

King Kong 2: Ikari no Megaton Punch (Import) FAQ/Walkthrough

by EntropicLobo

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King Kong 2 - Ikari no Megaton Punch - NES

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Legality:

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Game by Konami

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King Kong 2 is rated G for "Giant Monster." It contains scenes of trampled buildings and fleet-footed, giant ducks. Player discretion is advised.

| KKIMP1: Intro |

There's a few things players want from games featuring their favourite kaiju. That's your Kong, Godzilla, Gamera, and so on. We want to feel the satisfaction of their abilities and we want to lock horns with other giants. We want to crush things beneath our heel, and engage in the same fights that captivated us for so long in the films.

These characters are sympathetic beasts. In our heart of hearts we always wished that the monster wouldn't be beaten or that if it was it wasn't by some means that was unbecoming of the monster. If it's another monster that beats it, for instance, that's not so bad.

When Kong plummeted in the first movie, it echoed the whole point many of these films had when they first arrived. He was as mortal as anything else. He was taken from his home strictly for human pleasure. And when he followed his natural instincts, we killed. What a waste.

Kong's death had meaning. I could spend a long time talking allegories about my favourite giant monsters but you're not here to read that. Many monsters that out and out die are brought back if they're successful, even if it's for a completely alternate series. Kong had sequels and remakes. King Kong Lives is a Kong film that has a... mixed reception. But it is the basis for this game.

King Kong 2: Ikari no Megaton Punch is a very loose interpretation of King Kong Lives. Kong has to find Lady Kong and has an artificial heart, but besides that it's really very different. Maybe that's good, maybe it isn't - depending on how much of a purist you are with this kind of thing. King Kong 2 is undeniably a good game however.

Good, but unforgiving. It's like the first Legend of Zelda in many ways but it is also a game of its own. Kong jumps and unches his way through 9 interlinked worlds. There are portals to different worlds everywhere, and so the game can be played in many different paths. This makes it a confusing beast at first, but you get better and better and remember more and more as you play.

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|                                     KKIMP2: Gameplay                                     |
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A: Jump
B: Attack
Select: Switch Attack
Start: View Status

The game is played by moving throughout the nine worlds in search of upgrades and keys. Keys are earned through boss fights and are used to free Lady Kong. The game can be played in a completely nonlinear fashion. You can go right to World 3 from World 1, for instance. Regardless of the path you choose, you should always get every upgrade in a world before moving on.

Many items and portals are hidden in doors which are hidden under structures that Kong can crush. If you enter a door you didn't mean to, you can exit out the bottom of the room.

Kong starts with only a few lives and never earns a continue. This means you need to beat the game in one sitting. He loses a life when he runs out of Life, though thankfully most enemies drop items.

You aren't in terrible danger for losing lives unless you fall to your death, which does result in death.

You can switch your attack with the select button. Rocks are thrown in a parabolic arc from the side but straight forward up and down. Rocks can hit multiple enemies in a line and with strength power-ups can easily outweigh the punch in terms of sheer power. They very quickly become the primary attack to use against crowds and bosses.

They are in limited supply, however, so it's worth it to pick up upgrades.

Kong can also damage some enemies and trample structures by jumping on top of them.

| KKIMP3: Items |

There are a variety of items for Kong to collect and exploit in this game.

Artificial Heart: Increases the maximum HP by 100.

Blinking Heart: Refills some of Kong's Life.

Brown Sphere: Increases the Maximum Rocks by 10. It seems to me once this maxes at 99, collecting anymore rocks over 99 resets the counter - BE CAREFUL.

Destroy All Enemies: From Gradius, this spikey sphere destroys all enemies on the screen.

Glowing Sphere: Increases the potency of Kong's rock attacks.

Key: Collected after each boss, this also fully refills Kong's life.

Konami Icon: Summons Konami Man. Touch him for a full life restoration.

Moai: Also from Gradius, this grants an extra life.

Potion: Seems to increase Kong's movement speed. Useful, especially since he is quite plodding to start with.

Rock: Refills about 5 of Kong's rocks.

| KKIMP4: Environmental Features |

*Bottomless Pits:

Kills Kong, no questions asked. The most dangerous pratfall.

*Buildings and Structures:

Destroy these to reveal doors and items.

*Cliff:

Impassable, usually from one direction.

*Cloud:

You can ride these across bottomless pits.

*Door:

Leads to a subroom, within which may be another door acting as a portal or an item or boss fight.

*Jungle:

Thick jungle that prevents Kong from jumping. But you can still attack.

*Overpass:

The only points at which you can pass a raised road.

*Raised Road:

Blocks your path.

*Swinging Bar:

A swinging bar which damages Kong. Jump over it and be on your way.

*Trees and Rocks:

Acts the same as a structure, and often hides the same things.

*Water:

Limits movement and slowly drains Kong's life. You can still attack.

*World 4's Large Bunkers:

Impassable except from the top. There are many small structures on top to destroy.

| KKIMP5: Walkthrough |

This walkthrough describes every room that you will come across. A definite path through the game is easily extrapolated - find out WHERE the items you need are based on my map, make your way to each one in turn, fight the boss and continue to the next world.

The game is nonlinear, of course, but if you take it in this path you will hit up every world:

1-2-3-5-4-6-7-8-9

Good luck.

KKW1: World 1

the map for World 1 is very straightforward. The first half of the map is pretty tame but it eventually picks up speed. Still, aside from one screen, it is going to be a straight haul to the North.

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From World 2: Room 10

*Portals:

06 - World 3
08 - World 1, Room 14
10 - World 2
14 - World 1, Room 08

*Power Upgrades:

01: Speed
05: Rocks

*Capacity Upgrades:

12: Rocks
18: Life

*Keys:

Room 20

*Boss Fights:

Room 20

Screen 1-01

The first screen in the game, take your time and slowly proceed north. Let the slimes come to you and punch them. The red slime will split into multiple slimes - rapidly punch them until they are no more - this will probably max out your rocks. Grab the potion before heading north to screen 02.

Potions seem to increase speed a little.

Screen 1-02

Get ready to jump right away over the swinging bar. If you want to kill the slimes, jump all the way to the North point of the screen and destroy them as they approach you. Otherwise, head north to screen 03.

Screen 1-03

there's a lot of flies and slimes here. The flies have very limited vertical-axis movement. Stand in front of their lateral pathway and keep punching and they should run into your fist. when you have a clear path, head north.

Screen 1-04

You CAN jump over the pits BUT it's a close one, it's best to fight your way North here. The slimes can walk over the pits, so if you're low on life you may want to wait for it to get back on solid ground before you slay it - so you can get the drop.

Screen 1-05

Kill the slime nearest you and then switch to rocks. Toss rocks at the turrets to destroy them. Do not walk SOUTH at the lower right or you will fall in a hole back on screen 04. Grab the glowing orb and continue North.

Screen 1-06

You can jump on top of buildings to crush them... Throw a rock at the turret and then start crushing buildings. You will eventually uncover a door...

This will take you to World 3, so avoid it if you have a different path in mind.

Screen 1-07

Kill any nearby slimes with your fist and then switch to rocks. Jump around until you're lined up with the turret and toss a rock to destroy it. Head up when you get the chance.

Screen 1-08

There are a lot of vehicles here. All that's really of interest beneath them

is a door that takes you farther into the level. But it's not too far.

It takes you to Room 14. You actually miss a rock upgrade (have to backtrack) if you do this, so just fight your way through the stage.

Screen 1-09

Switch to rocks and jump around. When you are lined up with a turret, destroy. Otherwise, move to the next screen to the North.

Screen 1-10

You can fight it out here if you need to go to World 2. Under one of those structures is the portal to world 2. If you aren't taking it, head East...

Screen 1-11

Jump and crush some of the structures toward the middle for a spiked ball, which will destroy all enemies on the screen. Those snakes blow fire, so the jumping should also help keep you safe from their breath attack.

Head North when ready.

Screen 1-12

Make sure to get the rock upgrade under the lower left buildings!

Fight your way slowly to the NORTH. HEADING west will bring you back to this room and heading east brings you all the way back to Room 03.

Screen 1-13

Head North passing the swinging bars, it doesn't matter which path north you take.

Screen 1-14

The door here leads to Room 08. Just head North and avoid the helicopters and Snakes.

Screen 1-15

Jump over the swinging bars and grab the star for invincibility. This lasts a limited amount of time so charge north immediately.

Screen 1-16

If you picked up the invincibility star, run over these turrets to destroy them. If not, throw rocks. keep heading to the north.

Screen 1-17

Huge flamethrowers reside here. Jump past them one at a time when the flames recede. Or, if you are still invincible, just run straight on through to the North.

Screen 1-18

Your invincibility may be running out by now. But make your way around to the door here, jumping over the swinging bar. There is an artificial heart in this door's room, so grab it to increase your hp.

When you exit, head back north up the middle section.

Screen 1-19

Going up at the middle will protect you from the flamethrowers on the righthand side. Make your way north, punching slimes and jumping over helicopters.

Screen 1-20

Jump past these snakes, your jump should carry you over the fire attacks. Enter the door to fight the boss and grab the key.

-----BOSS-----

This mollusc flies around the room releasing shells. There are two ways of confronting him - either punch the shells it releases or toss rocks at it.

If you choose rocks, which is the easier method, make sure you have the capacity upgrade from this level. Jump away from the boss and toss rocks at the boss. The shells, yes, will absorb many of them so try and position yourself so there aren't many in the way.

After the rocks are exhausted (30 is way more than enough for this fight so it shouldn't be an issue) you're going to have to revert to punching to finish him off.

Grab the key and continue along.

KKW2: World 2

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From World 1: Room 1

*Portals:

01 - World 1 (left door)
01 - World 3 (right door)
02 - World 2, Room 15
06 - World 2, Room 09
18 - World 5
23 - World 4

*Power Upgrades:

03: Speed
12: Rocks
20: Speed

*Capacity Upgrades:

06: Rocks
10: Life

*Keys:

Room 17

*Boss Fights:

Room 17

Screen 2-01

Destroy the slimes as soon as you appear. You may appear on top of one so be prepared to jump ASAP.

The left door leads back to world 1, the righthand door leads to world 3. If you came here by accident, return to world 1. If you just arrived here, let's start exploring.

Go to the northmost section of coast and jump North.

BTW - those red slimes turn into jumping enemies eventually. Beware.

Screen 2-02

Get onto that righthand island asap as the water is draining your life. That door leads further into the stage, let's skip it for now and fight our way through.

The portal by the way leads to room 15, which is near to the boss. There are still some upgrades we want to snack first.

Jump to the other island and jump up and north.

Screen 2-03

Get on the island asap and punch the pink slime. Take the potion and then jump to the island on the right.

Jump over the snakes' shots and stomp the slimes as you head north.

Screen 2-04

You can head east or north, jump your way to the direction you're headed. The only real threat here are the helicopters, watch for their arrival and avoid or punch them.

Screen 2-05

There is an invincibility star under the trees at the upper right. Get it only when you need it, and you don't need it as of yet.

In this room, destroy the red slime asap, take out the others if you're running low and need power-ups, and continue north.

Screen 2-06

Kill the red slime and begin knocking down trees. There is a rock capacity upgrade at the upper portion of the screen.

There is also a door but it only leads a few screens further, to 09.

Screen 2-07

Jump your way to the north or east, to avoid the turret's shots. The eastern path leads to the boss, the northern path leads to an artificial heart.

Screen 2-08

Punch your way North, the red slime is your priority target. Since your jumping is impaired, you will have to punch the helicopters as they approach you.

Screen 2-09

This room leads back to 06 if you reveal the door. Coincidentally, this is where 06 brings you. Either way, fight your way North through the jungle. Jumping is, again, limited, so punch the helicopters as they approach you.

Screen 2-10

Kill the red slime then destroy the trees near the upper left of the coast to reveal a door. This leads to an artificial Heart upgrade - bringing your life total up by 100.

End of the line, you'll have to backtrack.

Screen 2-11

Kill the red slime if you want - we aren't staying here long enough that it will change though. Jump onto the upper left island, and walk North.

Screen 2-12

Destroy the statues here to reveal a rock power upgrade and then head north. As for the helicopters, avoid them unless you need to restock.

Once on the upper right island, walk north.

Screen 2-13

Underneath the statues there is a destroy all enemies power, but it may be less risky to just dodge the shots and copters and head off to the north. If you do head north, do it from the small island formation, on the righthand island of those two.

Screen 2-14

Punch as soon as you enter to take out of the these fly-like enemies. They will fly back and forth and then move around shooting. Dodge them when they are flying around and punch them when they're moving back and forth.

One of the statues holds a Konami symbol. This causes Konami Man to appear. Touch him for full life.

Screen 2-15

Throw a couple of punches when you enter, there are four of the flying, firing enemies. Your initial punches should cream a couple of them. If not, jump around to avoid them. Rocks are kind of inaccurate against enemies this fast, but if you try a few right at the start when there are four enemies, that's a decent strategy.

There is a door under the statues which take syou back to room 02. Lame, for now, but useful after the boss if you want to quickly get back to the start of the stage (to use one of the room 01 portals for instance).

Screen 2-16

Head up the righthand side of the room, jumping all the way to avoid damage.

Screen 2-17

Jump on up to the door here to engage the boss. After the boss there is a Door to the north which leads to World 5, however consider a few things - are you going for completion or expediency. World 3 also leads world 5, so that may be a more or less attractive option depending on your preference.

-----BOSS-----

This giant spider is very much like the boss from World 1, it moves around the room spewing smaller obstacles for you. As before, these can be destroyed with punches. The trick with this mama, however, is that she also spews webs which severely hinder Kong's movement for a short time but long enough in these close quarters that he will be surely hit.

So, stay away from her and toss rocks. You should have 40 by now, and that should be more than enough coupled with power upgrades. She only shoots two webs at a time and rarely restocks her babies. So if you jump far away and toss rocks, they should hit and quickly down here without too much damage to Kong.

If you want to go fists on her, again remember that she shoots only two webs at a time. She moves an awful lot though, so beware. You'll take a lot more damage using fists.

Screen 2-18

There is a portal to world 5 here. Again, as I explained above - consider your priorities. If you're going for sheer power, you don't want to skip an earlier world. If you think you can handle World 5, then by all means give it a shot.

Screen 2-19

Head north on this screen. You may want to wait out the helicopters first.

Screen 2-20

Check the trees on the left side of this room for a potion to increase Kong's speed.

Screen 2-21

As for the fly enemies, start punching as you enter the screen and one should be clobbered. The other one is easily dispatched when it charges towards you.

Head North.

Screen 2-22

Just a bunch of slimes. Clobber them and head north.

KKW3: World 3

World 3 is a Labyrinth stage. The biggest threat are the purple square plates which fall from the north. They can really screw with your jumps, so always try to track their formations.

The path branch leading to Room 15 is hard but necessary for a Life Upgrade - and honestly these upgrades will be much appreciated.

Since we're actually going to have to go to Stage 5 after this, you may want to fight the boss in 20 before grabbing the room 15 Life Upgrade. The portal to World 5 is in room 13.

From World 1: Room 1
From World 2: Room 10

*1up:
Room 10

*Portals:
13 - World 5

*Power Upgrades:
07: Speed
13: Rocks
19: Speed

*Capacity Upgrades:
Life: Room 15
Rocks: Room 19

*Keys:
Room 20

*Boss Fights:
Room 20

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|03|04|05|
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|15|01|02|
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Screen 3-01

Once in the Labyrinth you'll see a lot of red fly-like creatures. These act just like those aboveground - just stand in front of them as they rush back and forth and they will eventually run into your punches.

It doesn't matter which path you take, they converge at 08.

Screen 3-02

Jump over the spinning bars and head north.

Screen 3-03

Head to the south. There are purple plates in this room, so work your way down while avoiding them. They seem to fall in waves, so avoid one wave and follow it down, the next probably won't catch.

Screen 3-04

-From the South: Head North

-From the North, on the upper left: head south.

Screen 3-05

There's a few enemies here, take them out and north, it doesn't matter which north passage you take.

Screen 3-06

Some purple plates will follow you into this room. Avoid them, then take your time to kill the enemies here (restock) before heading east.

Screen 3-07

-From the South - Head east.

-From 06:

Kill the jumping enemies asap if they land near you, then grab the potion and kill the remaining enemies before heading south.

Screen 3-08

The two paths from 01 converge here. The jumping enemies in here can hurt you in mid jump - dodge them until they land and then smack them. Alternatively, head north without the confrontation.

You must take the upper left north path.

Screen 3-09

Enter this area from the upper left north path in room 08.

Jump over the bars and head North. Due to the environment here, you may want to skip the singular fly.

Screen 3-10

Kill the bouncing guys asap. The slime like enemies here rapidly split, refill your life and leave them be if you can't completely destroy them. Head up to arrangement of 6 structures. There is a door hidden here.

This door leads to a lup. Grab the lup and then escape back to room 10, and head off to the West.

Screen 3-11

For a Health upgrade you will have to risk the western path from here.

Otherwise, kill the nearest enemy with a rock, then jump up and to the north.

Screen 3-12

Jump down to the south and avoid the purple plates descending from above.

Screen 3-13

There is a portal to World 5 in the upper left grass. Take it only if you feel you can handle that level.

Get the glowing orb here before heading south.

Screen 3-14

Jump across south and head down.

Screen 3-15

Kill the jumping enemies in this room and then enter the door to find a life upgrade. 200 HP baby, now head all the way back to Room 11.

Screen 3-16

Make your way slowly up this corridor and kill the enemies en route. Jump over any purple plates directly blocking you.

Screen 3-17

Take the north path before you take the east path. The north path leads to a rocks upgrade.

There are just a few blobs in this room. Maybe restock your supplies here?

Before heading east, equip rocks.

Screen 3-18

Throwing rocks will quickly thin out the large number of jumpers in this room. Once they're cut down to size, go back to fists to take out the stragglers.

Screen 3-19

You may want to use a few rocks here. Take out some of those blobs from far away. Use them to restock some of your supplies then enter the door at the top right for a rock upgrade.

Also under the structures you will find a potion for speed.

Screen 3-20

Two varieties of flies. Just toss a rock straight up the centre to take out a lot of them. Switch to fists and carefully pick off the survivors. Enter the door upon completion.

-----BOSS-----

Three lizards. They move back and forth until they stop. When they stop, they blow fire or charge forward and then blow fire. Kong should stay on the opposite side of the room as the lizards, only rushing in when one is charged down and blowing fire and even then only when one is not moving towards Kong.

Once a lizard rushes down, Kong can rush up and deliver a few punches before jumping away. If you're having trouble when there are still three, maybe use rocks to take out the first lizard.

If you have to corss their path, then jump. This is to move more quickly and avoid fire.

KKW4: World 4

*Portals:

06: World 6

08: World 7

11: World 4, Room 23

14: World 4, Room 24

23: World 4, Room 11

24: World 4, Room 14

*Power Upgrades:

02: Speed

*Capacity Upgrades:

12: Rocks

20: Life

*Keys:

Room 22

*Boss Fights:

Room 22

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Screen 4-01

Go up the right side of this screen and off to the north. If you want to destroy the diving enemies, use rocks, but on this screen they're not so bad.

Screen 4-02

Coming from the right, grab the speed upgrade and head onto the next screen.

Screen 4-03

Wait out the pod of orcas, and then if you need to recover life destroy the structures on the lefthand side of the screen. Grab the Konami symbol then touch Konami Man for a full refresher.

It doesn't matter if you head east or north, both path are equally short and converge on the same spot. East is easier, however.

Screen 4-04

Just walk along this platform and destroy the tanks as they come to you.

Screen 4-05

A lot of tanks and diving eyeballs here, just jump on through to the east.

Screen 4-06

Use rocks to take out a couple of these tanks, and then make your way around punching the rest of them. Under the upper right structure is a warp to World 6.

Screen 4-07

Jump your way on through to the north. There's nothing hidden here so just jump on through. If you want the points, just punch the tanks and put the rocks to the eyeball.

Screen 4-08

Wait for the Orcas to thin out here, maybe throw a few rocks at the tanks on the coast. On the boat, there's a portal to World 7. If you're still trying to finish this world, head north.

Screen 4-09

Swarms of blue enemies continually flood this screen. Throw a rock at them if they get in your way and head on through to the north.

It's not a bad place to resupply either if you're accurate with your rocks...

Screen 4-10

A four-way crossing here... You can get on those high areas from the the dark area on their north side. Get on top of the lower left structure and head west.

If there is no dark area, fromt he top usually works.

Screen 4-11

Destroy the tank then head down to structures... there is a portal to a later room in these structures if you so please, but for now let's just follow the path around and north.

The door leads to room 23, by the way.

When you come back here, just use the normal path north.

Screen 4-12

If you're on the lefthand path, destroy the structures as you head north to reveal a door. Within this door there is a rock capacity upgrade. Nice.

When you're taking the normal path, you can just jump on through to the east.

Screen 4-13

Those flying molluscs stop every now and then to blow fire. Regardless, make your way onto the middle structure and destroy the smaller structures to reveal a destroy all enemies item. Take it. Continue east, if you're following my path though this level.

Screen 4-14

The upper left structures hold a passage to a later room in this World. For the time being, let's head to the right.

The door leads to room 24 by the way.

Screen 4-15

Nothing hidden here, so let's head south. Either destroy the tanks or jump on through.

Screen 4-16

If you want to destroy the tanks trapped by structures, use rocks. Otherwise, just head on through to the east.

Screen 4-17

just take your time to clobber the tanks here. Otherwise, use a rock or two to thin out their numbers before stomping on through.

Screen 4-18

Just take your time to defeat the enemies here, that are in your way. They're dangerous, of course but are fairly slow and predictable - all things considered. Let's head south, the route to the artificial heart, first.

Screen 4-19

If you want to take out the eyeballs, use rocks. Otherwise, just stomp your way through to the south.

Screen 4-20

Use rocks on the eyeballs, and punch the rest. Take the enemies out as you make your way towards the boat. Once on the boat, destroy the structures to reveal a door. This door leads to a life upgrade.

Screen 4-21

That boat contains an invincibility star. The next screen's boat contains the boss. But you can't take it there. Screens 23 and 24 are fairly useless, so we

will be taking on the boss soon, as long as you have your life and rocks upgrades.

Just use the star to reach the boss, when you enter his chamber, it will be gone so no worries.

Screen 4-22

The boat houses the door leading to the boss.

-----BOSS-----

This clam boss moves back and forth across the top of the screen. By now, you should be able to down him really quickly with rocks.

When he opens up, he fires three energy balls, which split into smaller balls and bounce around the screen,. Just jump over these and toss rocks at the boss when you get a chance to.

It can get hairy at times, but I believe the rocks may even break the balls prematurely, preventing the split. Either way, since the boss itself does not move around the screen, it is extremely predictable. Punching is not recommended though because it is consistently on the move and covers a wide area with its spread shot.

Screen 4-23

Under the structures, there is a portal back to room 11.

Screen 4-24

The portal leads back to room 14.

KKW5: World 5

Short but vicious, World 5 is packed with enemies. Most of these can be skipped over unless there's something important in the room, of course.

It leads back to World 4 and 1 - which is good since World 3 ONLY leads here. We'll be taking this area on before World 4 under most circumstances. The West path is far and above the better path for upgrades, and get the life upgrade before you fight the boss for sure in this one.

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|15|
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|14|
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|07|08|13|
+---+---+
|06|  |12|
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|05|  |11|
```

```
+---+ +---+
|04| |10|
+---+---+---+
|03|02|09|
+---+---+---+
  |01|
  +---+
```

*1up:
Room 13

*Portals:
05: World 5, Room 10
07: World 4
10: World 5, Room 05
12: World 1

*Power Upgrades:
02: Speed

*Capacity Upgrades:
06: Rocks
15: Life

*Keys:
Room 08

*Boss Fights:
Room 08

Screen 5-01

Quickly dodge the tanks and punch them. Jump around to dodge the bullets, land next to one, and let it have it. Head North.

Screen 5-02

You may want to switch to rocks for these tanks, but only because there is a strange flying plant here. The plant draws circles for its path, essentially, and is easy to down with a punch.

When they're all gone, check under the barrels for a Potion for your speed. You can head either west or east.

West = Rock capacity upgrade
East = 1up and a portal to world 1.

The 1up is right near the end of the Eastern path so if you take West you can get everything as far as items are concerned. The eastern path is safer though.

Screen 5-03

Take your time in this room and punch the tanks when the opportunity presents itself. Maybe allow them to get closer to you as the swinging bar limits your movement. But if you stay near the east entrance it shouldn't be hitting you.

Screen 5-04

The start of a bridge. Now, stay behind one of the purple walls and dodge enemy fire. Destroy the plants when they fly toward you, then destroy the other enemies on the bridge. Head north.

Screen 5-05

If you're walking along the bridge then you will not be able to reach that door at all. If you are along the bidge, didge the enemy fire until those flower things take off. Destroy them as they fly towards you, and jump out of the way before they collide.

When they land, take advantage of the situation and bash them brutally. Hop over the swinging bar and continue along.

As for the door, if you really want to reach it, make it to either end of the bridge then go down it on the far pink side on the right - to the right of the railing. You will be walking along the outside of the bridge. This door leads to a world 5 room slightly after the inital fork, however, Room

Screen 5-06

Jump up to the north side of the room and destroy the tanks and metal enemies that mimic the earlier flies until that blue enemy turns back to normal. Once it does, clobber it.

When they're down, look under the barrels and you will find a door. This leads to a rock capacity upgrade.

Screen 5-07

It's worth it to take a couple of snakes out with rocks, especially if the flower enemies arein the same rock's path. Once it's thinned out a little, you can punch the rest of them.

Under the barrels there is a portal back to World 4. Take it after you've finished this world if you have to, otherwise head East.

Screen 5-08

Toss a few rocks to clear out some snakes as soon as you enter this room. The rest should be handled with your fists, especially the plants which have likely taken off by now.

Under the barrels here is a door. This leads to a boss. There is a life upgrade just two screens up, you are advised to go grab that first.

-----BOSS-----

This one's difficult by virtue of hit detection and it definitely helps if you have more than 300 Life, just because you're bound to take some hits. It's a large ball of energy with four smaller balls around it. These smaller balls release shots.

When the balls are close to the boss, jump around the room to avoid the shots. When they spread out, get within them. they still fire shots in at you but they

are easier to avoid.

You can attack the boss when the balls are spread out. Punching works, but from what I saw it is difficult to register a hit. I'd use at least some of your rocks here because they're a more powerful attack by now (you will have noticed this even on normal enemies) and have a better chance of hitting the boss.

Screen 5-09

Come out swinging here to destroy the metal fly-like enemy. Take your time in dispatching the rest - jumping to avoid shots.

Screen 5-10

The only thing of interest here is hidden in one of the white meters on the righthand side - a warp to Room 05 of this same World. It's not worth the samage you will likely take in trying this.

Just jump on north avoiding the snakes and spinning bar, or kill the snakes if you're in it for the points of course.

Screen 5-11

There's nothing hidden here. If you want to take out the tanks, use rocks. Otherwise, the bar is way too fast - it'll get you if you try fists here. Either way, head north.

Screen 5-12

Both the Snakes and the flower can be taken out with punches. Jump to avoid shots and punch them to dispatch. There is a portal hidden here - back to World 1. Take it only if you have to.

Screen 5-13

Switch to rocks and use them to thin out the plants here, just because there's a fair number of them flying around. Once they're gone, a door under a barrel leads to a lup.

Screen 5-14

There's nothing hidden here, but if you decide to take on the enemies, use rocks as that spinning bar is way too fast to consider fists. When ready, head north.

Screen 5-15

Punch the tanks here - stay toward the north end of the room. Once they're down check under the white meters on the left side of the screen for a door which leads to an artificial heart. You likely have a nice life meter now!

Get the upgrade before you fight the boss of this level, it's imperative.

KKW6: World 6

A very compact yet expansive world. This takes place in a city, with a lot of buildings to destroy. However, there is often a constant barrage of missiles - it's usually best to skip rooms altogether because Kong very quickly takes heavy damage in this world.

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|16| |24|  
+-----+  
|15|22|23|  
+---+---+---+---+---+  
|14|17|18|19|20|21|  
+-----+---+---+---+  
|05|06|07|11|12|13|  
+---+---+---+---+---+  
|04|03|08|09| |10|  
+-----+---+---+  
    |01|02|  
    +---+---+
```

*Portals:

01: World 8
05: World 6, Room 10
13: World 6, Room 5
20: World 7

*Power Upgrades:

09: Rocks
10: Speed
14: Speed

*Capacity Upgrades:

16: Life
18: Rocks

*Keys:

Room 11

*Boss Fights:

Room 11

Screen 6-01

If you arrive in this Room through a portal, immediately jump. The only thing of real interest here is a Warp to World 8 in the lower left assembly of trees. So if you don't need to warp, get the hell out of dodge, as the constant barrage of missiles is not healthy.

Screen 6-02

There are slimes and hoppers and tanks here. I'd recommend using a few rocks to take them out, as it can get really hairy really quickly.

But there's nothing hidden here so it may be best to jump on ahead to the north.

Screen 6-03

The green slimes are just as easily down with punches, but the yellow guys can and will split often. Use a few rocks on them if their numbers get too big, it is a great opportunity to max out your life and rocks anyways.

There's nothing hidden here, so continue along when you get a chance.

Screen 6-04

There are some tanks in the centre of the room and missiles arrive from all sides once again. There are also bomb-slime sin the centre. Just jump through to the next screen. Jump onto the buildings so as to avoid many of the enemies.

Screen 6-05

Tanks and missiles again. There's a warp to the later rooms under the righthand set of buildings, otherwise continue along your path.

The room you can warp to is room 10, which can only be reached by warp and hides a speed upgrade.

Screen 6-06

Under the left section of the buildings, there is a destroy all enemies item, but if you do decide to destroy the tanks a well-placed rock is probably better than searching for an item and getting hit by tank shells.

Screen 6-07

The trucks here are easy to destroy, but jump away from them if it makes dealing with the yellow slimes and tanks difficult. They eventually thin out, and stop, anyways. So just jump onthrough to the next screen.

Screen 6-08

You're going to get pounded with missiles in this room. There is an invincibility star under the building. There's no clever use for it in this level, from what I could see, so do with it as you will.

Screen 6-09

Go near a bomb-slime to start it ticking then get away while it explodes. Just take your time. In the lower right of this room, a power upgrade for the rock attack is hidden.

Screen 6-10

You can only reach this room by the room 5 warp. There is a speed upgrade under the trees in the middle. Grab it and get out before the missiles take away too much of your life.

Screen 6-11

Use rocks to take out the hoppers. Under the bottom structures, there is a door that leads to the boss.

-----BOSS-----

This giant slime is fairly easy as long as you keep your distance. I'd come in with a full compliment of rocks.

It moves very much like the normal slime enemies, and constantly releases smaller slimes. Jump away from it and toss boulders rapidly at it. If you have to punch it, you will most like get hit whenever it moves.

If you keep your distance and smack it with a rock on its parabolic course, so to the side and a bit beneath, you can very rapidly rack up the damage on the boss. There sia power-up in this World to increase rock strength too, so that will help down this blob even quicker.

Screen 6-12

Just hop on through to your next location. Tanks and slimes make this a tough room with nothing to gain.

Screen 6-13

The only thing of interest here is a warp back to room 5, located in the lower right of this room. Just jump your way through it.

Screen 6-14

Take out the hoppers with rocks. There is a speed upgrade in the buildings above the spinning bar. Be careful revealing it.

Screen 6-15

Nothing but yellow slimes and missiles, hop along to the next screen.

Screen 6-16

Dodge the missiles and toss rocks at the enemies. Once they're gone, start trampling buildings at the upper part of the screen, around the centre, to find a door leading to an artificial heart.

Screen 6-17

Just enemies and missile there, I highly suggest you just jump ahead to the

next screen.

Screen 6-18

Destroy the enemies here and then destroy some of the little structures at the top of the screen. This will reveal a door that leads to a rock capacity upgrade.

Screen 6-19

There's nothing really of interest here. Just skip the tanks, cars and trucks and jump on through.

Screen 6-20

This has a warp to World 7, maybe wait until you've picked up everything else in the World 6.

Use the rocks to take out the enemies here. Destroy the buildings in the centre to reveal the warp.

Screen 6-21

Just missiles and slimes, jump on through.

Screen 6-22

Just jump on through here, there's nothing hidden.

Screen 6-23

I hate to be a broken record here, but you should really just hop through this one if you don't need the points. Otherwise, throw some rocks.

Screen 6-24

After destroying the enemies, check under the structures near the middle of the room for a Konami symbol and touch Konami man for full life.

KKW7: World 7

Short but brutal, this place is dotted with perilous cliffs. All the grey you see is cloud, not rock. Remember - Kong DIES when he falls, don't get careless here.

*Portals:

- 01: World 6. Room 20
- 03: World 7, Room 12
- 08: World 8
- 14: World 7, Room 07
- 15: World 2

*Power Upgrades:

01: Speed

02: Rocks

10: Speed

*Capacity Upgrades:

12: Rocks

16: Life

*Keys:

Room 11

*Boss Fights:

Room 11

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    +--+
    |15|
    +--+
    |14|
    +--+
    |13|
    +--+
    |12|
+---+---+---+
|09|10|11|
+---+---+---+
|08|05|06|
+---+---+---+
|07|03|04|
+---+---+---+
|16|01|02|
+---+---+---+
```

Screen 7-01

Punch the eyeball monster when it gets near you. Stomp the rocks here - one leads to World 6 and one reveals a speed power-up.

The flies here are very much like world 1 - and you handle them the same way too. Stay in front of their path and punch them as they fly by.

The eyeball monster is like a tougher slime, it can also split.

Also - the grey is a PIT, not a WALL. It's actually clouds that you are above.

Take the lower left path first for an artificial heart.

Screen 7-02

Alright, there's an enhancement for rock power over there. The blue enemies here are like upsidedown flying plants. Toss a few rocks at them. Ride the cloud to the right and grab the power-up.

Walk ONTO it, jumping is kind of risky if you don't have to.

Screen 7-03

The giant rocks should just be avoided here. Under the rocks on the right side of the screen you will find a portal to a later area of World 7 - Room 14.

Screen 7-04

ONLY head north from the upper right cliff. You can go north at the upper left, but if you come back this way you're very, very likely to die.

Screen 7-05

There's nothing hidden here, and the giant rocks are plentiful, get out of there asap. You can step everywhere except the bottom right cliffside.

Screen 7-06

Throw a rock at the flying plants. If you need to head south, use the lower right cliff.

The cloud isn't completely necessary but if you are concerned, use it.

Screen 7-07

Cliffs, eyeballs, and a swinging bar with no hidden booty? Get out of here!

Screen 7-08

There's a star hidden under some structures here. There's also a portal to World 8 right out in the open. I recommend saving the star for when you're going for this warp, taking it then and jumping across to it - just to override that turret.

Screen 7-09

Only use this room if you want to avoid long jumping to the portal in room 8. Take the lower left cliff down.

Screen 7-10

Jump to avoid the swinging bar and the turrets. Jump onto the small buildings south of the bar to reveal a speed-up.

Screen 7-11

Stomp that rock to reveal a door leading to the boss.

-----BOSS-----

The illegitimate child of a dragon and a centipede. This boss must be jumped away from, not over - you WILL take damage.

Run from the boss and toss rocks at it. It will eventually stop in the centre-

line up with its head and start tossing rocks. It spews body parts, jump and toss, jump and toss. When it starts firing shots at you, the body parts are likely retracted.

When they are retracted, jump away from the shots, toss a few stones, jump away again and so on. Eventually, the body parts will be destroyed and the head soon after.

Screen 7-12

Throw rocks at the eyeballs and then avoid the clouds until they stop dropping thunderbolts. Afterwards, start knocking down trees in the lower right to reveal a door to the rock capacity upgrade.

Screen 7-13

In the upper right assemblage of buildings there is a destroy all enemies item. This is more trouble than its worth though, as the flying plants and turret will work Kong over as he tries to reach it. Just put the rocks to them instead.

Screen 7-14

The only warp here leads back to room 07, a perilous room with cliffs and a spinning bar. If you want to quickly backtrack, by all means, though it's not the greatest portal. You can probably put yourself at less risk tracking back through all the rooms.

Screen 7-15

The top rock hides a portal back to World 2. Great if you skipped some worlds.

Screen 7-16

I admit, this room eluded me for a few minutes there. You need to enter it from the lower left of World 1. Get the heart to upgrade your life by 100 and get out.

KKW8: World 8

Very similar to World 6, this is also a city. The roads are the big obstacle here - Kong cannot jump on those raised above the ground. He CAN jump over the overpasses and break them, however.

Interestingly enough, he can also punch some water tiles to make bridges... complete with concrete and paint. Hey, that's a neat trick. Superboy Prime would be proud.

|16|17|18|19|20|
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|11|12|13|14|15|
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|06|07|08|09|10|
+---+---+---+---+---+
|01|02|03|04|05|
+---+---+---+---+---+

*Portals:

11: World 8, Room 19
15: World 5
17: World 7
19: World 8, Room 11
21: World 9

*Power Upgrades:

19: Rocks
24: Speed

*Capacity Upgrades:

03: Rocks
19: Life

*Keys:

Room 04

*Boss Fights:

Room 04

Screen 8-01

Switch to rocks and fling some at the ducks which run around the perimeter of the screen. Fists are all you need for the black slimes.

Screen 8-02

You can pass the raised road by crushing the overpass. Dodge the missiles and jump to your next destination.

Screen 8-03

It's time to Rampage, George. Dodge the missiles and jump to stomp the buildings. The red building in the upper right holds a rock capacity upgrade. If you picked them up in the previous 7 Worlds, you should have a max of 99.

Screen 8-04

If you enter this from the lower right section of area 3, you will be blocked off by the raised road, however you WILL find the boss door beneath the buildings here.

-----BOSS-----

This wasp is fast and deadly. She launches lasers and smaller wasps at our hairy hero. I'd say rocks are a requirement here if you want to take a minimum of damage.

Stay on one side of the screen and toss a few rocks as she moves to that side. They should hit her and kill any babies immediately in front of the rock. Jump to the other side to set up for another pass and dodge any lasers.

If you are doing fists, do the same but be a lot closer of course. Make sure you have a lot of life if you're attempting it this way.

Screen 8-05

Jump on through, there's a few enemies here. If you want to get their items then there isn't much threat here - give it a shot.

Screen 8-06

Use the bridges here - you cannot jump from road to road. You may want to take some enemies out with rocks first, however.

Screen 8-07

There's nothing to see here. But be careful - the spinning bars are obvious but the bomb slimes may not be. Mark their position and jump on through.

Screen 8-08

Just jump on through here, use rocks on the tanks if you must.

Screen 8-09

Alright, again with a room you can just skip. Take the ducks out with rocks and continue along. Those trees up there blocked off are provocative but useless.

Screen 8-10

Again, nothing here but enemies. The missiles aren't too furious though if you want to exploit the relatively docile black slimes for their items.

Screen 8-11

In the upper right "forest" there is a portal to a different section of this World. Other than that, just sump on through and avoid the missiles as best you can.

Screen 8-12

Just pass through the room, jumping around the missiles and swinging bar. If a

dark green slime gets in your way, use a rock because those mothers split.

Screen 8-13

There's no items but this room is important - it allows the transit past the various blocking roads in this World. The overpasses can be jumped over or crushed to rubble.

Screen 8-14

As usual, we're just jumping on through here. The blocked off section looks promising but actually holds nothing.

Screen 8-15

One of the trees at the bottom of the room houses a portal to World 5. Useful if you missed some stuff.

Otherwise, jump through the room, and as always you can pass at the overpasses.

Screen 8-16

Nothing's hidden here, but if you want to destroy the enemies start with the dark green slime - throw a rock.

Screen 8-17

You cannot enter this room from the West. Either way, there is a portal to World 7 hidden at the south end. Again, great if you missed anything.

Screen 8-18

There's a destroy all enemies item at the south end of this room. This could prove fruitful if the dark green slime has multiplied. Just as long as you do not take a bunch of damage getting to it.

Screen 8-19

Enter it from Room 18 at the west end and you will be able to find a rock power upgrade under a building.

Entering from another direction, towards the centre is a door hidden under the white building which is in the middle.

At the upper right there's a hidden door which is a portal back to room 11. A lot of loot here, yes?

Screen 8-20

Another room to just bound through.

Screen 8-21

There's a portal to World 9 in the lower left. Make sure you're ready for it before you enter it.

Screen 8-22

Missiles, ducks, and black slimes. It's easy enough to stomp the slimes and stone the ducks if you want to destroy the enemies here.

Screen 8-23

There's nothing hidden here, but there are bomb slimes and black slimes. It may be slow going, but if you take your time it's not a bad place to restock. This is especially true because there are no missiles.

Screen 8-24

The inchworms here can fire but you should be able to punch them with no issues to your health. There's a speed-up at the upper right of the room under a building.

Screen 8-25

There are a ton of slimes here and that's about it. That's not so bad though - easy to restock here.

KKW9: World 9

This world is a maze. Despite this fact, let's get into it. If you follow my order of rooms, there are some superfluous rooms but it is the gist of the solution. Besides, it's not like it's some unsurmountable labyrinth.

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|01|02|19|18|17|
+---+---+---+---+
|03|04|20|23|16|
+---+---+---+---+
|05|07|21|22|15|
+---+---+---+---+
|06|08|13|12|14|
+---+---+---+---+
  |09|10|11|
  +---+---+---+
```

*1up:

Room 04

*Portals:

01: World 9, Room 11

08: World 4

11: World 9, Room 1

*Power Upgrades:

05: Speed

06: Rocks

18: Rocks

*Capacity Upgrades:

12: Rocks

*Keys:

*Boss Fights:

22

Screen 9-01

You need to approach the door here from a different direction, and if you do it leads elsewhere in World 9.

To reach that door go right 1, down 1, left 1, up 1.

Screen 9-02

The sparks in here are fairly wild. If you want to fight them, use rocks. Otherwise, take off.

Screen 9-03

There are blue humanoids in this room, a huge swarm. Not bad to clean up in here if you use rocks - good for resupplies.

That red water is not lava by the way, it's considered water.

Screen 9-04

From any direction other than the east, you can just skip past the blue dragons. If you need too, punch them when they stop firing them. Their back and forth path is unerring.

To reach it from the east, you will need to get much farther into the maze, from room 20. In the left white faces, there is a lup hidden.

Screen 9-05

The blue faces will split, take them out with rocks asap. Destroy the white faces at the upper right and reveal a Speed potion.

Go down the lefthand side to get the Room 06 rock power-up.

Screen 9-06

If you came from the lower left of 05, then under the white faces here you will find a rock strength power-up.

From anywhere else, just jump on through.

Screen 9-07

The dark blue humanoids are slow enough to punch out and the pink and green flying enemies kind of chase after you so they also meet the loving fist of Kong as they charge towards him.

Screen 9-08

Jump on through unless you're coming in from the east. The spiders move and stop, move and stop. They should be quite punchable.

The east entrance to this room leads to a portal to World 4. If you have to go back this far, head down, then take the upper right path in 09 up and around to the four white faces. Trample and travel, good Kong.

Screen 9-09

Lots of dark blue humanoids and blue dragons in here. Throw rocks at these suckers and you'll probably profit off of the items. The dragons ARE a threat BUT are very predictable.

To reach the World 4 teleport, take the upper right path but leave it be otherwise.

Screen 9-10

A lot of tanks here, use rocks to quickly thin out their numbers. It's kind of thick to just jump on through without taking care of a few enemies.

Take the upper path right.

Screen 9-11

There's a lot of different sections to this room. The door at the top section leads to Room 01. Unless you want to take this portal, only enter Room 11 when you're going between 10 and 12.

Screen 9-12

That door is ominous yes? You won't be getting there just yet.

On your first jaunt though here, break the white faces to reveal a door that leads to a rock capacity upgrade. If its already 99, it will not increase again. If not, get it for sure. If the rock total goes above 99 with collection it resets so pay close attention.

Screen 9-13

Just a trasitory room. There's unlimited light blue humanoids here but also a swinging bar so just hop on through.

On the top path, you're going to be heading through that door.

Screen 9-14

Blue spiders and dark blue humanoids. Just use your fists in this room, as they are predictable enemies.

Screen 9-15

Sparks, dark blue humanoids, vorticies. Just jump through this room.

Screen 9-16

Light blue humanoids flood this room, which in turn is almost all water. You can pass through the wall at the top of the room, however, that's the trick.

Screen 9-17

A ton of vortex enemies are in here. Unless you want to fight all the vorticies, jump on through to the next room. If you want to fight them, use rocks.

Screen 9-18

Within the right side of those white faces there is a rock power-up. Nevermind the swarm of blues unless you need items.

Check the bottom of the left wall for the passage west. Jump at the wall until you uncover it.

Screen 9-19

Take out the blue face with a rock first if you're going to try and clear out this room. There is a destroy all enemies item in the part of the arrow right before the tip... get it and the bunnies are toast.

Otherwise, they jump back forth firing, that can get pretty tedious for punching - you will probably use fists.

Screen 9-20

The dark blue humanoids will split in this room, and there are vorticies. Punches will do, however. Maybe a rock or two for a starter but punches do well here.

Head west to find a door to a lup, south to continue along the path to the end.

Screen 9-21

Spiders, sparks, and a swinging bar? No thanks, just jump through.

Screen 9-22

Room 22 is a boss battle, straight up.

-----BOSS-----

A large assemblage of robots awaits you.

There's very little strategy here. If you've collected all of the strength power-ups for the rocks then you will be able to crush each individual robot with two rocks each.

They activate from left to right, one at a time. Stand in front of them as they activate, toss your rocks, and line up for the next guy.

You CAN try fists here but you will take a lot of damage, I can guarantee it. No, this is your final fight and your beautiful Lady Kong awaits. Use the rocks until you're out, then switch to fists.

Screen 9-23

Enjoy the ending, casanova. You will get to start out fresh with all of your lives but no upgrades.

| KKIMP6: Enemies |

There are a number of phenotypes of enemies that describe the overall enemy set. Kong battles giant monsters, military units, and structures as he clobbers his way through the various Worlds.

Everything listed here is unofficial, I don't know the actual names here.

Blue Dragon

A serpentine enemy that moves back and forth, firing shots. They are predictable enough that they're punching fodder, unless combined with other enemies.

Blue Face

These dark blue faces are very much like slimes in that they make slow movements and can split. They can move through most any substance (including walls) and unlike the Dark Blue Humanoids also in World 9, they split very frequently. Priority target, put the rocks to it.

Blue Flier

These enemies fly across the screen in waves. They look like the blue phaser but fly in formation. They can somewhat break formation and shoot. They are often a constant aggravation on screens where they appear but at the same time they are a great source for resupply. Toss a rock at the formation as it flies toward you and most of them should be destroyed.

Blue Humanoid

Blue, bipedal creatures whose main course of action is to run towards you.

Light Blue: Quickly runs toward Kong, will infinitely spawn in the room it is found in.

Dark Blue: Slowly shambles towards Kong, but can split into more humanoids.

Blue Spider

They are fast but they move and stop, move and stop which makes them a perfect target for a punch.

Blue Phaser

This mean dude can phase and split apart, rapidly firing a lot of shots. Just dodge his shots, then jump in when he's reformed and punch his daylights out.

Bomb-Slime

A large slime-like bomb that often gets its hit by being inconspicuous. They look just like a slime. However, you cannot jump over them and when you go near them they start to shake. Shortly after, they explode. You should start their detonation and get away if you need to pass them. Otherwise, just avoid them.

=====
Bunny

These rabbit-eared enemies bounce back and forth in short leaps firing shots. Due to their style of movement, you should use rocks if you have to fight them.

Cars and Trucks

Just your everyday transportation moving across the screen, they are really a non-issue. Wait them out, or just jump over the road when they are around.

Chomper

All mouth, these little yellow ball-like creatures are very much like slimes. they can be stomped or punched easily enough. They also move fairly slowly, so take your time and pummel them well.

Clouds

Clouds drop thunderbolts on our intrepid ape, however they are soon exhausted. Wait out the lightning before moving on.

Diving Eye

These yees dive and move back and forth - they CAN hurt you while they are divign so beware. Once they surface, they stand still and fire shots at Kong. If you want to fight them at all, use rocks.

Duck

Giant ducks run around the city in World 8, rapidly shooting bullets at Kong. Usually, you should dispatch these dastardly birds with a rock to the chops. They often run around the perimeter but change course often and quickly, so line up your shot and let it drift. It may be best to anticipate WHERE the duck will be and toss just before it gets there.

Eyeball

A black monster with one large eye, it is precisely like a slime. It can split, but its slow so fists are in order.

Flame Turret

A large 4-directional turret that spews flames. Hot. Very hot. It cannot be destroyed so stay away.

Fly
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"Fly" is just a generic term I have been using for the basic insect-like enemies that fly back and forth. These eventually shoot at you but moreover follow a set path. These are easily dispatched by standing along their path and punching - they will run into your fist.

When they fire at you, a rock may be the safer route. For those that roll towards you or leave their path, this again may be the best course of action as punching them at this time will more than likely lead to damage for Kong.

Because their path is usually predictable, even large numbers shouldn't be much of an issue. If you're concerned, however, toss a rock into their mix.

Flying Mollusc

Look like some sort of Cephalopod, or a miniature version of the World 1 boss

at the very least. These guys fly back and forth then stop and launch a blast of fire. They are essentially a combination of the flies and snakes.

They are easier than the snakes though, when they are moving, stand so you can punch into their path of motion and smack it in the chops when it fiddle-diddies past Kong.

Flying Plant

These are very much similar to Peahats from the Legend of Zelda. They are plants which stand still, fly around, then stand still again. Only they fire quite rapidly when they are stopped.

In groups, it's best to use a well-placed rock to thin out their ranks. For the singular enemy, it is probably best to just punch it as it flies toward Kong's mighty fist.

Giant Rock

A huge stone that will cause heavy damage to kong if it connects. Jump out of the way.

Green Flier

They look like the blue enemies that can phase or fly in formation from previous worlds, but this is a rare enemy in World 9, appearing in a few rooms only. They move very fast and seem to chase AFTER Kong. If they charge him, smash them in the chops.

Helicopter

A group of helicopters flies onscreen, they may or may not shoot. One rock will take them out or you can stand in front of them and punch as they approach.

Hopper

Hopping enemies that antagonize Kong with their dreadful leaps of doom. The dread comes from the fact that they can hit him in mid-jump. While Kong jumps over things, they jump into them.

It's best for kong to jump away from these guys OR wait for them to land in front of him. Then punch them to dispatch them.

hoppers are particularly deadly in groups. They appear in ravenous hordes to jump into Kong and prevent his heartfelt reunion with Lady Kong. When these dastards come at you in groups, retaliate with a rock. The rock will destroy a good deal of them in one go - and the parabolic arc of the rock

actually helps in this case as it anticipates the arc of their jump.

****Inchworm****

Moves back and forth, firing shots. It's predictable enough that you can just crush it with your fists.

****Missiles****

Large missiles appear on the screen lined up with Kong's position. These are decently powerful and quickly whittle away your health. Leap and of course bound out of their way. You CAN punch them, but chances are you'll miss.

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****Orca****

Killer whales jump across the screen, it's best to just wait them out and dodge them because they are fairly quick.

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****Purple Plate****

A flying, rotating plate. Don't bother punching it, it'll likely damage you in the process. They fly in a direction and off the screen. It is best to avoid.

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****Slime****

Slimes are the first enemy you encounter, large blobs that normally attempt to run into Kong. This basic nature of attack makes them fairly fodder early on though they do grow in threat level as the game plays out.

Variations on Slimes are differently coloured and can often split into more enemies. If Kong is properly lined up with the enemy, then he can normally take all of these out with a few punches. However, standing a bit off-centre can lead to damage as these enemies move erratically.

The most dangerous slimes are those that transform into another enemy, such as red slimes of World 2 changing into hoppers. They easily become a priority target over any other slime and some other enemies (I will indicate as such in the walkthrough).

Slimes can also be destroyed via stomping. This can be hazardous if you miss, most of them are slow enough that you can easily land on them. As they speed up, a well placed rock takes priority over stomping if punching is not working out for you.

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****Snake****

These large serpents have a lot of stamina and a potent attack. They will stop and blow a long line of fire. You can normally down them in a couple of punches or a well placed rock (after power-ups). They are normally slow enough and predictable enough that you can leap in front of them and clobber their chops.

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****Spark****  
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These wildly moving enemies are like little balls of energy. They move very quickly around the room somewhat erratically. If you have to fight them, use rocks. If you don't, run away.

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****Tank****  
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Tanks drive around and can only shoot forward from their turrets. While multiple tanks make for a hairy situation, they are limited in what they can do by virtue of their limited turret. Just jump to their side or back and punch.

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****Turret****  
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Turrets are stationary cannons. They are more dangerous than tanks because they can fire in any direction and are much more rapid. Kong should either take these out from afar with a rock or jump up close and clobber them.

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****Vortex****  
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Quick spinning pink whirlpool like enemies that rapidly move around the room, often along the perimeter. They are kind of fast to punch, but it's not totally out of the question. If there is a lot of them or they are with other enemies, however - no question - use rocks.

Of course, many of the rooms they appear in, all World 9, you're going to want to skip altogether anyways.

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****Water Snake****  
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These eel or snake-like creatures wade through the water occasionally firing shots at Kong. While cheeky, it's also fairly easy to avoid them. If you do want to take them on, toss a rock rather than taking damage as you walk in the water.

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| KKIMP7: Credits |  
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Thanks to Konami, again another excellent game. I realize that the King Kong lives license was just an excuse to go nuts with this, but I'm glad that's what happened because this is a really fun game.

Thanks to King Kong, the big loveable ape. Without your conception or the folks behind you we may not have had this game in any capacity. You definitely helped push the idea of the sympathetic monster in North America, and for that I am more than grateful.

Thanks of course go out to my hosts, as without them you would not be reading this guide.

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