





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

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?"

~~~~~ Timon ~~~~~

```
;;;;;;;;;;;;;i: 7@aX: ,i;;;;;;;;;;;;;
;;;;;;;;;;;;;, raMMM@B2iMMMMM2 ,;;;;;;;;;;;;;
;;;;;;;;;;;;;i. 0MMW: .;XMM@Z8MMMZ i;;;;;;;;;;;;;
;;;;;;;;;;;;;i WMM WMSBB0Z MW 7MM, i;;;;;;;;;;;;;
;;;;;;;;; MM, MM2 .;7: M, @MMS 7Mi .;;;;;;;;;
;;;;; WMMMMMMMMMMMMMMMMMMMMMMW@MMMX2.i;;; M M@BWMM0 0MMMMMMMM r;;;;;;;;;
;;;r 8MWWWWWWWWWWWWWWWWB8WMMMZXr, r2:rrr M,M8000MM0 ZMM00WM r;;;;;;;;;
;;;r ZM8888888888888888aBMB. 8MWWW M rrr,X2MZ0088Z8WM@. BMMWM :i;;;;;;;;;
;;;r ZM88888888888888ZZMr aMW080WMM rrr; MM8@MMMMM;MaBW :MMM8X ,i;;;;;;;;;
;;;r ZM88888888888888Z0Mi MM08888MM ;i:: MMmi :MMW 7WZX: .WMM .i;;;;;;;;;
;;;r ZM88888888888888Z0Mi MMMWBWMMMBM ;X7 . BBSi . ;MM ;;;;
;;;r ZM88888888888888ZBM ,MMX 2MB: :MMMMMMMMMMMM7 ,ii;:2WMMMM0@;i: iM8 ,;;;
;;;r ZM88888888888888Z8MM28M2 ..@;2MMM WMM7.r;:,MOZ2.B .@ir;, MM :;
;;;r ZM88888888880MMB ,;7r 0M ;aW@MMM8MM :,MM BrrM M:rrri MM
;;;r ZM88888888MMa ,i:,;i;r MM@MMMMMMMMMMMMW0ZMZ rM7 iiMWrM @:rrrr iMMM
;;;r ZM888888MM ii,:aMMa;r MWZ0BB0000000088MM MM BW :2M 8X;r;. MMMM0
;;;r ZM8888ZMX :rr:MM7;0,;. MMM8ZZ88000880MMX M 7iMa r MO SXi, MMMMM
;;;r ZM8888ZXM :rrrrSr .MW:, MMMMM@WW@MMM2 MW XSBr @ M :Z MM@ZrMMM
;;;r ZM88882@M :rr;:MX immzi X8882X MM i 8 M Z M SM8MMWZaZ2MM
;;;r ZM888Z2MMMa :iiaM 70WMMM@Z220MM0. i r ,MOO MMMMMMMMMa
;;;r ZM888Z0MMMMMMZ. 80 .: :XZB@MWM0Xi;. M@ ;;;, .i
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;;;r ZM888Z2MMM8SBMMMMM8; ri      .,. :7a7;:aMMMMMMMMMM      .,i;;;
;;;r ZM888828MMSS2SS2ZMMMMMMMMBX   ::::,.      SMMZ8BWWWBBM ;;;;;;;;;;
;;;r ZM888882X8MMMMMMMMW2aaa2a0MMMMM2 .:::. ,   imm0Z8888888BM r;;;;;;;;;
;;;r ZM888888ZaSSS22222Z88888888Z8BM ,:::.   rMMZ88888888BM r;;;;;;;;;
;;;r ZM888888888888888888888888ZM  ... i;MMZ8888888888BM r;;;;;;;;;
;;;r ZM88888888888888888888888888MW ::. SiWMa888888888888BM r;;;;;;;;;
;;;r ZM88888888888888888888888888Z8MM : Z;:MZ888888888888BM r;;;;;;;;;
;;;r ZM8888888888888888ZaZ88888ZWMW ,. 0a Mma888888888888BM r;;;;;;;;;
;;;r ZM8888888888888888a28MM@Z88Z8MM.  .. Z8, MS88888888888888BM r;;;;;;;;;
;;;r ZM88ZZ8888888888aWMM0aMMZZ@MW  ., rBi.:MS88888888888888BM r;;;;;;;;;
;;;r ZM8a8@Ba2aZ888Z8M2SSMMS8MM     ,:: :Mi;:8M08Z888888888888BM r;;;;;;;;;
;;;r ZMa@MZWMMB2a82M0S8M82MM7      ::: M;ri ;WMM0Z8888888888BM r;;;;;;;;;
;;;r ZMaMSB@B8ZWMMaSM20M2MM@       ::::. 0Xirrr; , 2MM8Z88888888BM r;;;;;;;;;
;;;r ZWMBMZZZ80W00MMMMMMMMM        ,:::. ,Birrrrrrrri WM0Z88888888BM r;;;;;;;;;
;;;r ZBMB@aZBMB@MWM      MS;      :::::. Mi;rrrrrrrrr: ,MWZ88888888BM r;;;;;;;;;
;;;r ZWMMXaWMZaaaWM      M:      :::::. Mrirrrrrrrrrrr; MWZ88888888BM r;;;;;;;;;
;;;r ZMXMXMWZ8ZMBZM      M ,:::. , im:rrrrrrrrrrrr; im8Z88888888BM r;;;;;;;;;
;;;r ZSM8Z08M8BMM a2aMM      :::::. MM.;rrrrrrrrrrrr; SMZ88888888BM r;;;;;;;;;
;;;r ZMaM220M@MMMZ      X8      :::::.XSaiirrrrrrrrrrrrrri MMZ88888888BM r;;;;;;;;;
;;;r ZMZ0MM      SZZ0a2M      :::::. 0W.rrrrrrrrrrrrrrr, M0Z88888888BM r;;;;;;;;;
;;;r ZM8ZaaWMMMMMMWWM;.M      ,:::. ;@M.rrrrrrrrrrrrrrrr rMZ88888888BM r;;;;;;;;;
;;;r ZM8888ZaS2M @r:M: ,:::. :iSa7irrrrrrrrrrrrrrrri BMZ88888888BM r;;;;;;;;;
;;;r ZM888888Z8M: Mi,M .:::. :M:rrri::;rrrrrrrrr: M00M r;;;;;;;;;
;;;r ZM88888ZM;XM M ,,,: :M;:rrrMr;:rrrrrrrrr im8M r;;;;;;;;;
;;;r ZM8888ZM7MX XMM ., .:::. Mirri7M8.irrrrrrrri MMM r;;;;;;;;;
;;;r ZM888aZM0M ZM 8a BMMMM7 ,::, M7;r;i.0M.:rrrrrrr. MM r;;;;;;;;;
;;;r ZM88ZBMM. 0M Mi @MM .:: .Mirrr;.aM,.;rrrrrr; WM r;;;;;;;;;
;;;r ZMZ8MM; .im XMMMa ,, imB :, S2irrr;.im7 irrrrrr: M r;;;;;;;;;
;;;r 2MMMS i,,M MM8Z0MM ,::. 7M... Mr;rrr;, MM ,rrrrrr,S r;;;;;;;;;
;;;: 8M@ iri M. MMZ8880MM .:::. :: M;:rrrr: XM ;rrrrr7 r;;;;;;;;;
;;i WM, :rr; Ma MMZ8888888MM :::::. ,i@;rrrrri MM: irrr7X r;;;;;;;;;
;: .MM .;rrr,rM M@Z8888888Z@M2 :::::. ,;B;rrrr; MaM; irr7X r;;;;;;;;;
: XMi irrrrr;.M MWZ888888888888WMB :::::. Sa;rrrr MZZMa :r7X r;;;;;;;;;
XM .;rrrrri @ MMZ888888888888Z8M :::::. :aa;rrr BMS8MB i7X r;;;;;;;;;
MM rrrrr; 0;MWZ8888888888888888ZWM :::::. :8X;rr, MaZ8MZ iX r;;;;;;;;;
SMX rrrrr,7SMBZ8888888888888888ZM0 ,:::. :M;:r; MMZ8Ma r r;;;;;;;;;
:M;:;rr;. SM0Z88888888888888888888M :::::. :Mi;r. M8Z8M7 r;;;;;;;;;
WW :i MM8Z88888888888888888888ZMM ,:::. :r8ir; XMZ8Z0M, r;;;;;;;;;
XM iX,MMWZ888888888888888888888888M :::::. :Mr;ri MMZ8ZWM r;;;;;;;;;
: M0MMMM8Z8888888888888888888888aMr :::::. :Mirr, MMZ80M r;;;;;;;;;
i MM XMMMMMMMMMMMMMMMMMMMMMMMMMM@MM ,,,,,, B2rX7,.MM@MM r;;;;;;;;;
;. . ;X;,,,,,,,,,,,,,,,,,,,,,r@ :::::. :X:ii: Zira r;;;;;;;;;
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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:'





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:

"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!! |

~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~

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.

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



OM8a088Z0W@ ,;7;, :.MM8....., 7MM ,: 8WaXMM  
MM0a888880@M8X;7rrii i XMM@Za2Xi irSM@882BM  
MMBaZ08ZZ880MM;;rrS7XX2a:, :MMMB0BWWMM::WWZSXBM  
;MM8ZZZ80888@B ;rr7i;2;Xi.iS rZBOX :.0WZZMM  
iMMBaZZZ80@M.:r;rrr77r,27,., X, MZMM  
MMMMMMMMW07;r;i;irX7:rSa7r2ZZZXSSa2;iZ;,MMM  
aWWZri, B2SS27r;7rr.:,ir. :2;72Z  
i882XXS;;r;;;:;r;:.., a7Z  
;BBaS7rrr:iii;iii;r7r7ri0a  
;ZX7XXi.,:ii;iii;XS  
8XX7XS27i. .. :;Sa;  
;Z7r7XXXS2ZZB2i8MB7;  
iMMMMMM2 :0ZX77XX7X7X7XS2:  
MMMMW0BWWMM@ B82X7XXXXXXX777XrS8  
7MB,ZMMMMMMMMMM 0aXr77777X7XXXXXX7X0X  
XMMM0XrMM :B2SSSS7X7X777XXXX777XB  
Mi 0ZXXX7Sr7XSXXX7XXXX7X20  
M: WSXXSXXa7r7X7X77X77X7rZ.  
MM ,M272XXXrZ7XSS7X7XXXX7aaX0  
MM MZSSSS22S2a7rrrrrrrXS77rX2Sa0  
MXM 0WSS2222XS28:r77777rrr7rriZZZM  
. BM 2W22SSSS222X8rrrrrr777777iSaaM.  
MM :MaSSSSSS22SZr;7777rrrrrrri7ZSM,  
2M XW8SSSSSSSS20r77rXXr777XXira2aM .  
M@ ZMM0ZSSSSSS2SSZar7rr7rrrr;riZ220B  
MW WMM0Z2aSaS2XXXXXXaZi7rXXS2SSSSX7aZX2W  
MBM@M@aZ2aZa2Z2a2aaaaZirXXSXXXXXS72ZX2M  
S@aaaS222Sa22222a22222aarXSXXXSXXXXXrZSaBM  
@a22222Z022222a22a22Z77SXXXXXXX778Zza0M  
SM2aa2aaa2aSa2222a22aS2ZarXXXXXXXSX;aZa2aW2  
M822a2a2a2222Sa222a2aZrXXXXXS7r28Za2Mr  
M2a2a2aZ72a222a22aSa22SB;XXXXSXS;S0aaaZ2M  
WBa22a22aSX8222S2a2Sa2aS0;XXXXX7;XWaaaaS0M  
MZ2a2a2a8XSX28Sa222a2222W;XXX7rrZ0a2aa2aBW  
. rM22222ZMaa27BS2222aaa2a2B;a8MBM@8a2a2aaaW0  
W02aaa0@;Z0B2;0Sa22222a8MMWX 7Maa2Z228Z@W  
MZ8aZa0MX M002SS2222aW MBZaaZZZaBZ  
,MaaaZWMS 8WX20Z2Zaaa22M, MWZZZZaaZM  
MBZa0MM. rMZZZB8S8aZZZW@. .@aaaZ2B0MBMMMM7r  
MBa2WMMW M0Z2a Z88a202r8MM0 BM8aZa0aS28W00WMMMM2  
M@ZZWM MB280ZS8;7;8ZXS2W@Z X0Za2S2ZZaBaa0WBMM  
MW8ZZM SMaZ82aWXaXZB2a722aZ@0MMZZ7XXZZZZ2Zaa80BB@MMZ87  
,M8ZZM M@8BSS277SXX7XSaSS0WW2MM0@WMMMMMM@M@MMMM@MMMMMM  
WWZZZZM :r;7:ii77SS2Z2Zaa2a0WB0SMM@B8888888ZB0M@WWWBWB@MB  
M8ZZZ0M XBMM@BBBa8ZzaZaZaa2Z0ZBWB8Z8BMMMMMM@MMMM@WB000B8BBBWM0W  
MM8Z2ZaSZBba22XSSSS2a222SZXZ8W00Z880WBBMMMMMMWBBBBWBBMMMMMMMMMM8M  
Mwa2MB.7a2SSSSa2a222aX2ZB8Z08880B@W@WB@MMMMMMMMMMMMMMMMMMMMMMMMM0M  
iZ7;:MM,aa2ZZZ8Z88a8800B0Z0a0ZWMWWWWBB8@MMMMMM@MMMMMMMMMMMMMMMMMM8W  
i@MM8aaX;MWiB80B80Z80BWW08a80BW8@WWWBWB8@MMMMMMMMMMMMMMMMMMMMMMMMMZ@M  
BMMW0ZZaBaa7Mar8B0W0000B08ZBMM@WWWMM@BBWWBWB0WM@MMMMMMMMMMMMMMMMMMMMMMMMMM

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

Simba:  
"I'm bored, Pumbaa."

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.\*

~~~~~ Nala ~~~~~

. ,X  
MMS22SXrr777X;  
MMMxSa;7r;;rii  
;:X @Z SX2,M  
Z2rXXi7,X...7  
.7BBBXa2a,: i@0@S  
ZZrXX8 ra ;;  
.XB2r;r;0: .: MMMMM  
.iS88Zar;r;;.r ,:i:  
.iXZ02X7r;;Xr;;rii77a ::;i  
,;SZ0Z2X7r7rrrrriiXsr7r:,;7a ,ii::

i200a2Xr;;rrr;ii;;;i;;S2Xr;;i;rS ,i:i7  
;ZBZ27;rrri;,,,,;i,ii77;rXaXr;r;;r78 ..;a  
iB0Sriirr;;i;;;ii:,,,::i;7S2Z7i;,,,;7SX iSZ  
XB2r;;rX7;r;r;r::i;;;i;i;rX7aXXXrrr77: rZ  
XMa7777;;r7;irrr7XSSSS2aaaaaa2X27i.i77Xr,aBM  
:MWXrrrr;;7Xr;;SXR7i:,,,.. .:i8X;,i;i:W802a  
2WM8;rrrii;;;XS7X ..:i;rXZBMMBS.iZr;;r:X@ZSa  
BMW r;7rri;rr72MMZ0BB0008ZSr: Wrrrr M@Sar  
MMX i@M. SXrrr:rrXWM; W;r7iaMSS0  
MM XMM SS;;;..78M: Wi;r MM;ZX  
W ZMX ,aSr;i.,ZMX 0,ir MZ7@  
r0 @@WXSSr;i;XBMW Wi77ZM2a;  
ar WXi::i7S8MMBr Mir;XM07i;a,  
MOB2;i;2MWX: 7i iMMZZS  
aS8Xii00 .XSWMMMMMMMMMaXBM@MMMMMMMM@aX  
MXi;Z ,S@MMMM0W0BBZX7X;;X00B2:. ,XaX8M  
MSi7ZM, rS2WMMMMMMMMMMMMBZX22Xr.: :rS;ir:i:i77ir2@@@MMZWM  
7:i,:iWMMMMMMMMMMMMBaXi;;S2aB@MMM0MZr:M:W2:Xir7W@MMM@BZW@XM8  
:2WMMMB. i70MMWaS;rir7a;:XaXXX7SZZWMM@W8MMB2r8MWBMM22000008Z8MS  
MMMMBW@aWM0M@S;;;XaSZXi XBW7.8Bai227r r70MMMM@MMMMX.XMB@W@@MMM@MM  
MMMMMMMMSaZ7XS02;,,;rX.MMM08@MWMMM@MMMMMZXX @M0aar,MMMMMMMMM0WMM0  
MMMMW@WM0ZS2MZ88@M22MM8rMMMM8MMWa@MWS aMMMMMMMM;r@MMMM0rXXS8MMB  
2MMW0@MMMMMMMM

~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~  
| 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 |  
~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~

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."

~~~~~ Rafiki ~~~~~

```

MM,
MM
MM
MM
SMX
SMM ;MMM8
OMM M8MMMx@
MMZMZ8MMMw
,MB0MMM;M
MB
MM
MMX
WMMM
MMM8Mr
MS2MMa
MMM M.
MM: M
MM MM
BMS M0SXSb rMM MM
.M. MXMMaB@MM MMM M,
Mi0 MWMMMZM MMM. .MMMM ZM
Mi MZ8W 0WM,i MBMMMMMMMMMBMM MM
MMMMS MMM WZM@M@XBx BMMMMM@0Za28M M;
XM MM MB0WM0, 8MMW 7MX .0MMMMMM MM
MM MM :Wa0WMMMM7 M M: .MM
M MMMM2 X@MM2ZM S ZM MMM
M @MM8ZZBMMMMBOM2ZM:Mr;8MMM MM
MM0ZZZa2aZZZ2W0a88iM 7 MM
M@ZZWMMMM@a2aSM2Z8M @M: MM
MWZZBM :MZ@MMrM2Z8M MZW SM
XM2aaMX M0a20 MZZZM Mr

```





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:



## 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 dangerous 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.





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.

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| When Hyenas Attack |  
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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 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

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T           |           |
|           |   G       |
|           T           |

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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.

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~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~
| The Lone Warthog |
~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~

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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.







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 |
|
|
E
|
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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









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 receive 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.







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 safe 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.

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~ ~ ~ ~ ~ ~ ~ ~ ~ ~  
| Oh no, Hyenas! |  
~ ~ ~ ~ ~ ~ ~ ~ ~ ~
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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.



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 chase you and are constantly on your heels, 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.

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__~__~__~__~__~__~__~__~__~__
| Team Bonus Level|
~__~__~__~__~__~__~__~__~__
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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.

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__~__~__~__~__~__~__~__~__~__
| Open House|
~__~__~__~__~__~__~__~__~__
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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



24  
34  
37

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.

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~ ~ ~ ~ ~ ~ ~ ~  
| Hide N Seek |  
~ ~ ~ ~ ~ ~ ~ ~
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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.

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

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~ ~ ~ ~ ~  
| Timon Bonus Level 2 |  
~ ~ ~ ~ ~
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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 but 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.

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~ ~ ~ ~ ~  
| Pumbaa's Stand |  
~ ~ ~ ~ ~
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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.

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__~__~__~__~__~__~__~__~__  
| Finding Pumbaa |  
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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



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.

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| 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.

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| Digga Tunnah|  
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40 GRUBS to Collect

In this Timon only level, there are many many enemies. A HULA SKIRT is almost a necessity 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 |  
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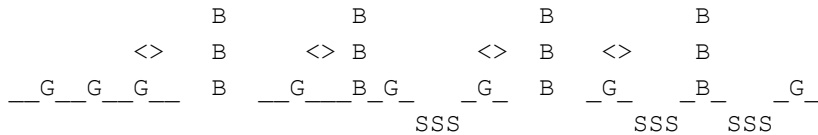
This is not the toughest level but for GRUB gathering purposes it is the toughest, most reset filled level. You will want to have done the Team Bonus level. This is hard with only 3 hearts. I'll give you tips and even a map to help. You will want to hold right for every part of the level except for the 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!

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  | Pumbaa Bonus Level 2 |
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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.

