for GRUB 22 and go left. That is a good place to use your COCONUT BOMB. Jump over the Spider and land to the right of the spikes for the 23rd GRUB. Jump up and left for 24 and a BLUE BEETLE. Head back to the Vulture and back to Pumbaa. Take Timon left and down of Pumbaa and crawl right getting GRUB 25.

A little to your right is GRUB 26. Move right and dig down to drop and get GRUB 27. Jump left and crawl left to get GRUBS 28, 29 and a COCONUT BOMB. Head back to where you dropped down from and go right. You will see a vine and a Hedgehog. Ignore the vine for now and keep going right. Jump the Hedgehog and dig right. There will be a small cave with GRUBS 30, 31, 32 and a HEART POT. Collect them before going back to the vine.

Shimmy up the vine, crawl right and get the 33rd GRUB. Select Pumbaa. Dash the Vulture, dash the next Vulture, Belch as you jump over the pit--getting GRUB 34--and dash the Hyena. Go right and drop. Dash the rock to free up Timon, collecting the HEART POT as you fall. Head right and get GRUB 35.

Jump the spikes, dash right and break the rock. Before you go further get Timon to come hop on your head and get GRUB 36, which is up and to the right. Get GRUB #37 and select Timon and go to Pumbaa. Dig down and collect 38. Head right to get 39. Have Pumbaa stand on the same ledge as 39 and have half his body hanging off to the left. Get Timon to jump on his head and up and to the left, collecting GRUB 40. Go right a little further to beat the level.

~~_~_~_~ | Stampede! | ~_~_~_~

40 GRUBS to Collect

In this Timon-riding-on-Pumbaa level Wildebeests chace you and are constantly on your heals, ready to deal fatal damage. Hold right for the entire battle. It is easy to mess up and have the stampede catch up to you but getting the GRUBS

is very easy, most of them are positioned in areas that you are going to travel through.

The first 9 GRUBS are located over spike pits and will be gotten by jumping over the pits, which you have to do if you want to beat the level.

Jump to the next highest ledge to get 10 and then Belch to get rid of the upcoming Hedgehog. Jump over the pit for 11, jump up to the next ledge for 12 and Belch again. 13-19 are found in the next jumping section that you must past to avoid dieing.

Get 20 by jumping the spike pit and jump over the Red Hyena. Keep running right and jump over the obstacles to get 21-23. Jump for the HEART POT--even if you don't need it--and you will land on a spring branch and get sprung up for GRUB 24. Fire a Belch to get the Hedgehog.

Jump up and left and jump to the next series of ledges, collecting GRUBS 25-34. After getting GRUB 34 Belch to take out the Hedgehog. After 35 Belch again to get the next Hedgehog and continue going right picking up the remaining GRUBS that are all visible and easy to get.

~~_~_~_~_~_ | Team Bonus Level| ~_~_~_~_~_~

My Personal Best Time is 0:59

Same rules as other bonus level: get to the end before time runs out, collect CLOCKS to get more time.

At the beginning of the level a swarm of insects will be following you and will hurt you if you make a mistake and get stopped by an obstruction. Hold right to increase your jumping distance and jump from the first elevated ledge to the second, again to the third and one more jump to the fourth. Run off of the forth—do not jump or you will fall into some spikes—and jump when you get to the gap. Jump on those ledges, from ledge to ledge. On the 8th jump you will end up in a cave.

Fire a Belch as you run right and watch out for the falling boulders. After you run by the first Hedgehog do another Belch to dispatch the second Hedgehog. Run right and you will fall into a CLOCK. If you want a HEART POT hold left as you fall. Go right and spring up from the branch.

The rest of the level is long but very easy. The only two clocks you will need are in clear site and on the path you will follow to beat the level. The remaining "obstacles" are Red Hyenas, spikes and flame geysers. Very easy to get over.

~~_~_~_ | Open House| ~_~_~_~

40 GRUBS to Collect

Not much in the way of enemies but the level design is more complex and it is easy to miss some GRUBS.

Head right, jump the spike pit and get the first grub. Position Pumbaa to the right of the big tree trunk in the background. Switch to Timon and jump off of Pumbaa and up and to the right. The branch and the branch up and to the left

have GRUB 2, 3 and 4. Drop down and get GRUB #5.

Select Pumbaa and move right. Push the movable rock right three times. Jump up on the movable rock and jump across the spike pit. Jump right again and spring up on the branch to get the 6th GRUB. Bring Timon to Pumbaa and dig down. Down and to the right is a little crawl space that blends in well. Crawl through it and get the 7th GRUB. Fall right and down for 8 and 9, jump up and right, crawl right and pick up the 10th GRUB.

Climb up the vine and move right to get the 11th GRUB. Switch to Pumbaa. Push the movable rock right and step on top of it. Dash right to break the rock and get the 12th GRUB. Move right and jump onto the spring branch. Leap upwards for GRUB 13 and move right for the 14th GRUB. Belch to take out the Hedgehog. Fall right and land on the 15th GRUB. Move Pumbaa right—against the wall—and select Timon.

Jump off of Pumbaa's head and up and right. Crawl right and drop. Move left and dig the wall out. Switch to Pumbaa and dash the rock. Move right slightly and don't jump the spike pit yet. Have Timon jump off of Pumba and up and to the left for GRUB 16. Switch to Pumbaa and jump the spike pit and move right for GRUBS 18-20.

With Timon grab the vine that hangs above the spike pit and shimmy up. Jump off it to the right for GRUBS 21, 22 and a COCONUT BOMB. Fall back down and to the right. Select Pumbaa and dash the rock to the right. Select Timon and jump right. Use your COCONUT BOMB to get rid of the two Monkeys. Jump up to where the Monkeys and collect the 23rd GRUB. Have whoever needs life can grab the REMOTE and HEART POT beneath you. Jump right and follow the ground, getting GRUBS 24 and 25.

Choose Pumbaa and move to Timon. Move past him and go down and right and Belch the Hedgehog out. Drop down and to the right for the 26th GRUB. Select Timon. From the Hedgehog ledge jump up and right to a vine, jump right again to the next vine and right again to the third vine. Climb up it and jump left. Grab GRUB 27 and the BLUE BEETLE. Jump up and right for GRUB 28 and jump right as far as you can for the 29th GRUB. Take another far jump to the right for the 30th and 31st GRUBS.

Fall left and bring Timon back to the sand block wall that Pumbaa can't get by, getting GRUBS 32 and 33. Dig left to allow Pumbaa to jump up. With Pumbaa, jump up and right again off the branch and Belch the Hedgehog. Collect the HEART POT with Timon if he needs it. Push the movable rock right and follow it down. Land on top of it or you will fall into the spike pit and get hurt. Jump right for GRUB 34, dash the rock and get GRUB 35.

Belch the Hedgehog and wait. Have Timon go to Pumbaa and jump off his head, up and to the left. Jump up and shimmy up the vine. Jump right for GRUB 36 and right again for 37. Switch to Pumbaa and move right. Get GRUB 38, Belch the Hedgehog and snag GRUBS 39 and 40.

~~_~_~_~_~_~_ | Scaring the Buzzards| ~_~_~_~_~_~

40 GRUBS to Collect

In these Team level you will want to hold right for most of the level except after you get these GRUBS:

After every time you get a grub total number that is 13, 16, 24, 34 and 37 (and you are sure you have gotten all the GRUBS up to that point) hold left or you will be unable to get all the GRUBS. Holding left will drop you down to a lower level, if you do not drop you will miss the GRUBS that are down there.

~~_~_~_~_ | Hide N Seek | ~_~_~_~_~_~

40 GRUBS to Collect

This level is just for Pumbaa. While the enemies or obstacles are not hard, Pumbaa's lack of jumping ability makes getting some of the GRUBS difficult.

Head right and fall, grabbing GRUBS 1 and 2. Push the movable rock over until you can hop on it and go up and to the right onto the branch. Propel Pumbaa up and left to the platform with the Monkey and Belch him. Jump off the platform to the left for the 3rd GRUB. Go back to the branch and spring up and right. Hop onto the movable rock and jump up to get the 4th GRUB. Then push the rock right and fall down. Go a little to the left to get the 5th GRUB.

Push the movable rock right, hop on it and hop right onto the spring branch. Spring up and right for the 6th GRUB and talk to Simba. Move and step onto the crumbling dirt. Fall down and go right, grab GRUB #7 and move left, triggering the SCREAMING BIRD. Go back to the left and jump on the spring branch and jump up and to the right. Do not worry about the Monky and keep going right. Hop over the spike pit, grab the 8th GRUB and push the movable rock right. Hop onto it and jump up and right. Up and right again, up and left and up and right one more time, getting GRUB 9 and talking to Simba. Move right to get the 10th GRUB.

If you want a HEART POT stand on the crumbling dirt and fall with it. Go right of the dirt and get GRUB 11. Here is a tough jump that you need to make to get all the GRUBS. Remember Pumbaa can have about half is body hanging over the ledge before he needs to jump. Jump right as far as you can and get GRUB 12. Jump up and right for 13, up and left, up and left for 14, retrace to where you got 13 and jump right and right again to get the 15th GRUB and a COCONUT BOMB. Watch out for the Hedgehog.

Return to where the 11th GRUB was and fall to the platform beneath you for the 16th GRUB. Fall down and right for 17 and jump right twice for GRUB 18. Jump left three times and fall left. Take out the Hedgehog and go left to get the 19th GRUB. Push the movable rock right and jump over the pit that you pushed it into. Move Pumbaa righ and get GRUB 20.

Keep going right and fall for GRUBS 21, 22 and 23. Run left across the crumbling dirt for 24, push the movable rock left and then fall right, grabbing 25 and 26.

Move slightly right for GRUB 27. Go left, left over the movable rock for GRUB 28 and left to the spring branch. Jump up and zig zag your way up for GRUBS 29-31 and a COCONUT BOMB.

Go back to the movable rock and push it right three times. Go up and right for GRUB #32 and spring up twice and Belch the Monkey to the left. Go to the Monkey's platform and get the 33rd GRUB. Jump right onto the branch and up and right. Grab GRUBS 34 and 35 as you go right.

Jump over the spike pit for 36 and over the next spike pit. Move right onto the crumbling dirt and let it fall away. Spring up on the branch. Jump up and left for 37, up and right for 38, up and right for 39 and down and right for the 40th GRUB. Head right to talk to Simba and beat the level.

~~_~_ | Nala! | ~_~_~_~

40 GRUBS to Collect

I like doing a shorter format for these, the Team levels. I think it is easier if you know the few key points that you need to do instead of the long right up. Run throughout the level as Nala will eat you if you do not.

- -When you get to the first ledge in the level jump for GRUB 2
- -At the ledge after GRUB 17 you will want to jump up and right to a platform
- -Belch after GRUB 20 to take out the Hedgehog
- -Jump up and right from the ledge after GRUB 21
- -After you land from GRUB 34, Belch to take out the Hedgehog

| Timon Bonus Level 2 |

My Personal Best- 1:05

I think this Bonus Level is much easier than the first. I would have beaten this on my first try but I stopped to celebrate after I got the HEART CONTAINER. I beat it no problem on my second turn.

Run right and jump over the Hedgehog. Jump up and right to the first ledge and up and left to the platform. Run left till you get to the longest vine and climb up. Jump across the vines, bearing right, and onto the ledge. Leap over the first Hedgehog, jump to get the CLOCK and jump over the second Hedgehog.

Fall right—do not jump—and land on the sleeping Hyena. Move a little right, grab the CLOCK and dig down so the Hyena will be unable to follow you. Dig right through the three sand blocks. Run right and go up the vine. Jump from the vine to the right. To your left is some more vine jumping, a HEART POT, a COCONUT BOMB and two CLOCKS but it is easier if you head right.

When you get to the first sleeping Hyena hop off of him and up and to the left to get a CLOCK. Drop back down and hit R to get the Hyenas to laugh. Run and jump past them to the right. Go right till you reach the vine and hop on it. Half way through is a CLOCK at ground level buy you will not need it. Try to stay on the upper third of the vine and keep jumping right.

Jump right and crawl right. You can dig down but it takes longer. Instead keep crawling right and get the CLOCK. Hit R when you get it to cause the Yellow Hyena to laugh. Keep going right and crawl when you reach the wall. Fall down and collect the HEART CONTAINER and move right to beat the level.

~~_~_~_~_~_ | Pumbaa's Stand| ~_~_~_~_~

40 GRUBS to Collect

This is the last Pumbaa only level. If you are trying to collect everything, know that the second STINK BUG is found in this level.

Go right to get the 1st GRUB and hop over the pit, collecting GRUBS 2 and 3. Belch at the Hedgehog and move right, getting the 4th GRUB. Jump and Belch to dispatch the Monkey and hop up and right. Get GRUB #5.

Head onward, getting the 6th GRUB. Drop down and push the movable rock right once. Hop on it and up onto the branch to get GRUB 7. Belch the Monkey that is up and to the left, jump up and right for the 8th GRUB and up and left for the 9th GRUB. Go right and Belch the Hedgehog. When you get to the spring branch, spring yourself up and to the left for the 10th GRUB.

Spring on the branch again and go up and right. Get GRUBS 11 and 12 as you move left and jump to Belch and disable the Monkey. Dash the rock and get GRUBS 13 and 14 as you move right. Hop on the first Vulture and keep jumping up so he goes right—if you drop down now you will not be able to get all the GRUBS. Hop from that Vulture, up and right to the next Vulture and jump right onto the platform. Get the 15th GRUB.

Move right and get GRUB 16. Jump as far as you can to the right (if you do not make that jump you can not get all the GRUBS) for the 17th GRUB. Ignore the Monkey and drop down and left for GRUB 18 and down and right for GRUB 19. Jump left over the spike pit for the 20th GRUB.

Jump left again and get the 21st and 22nd GRUBS. Backtrack to the right and get GRUBS 23 and 24. Go right as far as you can until you reach the wall and GRUB #25.

Push the movable rock left and hop on top of it. Jump up then jump and Belch left to get rid of the Hedgehog. Jump up and left and up and left again for the 26th GRUB and a HEART POT. Backtrack to the platform above the movable rock and jump up and right for GRUB 27. Belch the Monkey and jump up and right for the 28th GRUB. Belch the next Monkey and jump up and right again to get GRUB 29. Jump and Belch the Hyena before jumping up and right. Dash the Hyena and head right. Jump over the spike pit for the 30th GRUB.

Before taking another jump right, Belch the Yellow Hyena then jump over and dash it. Run over the crumbling dirt for GRUBS 31-35.

Move left and fall. The STINK BUG and some GRUBS are down there. Fall and go right to get GRUBS 36-38, the STINK BUG and a BLUE BEETLE (nice to have that when the level ends in two seconds eh?). Hop on the spring branch and propel yourself up. Jump up for GRUB 39. Belch right to eliminate the Spider and jump right to get the 40th GRUB and to beat the level.

| Finding Pumbaa|

40 GRUBS to Collect

This is a Timon only level. Here you will find Timon's HULA SKIRT which makes his joke 'attack' much better. There might be another Timon bonus in an earlier level but I am not certain.

Go right and get the 1st GRUB. Jump over the Hedgehog and move right, getting GRUBS 2, 3, 4 and 5.

Keep going right and dig down to get the 6th GRUB and a HEART POT. That HEART

POT is there in case you get hurt in the upcoming section... but if you do not get hurt you will pass to another part of the level and be unable to get the GRUB unless you backtrack, thus making you have to do the part that the HEART POT is there for again... Ah screw it there is a point to be made in there somewhere but it is not worth it. Latch onto the fourth vine from the left. Jump from vine to vine while the Spiders are crawling downwards. Position Timon slightly more than half way up the vine when you jump. Hop off the last vine and land on the ledge to the right, getting GRUB #7. Hit R to make the Hyena start laughing. Resist the temptation to dig down at the sand block and keep going right. Jump right from the edge of the ledge to get and right some more on those narrow rocks to get GRUBS 8, 9, 10 and the HULA SKIRT.

Jump back left to where the sand block is. Hit R again to make the Hyena start laughing. Dig down at the sand block and fall to get the 11th and 12th GRUBS. Crawl right and get GRUBS 13 and 14. Hop over the first Hedgehog you see and grab the vine. Climb up it and jump to the second vine, getting GRUB 15 in the process.

Hop to the next vine and get GRUB 16 and the next vine for GRUB 17. Fall down and right and dig right. Peform a joke to make the Hyena laugh and run right past him. Get the 19th GRUB underneath the spring branch before you jump on the branch and send yourself skywards. Jump straight up on the next branch for GRUB 19. From that spring branch send yourself up and left, watching out for the Hedgehog. Wait for the Hedgehog to come near you and leap over him. Go left and get GRUB 20.

Keep going left for GRUBS 21 and 22. Jump up and right for a HEART POT if needed. Follow the Hedgehog as it moves all the way to the right. When it turns back to go left jump over it. Jump right to the next ledge and jump over the Hedgehog. Jump up to the next ledge and jump over the Hedgehog that frequents that area. Jump up and right and move right. When you get to the Vultures jump onto the second one you see or fall onto the first one you see (from that one jump up and right to the next one). As that Vulture flies right hop up and collect GRUBS 23, 24 and 25 as it passes underneath them.

Move right and dig down, getting GRUBS 26-29 as you fall. Head right and crawl right. That narrow tunnel will open up into an area with GRUBS 30, 31 and a HEART POT.

Crawl back left and dig down at the sand block. As you fall get the 32nd and 33rd GRUBS. Crawl right and get 34. On this vine jumping section, make sure you are at the top of the vine before jumping to the next one. Hold up and right as you jump right to grab onto the next vine. When you get to the end, crawl right and get GRUB 35.

Jump onto the vine and climb all the way up. Jump right to get GRUB 36 and to reach the next vine. Repeat this process again and jump off of the next vine and to the right to get GRUBS 36, 37 and 38. Head right and jump up as you see GRUBS 39 and 40. Go right to beat the level.

~~_~_~_~_~_~_~_ | The Cavalry Arrives | ~_~_~_~_~_~_~

40 GRUBS to Collect

This is a surprisingly easy level, both in terms of completing it and getting the GRUBS.

-After getting GRUB 20, hold right and run straight across the gap. It may seem

that you have to jump but you do not. Jumping will only take you over the GRUB. -After getting GRUB 23 Belch to eliminate the Hyena.

-After you get GRUB 36 hold left so that you drop down and not down and right.

~~_~_~_ | LUAU!!! | ~_~_~_~

40 GRUBS to Collect

There is one tricky part when getting all the GRUBS but doing the level itself is not hard. Hold right the entire time except at that one part which I mention below.

- -When you get 4 GRUBS begin to look for a skeletal tree branch which you have to jump on to get a GRUB and jump again to get another one.
- -After you get 15 GRUBS, hold left so that you fall.
- -After the 30th GRUB, do not jump but instead run off the platform. If you jump you will jump over GRUB 31.
- -Get GRUB 31 and jump up and right to a series of platforms.
- -After GRUB 35 another Hyena will begin to chase you.

~~_~_~_~_~ | The Big Fight | ~_~_~_~_~_~

40 GRUBS to Collect

The Hyenas are at their thickest in this slugfest and there are a few new tricks that make getting the GRUBS slightly harder.

Move right and dash the rock. Belch the Hyena and dash it. Switch to Timon and bring him into the room the Hyena recently vacated. Have him collect the first 3 GRUBS. Go back to the sand block and dig down, getting GRUBS 4 and 5.

Select Pumbaa and drop down to where Timon is. Go right and Belch the Hedgehog. Move right, dash the rock, grab GRUB 6, Belch the Hyena and dash him. As you go right you will see three sand blocks. Do not dig those out under any circumstance. Instead move Pumbaa right and go to the movable rock. Push it left twice so that it is on top of the sand block. Put Pumbaa on top of it and have Timon jump off of his head and up to get GRUB 7. Push the movable rock onto the middle sand block and repeat the process, getting GRUB #8. Push the rock once more to the right sand block and get the 9th GRUB. Move up and right with Timon and get the 10th GRUB.

Continue right to get the 11th GRUB and dig down at the sand block. Switch to Pumbaa and fall down and right to the ledge where Timon is, getting the 12th GRUB. Dash right to break the rock and switch back to Timon. Have Timon get the COCONUT BOMB and joke to disable the Hyena. Crawl right and go past the Hyena a short ways. When the Hyena stops laughing jump up and left off of it to get the 13th and 14th GRUBS. Switch to Pumbaa. Have Pumbaa fall left and collect GRUBS 15, 16 and 17.

Dash the rock to the right and get GRUB 18. Jump over the next two spike pits for GRUBS 19 and 20.

Jump over the next two pits for GRUBS 21 and 22. Do not step onto the crumbling dirt yet. Instead jump up and Belch to get rid of the first Spider you see. Switch to Timon. Drop and run right--hitting R to stop the Hyena if needed--and collect GRUBS 23, 24 and 25.

Fall right and grab onto the first vine. Use the COCONUT BOMB to clear the other two Spiders. Get GRUBS 26 and 27, which are between the three vines. Run Timon to the right and get the HEART POT. Dig down at the sand block and get GRUB 28. Select Pumbaa and run to where Timon is. Spring off of the branch and up and right for GRUB #29. Dash the rock, Belch and dash the Hyena. Move up and right. After the second jump to a higher ledge, Belch right and move right to get the Yellow Hyena. Dash it to clear the path. Have Pumbaa go right. When you reach the Vulture hop on it when it is as far left as possible. Ride it down and get GRUBS 30 and 31.

Hop on it to make it go up and ride it to the far right. Jump off it to the right and Belch the Hedgehog. Go right and collect the 32nd GRUB and a REMOTE. Hop on the Vulture once again, this time when it is as far right as possible. Once it is about halfway down jump off of it to the right. Move right for the 33rd GRUB and a BLUE BEETLE. Fall down and left. Jump over the first spike pit and Belch right as you jump over the next pit. The Belch will hit a Hyena. Dash it to get it out of the way. Jump over the next pit and Belch the Hedgehog. Switch to Timon. Bring Timon to Pumbaa and bounce off his head and up, grabbing onto a vine. A Spider will be on this vine so be careful. As the Spider climbs up, follow it and jump up and right onto the platform. Get GRUBS 34 and 35.

Switch to Pumbaa and go right. Dash the rock and jump over the pit and off the spring branch, landing up and to the right. Select Timon and go to where Pumbaa is. Jump up and left off of that ledge to get the 36th GRUB. Select Pumbaa and jump over the pit and spring up and right again. Belch right as you land to disable the Hyena and dash it to get rid of it. Select Timon and have him go to where Pumbaa is and jump up and left for GRUB 37. Switch to Pumbaa. Have him go right and ride the Vulture right. Jump over the series of pits, Belching and disabling two Hedgehogs and a Red Hyena. Go back to the Vulture and ride it down and to the right. You will collect GRUB 38. While the Vulture is down, hop off it to the right. Jump over the pit and Belch the Hyena. Dash it and move right, jumping over more spike pits. Dash the rock when you reach it. Go right and stop on the sand block. Select Timon and have him go to Pumbaa. Jump off of his head to get GRUB 39. Dig down and move right for GRUB 40. Select Pumbaa and move right. Dash the rock and move right to beat the level.

~~_~_~_~ | Digga Tunnah| ~_~_~_~_~

40 GRUBS to Collect

In this Timon only level, there are many many enemies. A HULA SKIRT is almost a necissity and at the beginning quarter or so of this level there are hardly any GRUBS.

Move Timon right and hit R to disable the two Red Hyenas. Jump past them and jump over the next Hyena. Hop over the spike pits and land on the Red Hyena. Hop over the next two spike pits and leap over the Hyena. Jump up and right and jump onto the vine. Jump across the vines—staying about midway up them—and land on the other side. Hit R and run past the Red Hyena. With the HULA SKIRT, this will also disable the Yellow Hyena which is further to the right. If you do not have the HULA SKIRT, hit R again when you get past the Red Hyena.

Run right and jump over the spike pit for the 1st GRUB. Jump right and move right, getting the HEART POT and the 2nd GRUB. When you get the second GRUB hit R to make the unseen Yellow Hyena start laughing and fall down and right. Run over the sand block to get the 3rd GRUB and run past the laughing Yellow Hyena. When he stops laughing, jump off his head and up for GRUB #4. Dig down at the

sand block and drop. Fall straight down for GRUB 5.

Move right and get the 6th GRUB and a REMOTE. Go left and hop over the Hedgehog. Shimmy up the vine and keep going left. Get the 7th GRUB and dig. When you reach the next vine, quickly climb up it, get GRUB 8, fall down, go left and climb up the second vine. Get GRUB #9 and wait near the bottom of the vine for the two Hedgehogs to pass underneath you and to the right. Drop and go left, climb up the third vine and get the 10th GRUB.

Drop down and left. Jump off of the Hyena and up for the 11th and 12th GRUBS. Jump up and left for GRUB 13 and up and right for a BLUE BEETLE. Go to the platform with the 13th GRUB and fall left. Up and to the left will be a GRUB that is in the path of falling boulders. Stand just outside of the falling boulder area. When a boulder drops jump up and get the 14th GRUB and pass to the other side.

Jump left over the spike pit and you will come to a vine jumping part. I struggled a lot at this place until I realized that I should never fall on the ground. As long as you stay as high as possible on the vines and jump up and left when the Spiders are crawling down you should be fine. If a Spider is about to hit you, use the REMOTE to pause it.

Crawl left and avoid the boulder drops. Go through this section and get GRUBS 15, 16 and 17. Dig left and jump up for a HEART POT. Dig down for GRUB 18 and dig down again for the 19th GRUB. Crawl right for GRUBS 20, 21, 22 and a new remote. Go back to the sand block and dig down one more time for the 23rd GRUB. Hit R to make the Yellow Hyena laugh and run left. Jump up as you run for the 24th and 25th GRUBS.

Dig left and grab onto the vine. Climb up and left and jump left for the 26th and 27th GRUBS. Grab onto the first vine you see and fall all the way down. Land for GRUB 28, jump left for 29 and left again for 30.

Run left--ignore the vines for now--and jump over the Hedgehog, getting GRUB 31 in the process. Jump left onto the spring branch (if you fall you will have to start over) and land up and left for the 32nd GRUB. Jump right then jump over the Hedgehog. Move right and get GRUB 33 and touch the SCREAMING BIRD. Go back to the ledge with GRUB 32 and run off it to the right, and fall right. Backtrack to the vine section and grab the left most vine.

Climb about a third of the way up the vine and jump right twice for GRUB 34. If Spiders threaten you, use your REMOTE. Jump right two more times for 35 and two more times for GRUB 36. Jump to the right most vine and climb about two thirds of the way up it. Jump left twice for GRUB 37, twice more for GRUB 38, once more for a HEART POT, once more for GRUB 39. Go to the left most vine and climb up it. Jump off it to the left for the 40th GRUB.

~~_~_~_~_~_ | Tunnel Escape | ~_~_~_~_~_~

This is not the toughest level but for GRUB gathering purposes it is the toughest, most reset filled level. You will want to have done the Team Bonus level. This is hard with only 3 hearts. I'll give you tips and even a map to help. You will want to hold right for every part of the level except for the parts where I say not to.

Tips:

-After getting GRUB #2 jump right onto a ledge and jump up and right, following that path for grubs 3, 4, 5 *leap* 6, 7 and 8

-Fall and run right after getting the 8th GRUB, do not keep jumping right -After a few spike jumps do not hug the ground but jump onto some small platforms. Above you will be more, higher ground and below you will be ground level. You cannot do this part holding right, you will have to judge your jumps and hold left at some times.

Here is the tough part. It is hard because boulders will drop on you if you as you come by. To dodge the boulders, get near them and press left. Watch as they fall and run by them. Why not just hold left the whole time at this section? Well the large boulder chasing you will catch and kill you or you will not have enough momentum to make the jump:

Key:

G: GRUBS

B: Boulder dropping paths

: Platforms

<>: Slow down (hit left) at these points

If you do not slow down at those points you will be hit with Boulders and lose a heart for each boulder hit. The third slow down part is tricky because if you slow down too much you will not make the jump. The last Boulder Drop is also tricky because often that boulder will hit you and cause you to fall into the spike pit, hurting you twice. If you get out of this section with two or more hearts than you are in great shape. With one heart you still have a chance.

- -After GRUB 30 run right and be prepared to jump on a small platform and work your way up and right
- -Get GRUB 32 and hold left. You must fall practically straight down to get the next 5 GRUBS.
- -After GRUB 37 there will be a spike pit and a boulder drop. If you have two or more hearts do not be afraid to take the boulder damage and press on. If you do not you will have to make a slow jump over the spike pit. Do not slow down too much or the boulder will catch up and crush you.

Congratulations, you have beaten the game!!! FARLEM!

~~_~_~_~_~_~_~_~_ | Pumbaa Bonus Level 2| ~_~_~_~_~_~_~

My Personal Best- 1:03

This is harder than the first Pumbaa level but once you learn where the enemies are it is not tough to beat.

Run right and jump when going off the ledge. Bounce off the first Hyena and bounce off the second one. Keep running right and run onto the spring branch. You will be sent up and right onto a ledge with a CLOCK. Fall down and to the right.

Run right and Belch the Hedgehog. Time your run past the flame geyser and Belch again to get the second Hedgehog. Fall down and right--going on the Vulture will slow you down--and keep going right. Get the CLOCK and COCONUT BOMB and spring upwards. Get the HEART POT and another CLOCK and continue right.

Jump over or dash through the two Hyenas. Jump the spike pit and Belch at the Hyena Den to disable the Yellow Hyena. Dash to finish it off and go right. Spring up on the branches and from the top one spring up and left to get a CLOCK. Go up and right, get a BLUE BEETLE and keep going left. Fall left when you drop (do not jump) and you will get a CLOCK.

Run right and jump onto the first ledge over a spike pit. Use your COCONUT BOMB and keep jumping right. At the end of the pit jump up and right and Belch the Hedgehog. Belch two more times for the next Hedgehogs and jump off the ledge to the right. Keep going right and jump up and right twice. Belch and run by the two Hyenas. Pick up the HEART CONTAINER and you win.

IV. BEST BONUS LEVEL TIMES

Email me your best scores and strategies and I will put your name and time in this section.

My Best Times

Timon Bonus Level 1- 1:46 Timon Bonus Level 2- 1:03 Team Bonus Level- 0:59 Pumbaa Bonus Level 1- 1:21 Pumbaa Bonus Level 2- 1:05

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Hakuna Matata,

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Version 1.00

Pumbaa picture basis courtesy of: http://www.lionking.org/~whitewlf/myart/Pumbaa.JPG ASCII Art made with ASC-GEN

Kingdom Hearts: Chain of Memories drops in August

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