

# Donkey Kong Country 2 FAQ/Walkthrough

by THayes

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FAQ/Walkthrough for  
DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST  
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GUIDE INFORMATION  
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## VERSION HISTORY

1.1: 18th June, 2008 (Format update)  
1.0: 11th May, 2002 (First version)

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### 1. Introduction

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Donkey Kong Country 2 is an improvement on the original, with better graphics, improved gameplay, many more secrets, and most importantly, a much higher difficulty level. One of the problems with the original was that it was quite easy to beat, and experienced players could complete the whole game (101%) in under an hour. The only way of completing the game fully was to complete bonus levels and beat bosses in order to raise the overall percentage. With Donkey Kong Country 2, the format has been changed. You collect coins which open bonus levels and improve your hero rank to Cranky. Finding all coins is a difficult task, but unlike the first game, you're well rewarded for it.

The imagination of the level designers is incredible, with some levels almost bursting with new ideas which had never been utilised before in a platform game. The levels have increased in size over the original, and each have a unique, and very original design. Some levels are a bit too over the top in terms of creativity, but are never dull. The enemies have been completely changed, and look bigger, bolder and more detailed. There's more to do, and more places to explore. The sound is superb for the SNES, and the length of this game is huge, even exceeding the original in terms of size.

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### 2. Moves

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#### 2.1. Diddy Kong

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##### CARTWHEEL

Used to defeat most enemies, the cartwheel can also be used to gain speed while running or can be combined with a jump for the cartwheel jump move.

##### CARTWHEEL JUMP

Used to cross big gaps. To perform the cartwheel jump, do a normal cartwheel off the edge of a platform, and then just when the cartwheel is about to end, jump in the air to go much further than a normal jump.

##### CLIMB

Jump onto a climbable object and press up or down to climb it. Hold Y to

climb faster. Hold left or right and B to jump off the object.

#### JUMP

The basic jump. Can be used to land on enemies or jump up to new heights.

#### RUN

The basic run. Just hold Y and press a direction on the D-Pad.

#### SWIM

Tap B to swim. Hold Y and continue to tap B to swim faster.

#### TAG

Changes control from Diddy Kong to Dixie Kong.

#### TEAM UP

Diddy can throw Dixie further and higher than a normal jump. This can be used to reach high places.

#### THROW

Used to pick up objects. Diddy holds an object in front when he picks it up. Let go of Y to throw it, or hold down and release Y to put the object down.

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## 2.2.

## Dixie Kong

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#### HELICOPTER

Used to attack and defeat many of the enemies in the game, though it's not effective against all. It is used in the same way as Diddy's cartwheel move.

#### HELICOPTER SPIN

Similar to Diddy's cartwheel, this can be used to defeat most enemies and can also be used to gain speed or to cross even longer distances than Diddy's cartwheel jump. To use it, simply jump off the end of a path or platform and continue to hold Y to float down, or press a direction to hover in that direction. This is an excellent move for jumps which require precision.

#### CLIMB

Jump onto a climbable object and press up or down to climb it. Hold Y to climb faster. Hold left or right and B to jump off the object.

#### JUMP

The basic jump. Can be used to land on enemies or jump up to new heights.

#### RUN

The basic run. Just hold Y and press a direction on the D-Pad.

SWIM

Tap B to swim. Hold Y and continue to tap B to swim faster.

TAG

Changes control from Dixie Kong to Diddy Kong.

TEAM UP

Dixie can throw Diddy further and higher than a normal jump. This can be used to reach high places.

THROW

Used to pick up objects. Dixie holds an object above when she picks it up. Let go of Y to throw it, or hold down and release Y to put the object down.

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3. Walkthrough

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3.1. World One

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Level 1: Pirate Panic

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LETTER K

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Run right from the start of the level, and run off the first drop. After landing, run left and go through the entrance to arrive in a cabin with a floating scroll and a red balloon over on the far left. Jump up and collect the red balloon, then exit the cabin. Run right down the steps and jump on the Neek at the bottom. Then pick up the DK barrel and throw it to find Dixie Kong. Run back to the left up the steps, jump up the drop with the cabin entrance in it, and run all the way back to the start of the level.

You should notice a line of bananas above that can't be reached by a normal jump. Go as far left as you can, then use the team throw to jump up to a hidden barrel kannon, which will blast you along the line of bananas to a Banana Coin. Pick up the crate after landing, and throw it at the Klomp walking about on the barrels above. Jump up onto the barrels and collect the banana bunch, then continue down the steps on the right to come to three Neeks. Jump up to the right just before the first Neek reaches you to land on a barrel. Jump the small gap between the barrels to collect the K.

LETTER O

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After collecting the K, run right and jump off the large barrel to collect the

DK barrel if necessary. Run right after landing, and jump on the two Neeks. Jump onto either of the four large barrels at the top of the steps, and walk over to the right barrel. Use the team throw to collect the Banana Coin above, then drop off the right side of the barrel. Just over on the right, there will be two Klomps walking around in a dip. The O will be in the middle of this dip. Jump on both Klomps, collect the O, and then jump out of the dip on the right.

LETTER N

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Jump up and hit the Star Barrel after exiting the pit, and continue right. Jump on the two Neeks coming down the steps, and shortly after you will come to a gap in the ship. Drop down this gap to land on the floor below, and then run right to enter a bonus barrel which will shoot you up to the first bonus level. You'll collect the N after being shot out of the barrel.

LETTER G

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In the bonus level, don't jump up the barrels to start with. Instead, run right and collect the Banana Coin at the far right side of the bonus level, then go back to the left. Jump up the four barrels and collect the Kremkoin at the top.

After exiting the first bonus level, jump up the barrels on the right to find a Rambi crate. Jump on the crate and land on Rambi, then drop off the right edge of the barrels and continue running right (barging the Neeks out of the way), until you come to a big drop. Run off the big drop to land near a banana arrow pointing left. Riding Rambi, turn and face the left. Use Rambi's supercharge to crash through the wall and enter the second bonus level. Defeat the three Neeks and four Klomps in this bonus level, then collect the Kremkoin on the right.

After exiting the second bonus level, jump from the big barrel and land on the deck over on the right. Jump up onto the first big barrel with the crate on it, and then jump up to the second higher big barrel on the right. Jump off to the right from the high big barrel to collect the Hero Coin, and then run up the steps on the right. Jump onto the barrels at the top of the steps, and barge the Klomp out of the way with Rambi. Jump up when you are on the fifth big barrel to collect the G above.

Drop down off the big barrel and jump up to the next big barrel a little further on the right. There is a Klobber that rushes toward you as soon as you land on the big barrel, but with Rambi he shouldn't be a problem. Jump from the big barrel up to the higher deck on the right, and cross the no animal sign with Rambi to receive a green balloon. Collect the balloon before it rises too high, and jump onto the final big barrel in the level just on the right. Jump onto the end of level target to complete the level.

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Level 2: Mainbrace Mayhem  
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LETTER K

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Run right along the mast that you arrive on at the start of the level, jumping on the first Click-Clack you meet twice to defeat it. Stop when you get to the

edge of the mast. There is a sloped mast up above leading up to the rest of the level, but you don't need to run up it. Select Dixie Kong, and helicopter spin over to the right to land on some hidden rigging. Go to the right side of the rigging and jump into the bonus barrel on the right.

In the bonus level, climb up the three sections of rigging, jumping off to the right at the top of each section of rigging. At the top of the third section, jump off to the high mast at the top to collect the Kremkoin. After exiting the first bonus level, jump up to the rope on the left and climb it up to the top. Climb right at the top of the rigging to collect the K.

#### LETTER O

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Jump off the rigging to the left after collecting the K, and land on the small mast with the single Click-Clack. Cartwheel/Spin the Click-Clack, and drop down to the next mast on the left with the crate on it. Pick up the crate and throw it at either of the two Click-Clacks on the mast, and then jump over the second Click-Clack and climb the rigging above the left side of the mast.

Stay to the right side of the rigging as you climb up it, as a Klinger will be climbing and sliding down the left side. A Banana Coin is over on the left side of the rigging, so wait until the Klinger slides down before quickly climbing over to the left and collecting the coin. When the Klinger slides down again, climb to the top of rigging and jump off to land on the mast on the right.

Cartwheel/Spin the single Click-Clack on the mast, and continue on to the right side of the mast to find some more rigging. Jump onto the left rope on the rigging. Move one rope along to the right on the rigging, and then climb up to collect the O.

#### LETTER N

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Jump off the rigging to the right after collecting the O, and land on the next mast. Defeat the single Click-Clack on the mast, and then walk over to the right to find some rigging. The right side of the rigging leads down below the current mast. Climb down this rope to land on a tiny mast with a Banana Coin. Collect this Banana Coin, and then jump back onto the rope and climb all the way to the top.

Hit the Star Barrel after climbing up to the high mast, and pick up the barrel on the right. Walk left until you see the first of eight Neeks on this mast. Throw the barrel at the first neek, and quickly run after the barrel as it defeats the remaining Neeks. Jump onto the rope at the left side of this mast and climb up to the top. At the top of the rope, climb along the rope leading off to the right.

There will be a seemingly out of reach mast up above on the left near the start of the rope. To get to this mast, jump up and hit the single banana while climbing along the rope to land in a hidden barrel kannon, which will shoot you up to the small mast. Collect the green balloon on the mast, and then drop back down onto the rope leading off to the right.

Climb all the way along the rope until you get to the rigging. Then jump across the small gap and land on the next section of rigging on the right. Climb about half-way down this second section of rigging to see the N over on the right. Wait until the Klinger has just finished sliding down the rope before quickly

climbing over to the right to collect the N, and then quickly moving back to the left before the Klinger climbs up.

#### LETTER G

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Climb all the way up to the top of the rigging to land on the next mast. Hit the Klomp on the mast, and then pick up the kannonball. Jump up to the sloped mast on the left, and throw the kannonball at the two Click-Clacks there. Pick up the kannonball once both Click-Clacks are defeated, and walk into the kannon at the left side of the mast to be blasted up to the second bonus level.

In the bonus level, select Dixie. Pick up the kannonball and jump up under the Klingers as they slide down the ropes. Repeat this process for all five Klingers to win the Kremkoin.

Climb to the top of the rigging after exiting the bonus level, and then climb along to the right once the Kritter has slid down the rope. On the next rigging, get onto the second rope and climb down to collect the G. Then climb back up, move across to the left rope, and climb up the rigging to the top.

At the top-left corner of the rigging, jump off to the left to land on a small mast with six bananas and a barrel cannon high above on the left side. Use the team throw to get into the bonus barrel and get blasted up to the third bonus level. Climb up and down the rigging to collect the 75 stars, and then collect the Kremkoin on the mast at the top-right corner of the bonus level.

After exiting the third bonus level and landing on a high mast, run along to the right, jumping up about half-way along to collect the Banana Coin. When you reach the edge of the mast, jump over the gap and land on the edge of the mast on the right to collect the Hero Coin. After collecting the Hero Coin, fall down the gap between the masts and land on the end of level target to collect a red balloon.

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### Level 3: Gangplank Galley

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#### LETTER K

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You start this level next to some big barrels. Jump up the barrels to the top and hop into the bonus barrel to get blasted up to first bonus level. In the bonus level, throw the chests at the stationary Zinger until you find the Kremkoin.

After exiting the bonus level and landing back on the barrel, jump back up the barrels to the top as if you were going to enter the first bonus level. Stop under the bonus barrel, and turn to the right. You should just be able to see a hook at the top. To get to the hook, either use Diddy's cartwheel jump or Dixie's helicopter spin.

Or if you can't do either of them, stand on the second barrel, team-up, jump, and then throw the other Kong diagonally up and right to land on the hook. After landing on the hook, jump onto the second hook for a banana bunch, and then jump onto the third hook for the Hero Coin. Jump down off of the third hook and follow the banana arrow down to land on a barrel.

Jump down off this barrel to the right and run up the nearby steps on the right. Hit both Kaboings on the way up the steps, and pick up the chest at the top. Run down the steps and jump onto the next set of barrels you come to. Throw the chest at the Klomp to reveal a banana bunch, and then jump from the barrels up to the deck on the right. You should notice a hook above just after you land on the deck. Jump onto the hook, and then jump off to the right to collect the K.

LETTER O

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After collecting the K, run right and jump on the three Kaboings bouncing up the steps. Jump onto the two barrels after the Kaboings, and then jump onto the hook on the right. Jump onto the second higher hook on the right, then the third hook. From the third hook, jump off to the right to hit the DK barrel, and then fall straight down in line with the bananas to land near a crate. Pick up the crate and throw it at the Neek on the right to find a red balloon.

Collect the red balloon, then jump up to the next section of deck on the right. After landing, use the team-throw to reach the barrel cannon above, which will blast you up to the top of a big barrel. Jump to the hook on the right, and then jump off the hook to land on the next big barrel on the right. Jump from this second big barrel over to the next hook on the right to find the O.

LETTER N

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After collecting the O, jump off to the right and land on the next big barrel. Jump down off this barrel to the right and follow the bananas to land on big barrel down below. Run off the right edge of this barrel and pick up the first crate you come to. Pick up the crate and run along to the right until you see the Klomp under the Star Barrel.

Throw the crate into the Klomp to reveal a Banana Coin. Collect the Banana Coin, jump up to hit the Star Barrel, and then continue running along to the right. Run down the steps and jump onto the first set of big barrels that you come to. Wait until the Kruncha walking on the big barrels above is at the left or right side, and then quickly jump up to the second row of big barrels above and collect the N.

LETTER G

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Jump down from the barrels after collecting the N, and run up the steps on the right, hitting both Neeks that come scurrying along toward you. When you come to the first gap, select Diddy Kong. Helicopter spin into the pit, and hover down the left side of the pit until you see the barrel cannon. Hover into the barrel cannon to be blasted along under the ship to the Banana Coin. After landing on the first hook over the big gap on the right. Jump onto the second hook, and jump over to the other side of the gap.

After landing on the other side of the gap, jump up and hit the exclamation barrel, and then run down the steps on the right. Hit both Neeks and the Kruncha out of the way, and run into the barrel to collect the G. Continue along to the right until you come to a set of high stacked big barrels.



Quickly jump onto the low left big barrel and hit the Kruncha out of the way, then jump up to the barrel on the right with the chest on it. Pick up the chest and jump up to the barrel with the next Kruncha on it. The chest will smash open revealing a red balloon. Collect the red balloon, and jump up both big barrels on the left. Hit the final Kruncha on the highest barrel, and jump into the bonus barrel above which will send you up to the second bonus level. Jump along all eight hooks in the bonus level and collect the Kremkoin at the top-right corner.

After exiting the second bonus level, jump along the hooks over the huge gap on the right. After landing on the fourth hook, jump down onto the end of level target to complete the level.

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#### Level 4: Lockjaw's Locker

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LETTER K  
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As you start to fall down the long tunnel at the start of the level, hold right to go through a hidden horizontal entrance. Walk right to drop down a small gap for two Banana Coins. Run right after landing and hit the Klomp, and then jump over the gap to land on the next large crate.

Pick up the DK barrel and throw it at either of the two Klomps over on the right, then jump on the other Klomp and drop into the water on the right. Collect the K in this first section of water, and then jump out of the water on the right to land on the large moss covered crate.

LETTER O  
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After landing on the crate, walk right slightly and the water will start to raise. When it does this, swim left slightly, and then swim up on the left side of the crate above to go into a small tunnel. Follow the tunnel along to collect a Banana Coin. After collecting this Banana Coin, swim down to the section of water where you collected the letter K.

Swim as far down as you can, then hold down and move along the bottom of the water to go through a hidden entrance, which is located at the left side of the large crate. Swim along this hidden tunnel that you arrive in to collect 21 bananas and two Banana Coins.

After exiting the hidden tunnel, swim over the first Flotsam that comes toward you, and then continue swimming right. You should soon come to the first Lockjaw in the level. When you see this small red fish, swim down the hidden tunnel below it to find Enguarde. Hit the Enguarde crate and get on Enguarde, and then swim up and right to go through a hidden entrance to a banana bunch. Follow this hidden tunnel along and up.

After exiting the hidden tunnel, follow the vertical line of bananas straight up to go through a hidden entrance above, which will lead to a small area with some bananas forming the letter 'A'. A single banana is next to a large crate over on the right. Swim to the middle of the area and face the crate, and then hold 'A' to charge up Enguarde's Superstab. Release 'A' to zoom forward and crash through the crate, which will lead to the first bonus level. In the bonus level, follow this route to the Kremkoin:

- 2nd tunnel up
- 1st tunnel right
- 2nd tunnel up
- 2nd tunnel right
- 1st tunnel up
- Right at the top for the Kremkoin.

Swim out of the small hidden area after exiting the first bonus level, and swim down to the bottom as you swim right. Swim under the second Lockjaw in the level to find the letter O, and then swim up to enter a wide tunnel leading up.

#### LETTER N

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There are two Flotsams in this wide tunnel, so swim slowly up. When you're about half-way up the tunnel, the water will begin to rise. Swim left at the top of the tunnel and swim through the no animal sign with Enguarde for a red balloon. Jump down into the water on the left, then swim down and left to crash through the continue barrel. Swim up after smashing the continue barrel, and stay to the right as you swim up to the top of the wide tunnel. Collect the N in the small gap right at the top of the tunnel, and then swim left.

#### LETTER G

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Swim up high as you move left to avoid the first Shuri in the level, and then as soon as you can go down, swim down and stay right. Keep holding right to swim down a thin tunnel and see a Lockjaw swimming below. When the Lockjaw goes left, then quickly go down and right to enter an area with an Enguarde crate.

Break open the crate and land on Enguarde, and then swim left along the thin tunnel. Instead of going up, go as far left as you can, and hold down to go through a secret entrance to a hidden thin tunnel. Swim along this tunnel to the left to collect 22 bananas and two Banana Coins.

After exiting the secret thin tunnel, swim up the next high tunnel until you can go right. Move slightly to the right, and swim up past the Lockjaw to arrive in a small area with the G. After collecting the G, swim out of the small area and then swim down and to the right until you find the next Lockjaw. Swim past this Lockjaw to collect a Banana Coin in a small area.

Go up and right after exiting the small area and stay as high as you can when in the high horizontal tunnel. Hit the two Shuris in the tunnel, and then swim slowly right until you see a crate at the right side of this tunnel.

Swim as fast as you can through the gap at the end of the tunnel, and stay as high as you can. When the water starts to get lower, keep swimming right and stay up high. You should be able to make it through a high gap over on the right, which leads to a tunnel. Follow this tunnel along for the Hero Coin, and then drop down into the water at the end of the tunnel.

Cross over the no animal sign with Enguarde for a banana bunch, and then jump into the barrel kannon over on the right. Shoot out of the barrel kannon and land on the end of level target to exit the level.

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LETTER K

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Jump on the Rattly crate just on the left after starting the level, and land on Rattly. Drop down and land on the next mast on the left, and then bounce on both Neeks that shuffle toward you. The K will be high above, just to the right of the Kaboing on the left. Using Rattly, bounce up and collect the K.

LETTER O

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After collect the K, jump on the Kaboing over on the left and then jump up to the next mast on the left. Jump up to the first platform above, and the second platform above it. Then use a Superjump to reach a third high platform for a red balloon. Jump down off this high platform to the right, and defeat all three Click-Clacks as you bounce over to the right along the masts. When you can't go any further along, jump up the two platforms above, and then go to the right side of the second platform to jump up to the sloped mast above.

After landing on the sloped mast, use a Superjump to get up to a high platform above. Jump into the bonus barrel above the high platform to be blasted into the first bonus level. Jump on all six Flitters in the bonus level, and collect the Kremkoin on the right side.

After exiting the first bonus level and landing back on the sloped mast, jump to the mast on the left. Continue left, and bounce on the two Kaboings on the way up the masts. When you get onto the third flat mast, jump up to the platform on the left. Jump from the platform up to the mast on the right, and hit the Klomp there. Jump up in the middle of the mast to collect the letter O.

LETTER N

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After landing back on the mast, bounce up to the platform on the right with the chest on it (which contains a red balloon), and then bounce straight up to land on the platform above. Bounce up to the mast on the left and hit the Kruncha with Rattly to knock him off the mast.

Bounce up to the platform on the left, and then jump straight up into the arrow barrel to be blasted up to the mast above. Bounce up after landing to land on a platform, and then bounce up again to collect a Banana Coin. Drop down to the right and cross through the no animal sign with Rattly for a Banana Coin.

Jump up and crash through the continue barrel, and then jump over the Zinger to land on the rope on the right. Climb up the rope, go right, and climb up the right side of the next section of rigging to avoid the Klinger that slides down. Climb left at the top, and jump over the Zinger before climbing up the right side of the next section of rigging to avoid another Klinger. Climb to the top of the rigging, and then jump off to the right to collect a Banana Coin over on the edge of the mast on the right.

Jump back to the rigging on the left after collecting the Banana Coin, and climb to the top. Jump off the rigging to the left to land on a mast with a Flitter. Select Diddy Kong. Pick up the crate under the Flitter, and walk just

to the left of the left support rope on the mast. Throw the crate at this point to hit the Zinger on the rigging below, and then jump onto the rigging and climb down for the Banana Coin.

Continue climbing down the rigging until you are level with the rope leading off to the right. Climb along the rope on the right, and then climb down the rigging at the right end of the rope. Go slowly down until you see the horizontally moving Zinger flying at the bottom of the rigging. Wait until the Zinger goes left or right, and then quickly climb down the rigging to collect the letter N.

#### LETTER G

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After collecting the letter N, climb back up the rigging, go left along the rope, and then jump at the left end of the rope to land on the next section of rigging leading up. Climb to the top of the rigging, and then climb along the rope on the right. You should notice two Flitters above.

Jump slightly to the right of the second Flitter to grab onto a hidden hook, which will then become visible. Jump off the hook and bounce off both Flitters to land in the second bonus barrel up on the left. In the bonus level, climb all the way to the top of the rigging while avoiding the four Flitters. Collect the Kremkoin at the top-right corner of the bonus level.

After exiting the second bonus level, run right and jump off the mast, following the line of bananas in the air to land on the rope below. Jump over or climb under the first vertically moving Zinger on the right, and jump over the two Zingers shortly after. Climb onto the rigging at the right end of the rope when the Klinger climbs up, and then quickly climb over to the right side of the rigging before the Klinger slides down. Climb up to the top of the rigging.

Climb left along the rope, going either under or over the vertically moving Zinger, and climb up the next section of rigging on the left. Jump off to the right at the top of the rigging to land on a small mast with the Hero Coin. After collecting the Hero Coin, jump back to the rigging on the left and climb back up to the top.

Go left along the rope at the top of the rigging, and jump over the three stationary Zingers. Climb up the final section of rigging on the left. Go right along the rope at the top of the rigging and go either under or over the vertically moving Zinger.

When you come to the stationary Zinger at the end of the rope, you should see the end of level target over on the right. Jump over the Zinger and land past the right side of the target. Run to the right and use a team throw to collect the blue balloon above the crate. Pick up the crate and run back to the left.

Walk over the target, but don't jump on it. Throw the crate at the Zinger on the right side of the rope, and then jump back onto the rope. Face to the right on the rope so that you can see the items above the target. Wait for the Kremkoin to be shown twice, and then jump off when the item changes to collect the letter G and exit the level.

#### BOSS BATTLE 1: KROW'S NEST

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1: Krow will drop eggs down from the nest. Run under the egg on the first bounce, and then wait until it stops bouncing before you run over and pick it up. Hold the egg and face Krow as he flies toward you. When he crashes into the egg, he'll fly up to his nest and grab another egg. Follow the method above and hit Krow with one more egg.

2: Next, Krow will hit the nest, making various eggs fall down. The first egg will fall over the mast, while the second egg will land on the mast. Grab the egg and throw it at Krow. He'll then hit the nest again, but this time it will be the fourth egg that stays on the mast. Pick up this egg when it stops bouncing and throw it at Krow to defeat him.

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3.2. World Two  
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Level 6: Hot Head Hop  
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LETTER K  
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At the start of the level, use the team throw to jump onto the top of the entrance cave on the left. Pick up the dark treasure chest on the cave, and then drop down to the right and run right. Throw the treasure chest into the first Neek to reveal a green balloon, then run back to the left and pick up the treasure chest near the entrance cave. Hold this chest as you run right. A Klobber will spot you and will run into the treasure chest. Collect the letter K that comes out of the treasure chest, and then pick up the Klobber barrel.

LETTER O  
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Jump across the two green Krockheads on the lava, and run right under the Klampon on the ledge to come to another Klobber. Let the moving Klobber run into the Klobber barrel you are holding, and then throw the new Klobber barrel into the lava on the right. Jump across the two green Krockheads on the section of lava, and use the first brown Krockhead to bounce up to the ledge on the right. Pick up the treasure chest after landing, and walk right to activate the Klobber, who will immediately come rushing toward you. He'll crash into the treasure chest, which will reveal a Banana Coin.

Jump onto the two brown Krockheads on the next section of lava, and use the second Krockhead to launch up to the high ledge on the right. Select Dixie Kong. Jump as high as you can off the ledge to the right, and then helicopter spin over the large section of lava with the four brown Krockheads in it. After landing on the ledge on the right, pick up the DK barrel and throw it at the Klampon on the highest ledge. Then jump up to the highest ledge, and jump up in the middle to collect the letter O.

LETTER N  
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After collecting the letter O, drop down off the left side of the high ledge.

After landing on the ledge below, face toward the Klampon. Wait until the Klampon is going back to the right, and then run quickly toward the treasure chest. Pick up the treasure chest and throw it at the Klampon to reveal a kannonball, and then pick up the kannonball and continue right.

Jump over the two brown Krockheads on the first pit after the letter O, and hit the Klampon on the ledge. Pick up the kannonball and jump over the two brown Krockheads on the second pit after the letter O, and hit the Klampon on the small ledge. Pick up the kannonball, and then jump up to the kannon on the right. Walk into the kannon with the kannonball to get blasted up to the first bonus level. Collect 60 stars in the bonus level, and then collect the Kremkoin over on the ledge on the right.

After exiting the first bonus level and crashing through the Star Barrel, jump right off the brown Krockhead to land on the next ledge. Hit the crate in the middle of this ledge, and land on Squitter. Just on the right, there will be some bananas forming the letter 'Y'. Build some web platforms straight above the 'Y' to find the Hero Coin.

Drop down to the right after collecting the Hero Coin and run right, shooting the three Neeks out of the way with webs, until you come to some bananas forming the letter 'A'. Use Squitter's web platforms to collect the Banana Coin above the 'A', and then drop down to the right and jump over the pit to collect the letter N.

#### LETTER G

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After landing on the other side of the pit, jump up the three steps on the right, shooting the three Klampons with webs on the way. Jump off the big drop at the top of the steps, and follow the line of bananas down to land on a brown Krockhead. Launch over the yellow Zinger when it goes down low to land on the next brown Krockhead, and then launch over to the ledge on the right.

Run along the ledge until you see two bananas above, and then two more bananas higher up and slightly further to the right. Build web platforms up in the direction of the bananas to come to a bonus barrel. Jump into the bonus barrel to get blasted up to the second bonus level. In the bonus level, build web platforms straight up to collect the Kremkoin at the top of the area.

After exiting the second bonus level, shoot a web at the Kruncha that starts walking toward you. Build a web platform to collect the letter G just above, and then run along to the right edge of the ledge. There is a barrel kannon just above.

If you want to take a slightly easier route which will miss out on collecting two Banana Coins, then jump into the barrel kannon and skip down to the paragraph below. Shoot the first yellow Zinger, and then build web platforms all the way over the large pit to collect the two Banana Coins. Shoot the second yellow Zinger just after the second Banana Coin over the pit, and then jump to the ledge over on the right.

After landing on the ledge, shoot the two Klampons, and then use a web platform to get up to the third bonus barrel above. In the bonus level, build web platforms across the lava pit to collect the Kremkoin over on the right side of the area.

After exiting the third bonus level, shoot the two Klampons on the right, and then continue right. Pass the no animal sign with Squitter to reveal a red

balloon, and then jump on one final brown Krockhead head to launch up to the end of level target on the right.

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Level 7: Kannon's Klaim

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LETTER K

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Select Dixie Kong at the start of the level, and run right under both Arrow Barrels until you come to the edge of the platform. Jump off the edge of the platform and helicopter spin over to the right to land in the first bonus barrel.

In the bonus level, run right under the Dixie Barrel, and helicopter spin or cartwheel jump over the big gap on the right to land on a small platform with the Hero Coin. From the platform, blast up the various Diddy and Dixie barrels in the bonus level to collect the Kremkoin at the top of the area.

After exiting the first bonus level, run right and quickly jump on the Kannon before he fires a barrel at you. Jump into the Arrow Barrel above, then hold left to land in the next Arrow Barrel. After being blasted out of the second Arrow Barrel and landing on the platform above, quickly jump on both Neeks on the left before they run into you.

Go back to the right and pick up either of the TNT barrels, and throw it at the Kruncha over on the left. Jump into the Arrow Barrel on the left after the Kruncha has been defeated, and then blast up to the second barrel on the left. When the second Arrow Barrel shoots you up, hold right to collect the letter K.

LETTER O

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After collecting the letter K, blast back up to the second Arrow Barrel on the left. When the second Arrow Barrel shoots you up, hold left to land on a platform with two Klomps. Defeat both Klomps, and jump up into the barrel kannon above the left side of the platform. Run right and jump on the Kannon on the right immediately after landing, and then jump into the first Arrow Barrel on the right. Fire up to the second Arrow Barrel on the right.

There will be a Zinger circling a Flitter at the right side of the second Arrow Barrel. Shoot out of the barrel and hold right when the Zinger is at the left side of the Flitter. If all goes well, you'll land in a barrel kannon, which will shoot you along a series of barrels to collect a Banana Coin, and will lead back to the second Arrow Barrel.

Shoot out of the barrel and hold left to land in the third Arrow Barrel, then shoot left over the Flitter on the left to land in the fourth Arrow Barrel. Finally, hold left after getting blasted out of the fourth Arrow Barrel to land in a barrel kannon, which will lead to a platform with a TNT barrel on it.

A Kannon will be above on the right throwing barrels. Pick up the TNT barrel on the ledge and jump up to the right as soon as a barrel has passed above. Run right and throw the TNT barrel into the Kannon, and then turn left. Use the team throw to reach the letter O just above the gap between ledges.

## LETTER N

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Jump up to the next ledge when the Klomp stomps over to the right. Hit the Klomp, and jump up to the next platform with yet another Kannon on it. This Kannon however, shoots kannonballs. Jump over the kannonballs and hit the Kannon, and then jump into the Arrow Barrel above the right side of the platform to get blasted up to a platform with the Star Barrel.

Hit the Star Barrel, and then pick up the DK barrel on the left. Throw the DK barrel at the stationary Zinger over on the left, and then jump into the arrow barrel it was guarding. Blast over to the second arrow barrel on the left, and then blast up quite high before holding left to go over the stationary Zinger and land in the third arrow barrel.

Shoot over to the fourth arrow barrel, and then shoot over to the fifth arrow barrel on the left when the vertically moving Zinger has gone down. Blast up to the sixth and final arrow barrel in the set, which will blast you up to a high platform above.

Walk right on this platform until the Mini-necky spots you, and comes swooping down. Quickly jump on or over him as he does this, and then pick up the TNT barrel on the left. Throw the TNT barrel at the vertically moving Zinger over on the right, and then select Dixie Kong.

Move close to the right edge of the platform to see the edge of a Banana Coin over on the right, which is just over an arrow barrel pointing left. Helicopter spin over to the Banana Coin, and then drop into the arrow barrel below as soon as you've collected it. The left arrow barrel will blast you into an up arrow barrel, which will shoot you up to the platform above.

After landing on the platform, turn left and face the edge. Jump off the edge of the platform to land in the second bonus barrel over on the right. Blast up to the ten arrow barrels in the bonus level to collect the Kremkoin on the top-right ledge. After exiting the second bonus level, run right and jump on or over both Mini-neckys. Jump over the gap to the higher platform on the right, then jump into the up arrow barrel above when the Zinger is on the left side.

After getting blasted through a series of barrel kannons, you will end up in another up arrow barrel. Shoot out of this barrel and hold left when the vertically moving Zinger on the left has gone down. A Kannon will be above on the next platform, firing kannonballs to the right. As soon as a kannonball has passed above, then quickly jump up to the ledge on the left and jump on Kannon. After the Kannon has been defeated, jump the up arrow barrel above. Here's the layout to pass this set of barrels:

First barrel : Hold right

Second barrel : Hold right when the vertically moving Zinger is low

Third barrel : Hold right

Fourth barrel : Hold right when the horizontally moving Zinger is on the left.

The fifth barrel will automatically blast you up to a high platform.

After landing on the high platform, turn right and hold down to duck under the Mini-necky that comes swooping down toward you. Jump over to the next platform on the right, and select Diddy Kong. Enter the Diddy barrel to collect the letter N and a Banana Coin.

## LETTER G

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You'll land on a small platform after collecting the N. Jump off this platform to the left to land in the first of three arrow barrels. Shoot across to the left arrow barrel, watching out for the horizontally moving Zinger. After landing in the left barrel, you'll be shot up to the platform above. Jump into the next arrow barrel above to get blasted up to another platform.

Pick up the treasure chest as soon as you land, and face right as two Mini-neckys will come flying toward you. The lowest Mini-neckey will crash into the treasure chest, which will reveal the letter G. Ignore the other Mini-neckey, as he flies over to the top.

Continue along to the right until you come to a small gap up to the higher platform on the right. Ignore the Mini-neckey that flies overhead, and run off the edge of this gap to land on a secret platform with a Kannon down below. Jump into the third bonus barrel at the right side of this platform. In the bonus level, bounce off all six Flitters on the way across the large pit and collect the Kremkoin on the ledge at the right side of the area.

After exiting the third bonus level, pick up the treasure chest after bouncing off both Mini-neckys, and walk right. Ignore the Mini-neckey that flies overhead, and jump up over the gap to land on the next platform. Hold the treasure chest out so that the Mini-neckey flies into it (revealing a banana bunch), and then jump up to the next platform to find the end of level target. Bounce off the final Mini-neckey and land on the target to complete the level.

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### Level 8: Lava Lagoon

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#### LETTER K

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You start this level on some big metal barrels. Run right and jump over the gap, following the curve of bananas, to land on a moss covered crate. Wait on the crate for the Neek to come scurrying toward you, then jump on the Neek. Jump up the next two crates on on the right, and run right to find Clapper just to the left of some lava.

Jump on Clapper, and then hop down into the water. Hold left to swim into a secret horizontal entrance for two invisible Banana Coins, and then swim out again and continue swimming along to the right. Go above the Flotsam, jump out of the first water section at the top, and then quickly jump up to the top of the next crate on the right before the water turns to lava and starts rising.

Jump on the second Clapper over on the right, and jump down into the second water section. Avoiding the Flotsams, swim down to the bottom-right corner of this section of water to collect a Banana Coin in a gap, and then quickly swim up and jump out of the second water section on the left to land on a moss covered crate. Jump over the gap to the right and hit the Klampon, and then jump over the next gap on the right to find the third Clapper. Jump on the third Clapper, and drop down into the third water section on the left. Swim down to the bottom, and then go left to collect the letter K.

#### LETTER O

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Swim along to the right and take the final tunnel going up to exit the third water section. You'll land on two big barrels next to an up arrow barrel. Jump into the arrow barrel, and hold left as you are blasted up the tunnel to go through a hidden horizontal entrance. Keep holding left to land in a kannon barrel, which will blast you up to a Banana Coin. After landing on the next platform, jump onto the Klampon, and then run left to find the fourth Clapper.

Jump on the fourth Clapper, and drop down into the water on the left. Swim left staying at the top, and go up the first tunnel leading up. Jump out of the water and land next to the big barrel on the left, and then use the team throw to jump diagonally up and right to reach the exclamation point barrel. Hit the barrel to become invincible, and then drop back down into the water and go left. Swim up into the next gap on the left to find the letter O.

#### LETTER N

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After collecting the letter O, go left and swim up into the next gap to find a Banana Coin. Then swim left and go up the final tunnel on the left. Jump out of the water on the left to land near the Star Barrel. Jump on the Klampon, and then hit the Star Barrel. Run left and jump on the Kaboing on the small crate, and then jump over to the left to find the fifth Clapper.

Jump on the fifth Clapper, and drop down into the water on the left. Swim down until you reach the bottom, and then swim right through a hidden horizontal entrance to find an Enguarde crate. Hit the crate, and land on Enguarde. Swim over to the left, hitting any Puftups that happen to get in your way, and then swim up until the water rises as high as it can.

Jump off Enguarde, and then jump out of the water on the right. Jump on the sixth Clapper over on the right, and then swim back to the left and get back on Enguarde. Swim straight up the tunnel following the banana arrow pointing up to arrive in an area with five Lockjaws. Stay to the top of this area as you swim along to the right to find the letter N in one of the gaps.

#### LETTER G

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After collecting the letter N, swim up and right, and pass the no animal sign with Enguarde to reveal a red balloon. Quickly collect the red balloon before it rises too high, and then jump up to the crate on the right and pick up the barrel. Drop down off the left edge of the crate, and throw the barrel into the left side of the crate below to enter the first bonus level. Get on Enguarde at the start of the bonus level, and hit all of the enemies out of the way as you follow the tunnel along to collect the Kremkoin at the end.

After exiting the first bonus level, run right and drop down off the edge to land on the platform below. Run left and hit both Click-Clacks, jump on the seventh Clapper, and then jump down into the water on the left. Swim down to the bottom, and then go left to collect a banana bunch. And then swim along to the right, staying low in the water, to go under two Puftups. Swim through the low tunnel at the bottom-right corner of the area.

There will be four Puftups in the next area. Quickly swim along to the right staying at the top of the water to go above the four Puftups, and then swim through the low tunnel at the top-right corner of the area. After going through the low tunnel to a thin vertical tunnel, swim down to the bottom and go right to collect the letter G, and then swim up the vertical tunnel to the top. Jump

out of the water to the right to land next to the eighth and final Clapper.

Quickly jump on the eighth Clapper, and then instead of swimming up, swim to the right side of the Clapper and go down the tunnel to go through a hidden vertical entrance, which leads to an exclamation point barrel. Swim into the barrel to become invincible, and then follow the trail of bananas up to collect the Hero Coin and enter a barrel kannon.

After being blasted back into the thin vertical tunnel by the barrel kannon, swim up to the top and jump out of the water to land on the big barrels on the right. Walk onto the left big barrel, and team throw diagonally up and left to collect a Banana Coin on a ledge above, and then jump back down to the right, and walk right to activate the Klobber, who will rush toward you. Jump on the Klobber, and then throw barrel in any direction. Continue along to the right, and jump into the barrel pointing diagonally down and right. Shoot out of the barrel to land on the target and complete the level.

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### Level 9: Red-Hot Ride

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LETTER K

Use a team throw at the start of the level to land on top of the entrance cave for two invisible Banana Coins, and then drop down off the cave and run right. Jump up the steep slope, and jump on the Klobber at the top. Pick up the barrel, jump onto the first hot air balloon, and float over to the right until you land on the next platform. On the platform, jump up the steep slope and throw the barrel into the Kruncha.

Run to the right side of the platform and jump onto the second hot air balloon. Move slightly to the right to make the hot air balloon drop off of the air jet and start floating slowly down toward the lava. As soon as you collect the letter K, move across to the next air jet on the right and wait until the balloon rises to the top.

LETTER O

Float over to the right to land on the next platform, with a Rambi crate on a high ledge in the middle. Use the team throw to break the Rambi crate, and then team throw again to land on Rambi. Run right and barge the Kruncha out of the way on the ledge below, and then continue right to barge the Klobber out of the way just before the pit. Jump over the pit with the stationary Zinger in it, and barge the Klobber out of the way just before the third hot air balloon.

Jump on the third hot air balloon with Rambi, and keep floating right. Hit the highest of the two stationary Zingers just before the third air jet to collect a Banana Coin. When you pass the fifth air jet, float down quite low before floating right to collect the letter O under the stationary Zinger in the sixth air jet.

LETTER N

There is a long journey from the sixth air jet to the seventh, so make sure you float as high as you can on the sixth air jet before floating right. Once on the seventh air jet, float right to knock the stationary Zinger out of the way on top of the eighth air jet.

A Kruncha will be walking about on the fourth hot air balloon over on the right. Jump over to the balloon with Rambi to knock the Kruncha, and then bounce up to collect the Banana Coin before landing on this new hot air balloon. Float over the very long section of lava to the right, and jump off of the hot air balloon when the platform is below.

After landing on the platform, there will be a steep slope on the right, and two Krunchas just on the ledge above. Use Rambi's Supercharge to crash through the slope and enter the first bonus level. Defeat the five Klomps and three Flitters in the bonus level, and collect the Kremkoin at the right side of the area.

After exiting the first bonus level, pass the no animal sign with Rambi to collect a banana bunch. Jump up the small steep slope on the right and hit the Click-Clack once. Pick up the Click-Clack, and jump over the gap on the right to land on the next platform. Run right and throw the Click-Clack into the Kruncha. Hit the Star Barrel above the platform, and then select Dixie Kong. Run right until you see the fifth hot air balloon.

Jump off the right edge of the platform, but don't land on the balloon. Instead, helicopter spin under the platform to the left, and drop down when you see the single banana to land in the second bonus barrel. Collect 40 stars in the bonus level by riding the hot air balloon, and then collect the Kremkoin on the ledge at the bottom-right corner of the area.

After exiting the second bonus level, select Diddy Kong and jump onto the fifth hot air balloon on the right. Don't pick up the DK barrel just yet. Float right off of the first air jet in this section when the vertically moving Zinger has gone down, and get onto the second air jet to rise to the top. Float over to the right to go through the middle of two horizontally moving Flitters, and get onto the third air jet.

Pick up the DK barrel on the balloon, jump straight up, and then throw the DK barrel at the Zinger floating over the top of the sixth hot air balloon. Float right a little bit, and then jump onto the sixth air balloon. Use the team throw on the sixth air balloon to collect the letter N and the Hero Coin above.

LETTER G

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After landing back on the sixth air balloon, float over to the right, and jump onto the seventh hot air balloon with the Neek on it. Hit the Neek on the hot air balloon, and pick up the TNT barrel before floating over to the right. When you reach the next air jet, just before the three stationary Zingers, rise to the top. Pick up the TNT barrel and throw it at the Zingers to defeat the middle and top Zinger.

Get as high as you can on the air jet, and then float over the top of the remaining Zinger to collect the Banana Coin. Use the next two air jets, and rise as high as you can before floating over to the right as swiftly as you can on a hot air balloon. Jump from the seventh balloon after a short journey to the right and land on the high platform above.

Walk toward the single suspicious barrel on the platform to activate the

Klobber. Just jump over the Klobber as he runs toward you, as he'll fall into the lava on the left. Walk over to the right edge of the platform, and jump on the Neek before landing on the eighth hot air balloon. Float over to the right and hit the stationary Flitter before landing on the ninth hot air balloon.

Go to the top of the air jet, and then float right when the vertically moving Zinger has gone down. Jump on to the next Flitter before jumping onto the tenth hot air balloon. Quickly jump over to the eleventh hot air balloon, and then jump onto the Neek before landing on the twelfth hot air balloon. Move right onto the air jet and rise up to the top.

Float over to the next air jet and rise to the top, and then float right between the two stationary Zingers and float to to the top of the next air jet. The letter G will be over on the right. Float over to the letter G, and then ride the balloon down to the bottom until the bottom of it goes into the lava.

Quickly move across the three air jets under the three Zingers and rise to the top of the final air jet on the other side. Float over to the right until you see the thirteenth hot air balloon dropping down to the right. Wait until you are under the hot air balloon before jumping up to it, then jump off of the balloon and land on the target to complete the level.

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### Level 10: Squawk's Shaft

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#### LETTER K

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Turn left at the start of the level and pick up the treasure chest, then run to the right until you're under the Krook that is walking about on the ledge above. Jump up to the ledge, and throw the treasure chest at the Krook to collect the letter K.

#### LETTER O

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After collecting the letter K, select Diddy Kong and drop off the edge of the ledge to the right. A Banana Coin will be off to the edge of the right side of the platform. Cartwheel off the edge of the platform, and then jump back up to the left as soon as you've collected the Banana Coin. Jump up to the platform on the right, and hit the Klomp before jumping into the eight-way barrel kannon above. Shoot up out of the barrel, and then jump up both ledges to land on the platform with the three Klomps on it above.

Jump on all three Klomps, and then jump down to the platform on the left. Hit the Krook, and then jump into the eight-way barrel kannon above the left side of the platform. Shoot up and left out of the barrel, and then jump up both ledges to land on the next platform with the three Klomps on it.

Cartwheel/Helicopter through the three Klomps, and then either helicopter spin or cartwheel jump into the eight-way barrel kannon off the right side of the platform. Shoot up and right out of the first barrel, and right out of the second barrel to land in the first bonus barrel. Throw the various treasure chests at the stationary Zinger in the bonus level until you find the Kremkoin.

After exiting the first bonus level, jump up to the platform above and jump on

all three Klomps. Jump into the eight-way barrel kannon above the middle of the platform, shoot up and right, and then blast straight up after landing in the second barrel kannon. Hold right to land on the platform above. Walk right along the platform until you see the Krook throwing his hook, then quickly run back to the left to avoid the hook. When the hook has gone back to the right, run right and cartwheel/helicopter into the Krook.

Grab the treasure chest, and then jump up to the ledge above. Throw the treasure chest at the Krook on the ledge to find a red balloon, and then run left to the edge of the platform. Jump up to the higher ledge on the left, and use the team throw to get Dixie into the Dixie barrel above. After collecting the two Banana Coins and landing back on the ledge, drop down to the platform on the right, and continue right until you see the eight-way barrel kannon above the right edge of the platform.

Jump into the barrel kannon, and shoot up to the second barrel. Shoot up to the second barrel when the horizontally moving Zinger is on either the left or right side. Shoot up out of the third barrel, and hold left to land on the Klampon on the small platform. Jump up to the next ledge on the left with the Klampon, and then jump into the eight-way barrel kannon on the left. In the next set of barrels, shoot up and right, up and left, up (when the Zinger is on either side), and then up to land on the platform above. Jump up to hit the star barrel when you land on the platform.

Run over to the left side of the platform, and use the team throw to reach the high kannon barrel above. The kannon barrel will then blast you along to the second bonus barrel. Blast out of the various eight-way kannon barrels in the bonus level until you reach the ledge at the top-right corner where you can collect the Kremkoin.

After exiting the second bonus level, run right and jump over the gap to land on a small high platform. Jump up to the eight-way kannon barrel above, and then shoot straight up when there is a gap above between the two horizontally moving Zingers to land in another kannon barrel. Shoot straight up out of this barrel to land on the platform above, and then quickly jump on the Krook on the right before he throws a hook to collect the letter O that he was standing in front of.

LETTER N

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Run left and jump the gap between platforms, and then jump on the Squawks crate. Land on Squawks, and then fly straight up through the gap in the platforms. Fly straight up past the two stationary Zingers, and stop just below the Krook. Wait until he throws a hook, and then fly quickly up before it returns. There will be three Zingers just above. Two horizontally moving yellow Zingers and a stationary red Zinger. Hit the horizontally moving Zinger on either side, and then fly just above the stationary Zinger to collect the letter N.

LETTER G

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After going above the three Zingers, there will be three Krooks on the next three platforms above. Hit each Krook with an egg from Squawks just as the hook returns to the Krook. Fly quickly up the tunnel after this to avoid two swooping Mini-neckys, and stop just below the Krook on the platforms on either side of the tunnel. Fly up first and hit the left Krook, and then fly down a

short way. When the Krook on the right receives the hook, quickly fly up and throw an egg at the right Krook.

Fly into the gap where the right Krook was standing, and fly along to the right to find a Banana Coin. Follow the first banana arrow up when the Krook above has received his hook to find the Hero Coin. Fly left after collecting the Hero Coin to enter the third bonus barrel. Hit the eight stationary Zingers with eggs in the bonus level, and collect the Kremkoin at the bottom-right corner of the area.

After exiting the third bonus level, fly to the left side of the bonus barrel to collect an invisible Banana Coin, and then fly down past the Krook. Fly left to collect the Banana Coin, and then throw an egg at the Krook on the left. Go left, and then fly up the tunnel quickly to avoid the two swooping Mini-neckys. Once both Mini-neckys have been passed, go to the right side of the tunnel and continue going up until you see a platform above.

A Kannon is on the platform above, raining kannonballs down from above. Fly left when you spot a gap in the kannonballs, and continue flying up the tunnel. Fly through the gap between the two horizontally moving red Zingers to collect a banana bunch, and then fly up the final section of the tunnel as quickly as you can to avoid three swooping Mini-neckys.

Go through the gap between platforms at the top of the tunnel, and fly right. Pass the no animal sign with Squawks to receive a banana bunch, and then jump into the kannon barrel above. Look over at the items above the end of level target. When the Banana Coin is shown and the kannon barrel is pointing up and right, shoot out of the barrel to collect the letter G and exit the level.

BOSS BATTLE 2: KLEEVER'S KILN

1: Jump over the three fireballs that Kleeever throws until a kannonball drops down from above. Pick up the first kannonball and throw it at Kleeever, and then quickly jump across the hooks to the other side. Pick up the second kannonball as soon as you get to the other side, and throw it at Kleeever. Jump back across the hooks to the other side, and pick up the third kannonball. Wait until the fireball is thrown, then jump over the fireball and throw the kannonball at Kleeever.

2: Jump over Kleeever as he lunges toward you, and then jump across the multiple hooks to the other side. Pick up the fourth kannonball and throw it at Kleeever, and jump quickly back to the other side as he chases after you. Pick up the fifth kannonball and throw it at Kleeever, and then jump once more across the hooks to the other side. Pick up the sixth kannonball and throw it at Kleeever for the final time to defeat him.

3.3. World Three

Level 11: Barrel Bayou

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Run right from the start of the level and pick up the first barrel that you come to. Throw the barrel at the three Neeks shortly after on the right, and jump into the first timed barrel. Shoot straight up out of this barrel to collect the letter K.

LETTER O  
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After landing back on the path below, continue right and hit the Klomp after the small step down. Jump off the right edge of the path, and land on the flower below. Pick up the DK barrel and throw it at the stationary Flitter on the right, and then jump up to the right from the flower to land on the next path. Run right along the path until you come to the first Kloak. Wait under the first Kloak, and after throwing two crates he will throw a banana bunch.

Collect the banana bunch using a team throw, and then continue right. Go under the timed barrel, and jump over the stationary Zinger when the Krockhead has emerged from the swamp on the right. Land on the Krockhead, and then jump over to the small island on the right to find the Rambi crate. Break open the crate and land on Rambi. You will need to use Rambi for the rest of this level in order to collect the Hero Coin.

Jump from the island into the timed barrel on the right, and blast up + right to hit the Kloak which throws a stationary Zinger. Jump up the small step on the right and hit the stationary Zinger and the Klobber, and then drop down the small step on the right.

Run under the two Kloaks throwing crates, and run to the right edge of the path to find a vertically moving Zinger above the letter O. Using Rambi, jump and hit the Zinger, and then bounce back to the path on the left. Jump off Rambi and leave him on the path, and use a cartwheel or helicopter to collect the letter O. As soon as you collect the letter O, jump back up to the path on the left and land on Rambi.

LETTER N  
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Still with Rambi, jump into the timed barrel on the right. In this set of barrels, blast right, right, up + right, and finally right to collect the Banana Coin above the stationary Zinger. Hold right after collecting the Banana Coin to land on the path below. Hit the Klobber just after landing, and then jump up the step shortly after on the right to come to a Kloak which throws a banana bunch and a stationary Zinger. Drop down the small step shortly after on the right, and jump into the vertically moving timed barrel.

Shoot up + right out of the first vertically moving timed barrel when it's at the highest point, and then hold right in the air to completely skip the second timed barrel and land on the small section of path on the right with the Star Barrel on it. After crashing through the Star Barrel, jump on the stationary Zinger on the right and land on the big barrel down on the right. Jump across to the flower with the kannon on it, and then jump up to the next section of path on the right.

Run along this path, making sure that you hit all six Neeks and both Zingers, and then pass through the no animal sign with Rambi to collect the Hero Coin. Shortly after the no animal sign, there will be a Kloak throwing barrels. Stand



under the Kloak, and follow him when he starts moving off to the left. He will stop just above the left edge of the path to throw a treasure chest down.

Pick up this treasure chest, and throw it at the Kloak when he swoops down to reveal a kannonball. Pick up the kannonball and jump off the left edge of the path to land on the flower with the kannon on it down below. Put the kannonball into the kannon to blast up to the bonus level. Hit the two Flitters and one Zinger by throwing the kannonball in the bonus level, and collect the Kremkoin.

After exiting the first bonus level, jump into the arrow barrel on the right. Blast out of the barrel and hold right to land in the next barrel, and then blast along to the next section of path. Jump up the small step and run right to come to two Kloaks that are throwing Click-Clacks. Run under the first Kloak and wait under the second Kloak. When the second Kloak floats off to the left, use the team throw to reach the letter N.

#### LETTER G

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Run right and jump over the stationary Zinger to land in the next arrow barrel. Blast out of the barrel and hold right to land in the next barrel, and then blast along to the higher arrow barrel on the right. Blast out of this higher arrow barrel and hold right to land in the next barrel, and then blast along to the lower arrow barrel on the right. Hold right after blasting out of the barrel to land on the next section of path down on the right.

Run right on the path to find two barrels which turn into Klobbers. Hit both Klobbers, and then pick up one of the Klobber barrels. Throw the Klobber barrel at the vertically moving Zinger over a pit on the right. After the Zinger has been defeated, either cartwheel or helicopter into the pit. As soon as you've collected the Banana Coin, jump out of the pit and land on the path on the other side. As soon as you land on the path, run quickly to the right and go under the Kloak before he throws two barrels and a stationary Zinger.

Jump off the right side of the path and land on the big barrel on the swamp below, and then jump up to the path on the right. Off the right side of this path, there are some bananas above with a horizontally moving arrow barrel down below. Jump into the arrow barrel, and as you get blasted up, follow the barrel below so that you can land back in it. About half-way over the pit, the barrel will blast you up to the letter G.

When the barrel nears the next section of path on the right, hold right as you blast out of the barrel to land on the path. After landing, quickly team throw up + right to land in the bonus barrel above, as a Kloak on the right will quickly throw down three barrels and a stationary Zinger. In the second bonus level, blast along the seven barrels above the large section of swamp and collect the Kremkoin on the ledge at the bottom-right corner of the area.

After exiting the second bonus level, rotate the timed barrel either left or right, and shoot down when the semi-circling Zinger is on either side to land on the end of level target and exit the level.

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Level 12: Glimmer's Galleon  
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#### LETTER K

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Ignore the banana arrow pointing right at the start of the level, and swim up instead. Follow the banana curve along as it bends from up to right, and swim right to enter the first bonus level. Swim along the dark tunnel in the bonus level to collect the Kremkoin at the end of the area.

After exiting the first bonus level, swim up above the entrance to the first bonus level, and go right to pass through a hidden horizontal entrance. After arriving in the secret room with the bananas forming the number '3', swim to the right side of the area and then go up to get into another secret room. Collect the Hero Coin at the left side of this room, and then return to the room with the number '3' below. Swim out of this secret room back to the main section of the level.

After returning to the main section of the level, swim over to the left side, and then go up to come to yet another secret room with bananas forming the number '2'. Collect both Banana Coins, and then exit the room to get back to the main section. Swim down to the bottom, and then go right, following the trail of bananas. Near the end of the trail, Glimmer will make an appearance.

As soon as you find Glimmer, ignore the trail of bananas leading down to the right. Swim up to come to a small room with a single banana near a crate over on the right. Swim to the right side of the banana to collect a hidden red balloon, and then leave the room using the exit at the bottom-left, and swim down to continue following the banana trail.

At the end of the trail, swim up and right, and go through the tunnel under the banana arrow. At the end of the short tunnel, swim up to find a Lockjaw. When he charges at you, swim quickly up or down, and continue right. When the tunnel drops down, swim up to the top-right corner of the area, and go up the gap to collect the letter K.

LETTER O  
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After collecting the letter K, swim down out of the gap, and then swim down until you see the wall of crates over on the left. There will be a visible Banana Coin in the crates about half-way down. Hold left when you're level with the Banana Coin to swim through a hidden entrance. Collect the Banana Coin, and then continue swimming right, avoiding the two Flotsams shortly after.

Swim through the next low tunnel, and up and right after swimming out of it. Go up the tunnel on the right side of the banana arrow pointing up. After passing the second Lockjaw on the way up the tunnel, go through the hidden horizontal entrance that is on the left side, level with the third Lockjaw.

Swim down the tunnel to collect two Banana Coins, and then exit the tunnel to arrive back in the main tunnel with the three Lockjaws. Swim all the way up the tunnel to the top, and then swim to the top-right corner. Swim through the hidden entrance in the crate to collect the letter O, and then continue swimming to the left.

LETTER N  
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Swim through the gap between the two Flotsams, and then swim quickly down the tunnel after entering the large room with the Puftup. Go left at the bottom of

the tunnel, and swim to the left side of the Lockjaw to pass through a hidden entrance for a Banana Coin. Exit the small tunnel after collecting the Banana Coin, and swim up the main tunnel above the Lockjaw.

After coming to the crates above, swim slightly to the right and go up the tunnel. Swim left along the tunnel when you see the banana arrow pointing left, but watch out for the Flotsam floating around. Swim left through the tunnel at the end of the area to come to the Star Barrel above.

Crash through the Star Barrel, and continue down the tunnel. Swim left through the first tunnel near the bottom (above the banana arrow), and continue left after arriving in the large room. Stay at the top as you swim across the room to avoid a Shuri and a Flotsam. Swim up the tunnel at the left side of the room, and get directly above the Puftup in the next room to avoid the spikes that are thrown. Go right, and swim quickly up the next tunnel to avoid the Shuri.

Avoid the Lockjaw at the top of the tunnel, and swim left to arrive in another large room. Swim low to avoid the first Shuri, and then swim high to avoid the second. Exit the room on the left, and swim up the next tunnel before the Puftup explodes on the left. A Lockjaw will be over on the left. Wait for the Lockjaw to charge, and then swim left and down to collect the letter N.

#### LETTER G

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Swim up the tunnel after collecting the letter N and swim right at the top, watching out for a Lockjaw along the way. After entering the next large room, swim quickly down and right to avoid three Shuris. Swim under the Flotsam after exiting the room, and then swim quickly up above the first Shuri in the next room. Stay at the bottom of the room, and as the second Shuri charges at you, swim quickly under it to go into a hidden tunnel. Follow the tunnel along to collect two Banana Coins, and then swim left and up to exit the tunnel.

Swim up and right after exiting the tunnel to go above a crate, and then swim down and right on the other side. Swim along to the Puftup, and then wait until it explodes before going along to the right. Go down the next tunnel to find a Lockjaw. Swim down the tunnel below the Lockjaw, and follow the banana curve along to find an open crate. Go through the open crate to arrive in the second bonus level. In the bonus level, follow this route to the Kremkoin:

- 3rd tunnel up
- 2nd tunnel right
- 1st tunnel up
- Right at the top for the Kremkoin.

After exiting the second bonus level, follow the banana curve up and exit the tunnel. Swim right, and then go up the next tunnel. Swim straight up this long tunnel all the way to the top, and swim to the right above the Puftup. Go up the next tunnel on the right, and swim up past the two Lockjaws to find a Banana Coin in the gap. Swim to the next gap on the right to find the letter G.

Swim down out of the gap and continue right and down. Go through the small tunnel to arrive in a room with three Puftups. Swim up to the top of this room, and go quickly right above the Puftups to find a tunnel leading up. Swim up this tunnel to collect a Banana Coin, and then swim all the way down past the Puftups. Go right, and then go up the tunnel with the banana arrow pointing up to enter an arrow barrel. After getting blasted out of the barrel, you'll land on the deck of a ship, with a Spiny walking over on the right. Jump up onto the

barrel, then jump over and land on the end of level target to exit the level.

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Level 13: Krockhead Klamber  
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LETTER K  
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Run right from the start of the level, and wait for the Kutlass to attack you with his swords. Jump on him once his swords are stuck in the ground, and pick up the DK barrel. Run left to find two Zingers. Jump above the lowest Zinger, and hit the high Zinger with the DK barrel before landing on the other side. Pick up the treasure chest, and throw it at the highest of the two Zingers over on the left to collect a red balloon.

You should some bananas leading off to the left. Cartwheel/Helicopter off the edge of the path in the direction of the bananas, and then jump when the bananas start going up again. Bounce off the Flitter at the left edge of the swamp, and land on the next section of path. Run left through the banana arrow, and stop just before the two Zingers. Use the team throw to jump over the first set of Zingers and collect the Banana Coin, and then use the team throw again to jump over the second set of Zingers and land next to a treasure chest. Hit all four Zingers with this treasure chest to find the Hero Coin.

Collect the Hero Coin, and run back to the right. Jump into the kannon barrel above the right edge of the path to get blasted over the swamp, and land back at the starting point of the level. Run right along the path until you get to the edge, and then jump onto the pole. Bounce off the Flitter to land on the second pole, and then jump onto the big barrel in the swamp. Jump onto the horizontally moving Flitter when it's over on the right to bounce off and land on a flower platform.

Pick up the crate on the platform and throw it at the Kaboing over on the right, and then jump over to the big barrel where the Kaboing was bouncing. Jump onto the next pole on the right. There will be a Flitter circling the letter K nearby on the right. Jump onto the Flitter when it is below the letter K, and hold right after bouncing off the Flitter to land on the next pole.

LETTER O  
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Jump off the pole and land on the Kaboing on the barrel. Bounce over to the next Kaboing on the right, and then bounce straight over the top of the vertically moving Zinger to land on the next pole. There will be four Flitters over on the right. One quick vertically moving Flitter on the left, and three stationary on the right. Jump onto the first Flitter when it is at the lowest point to collect the Banana Coin, and then bounce off the remaining three Flitters before landing on the next pole.

Jump off the pole and land down on the flower with the DK barrel. Pick up the DK barrel and jump over to the big barrel on the right. Wait until the Kaboing bounces into the barrel, and then jump onto the horizontally moving Flitter when it has flown left as far as it can before jumping on it and landing on the flower. Jump from the flower over to the pole on the right, and climb up to the top.

There will be a Zinger quickly circling a stationary Zinger on the right. Jump off the pole when the Zinger is above the Flitter, and then bounce off the Flitter to land on the next pole on the right. The letter O will be low down between the two poles. Wait for the Krockhead to emerge from the swamp before quickly jumping onto it, collecting the letter O, and jumping up to the next pole on the right.

#### LETTER N

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After landing on the pole, climb all the way to the top. You don't need the Flitter to make the jump over to the next pole. When the Zinger flies to the left, jump off and hold right to land on the bottom of the next pole. Stay low on the pole, and wait until the horizontally moving Flitter on the right is at the left side of the Zinger before jumping onto the Flitter, bouncing over the stationary Zinger, and landing on the next pole.

The star barrel will be over on the right, with a disappearing Krockhead below. Wait until the Krockhead has emerged from the swamp before hitting the star barrel, landing on the Krockhead, and then quickly jumping over to the next pole before the Krockhead sinks back in to the swamp. Land in the handy arrow barrel, which will shoot you up to the next section of path.

A no animal sign will be over on the right, and a suspicious banana arrow will be pointing up. Use a jumping team throw to jump straight up the middle of the banana arrow and land in the first bonus barrel above. Jump on Squitter in the bonus level, and use the webs and web platforms to defeat all four of the Zingers.

After exiting the first bonus level, pass the no animal sign with Squitter to receive a red balloon. Wait for the Kutlass to get his swords stuck in the ground, then jump on him before continuing right. At the edge of the path, you should notice the first Krockhead barrel in the game. So called, because it causes any nearby Krockheads to rise up out of the swamp. Hit the first Krockhead barrel, and jump over both Krockheads that emerge out of the swamp on the right before landing on the next pole.

Climb about half-way up the pole, and wait for the vertically moving Zinger on the right to go just below the Banana Coin. When it does, jump above the Zinger and collect the Banana Coin. After landing on the next pole, climb to the top. A Zinger on the right will be circling a big barrel with a Krockhead barrel above it. Jump off the pole when the Zinger is at either the left or right side, and then hit the Krockhead barrel before landing on the big barrel. Quickly jump across all four Krockheads that appear from the swamp, and hop onto the next pole.

Climb to the top of the pole, and jump onto the flower down on the right when the Zinger has gone left. Jump over to the big barrel on the right, and pick up the crate. Wait until the Klinger climbing the pole on the right has slid to the bottom before throwing the crate, and then jump onto the next pole.

Jump off the pole, hit the Krockhead barrel, and then fall straight down (following the line of bananas) to land on the Krockhead. Hit the Flitter on the right before bouncing onto the next Krockhead. And then hit the next Flitter on the right when it's flown down to the lowest point to bounce up and collect the letter N. As soon as you've collected the letter N, hold right to land on the next Krockhead.

LETTER G

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Hit the circling Flitter and the horizontally moving Flitter on the journey over the next two Krockheads, and then jump onto the flower. This next section of the level consists mainly of Klingers climbing the poles. They're quite easy to defeat, just jump on them when they're low on the pole. Jump on the first Klinger on the pole. Climb high, and then jump over to hit the second Klinger when he climbs up the pole. When the Flitter next to the pole moves over to the left, jump off the pole, and bounce down all four Flitters to land on the next pole.

Jump over to the right and hit the Klinger on the next pole, and then climb almost to the bottom of the pole. Jump off to the right to hit the Krockhead barrel, and follow the curve of bananas to land on the Krockhead. Quickly jump over to the second Krockhead before the vertically moving Zinger flies down. Jump over the horizontally moving Zinger on the jump from the third to the fourth Krockhead, and then jump over to the brown Krockhead just on the right. After getting launched in the air, hold right to hit the Krockhead barrel above, and continue to hold right to land on a Krockhead that fortunately rises from the swamp.

Jump across all five of the Krockheads over this large section of swamp before landing on the next pole. Jump over to the final pole on the right, and climb to the top. Jump from the pole when the Zinger is on the left to land on the end of level target and complete the level.

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Level 14: Rattle Battle  
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LETTER K

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You should notice a single banana just above at the start of the level. Jump up under the left side of this banana to land in a hidden kannon barrel, which will shoot you up to a secret platform on the right. Collect the Banana Coin, and then use the team throw to jump into the first bonus barrel. In the bonus level, select Diddy Kong. Use the helicopter to jump from one barrel to the other. Jump up all of the barrels to collect the Kremkoin.

After exiting the first bonus level, run back to the left, jump up under the left side of the banana to get blasted up to the secret platform again and collect the Banana Coin again. Drop off the edge of the platform, and go through the entrance on the right to arrive in a small cabin with a Rattly barrel. Jump into the barrel to transform into Rattly, and exit the cabin on the right. On the ship, bounce along to the right, and bounce off the first Kaboing to get to the top of the barrel. Collect the letter K on top of the barrel, and continue bouncing along to the right.

LETTER O

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Bounce up the steps shortly after on the right, and jump on both Kaboings. Jump onto the single big barrel, and jump over the gap on the right. Hit the nearby Kaboing, and then jump over the large gap with the Flitter hovering over it. After landing on the other side, hit all three of the Kaboings, and continue

right to find a stationary Zinger above a big barrel, guarding a Banana Coin. Jump on the Zinger to collect the Banana Coin.

Further on the right, there will be two Kaboings, followed by another large gap. Wait until the horizontally moving Zinger has gone to the right side of the gap before jumping, landing on the Zinger, and bouncing up to the other side of the gap. Jump on the two Kaboings that come bouncing toward you after landing on the other side of the gap.

After the second Kaboing, there will be a trapdoor, with a line of three bananas rising out of it. Hit the third Kaboing just next to the gap over on the right, and then fall down the gap to land on a hidden platform. Go left after landing to enter the second bonus barrel. Bounce across the seven Zingers in the bonus level to find the Kremkoin on the platform at the right side of the area.

After exiting the second bonus level, continue right to find a large gap with two Zingers in it. The left Zinger is circling the letter O, while the right Zinger is stationary. Jump on the left Zinger when it is below the letter O, and then hold right to bounce off the stationary Zinger and land on the next section of the ship.

LETTER N

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Bounce down the steps on the right (jumping on any Kritters that happen to get in your way), to come to some barrels. Don't jump up the barrels. Instead, run along the side of the barrels to come to the edge of the platform. There will be a small gap, with a banana visible in the ship on the right. When the horizontally moving Zinger above has moved left, quickly jump over the gap and hold right to go through a secret entrance in the ship leading to a kannon barrel, which will blast you up to the main section of the ship, allowing you to collect the Hero Coin along the way.

Go right after landing back on the ship, and jump up to hit the star barrel. Go down the first drop on the right to land on a ledge. Go to the edge of the ledge to see a Kannon up on some barrels on the right, shooting kannonballs to the left. As soon as a kannonball has been fired, quickly jump over it and land the barrels. Jump on the Kannon and collect the Banana Coin that he was hiding, and continue to the right.

Jump on the wobbly vertically moving Zinger over the gap, and jump onto the top of the first double barrel you come to. Wait on the barrel, as a Kaboing will soon bounce up and hit you. Jump down to the single big barrel on the right. A Kannon will be launching barrels nearby. The pattern is two fast barrels and one slow barrel. Wait for the slow barrel to be launched, and then quickly drop off the right edge of the big barrel, and jump over the gap to land on the Kannon. After the Kannon has been defeated, face the gap on the left, which has the letter N over it. Fall into the gap, and then as soon as Rattly collects the letter N, jump to land on the left side of the gap.

LETTER G

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After collecting the letter N, jump over to the right side of the gap again, and continue right. Jump on the wobbly horizontally moving Zinger over the gap on the right, and bounce up to the other side. Jump on the first big barrel on the other side of the gap. An arrow will be pointing up above the barrel. Use

Rattly's Superjump to land in the third bonus barrel above. In the bonus level, jump and Superjump to collect all the stars, and collect the Kremkoin on the top-right barrel.

After exiting the third bonus level, run right and hit all three Kaboings on the way to the steps. Don't go down the steps just yet. Move to the top of the steps, and watch the kannonballs going past below. As soon as a kannonball has passed, bounce down the steps (bouncing over any other kannonballs on the way) to come to the edge of the platform. There will be a stationary Zinger over on the right. Wait for a kannonball to come into view on the right, then jump over the kannonball, land on the Zinger, and bounce off to hit the Kannon over on the other side of the gap.

Bounce along to the right to find a Kannon shooting kannonballs down from a big barrel above. As soon as the kannonball lands on the ground and bounces, quickly run under the Kannon before he drops another kannonball. Continue right to come to another gap with a vertically moving Zinger above it. Jump on the Zinger and bounce up to the other side of the gap.

After landing, go right along side the barrels. When you see the first Kaboing, wait until he lands and jumps before continuing right. Wait under the third barrel from the left (the double barrel) until all four Kaboings have bounced off into the distance, and then bounce up to the top of the fifth barrel from the left (the triple barrel) to collect the letter G.

Drop off the right side of the barrel and continue right to come to the edge of the platform. Barrels thrown from a Kannon will be flying past above. Jump up and land on one of the barrels, and then hold right to bounce over the gap and land on the Kannon. Go right and hit the Kaboing coming up the steps. Run down the steps to find another Kannon dropping kannonballs.

As soon as the kannonball lands on the ground and bounces, quickly run under the Kannon before he drops another kannonball. Bounce up the steps, and pass through the no animal sign at the top to reveal a banana bunch. Select Diddy Kong. Continue right and jump into the Dixie barrel, and then blast out of the barrel to land on the end of level target and complete the level.

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### Level 15: Slime Climb

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#### LETTER K

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You start the level on a mast, above the water where a Snapjaw patiently swims, waiting for the water to rise. Run right and jump up to the next mast. Cartwheel/helicopter through the single Click-Clack on the mast, and drop down to the next mast on the right. Cartwheel/helicopter through both Click-Clacks, and turn back to the left. Jump into the water to collect the Banana Coin and then quickly jump out before the Snapjaw catches you.

Run right after landing back on the mast, and climb up the rigging all the way to the top. Pick up the DK barrel on the right after arriving on the mast, and then run left. Jump over the two Click-Clacks on the way along the mast, and stop when you see the mast above with the letter K below it. Throw the DK barrel at the Krusha up on the mast, and then hit the Click-Clack which should be walking toward you from the right. Cartwheel or helicopter spin in the direction of the letter K, and then jump back to the mast on the right as soon



as you've collected it.

#### LETTER O

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Jump up to the mast on the left, and hit the Click-Clack before jumping down to the next mast. Climb up the rigging to the top, and jump onto the platform on the right. Quickly jump across to the third platform with the Klomp on it. Hit the Klomp, and then do a cartwheel/helicopter jump to collect the Banana Coin under the fourth platform. Jump straight up to the fourth platform, and then jump up to the fifth. A Kruncha will be walking around on the mast on the right. Use a team throw to jump up to the platform above before the water rises too high.

Jump across the next three platforms on the left, hitting the Klomp on each platform. Jump from the final platform onto the next section of rigging, and climb up the right side as high as you can. Wait until the Klinger on the left has slid down, before jumping over to the section of rigging on the left and climbing up to the mast at the top. Go to the right side of the mast, and use the team throw to jump into the kannon barrel above. The kannon barrel will blast you up through the letter O to the next mast.

#### LETTER N

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After collecting the letter O, run over to the left side of the mast and team throw into the kannon barrel above. The kannon barrel will blast you along a line of bananas leading to the star barrel. After crashing through the star barrel, jump to the next mast on the right and quickly cartwheel/helicopter into the Kannon before he has a chance to shoot a kannonball. Hit the exclamation point barrel which the Kannon was standing in front of, and then jump down into the water. Swim slightly to the right, and follow the trail of bananas down to the first bonus barrel. Collect 70 stars in the bonus level, and then collect the Kremkoin at the bottom of the rigging.

After exiting the first bonus level, run right and jump down to the next mast, and quickly cartwheel/helicopter into the Kannon before he has a chance to shoot a kannonball. Hit the exclamation point barrel which the Kannon was standing in front of, and then climb up the rigging to the top. Run left after landing on the mast, and cartwheel/helicopter down to the Banana Coin between the gap in the masts. After collecting the Banana Coin, quickly jump up to the mast on the left and continue along until you come to the next section of rigging. Climb up the rigging to the top to land on the next mast.

Go right to the edge of the mast, and bounce off the horizontally moving Flitter to land on the next section of rigging. Climb to the top of the rigging, staying at the left side. Climb right along the top of the rigging when both Klingers slide down, and then jump from the top-right corner of the rigging to the sloped mast below. Run to the top of the sloped mast to find a banana arrow pointing up.

Jump to the next section of rigging just to the right of the banana arrow, and move over to the left as soon as you can. Wait until the horizontally moving Zinger has moved right before you climb up past it. When you see the next section of rigging over to the left, jump over and land on it. Move across to the left side of the rigging, and climb down to collect the letter N.

LETTER G

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Climb quickly up the left side of the rigging after collecting the letter N, watching out for the horizontally moving Zinger about half-way up the rigging. Move over to the right side of the rigging at the top, and jump over the vertically moving Zinger on the right when it's at the lowest point to land on the next section of rigging.

Move over to the right side of the rigging, and climb up past the two horizontally moving Zingers when they hover to the left. At the top of the rigging, climb left along the rope. At the end of the first rope, bounce along the all three slow horizontally moving Flitters to land on the next rope on the left. Climb up to the top of the rigging at the the left side of the rope to land on the mast above.

Hit the Klobber on the left after landing on the mast, and pick up the barrel. Go right and jump across to the sloped mast, where a Klobber will rush toward you and will hit the barrel you're holding. Pick up the new Klobber barrel and run right. Jump to the right at the top of the mast, and hit the Kruncha under the rigging with the Klobber barrel. Jump up to the rigging and climb to the top before the water rises too high.

After arriving on the mast at the top of the rigging, run left to the edge of the mast. Watch the Snapjaw in the water below. As he swims right, jump into the water and quickly swim along to the left, following the trail of bananas, to reach the mast on the other side. Collect the two banana bunches and the letter G on the mast, and hit the DK barrel above if necessary. Walk to the right edge of the mast, Watch the Snapjaw in the water below. As he swims left, jump into the water and quickly swim along to the right to reach the mast on the other side.

After landing back on the mast, jump up to the mast above and pick up the kannonball. Jump up the three platforms on the left, using the kannonball to defeat the Klomp on each one, and then pick up the kannonball and jump across to the fourth platfor on the left. Put the kannonball in the kannon to get blasted up to the second bonus level. Destroy the five enemies in the bonus level, and then collect the Kremkoin on the mast at the top of the area.

After exiting the second bonus level, use the team throw to hit the exclamation point barrel nearby, and then run right to the edge of the mast. Drop down off the edge of the mast and land in the water, and then swim right to collect the Hero Coin on a hidden mast just under the mast with the end of level target on it. Jump up to the mast after collecting the Hero Coin, and jump into the barrel at the right side of the target. Blast out of the barrel to hit the end of level target and exit the level.

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Level 16: Bramble Blast  
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LETTER K

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Run right along the platform at the start of the level, and jump into the kannon barrel, which will fire you into the first barrel of the level. Follow this route through the level:

Barrel 1 : Up + Right  
Barrel 2 : Up + Right  
Barrel 3 : Up + Right  
Barrel 4 : Down + Right  
Barrel 5 : Down + Left  
Barrel 6 : Down + Right  
Barrel 7 : Up + Right

LETTER O

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Barrel 8 : Down + Right  
Barrel 9 : Up + Right  
Barrel 10 : Up + Left  
Barrel 11 : Up + Right  
Barrel 12 : Up + Right  
Barrel 13 : Up + Right  
Barrel 14 : Up + Right  
Barrel 15 : Down + Right  
Barrel 16 : Up + Right

LETTER N

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Barrel 17 : Up + Left  
Barrel 18 : Down + Left  
Barrel 19 : Up + Left  
Barrel 20 : Down + Left  
Barrel 21 : Up + Left  
Barrel 22 : Down + Left  
Barrel 23 : Down + Left  
Barrel 24 : Up + Left  
Barrel 25 : Down + Left  
Barrel 24 : Left  
Barrel 25 : Up + Left  
Barrel 26 : Up + Left  
Barrel 27 : Up + Right  
Barrel 28 : Up + Right  
Barrel 29 : Down + Right  
Barrel 30 : Up + Right  
Barrel 31 : Up + Left  
Barrel 32 : Up + Left  
Barrel 33 : Up + Left  
Barrel 34 : Down + Left  
Barrel 35 : Down + Left  
Barrel 36 : Down + Right  
Barrel 37 : Down + Left to the first bonus barrel

In the first bonus level, blast through the various barrels to collect the Kremkoin at the right side of the area. Refer to bonus level 32 in the bonus level list section for information on the correct route.

After exiting the first bonus level:

Barrel 38 : Up + Right  
Barrel 39 : Down + Right  
Barrel 40 : Up + Right  
Barrel 41 : Down + Right  
Barrel 42 : Down + Right

Barrel 42 : Up (to collect the Banana Coin)  
Barrel 43 : Up + Left  
Barrel 43 : Down + Left  
Barrel 44 : Down  
Barrel 45 : Right  
Barrel 46 : Up + Right (which will lead to the star barrel)  
Barrel 47 : Up (to collect the lettter N)

#### LETTER G

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Barrel 48 : Up + Right  
Barrel 49 : Down + Right  
Barrel 50 : Down + Right  
Barrel 51 : Up + Right  
Barrel 52 : Up + Right  
Barrel 53 : Up + Left  
Barrel 54 : Up + Left  
Barrel 55 : Up + Right  
Barrel 56 : Up + Left  
Barrel 57 : Up + Right  
Barrel 58 : Up + Left  
Barrel 59 : Down + Left  
Barrel 60 : Up + Left (when Zinger is low)  
Barrel 61 : Up + Left (when Zinger is low)  
Barrel 62 : Up + Left

Hold left after being blasted out of the arrow barrel to land on the platform above. Jump on the Klampon, and then run over to the left side of the platform. There will be a line of three bananas. Jump off the edge of the platform and follow the line down to land in the next barrel below.

Barrel 63 : Right  
Barrel 64 : Up  
Barrel 65 : Left

After landing on the next platform, cartwheel/helicopter through both Click-Clacks, and then jump into the next barrel off the left side of the platform. Almost there!

Barrel 66 : Down + Left  
Barrel 67 : Up + Left  
Barrel 68 : Up + Right  
Barrel 69 : Up + Left  
Barrel 70 : Up + Right  
Barrel 71 : Up + Left  
Barrel 72 : Up + Left  
Barrel 73 : Up + Right  
Barrel 74 : Up + Left  
Barrel 75 : Up + Right  
Barrel 76 : Down + Right  
Barrel 77 : Up + Right  
Barrel 78 : Down + Right  
Barrel 79 : Down + Left  
Barrel 80 : Down + Right  
Barrel 81 : Down + Left  
Barrel 83 : Down + Right  
Barrel 84 : Down + Left  
Barrel 85 : Down + Right



Jump down to the right from the third hook, and run through the entrance on the right to enter the first bonus level. Pick up the treasure chest in this bonus level, and hit all eight Zingers with it to reveal the Kremkoin.

After exiting the first bonus level, run left and drop off the edge of the ledge, and then run right into the entrance to enter the second bonus level. Jump left and right to climb the sticky wall in this bonus level, and collect the Kremkoin on the ledge at the top-right corner.

After exiting the second bonus level, run left and drop off the edge of the ledge to land on the slope below. Run off the right edge of the slope to land near the entrance of the level, and then continue right. Jump across the first sticky floor, and drop down off the edge of the path on the right to land on another sticky floor.

Wait on the floor for the Click-Clack to come shuffling toward you. When it gets close, jump on it once, and pick it up. With the Click-Clack, continue right to come to another sticky floor. Jump across to the right to find a Zinger. Throw the Click-Clack at the Zinger, and jump across right to leave the floor. Cartwheel/helicopter through both Click-Clacks on the right, and jump up to the next sticky wall on the right. Jump across to the left wall, and climb up to the ledge at the top. Collect the Banana Coin on top of the ledge, and then select Diddy Kong.

Helicopter from the ledge over to the right to avoid two Zingers and a sticky floor, and land near the barrel. Cartwheel/helicopter into the Spiny that comes quickly up the slope on the right, and then pick up the barrel. Walk right until you're about half-way down the slope, and then hold up as you throw the barrel. If you just throw the barrel right, it will go too fast and is difficult to keep up with. Throwing the barrel up gives you more time to start running after it. Run along after the barrel as it lands, and it will defeat two Zingers. Jump onto the right wall, and jump left and right up the sticky walls to climb up and collect the letter K.

LETTER O

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There will be a horizontally moving Zinger above the letter K which hovers near the right wall. Jump over to the left wall and climb up to the ledge at the top. On the ledge, jump to the sticky wall over on the right and climb to the top to find a treasure chest. Pick up the treasure chest and jump down to the left to land on a slope. Run up the slope, and throw the treasure chest into the nearby Spiny to find a green balloon.

Collect the green balloon and continue up the slope to the sticky floor at the top. There are two vertically moving Zingers over this floor. Jump over both Zingers when they're at the lowest point, and quickly jump off the floor to see a Spiny walking toward you. Cartwheel/helicopter into the Spiny, and jump up to the sticky floor ledge on the left. Jump across to the sticky wall on the left with the Zinger at the bottom, and climb up to the top to land on a sticky floor.

Jump over to the gap between the sticky floors, and pick up the DK barrel before walking over to the next sticky floor on the left. Let the first Spiny walk into the barrel, and jump over the next Spiny to land on the other side of the sticky floor. Walk left until you get to the top of the slope leading down, and look up to see a hook above. Use the team throw to reach the hook, and jump from the hook up to the sticky wall on the left. Climb up the wall, and jump up to the ledge with the Squitter crate on it.

Jump on the crate on the ledge and land on Squitter, and then drop down to the left to land near a Sticky floor. Shoot webs at the three Spinys walking over the sticky floor, and run across to find the star barrel. Jump up to hit the star barrel, and continue left across the next sticky floor to find a Zinger above an arrow barrel. Shoot a web at the Zinger, and jump into the barrel. Hold left after getting shot out of the barrel to land on the ledge above.

After landing on the ledge, jump back down off the ledge to the right, and keep quickly tapping Y to shoot webs. One of the webs should have hit the Zinger that was guarding the Banana Coin over on the right wall. If you hit the Zinger, use the arrow barrel to blast back up to the ledge, and then jump off the ledge again and hold right to collect the Banana Coin. Use the arrow barrel to shoot back up to the ledge on the left. After landing back on the ledge, build web platforms diagonally up and right to collect the letter O in the top right corner above the DK barrel.

#### LETTER N

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Jump back down to the left after collecting the letter O, and land back on the ledge. You should notice two Zingers over on the left. One is stationary, and the other is moving horizontally. Jump and shoot webs at both Zingers, and continue left. Jump up the two big steps on the left, and shoot the Zinger that is semi-circling the hook up on the right. Stayig near to the left wall, build web platforms straight up to collect two banana bunches and a Banana Coin. Then jump down to the right to land at the bottom of a slope.

Jump and shoot a web at the Spiny walking down the slope, and then run up the slope to the sticky floor at the top. Shoot webs as you run across the floor to defeat a Krook over on the right side of the floor. Jump up the step on the right, to land near a sticky floor with a Zinger semi-circling a DK barrel above a sticky floor. Jump and shoot a web at the Zinger, and run across the floor to the slope at the other side.

Shoot webs at the two Spinys that walk up the slope, and then run down it to a small section of sticky floor at the edge of the path. Shoot a web at the Zinger semi-circling the hook, and build web platforms up to the next section of path higher up on the right.

After landing on the path, run right down the three big steps, shooting the Spiny on each step. On the final step, shoot a web at the stationary Zinger above the small gap, and then drop down the gap to land on a sticky floor below. There is a barrel over on the right which can blast you back up the main section of the level, but that will come into use later. Walk left to find two stationary Zingers.

Shoot a web at the lowest Zinger. Jump up the big step, and run left under the higher Zinger to arrive in a large room with lots of bananas. Build web platforms up the middle of this room to collect the Hero Coin at the top, and then run back to the right until you get to the barrel. Enter the barrel, and wait until it moves to the left before blasting out of it. Hold right after blasting out of the barrel to land on the sticky floor to the right of the gap.

Run along the path on the right to find a stationary Zinger just above an arrow barrel. Shoot a web at the Zinger to reveal the letter N that it was guarding, and then drop down off the right edge of the path to collect the letter N and land in the arrow barrel. Hold left as you blast out of the arrow barrel to land on the path above.

## LETTER G

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After landing on the path, go left and shoot webs at the two Spinys walking over the sticky floor. There will be bananas leading diagonally up to the right over this section of floor. Build web platforms up in the direction of the bananas to find a small hidden ledge up on the right, with a vertically moving Zinger at the left side of the ledge. Shoot a web at the Zinger, and then jump from a web platform onto the ledge. Go through the entrance at the right side of the ledge to enter the third bonus level. In the bonus level, build web platform up the tunnel to reach the Kremkoin on the ledge at the top-right corner of the area.

After exiting the third bonus level, go left and shoot the two Spinys out of the way. Go left over the sticky floor until you come to the edge of the path. A Zinger will be semi-circling a hook up on the left. Shoot a web at the Zinger, and then build web platforms up and left until you come to a sticky wall, and then build the web platforms straight up to come to a ledge up on the left. Using the last web platform, quickly shoot webs at the Krook over on the left, and then jump up to the ledge when the Krook has been defeated.

There will be a hook up on the left near the start of the ledge. Build web platforms up in the direction of the hook, to land on a higher ledge up on the left. Run across this ledge, collecting the various bananas along the way, and drop down off the left edge to land on a sticky floor down below. There will be a horizontally moving Zinger hovering under a hook on the left. Shoot a web at the Zinger, and then build web platforms along to the left until you reach the next section of sticky floor on the other side. Run through the no animal sign on the left to receive a red balloon.

After passing the no animal sign, jump up the left sticky wall as high as you can, and look over the right to see the end of level target. The letter G will be shown. Wait until the second banana bunch is shown after the letter G, and then jump from the wall as the item above the target changes. Land on the end of level target to collect the letter G and exit the level.

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## Level 18: Target Terror

  
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## LETTER K

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Run right along the platform at the start of the level, and pick up the DK barrel. Throw the DK barrel at the slow vertically moving Zinger, and jump into the arrow barrel at the right side of the platform. The barrel will blast you up to the rollercoaster cart, where most of this level takes place.

After going down the first long steep slope, jump at the bottom to collect a banana bunch. Jump at the end of the first section of track to fly over a Zinger and land back in the cart. Ride up the gentle slope further on the right, and jump at the top to land on a stationary Flitter. Bounce off the Flitter to collect the letter K and land back in the cart.

## LETTER O



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After passing through the wooden shack, jump up when you see the curve of bananas to hit the first check barrel. This will cause the first gate to open on the right, allowing you to pass safely through. At the bottom of the slope, jump over the gap and land in the next cart.

When you come to the Flitter, jump out of the cart and bounce off the Flitter to hit a check barrel above. After passing through the second gate, just ride along the long section of track until the end, and drop off the end of the track to land on the track below. At this point, a Klank will be riding in just in front of your cart. Jump over the first and only barrel that he throws, and then jump over the gap shortly after on the right to land in the next mine cart, hitting the check barrel on the way.

The third gate will open as you land in the mine cart. Continue riding the cart along, and ignore the X barrel above. Pass through the fourth gate and go down the steep slope on the other side. Ride up the first gentle bump after the steep slope, and jump at the top of the bump to land in the first bonus barrel. In the bonus level, get on Squawks and throw eggs at all nine Zingers, and then collect the Kremkoin on the ledge at the top-right corner of the area.

After exiting the first bonus level and landing in the cart below, jump up to collect the letter O just over on the right.

LETTER N  
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Continue to ride the mine cart up the small slope, and jump on both stationary Flitters at the top to hit the check barrel. Land back in the mine cart, and pass through the fifth gate. Jump on the stationary Flitter at the end of the track, and crash through the star barrel just above the next cart.

After landing in the next cart, ride up the steep slope and jump to the cart over the gap. Ride along the very small section of track, and jump over to the next mine cart over the gap. Jump over the X barrel shortly after landing in the cart, and pass through the sixth gate. As soon as you pass through the sixth gate, jump up to avoid a Zinger and hit the check barrel. After passing through the seventh gate, go down the steep slope and jump the big gap at the end of the track to collect the letter N.

LETTER G  
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After collecting the letter N and landing in the mine cart, immediately jump up to hit the check barrel. Ride through the eighth gate and ride up the steep slope on the other side. Ride down the other side of the slope to come to a wooden shack. Jump up in the shack to collect the hidden Hero Coin, and continue riding right along the track to see a Klank drop down from a track above on the right.

Jump over both barrels that the Klank throws. When the Klank drops down through a large gap in the track, follow him down the gap to land on a hidden section of track. When you come to the gap in this hidden track, jump over it and land in the mine cart on the right, which will take you into the second bonus level. Complete the rollercoaster ride in the bonus level, and collect the Kremkoin at the right side of the area.

After exiting the second bonus level, ride the cart along until you see a semi-circle of bananas. Jump out of the cart, and follow the bananas in the air to collect the letter G and land in a kannon barrel. The kannon barrel will blast you up to a cart up on the right.

Ride about a quarter of the way down the first slope in the cart, and then jump to clear the Zinger and hit the check barrel. After passing through the ninth gate, the track will suddenly end. Jump out of the mine cart and bounce off the two stationary Flitters to land in the next mine cart.

There will be two Zingers high above this track, one on either side of a check barrel. Jump up out of the cart when the cart passes under the left Zinger to hit the check barrel. After passing through the tenth gate, ride the track along until the end, where there will be a trail of bananas. Ride off the end of the track, and when you collect the final banana in the trail, jump up to the right, hit the check barrel, and land in the final cart.

Ride the cart along until you come to the X barrel with the single banana above. The banana is actually a hidden red balloon, but is difficult to collect without actually hitting the X barrel. After passing through the eleventh gate just after the X barrel, continue to ride the cart along to the exit of the track. In the room with the end of level target, use a team throw to get into the barrel on the left. Blast out of the barrel to hit the end of level target and exit the level.

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### Level 19: Bramble Scramble

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LETTER K

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You start the level on a wooden platform which leads off to the left. Instead of going left, turn right to see a line of three bananas. Jump over the brambles on the right, and fall down the line of bananas to land in a horizontally moving kannon barrel below. When the kannon barrel has moved to the right, blast out of it and hold right to land on a small ledge with the letter K at the right side.

LETTER O

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Jump back into the kannon barrel after collecting the letter K. When the kannon barrel has moved to the right, blast out of it and hold left to land back at the starting point of the level. Run right and jump on the Krook just as he throws his hook. Use Diddy's helicopter to fly over the brambles below and land on the next platform, and then continue left to see a trail of four bananas leading up and then left. Follow the bananas as you jump in the air to pass through the gap in the brambles and land on the vine down on the left.

Climb left on the vine to see two vertically moving Zingers. When the Zingers go above the vine, quickly climb under them to the other side. Go to the left side of the vine, and jump up to the rope. Climb the rope slowly until you see the Krook above on the ledge at the left side of the rope. Wait until he throws the hook and it returns to him, and then quickly climb up past the Krook. Near the top of the rope, there will be a small gap in the brambles on the right. Jump from the rope and go through the gap to land on the platform on the other

side.

Cartwheel/helicopter through the Click-Clack as soon as you land on the platform, and then go to the left side of the platform. Team up, and then use a jumping team throw to hit the exclamation point barrel above. As soon as you've hit the barrel, run to the right and drop down the gap. Run along the brambles and jump over the three bramble walls. After jumping over the third bramble wall, land in the barrel.

A line of bananas will be going up on the left. Blast up to the right side of the bananas to collect the Banana Coin at the top, and then tap left to land in the first bonus barrel. Jump on Squawks at the start of the level, and throw eggs at all ten of the Zingers. Collect the four stars that were behind each of the Zingers, and collect the Kremkoin on the ledge at the bottom-right corner of the area. You will also receive a Banana Coin from passing the no animal sign.

After exiting the first bonus level, you will arrive in front of a Squawks crate. Jump on the crate and land on Squawks, and fly straight up to fly between three stationary Zingers. Follow the bramble tunnel as it curves from up to left. As the tunnel goes left, Flitters will start flying toward you. Stay at the top of the tunnel to avoid the first four Flitters, but fly down after the fourth, as the fifth Flitter flies at the top of the tunnel.

After passing the six Flitters, there will be a stationary Zinger at the bottom of the tunnel that is blocking a gap. Fly over to the right, and fly down to touch the tunnel floor (the brambles only injure Squawks, not the Kongs). Turn back to the left so that you can just see the edge of the Zinger, and throw an egg. Once the Zinger is gone, fly down the gap, and then fly right to find a small room with a Banana Coin at the top-left corner. Collect the Banana Coin, and then fly back out of the tunnel.

After exiting the gap, fly left to find two horizontally moving Zingers. The top Zinger is yellow, and the bottom Zinger is red. Shoot an egg at the yellow Zinger, and then fly over the top of the red Zinger. Continue left to come to a tunnel leading down. Position Squawks over the middle of the tunnel, and then fly straight down to avoid a Krook on the right, and two horizontally moving Zingers.

After flying down out of the tunnel, go down to the bramble floor and move left. Throw an egg at the first Flitter that flies slowly toward you, and then fly up slightly so that you can shoot an egg at the slow Zinger moving to the right. Shortly after, there will be five fast circling Zingers. Two yellow Zingers, and three red. Shoot eggs at the two yellow Zingers, and then fly through the gap to the middle of the circle. Wait until the gap appears again before flying quickly out of the circle.

After exiting the circle, fly up the right side of the Kannon that is dropping kannonballs down. Fly over the top of the room that the Kannon is in to collect 14 bananas. Fly down the left side of the Kannon, and continue left, staying on the bramble floor. Shoot an egg at the Zinger that flies toward you, and continue flying left to collect the letter O.

LETTER N

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Fly slightly to the right after collecting the letter O, and go up the tunnel slowly. Wait until he throws the hook and it returns to him, and then quickly fly up past the Krook. Fly up the tunnel to find another Krook on the left.

Wait until he throws the hook, then fly up and shoot an egg at him. Then fly into the gap where he was standing, and fly up to find two Banana Coins.

Fly out of the gap and go right. Pass through the no animal sign to receive a banana bunch. Continue right to see the star barrel up on the rope. Climb up the rope to crash through the star barrel, and then jump off the rope and land back on the platform below. Walk right to see a bramble wall, and beyond that, a platform with a banana on it. Jump through the brambles to go through a hidden entrance and land on the platform on the other side.

Walk to the right side of the platform to see another platform over a large bramble pit on the right. Use a cartwheel/helicopter jump to get over to the platform, and then jump up to the Squitter barrel to transform into Squitter. Build web platforms up and right to start with, and then build them straight up the wide tunnel to collect two Banana Coins. At exactly the same level as the Banana Coins is a single banana in the brambles over on the left.

Build web platforms along to this banana, and pass through the bramble wall to a hidden room. Jump up and hit the single banana above to collect a hidden Banana Coin. Keep building web platforms along to the left to collect the Hero Coin. You may also have noticed a single banana down at the bottom-left corner of this area. If you build web platforms down to this banana, you can collect a blue balloon. Exit the area by building web platforms back to the right. Back in wide tunnel, build web platforms up, and then jump onto the platform at the top-left corner of the tunnel.

Pass through the no animal sign on the platform to receive a red balloon, and then jump into the arrow barrel over on the left side of the platform. After landing on the rope above, go right slightly, and then drop down to the platform. Cartwheel/helicopter through both Click-Clacks, and then jump over the high bramble wall on the right. Follow the line of bananas down to hit the Squawks crate.

After landing on Squawks, shoot an egg at the lowest of the two stationary Zingers, and then continue right to arrive in a large room with eight stationary red Zingers. Avoiding the Zingers, fly up to the top-right corner of the room to find a Krook. Wait below the Krook as he throws a hook, and then quickly fly up and throw an egg at him. Collect the letter N, and then exit the room at the bottom-right corner.

LETTER G

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Go right along the tunnel, and go below the vertically moving Zinger when it goes up. Shortly after on the right, fly under two vertically moving Zingers when they go up. Go up the tunnel at the end, and watch the five circling Zingers above. There will be a gap after the fifth Zinger. Fly into the gap, and follow the Zingers as they go around to the right, and go up the tunnel at the top.

Fly to the top of the tunnel, and go left. Stay touching the bramble floor as you fly left down the slope to the large area. Fly along to the right, and throw eggs at the first two Zingers. After the second Zinger, fly up the small slope to avoid hitting into the brambles, and then continue flying along the floor. Fly up over the red Zinger, and hit the yellow Zinger above, and then go low and fly quickly to the left to avoid three Mini-neckys.

Fly up the tunnel after the Mini-neckys to come to another area with circling Zingers. The fifth Zinger is stationary, while the other four are circling.

Fly into the gap after the fourth Zinger, and follow the Zingers as they go around to the left. Go through the tunnel at the right, and continue right to come to an area with four Kloaks. Stay on the bramble floor, and hold right to pass under all four of the Kloaks. Pass through the no animal sign at the end of the area to receive the letter G.

Collect the letter G, and run right to the edge of the platform. Jump off the edge of the platform and follow the line of bananas down to hit the end of level target and exit the level.

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Level 20: Rickety Race

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LETTER K

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At the start of the level, there will be a small ledge up on the left. Use the team throw to get up to the ledge, and then team throw again to reach the next ledge above. Select Diddy Kong. Helicopter over to the ledge on the right, and go through the entrance to enter the first bonus level. In the bonus level, take the high track, the high track, the low track, and the high track, and then continue riding the cart to the end of the area to collect the Kremkoin.

After exiting the first bonus level, jump off the edge of the ledge and fall down the middle of the banana arrow to land on the platform below. Run right along the platform and jump into the cart. In the cart, hold left as the traffic lights are shown. When the light goes green, keep holding left to go back to a secret + barrel, which will make you go a lot faster.

Ride the cart along until you see the first exclamation sign. Whenever you see exclamation signs, there will be a gap in the track about one screen length to the right. Jump over the first gap and keep holding right to defeat the first Klank. When you see the second Klank, jump up and collect the letter K.

LETTER O

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Ride down the steep slope after collecting the letter K, and continue riding the cart along the track to hit the third Klank. Ride up the steep slope shortly after, and ignore the exclamation sign (The cart will fall down to the next section of track by itself). Jump up the next gap, and then jump immediately after landing to clear the slope and pass the fourth Klank.

Ride up and down the next steep slope, and jump over the two gaps at the bottom. Hit the fifth Klank along the track, and then jump over the next two gaps. Ride the track along, and prepare for the next gap after riding over the small bump in the track. Jump the gap, and then jump again immediately after landing to clear the downward slope and land on the next upward slope, hitting the sixth Klank along the way (and getting a bunch of bananas). Jump over the gap at the top of the steep slope, and then jump again after going down the small slope to collect the letter O.

LETTER N

At the bottom of the steep slope, jump over both gaps, and hit the seventh Klank as he rides up the slope to collect the letter N.

LETTER G

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Ride down the small slope after collecting the letter N, and jump up the gap at the bottom of the slope. Jump over the next two gaps on the flat track, and then jump the next gap at the bottom of the gentle slope. Ride down the next steep slope, where the eighth Klank will come into view. Hit the eighth Klank to collect a Banana Coin, and jump over both gaps after landing.

Jump over the next two gaps after the exclamation sign, and ride along the track until you come to the next sign. Jump just as you pass the sign, and then jump immediately after landing on the high section of track to collect the letter G. After collecting the letter G, the final Klank will soon appear on the track ahead. There will be two big dips in the track, followed by four gaps. Jump from the top of the second dip to hit the Klank and collect the Hero Coin, and then jump over the four gaps shortly after. Follow the final section of track along to exit the ride.

In the final area, the end of level target will be over on the right, and two hidden hooks above the far left side of the area. Select Diddy Kong. Jump up to the first hook, then jump straight up to the second hook. From the second hook, jump over to the right and helicopter along the horizontal line of bananas. When you're over the vertical line of bananas, drop down and hit the end of level target to exit the level.

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Level 21: Mud Hole Marsh  
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LETTER K

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Run right from the start of the level, and bounce off the two low Flitters to collect the Banana Coin above. Jump across the first section of swamp using the two barrels and the flower, as platforms, and then jump up to the next section of path on the right. immediately hold down after landing to duck under a low flying Flitter, and then continue right to come to the first Cat O' 9 Tails in the game. Jump over the Cat O' 9 Tails until he stops spinning, and then jump on him. Use the team throw to collect the letter K above.

LETTER O

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Run right and jump off the edge of the path to land on the hook. Jump across the next three hooks, and then jump over to the next section of path. Cartwheel/helicopter as soon as you land on the path to defeat the two Click-Clacks, and then run right to the edge of the path. Jump down to the flower in the swamp, and pick up the chest.

Two Mini-Neckys will then fly down from the right. Stay still on the flower, facing right. The first Mini-Necky will fly above, while the second Mini-Necky will fly into the treasure chest. Pick up the treasure chest and jump over to the barrel on the right, and then jump over to the flower on the right where

three Mini-Neckys will be waiting above.

Stay still on the flower, facing right. The second Mini-Necky will fly into the treasure chest, while the other two Mini-Neckys will fly above. Pick up the treasure chest, jump over to the flower on the right, and then jump up to the next section of path on the right. Walk into the Cat O' 9 Tails with the chest to receive a bunch of bananas, and then jump over to the hook on the right.

Wait until the vertically moving Zinger on the right side of the hook has gone down low, and then jump across the next two hooks. On the third hook, there will be a horizontally moving Zinger on the right. Jump over to the fourth hook when the Zinger has gone right, and jump across to the fifth hook when the Zinger has gone left. Jump across to the sixth hook when the vertically moving Zinger on the right has gone down. Jump onto the Flitter on the right, and bounce off to land on the flower with the treasure chest on it down below.

Pick up the treasure chest, and jump over to the big barrel on the right. When the Mini-Necky swoops down, jump up and hit it with the treasure chest to reveal a DK barrel. Throw the DK barrel if necessary. There will be a single banana high above the big barrel. Above the banana is a hidden exclamation point barrel. Use a jumping team throw to hit the exclamation point barrel, and then jump across to the flower on the right. Pick up the treasure chest on the flower, and wait for the Mini-Necky to fly in from the right. The Mini-Necky will hit the treasure chest, revealing the letter O.

LETTER N

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You should still have the effects of the exclamation point barrel, but that won't last long. Run right and jump onto the big barrel, and then select Dixie Kong. Jump over to the right and bounce off both Mini-Neckys to land on the next flower. Pick up the treasure chest on the flower, and jump up as the Mini-Necky swoops down from above. The treasure chest will break open, revealing a Banana Coin.

Collect the Banana Coin, and jump over to the next flower on the right. Bounce off the stationary Flitter to get to the big barrel on the right, and then quickly jump onto the next stationary Flitter with the two Mini-Neckys above. Hit both Mini-Neckys, and land on the final big barrel in this section of the swamp. Jump over to the stationary Flitter on the right, and bounce over to the next section of path.

Stay at the far left side of the path, and the Cat O' 9 Tails over on the right won't start rushing toward you. Team throw diagonally up and right to land in the first bonus barrel high above. Collect the 30 stars in the bonus level by using the team throw, and then collect the Kremkoin on the path at the right side of the area.

After exiting the first bonus level, jump over to the flower on the right and pick up the treasure chest. Wait for the Flitter above to fly past, and then jump up to the path on the right. A low flying Flitter will fly into the treasure chest, revealing a barrel. Pick up the barrel and throw it at the Cat O' 9 Tails over on the right. Run to the right side of the path, and jump onto the pole. Climb quickly to the top of the pole after landing on it to avoid being hit by one of the barrels being shot by the Kannon. Jump from the pole and land on the Kannon, and then jump back to the pole to collect the letter N.

LETTER G

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Jump back to the big barrel from the top of the pole. Jump over to the flower on the right, and then over to the first pole on the right. Climb down to the bottom of the pole to avoid the first Mini-Necky, and climb up to the top of the pole to avoid the second Mini-Necky. Jump over to the right to land on the second pole.

Quickly climb up to the top of the pole to avoid the third and fourth Mini-Neckys, and slide half-way down the pole to avoid the fifth Mini-Necky. Jump over to the right to land on the third pole. From the third pole, jump over to the brown Krockhead on the right, and hold right to launch over the stationary Zinger and land on the next section of path.

Pick up the crate after landing on the path, and run right. Jump up and hit the crate into the stationary Zinger, and then jump up as either of the Cat O' 9 Tails come rushing toward you. After landing in the tails of the Cat O' 9 Tails, try and press in the direction of the Banana Coin above when they throw you. After landing, quickly jump on both of the dizzy Cat O' 9 Tails, and then use the team throw to collect the Banana Coin if you couldn't collect it when the Cat O' 9 Tails threw you.

Continue right, and jump over the stationary Zinger at the right edge of the path to land on the flower down below. Pick up the kannonball on the flower, and jump over to the big barrel on the right. Barrels will be thrown toward you from a Kannon over on the right. As long as you hold the kannonball, the thrown barrels can't hurt you.

Jump over the many objects in the swamp until you see the Kannon over on the right. Jump over and land on the Kannon, and then jump over to the kannon on the right. Walk into the kannon holding the kannonball to get blasted up to the second bonus level. Using the kannonballs, destroy the three Zingers and two Flitters in the bonus level, and then collect the Kremkoin on the path at the right side of the area.

After exiting the second bonus level and landing on the path below, quickly cartwheel/helicopter through the three oncoming Click-Clacks on the right. Run to the right edge of the path. Jump onto the Flutter on the right with the Banana Coin below it, and bounce left back to the path. Cartwheel/helicopter off the edge of the path, and jump as soon as you've collected the Banana Coin to land on the pole on the right. Climb up to the top of the pole, and jump down to the right to land on the flower.

Jump onto the brown Krockhead on the right, and launch over to the big barrel on the right. You should hear the recognisable sounds of a Kannon blasting barrels. When the first barrel comes into view, jump on it, land on the stationary Flutter down below, and then bounce off the second barrel to land on the flower over on the right. As soon as you land on the first flower, hold down to duck under the barrels.

When a barrel has passed above, jump onto the next barrel, bounce onto the Flutter, and land on the second flower. Holding down on this barrel will do no good, as the barrels can hit you. As soon as you land on the flower, bounce off the first barrel that comes toward you, bounce off the Flutter on the right, and land on the Kannon to stop his barrel blasting. Jump up to the path on the right.

Pick up the treasure chest after landing on the path. Jump down to the green Krockhead in the swamp below as soon as he's appeared, and then jump up to the next section of path. Throw the treasure chest at the first Cat O' 9 Tails on



the path, and then team throw up between the first and second Zinger to collect the letter G.

Walk right to find the second Cat O' 9 Tails on the path. As he spins toward you, jump over him left and right until he gets dizzy. When he stops and rests, jump on him. Team throw up between the second and third Zinger to collect a Banana Coin, and then run right to the edge of the path. Jump onto the vertically moving Flitter above the flower when it's at the lowest point, and then bounce down to the flower below.

Jump down from the flower to the big barrel on the right. Some more barrels will be blasted toward you from a Kannon on the right. Use the barrels as platforms, and bounce along them to the Kannon. Bounce off the final barrel and hit the Kannon. Jump onto the stationary Flitter on the right, and bounce up to the next section of path.

A Kannon will be shooting barrels slowly over to the right. Jump onto the hook behind the Kannon, and wait for a barrel to be shot. When the barrel has been shot, jump over the Kannon and run right to find the end of level target. Jump on the barrel and bounce off when the Banana Coin item above the target is shown. Land on the end of level target as the item changes to collect the Hero Coin and exit the level.

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### Level 22: Rambi Rumble

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LETTER K

Run left from the start of the level, and jump off the edge of the first drop to avoid a Kutlass. Jump up the next slope on the left to land on a sticky floor. Jump along the sticky floor to find five circling Zingers, with a gap after the fifth Zinger. When the fifth Zinger's passed by, jump through the gap and land in the middle of the circle. Wait for the gap to appear again, and then exit the circle on the left. Bounce up the slope on the left to land on a small ledge near a sticky wall on the left.

Jump along to the edge of the ledge, and jump over to the sticky wall. After landing, jump slightly away from the wall, drop down, and go back on the wall at a lower point. Repeat this process to collect a Banana Coin above a Zinger at the bottom of the wall, and then climb up the wall. Wait for the horizontally moving Zinger about half-way up the wall to move to the right, and then climb up to the top of the wall. At the top of the wall, jump over to the sticky wall on the right, and climb this short sticky wall up to the ledge at the top.

Jump on the Klampon, and then walk over to the right side of the ledge. There is a sticky wall going down below the right side of the ledge. Jump off the edge of the ledge, and then hold left to land on the sticky wall. Climb down the sticky wall to see two hooks over on the right. Jump onto the first hook to collect the letter K.

LETTER O

Jump onto the hook on the right after collecting the letter K, and then jump

from the hook up to the sticky wall on the right. Jump up the wall to the ledge at the top. Hit the Klampon on the ledge, and run right to the right edge. Jump off the ledge and follow the curve of bananas to land on the high hook above.

Jump onto the right sticky wall from the hook, and climb up this wall to the top, watching out for the horizontally moving Zinger near the top. Jump into the eight-way barrel at the top, and shoot up through the gap between the two stationary Zingers. Hold left after being blasted out of the barrel to land on a sticky wall, and then jump from the sticky wall up to the ledge on the left.

Jump on the Klampon after landing on the ledge. Run to the left side, and jump off onto the sticky wall on the left when the horizontally moving Zinger moves to the right. Start jumping down the wall, avoiding the next two horizontally moving Zingers along the way, and jump into the first gap on the left to land on a ledge. Jump on the Klampon on the ledge, and then jump off the left edge of the ledge to land on the sticky wall on the left.

Jump up to the top of the sticky wall, avoiding the two horizontally moving Zingers near the top of the wall, and jump into the eight-way barrel at the top. Blast up out of the barrel when the horizontally moving Zinger above is out of the way, and hold right to land on a sticky wall above. Jump to the top of the sticky wall to land on the next ledge.

After landing on the ledge, turn left and go to the left edge. There will be a single banana high above. Jump off the ledge and collect the banana to land on a hidden hook. Jump from the hook up to the sticky wall on the left. Jump about 75% of the way up the wall, and then jump onto the hook on the right. Jump from the hook onto the next small section of wall. Climb about half-way up the wall. Jump away from the wall, and hold left to land on the next section of wall above. This is difficult to do, and there is a hook below that you should aim for just in case you fall off.

Jump to the top of the wall, and land on the ledge at the top. Turn right on the edge and look over to the Zinger circling the hook on the right. Jump onto the hook when the Zinger has just gone over the top of the hook. Collect the Banana Coin, and then jump back over to the sticky wall on the left. Climb back up to the ledge at the top, and then run through the entrance on the left to enter the first bonus level. In the bonus level, jump up the two sticky walls, and collect the Kremkoin on the ledge at the top.

After exiting the first bonus level, run over to the right side of the ledge that you land on, and cartwheel/helicopter jump over to the sticky wall on the right with the stationary Zinger at the bottom. Climb up to the top of the sticky wall to see a Kutlass walking on the ledge above. Wait until the Kutlass walks over to the right, and then jump up to land on the ledge. Jump over the Kutlass as he digs the swords into the ground, and then jump on him. Run to the right side of the ledge, and cartwheel/helicopter jump to collect the letter O and land on the next sticky wall on the right with the Zinger at the bottom.

LETTER N  
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Jump up the sticky wall to the top to land on the ledge. Hit the star barrel above the middle of the ledge, and then cartwheel/helicopter jump off the right edge of the ledge to land on the next section of ledge over the large gap. Run right down the two steps on the ledge, and jump over the Kutlass as he attacks with the swords. Jump up the next slope on the right to land near the entrance to Rambi's cave. Don't go in the cave just yet. Instead, stand on the middle of the small ledge outside of the entrance, and jump up to find a hidden hook.

Jump up again to land on another hidden hook, and then jump over to the right to land on a high ledge. Drop down off the right edge of this ledge to land at the top of a slope. Jump from the slope over to the sticky wall on the right, and climb the wall to collect the Hero Coin at the top. Jump down from the wall, and run back to the left. Jump onto the sticky wall and climb to the top, then drop down off the ledge to the other side. After landing, run right through the entrance to arrive in the Rambi cave.

In the cave, jump up to the sticky wall that's just to the left of the Rambi barrel. Jump from the wall into the Rambi barrel, and then exit the cave on the right. Run right down the slope and knock the stationary Zinger out of the way. Run up the slope to the edge of the ledge, and bounce off the two stationary Zingers to reach the next ledge. Run down the next slope, and drop off the right edge of the ledge. Turn left after landing on the ledge below, and walk left to encounter a Kannon. Jump over the barrels that the Kannon shoots, and then jump on him when close.

Run down the slope on the left to get to the edge of the ledge. There will be a fast horizontally moving Zinger over on the left. Bounce off the Zinger when it just starts flying back to the left to land on the next ledge down below. Run left on the ledge to come to a small drop down to a sticky floor. Don't go down the drop. Instead, watch the vertically moving Zinger above on the left. When the Zinger flies down low, jump on it and bounce over to the left. Land on the first stationary Zinger to bounce up and collect the letter N.

#### LETTER G

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After collecting the letter N, bounce off the second stationary Zinger and hold left to avoid a Kannon below. Run to the left side of the small ledge that you land on, and use the vertically moving Zinger and the stationary Zinger to bounce up to the ledge above. Run under the vertically moving Zinger on the ledge when it has gone high, and drop off the edge to land on a slope below. Run down the slope to the right and jump over the stationary Zinger at the end to land on the path below, where the race against the big bee begins.

Hold right as soon as you land (as a massive bee starts speeding after you from the left), and just run into the first stationary Zinger you come to. Run down the slope and jump over the stationary red Zinger at the left side of a small section of sticky floor. At the edge of the path, bounce off three Zingers over a large gap to reach the next ledge above.

Continue rushing right after landing on the ledge to find two Zingers. Jump over the bottom Zinger (which happens to be red), and hit the yellow Zinger out of the way before falling down the tunnel on the right. Go left after landing, and jump over the stationary red Zinger just before the start of the slope. Jump across the four stationary Zingers over the large gap to reach the next section of ledge. Jump over the stationary red Zinger at the left side of the ledge and fall down the tunnel to land on the next section of path below.

Jump to the right as soon as you land to clear a stationary red Zinger, and then jump again to avoid another stationary red Zinger. Continue right to come to a wall with a kannon barrel above. Use Rambi's supercharge to break through the wall and enter the second bonus level. Defeat the six Krunchas and two Zingers in the bonus level, and collect the Kremkoin at the end of the area.

After exiting the second bonus level, pass through the no animal sign to receive a bunch of bananas. Jump into the three-way barrel just before the end

of level target, and watch the items just above the target. Blast out of the barrel when the letter G is shown, and land on the end of level target to exit the level.

BOSS BATTLE 4: KING ZING STING

- 1: Walk right into the barrel at the start of the area to transform into Squawks, and then fly into the main section of the area with the huge Zinger. Watch the Zinger as he flies around, and notice that it has a red stinger. Throw eggs at the stinger to hit the Zinger. Repeat this twice.
- 2: The Zinger will stay red, and will move slowly around the area. It will then fire three sets of eight arrows. Avoid the arrows, and throw two eggs at the Zinger's stinger. The Zinger will shoot three more sets of eight arrows.
- 3: The Zinger will start moving a lot quicker. Fire two more eggs at the stinger to move onto part four.
- 4: The big Zinger will change into five smaller Zingers. Four circling yellow Zingers and one stationary red Zinger in the middle. Fire eggs at all four yellow Zingers. The stationary red Zinger will then turn yellow and start chasing. Hit the Zinger three times and get the Kremkoin.

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3.5. World Five  
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Level 23: Ghostly Grove  
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LETTER K  
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After entering this level, run right to encounter two Klomps. Jump over them, and continue right under the Kloak to come to the first ghost rope of the level. Climb up the ghost rope and jump off to the right at the top if you need to find a DK barrel. Run right to come to another Klomp near a small step. Jump on the Klomp and run to the edge of the step. There will be a Spiny walking around down on the right. Wait for the ghost rope to appear above, and then jump onto the rope. Quickly jump up to the ledge on the right before the rope disappears and you fall down to the area with the Spiny.

After landing on the ledge, run right to the edge of the drop. A Klampon and a Spiny will be walking around below. Wait until both the Spiny has walked over to the right, and then walk off the edge of the drop to land in the dip. After landing, walk on the Klampon which scuttles toward you, and then quickly cartwheel/helicopter through the Spiny after landing. After both enemies have been defeated, jump up in the middle of the dip to collect the letter K, and then jump out of the dip on the right side.

LETTER O  
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Continue right after exiting the dip, and run along the path until a Klobber charges at you. Jump on the Klobber, and throw the barrel into the gap on the right. Walk along to the edge of the path, and wait for the ghost rope to appear. Cartwheel/helicopter jump off the edge of the path to collect the Banana Coin, and jump again to land on the rope. Climb up to the top of the rope and jump over to the path on the right.

Run right along the path and jump on the three Klampons along the way. Continue on to the right edge of the path, and wait for the first ghost rope to appear. Jump onto the rope after it appears, jump onto the second rope almost immediately after, and jump from the second rope down to the stationary Flitter on the right. Bounce off the Flitter to the path on the right, and get ready for a nearby Klobber to run toward you. Stay to the left of the path, and jump when the Klobber gets near. Pick up the barrel and run right.

Jump up both steps on the right, throwing the barrel at either of the Krunchas on the way up, and run off the drop at the top of the steps to land on a path with a ghost rope above, and the letter O shortly after the rope on the right. Run right along the path, and cartwheel/helicopter the Spiny out of the way. Go to the right edge of the path, and select Dixie Kong.

There will be a small gap between paths. Jump into the gap, and helicopter under the left path to come to a kannon barrel. Land in the barrel to get launched through the Hero Coin into another barrel, which will blast you back up to the long path with the single ghost rope above. Jump onto the ghost rope as soon as it appears, and climb to the top. Jump from the top of the ghost rope over to the right to collect the letter O, and continue right along the path after landing.

#### LETTER N

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Jump over the gap between paths, and run up the mild slope on the next path to find a Klobber at the far right side, who will come rushing toward you. Jump on the Klobber and pick up the barrel, and then move to the right side of the path to spot a stationary Zinger floating high above. Jump and throw the barrel to hit the Zinger, and then wait for the ghost rope to appear after landing. Jump onto the rope, and climb quickly to the top before jumping off to the right and landing on the next section of path.

Run right to find a Klobber, who will rush quickly at you. Run back to the left side of the path and jump over the Klobber as he rushes off the edge of the path and falls into the gap below. Run right to find a normal barrel, which surprisingly doesn't turn into a Klobber, and pick it up. Walk right to find two steps, each with a Kruncha on it.

Jump over the Krunchas on the way down the two steps, and hit the barrel into the wall at the bottom of the steps to open up an entrance. Go through the entrance to enter the first bonus level. In the bonus level, throw chests at the horizontally moving Zinger until the Kremkoin drops down. Collect the Kremkoin to exit the bonus level.

After exiting the first bonus level (and crashing through the star barrel), you will land on the path below. Run right along the path and pick up the nearby DK barrel. A Kloak will throw a Spiny down near the right edge of the path, so just run into the Spiny with the DK barrel to continue on. At the right edge of the path, jump onto the first ghost rope when it appears. Climb to the top, and jump across to the path on the right.

Run right along the path to encounter the deadly TNT Klobber. Jump on the TNT Klobber, and pick up the barrel. Throw the barrel into the stationary Zinger over off the right edge of the path, and wait for the ghost rope to appear. Jump across the four ghost ropes over the large gap, and jump off the fourth rope onto the next section of path on the right.

After landing on the path, walk very slowly along to the right until you activate the normal Klobber. Jump on the Klobber, and then throw the barrel off to the left. Jump up to the ledge on the right (which will activate the TNT Klobber), pick up the treasure chest, and drop down off the right side of the ledge. Face the Klobber, and he'll crash into the treasure chest to reveal the letter N. Collect the letter N and run along to the edge of the path.

#### LETTER G

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Jump the gap and land on the next section of path, and then walk along to the small step down. Go to the edge of the step, and watch the quickly disappearing ghost ropes over on the right. As soon as the first ghost rope appears, immediately jump to the rope. Quickly jump across to the second rope, and then jump into the bonus barrel high up on the right to enter the second bonus level. Jump across the four ghost ropes in the bonus level, and collect the Kremkoin on the ledge at the right side of the area.

After exiting the second bonus level, run right to the edge of the path. Wait for the ghost rope to appear over on the right, and then jump over to it. Climb to the top, and wait for the vertically moving Zinger to go down as low as it can before jumping over to the second ghost rope on the right. Jump from the second ghost rope over to the path on the right, and go right to find two TNT Klobbers. Joy!

Jump on both Klobbers, and run right to the edge of the path to find another ghost rope up on the right. Wait for the rope to appear, and then quickly onto it and over to the second ghost rope. Climb to the top of the second ghost rope, and jump over to the right to clear a Zinger and land on the next section of path.

Run right to find two steps leading down. Hit the Klampons on each step, and walk down the slightly sloped path at the bottom to encounter two Spinys. Cartwheel/helicopter through both Spinys, and go to the right edge of the path. There will be eight bananas forming the letter 'O' above. Team throw up into the middle of the 'O' to collect the letter G.

After landing back on the path, move over to the right edge. Watch the ghost rope over to the right, and jump onto it when it appears. Climb to the top of the first rope and jump over the stationary Zinger to land on the second rope. Jump over the next stationary Zinger to land on the third rope. Climb down to the bottom of the third rope, and jump under the final stationary Zinger over the gap to land on the next section of path.

After landing on the small path, run right to find a Kloak which will throw a single barrel at you. Jump on or over the barrel, and continue on to the right side of the path. Jump across the five ghost ropes over the final gap in the level, climbing quickly down the third ghost rope to collect a Banana Coin. After landing on the fifth rope, jump down and land on the end of level target to exit the level.

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LETTER K

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Run along to the right at the start of the level and jump across the two hooks to land in the mine cart, which will start moving quickly to the right. Ride the mine cart along to the first gate, where a blue-capped Kackle will be waiting eagerly on the other side. Ride through the first '+' barrel, jump to hit the second '+' barrel, and jump the first gap in the track to collect the letter K.

LETTER O

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Ride up the slope to hit the third '+' barrel, and ride down the slope to come to two '-' barrels. Jump over both '-' barrels to come to the second gate. After passing through the second gate, jump at the top of the first steep slope that you come to, to land on a new section of track which leads to the entrance of the second bonus level. Jump over the entrance and ride along the top of the platform to enter the first bonus level. Ride along to the top of the steep slope in the bonus level, and ride backwards across the sections of track to collect the Kremkoin at the far left side of the area.

After exiting the first bonus level, you will automatically ride into the second bonus level. Collect 120 stars in the bonus level by jumping up and collecting as many stars as you can on the journey along the track. Collect the Kremkoin at the far right side of the area after collecting 120 stars.

After exiting the second bonus level, ride the mine cart down and off the end of the small section of track to land on the main track. Continue right to pass through the third gate, where the second Kackle will begin the chase. Go up the large slope, and down the slope on the other side. Jump about half-way down the slope to hit the '+' barrel.

Jump as soon as you see the curve of bananas to hit the next '+' barrel. Jump when you ride up the very slight slope to hit the next '+' barrel, and then hit the next two '+' barrels by jumping whenever you ride into a single banana. Ride up the big slope, and jump the gap at the top to land on the next section of track.

Jump about half-way down the slope to hit a '+' barrel. You'll soon come to a gap in the track. Drop down the gap to land on a slightly lower section of track with a Banana Coin on it. Collect the Banana Coin, and jump back up to the main track, jumping again immediately after landing to hit another '+' barrel. Jump over the next gap to hit a '+' barrel and land on a small section of track with the letter O. Collect the letter O and jump after collecting it to land early on the next track and hit a '+' barrel, which will lead to the fourth gate.

LETTER N

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After passing the fourth gate, ride up the first steep slope to the star barrel, and ride down and up the next steep slope in the track to come to the fifth gate. The third Kackle will start chasing you at the bottom of the first

slope after the fifth gate. Jump when you see the curve of bananas to avoid the first '-' barrel, jump again to clear the gap, and jump quickly again to avoid the second '-' barrel. Ride up the gentle slope and jump the gap, and then jump quickly again to avoid the third '-' barrel.

After landing, there will be two more '-' barrels over on the right. Jump over both barrels, and ride to the end of the track before jumping up to the next section. Jump as soon as you land on the new section of track to collect a Banana Coin, and ride as far right as you can on the track before jumping down to the track below and avoiding a '-' barrel. Go down the next slope, and jump as soon as you collect the letter N to clear a '-' barrel.

#### LETTER G

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After collecting the letter N and riding up the slope, jump early over the first gap you come to, to avoid a '-' barrel above. The track will then lead on to the sixth gate. After passing through the sixth gate, the cart will lead quickly to a gap.

After the gap, the track splits in to two parts. The high part of the track leads up to the rest of the level, while the low part of the track leads to the third bonus level. Jump early over the gap to land on the low section of track, which will lead to the entrance of the bonus level. Complete the extremely fast mine cart level to collect the Kremkoin at the right side of the area.

After exiting the third bonus level, ride the track along until you pass through the seventh gate. The fourth and final Kackle in the level will start chasing you as soon as you pass through the gate. Ride down the first slope to the '+' barrel. Jump as soon as you hit the '+' barrel to clear a '-' barrel shortly after. There are two gaps in the track to jump, with a '+' barrel after the first gap.

After the two gaps, jump and hit the '+' barrel at the bottom-left corner of the '-' barrel. Ride up and down the next slope. On the way down the slope, you should notice a curve of bananas. Jump and follow the banana curve to avoid a '-' barrel at the bottom of the slope, and then ride the cart along to the next gap. Jump over the gap early to collect the letter G, and then quickly jump over the '-' barrel shortly after.

Ride the cart down the slope to the '+' barrel, and jump over the next '-' barrel to land on a '+' barrel. Jump quickly after this to clear yet another '-' barrel, and then jump the gap soon after to land on the next section of track. Ride along to find two barrels (left is '-', right is '+'). Jump over the '-' barrel early so that you land on the '+' barrel, and then jump the gap immediatly after to land on a higher section of track.

Ride down the slope to the bottom, and jump the gap to land on a higher section of track. There are three barrels on this track, (left and right barrels are '-', middle is '+'). Jump over the first barrel, hit the '+' barrel, and jump the third barrel to clear a gap and land on the next track above.

Quickly jump the '-' barrel on the track, and jump the gap to the final section of track. Jump the final '-' barrel in the level, and pass through the eighth and final gate. Ride the cart along and pass through the exit tunnel to arrive in the final area of the level. Drop off the edge of the ledge to land near the end of level target, and run left to collect the Hero Coin and get blasted up by a hidden kannon barrel back up to the ledge. Run back to the right edge of the ledge, and jump down to land on the end of level target to exit the level.



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Level 25: Gusty Glade

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LETTER K

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Team up at the start of the level, and team throw up to the left to land on a hidden ledge above the entrance. Run along the ledge and drop down the steps to come to a Rattly crate. Jump on the crate and land on Rattly, and then jump up to the left to collect the high up Banana Coin before bouncing over to the right.

Fall down off the edge of the ledge to land next to the entrance of the level, and continue right along the path. Jump on the two Klampons on the way down the path, and jump off the edge of the path as the wind starts to blow to fly over to the next section of path (avoiding a Click-Clack on the way).

Go right along the path and jump up the three steps as the wind tries to force you back to the left. Two Klampons will scuttle down the steps as you jump on them, so jump on or over them on the way up. At the top of the steps, go right to the gap, where the wind will start blowing to the right. Fall into the gap to collect the Banana Coin, and jump out as soon as you collect it to land on the other side of the gap.

Continue right to come to a ledge with two Spinys on it, with a Kutlass below. Jump up to the ledge and hit both Spinys, and then jump off of Rattly. Pick up the treasure chest and drop down off either side of the ledge. Turn to face the Kutlass and he'll crash into the treasure chest, revealing the letter K. Collect the letter K, and then get back on Rattly and continue bouncing along to the right.

LETTER O

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Go right until you come to the edge of the path, and then jump over the large gap as the wind blows right (With Rattly this is easy, as you can fall quite far into the pit before jumping). Go right after landing to come to some pillars. There are sixteen pillars to cross in this section. Here's a list of the enemies and items on each pillar:

Pillar 1 : Neek  
Pillar 2 : Neek  
Pillar 3 : Neek  
Pillar 4 : Neek  
Pillar 5 : DK barrel  
Pillar 6 : Klampon  
Pillar 7 : Clear  
Pillar 8 : Neek  
Pillar 9 : Klampon  
Pillar 10 : Clear  
Pillar 11 : Neek  
Pillar 12 : Clear  
Pillar 13 : Klampon  
Pillar 14 : Clear  
Pillar 15 : Klampon

## Pillar 16 : Letter O

Jump across the pillars and collect the letter O, and then jump down to the ledge on the right.

### LETTER N

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After landing on the ledge, jump across the large gap on the right to land on the next section of path. Hit the Klampon walking about, and then walk to the top of the steps on the right. Bounce off the two Spinys on the way down the steps, and hit the Klampon at the bottom before continuing over to the right edge of the path.

The wind will be blowing back at this point, making it very difficult to jump accurately. Move as close to the edge as you can, and then jump up to the high ledge on the right. After landing on the ledge, jump up into the first bonus barrel. In the bonus level, jump over the large gap, bouncing along any of the stationary Flitters that you happen to land on along the way, and collect the Kremkoin on the ledge at far right side of the area.

After exiting the first bonus level, jump right and pass the no animal sign to receive a blue balloon. Jump straight away after landing to collect the balloon, and then continue right to find the star barrel off the edge of the path. Jump to hit the star barrel and land in the kannon barrel below to get blasted over to the next section of path.

A Kannon will be up a step on the right blasting kannonballs toward you. Walk over to the step and wait for a kannonball to pass above. When it does, quickly jump up the step, jump over the next kannonball that is blasted toward you, and then hit the Kannon before he has chance to shoot another kannonball.

Once the Kannon has been defeated, walk right to come to a hook above a Kutlass walking around below. Jump onto the hook, and then jump over to the right to be carried by the wind onto the small platform. There are two steep slopes leading down to the right. There are two Kutlasses, one walking about on the ledge over on the right, and one below the ledge. Watch the lower Kutlass first. As the Kutlass disappears out of view on the right, run down the two steep slopes and pick up the low treasure chest. Throw this treasure chest into the lowest Kutlass to collect the letter N.

### LETTER G

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Turn your attention to the Kutlass walking about on the ledge above. When he walks to either side of the ledge, quickly jump up to the ledge and pick up the treasure chest. Throw the chest into the Kutlass to reveal a kannonball. Pick up the kannonball and run off the ledge to the right. Continue right along the path and jump over the large gap to avoid two vertically moving Zingers.

After landing on the other side of the gap, watch the leaves blown in the wind. They'll be blown back for a short while, then they'll stop. When the leaves stop blowing, jump over the gap on the right and put the kannonball into the nearby kannon to get blasted up to the second bonus level. In the bonus level, use the horizontally moving arrow barrel to collect 65 stars, and then collect the Kremkoin on the ledge at the right side of the area.

After exiting the second bonus level, run over to the right side of the path

and select Dixie Kong. When the wind blows right, jump over to the first hook. Regardless of the wind, use Dixie's helicopter to jump across the three hooks over the pit. On the third hook, jump off when the wind starts blowing right to land on the low section of path. A Kannon will be over on the right. When a kannonball has passed above, jump up to the ledge on the right and run along to the Kannon, jumping over the kannonballs that are fired along the way. Hit the Kannon when you get near enough, and drop off the right side of the ledge to land on the path below.

After landing on the path, walk left to find a DK barrel. Throw the DK barrel out of the way, and then go close to the edge of the path. Cartwheel/helicopter off the edge of the path, and jump up as soon as you've collected the Banana Coin. Jump back up to the ledge above, run right, and drop back down onto the path. Run right to the edge of the path, and jump into the first barrel on the right when the wind blows right.

Wait for the wind to go right again, and then blast up to the second barrel. A vertically moving Zinger will be on the right. Wait for the Zinger to go low, and then blast out of the barrel when the wind goes right to land in the third barrel. Wait for the wind to go right for a final time in this barrel section, and blast out of the third barrel to land on a ledge on the right.

Stay on the top of the ledge, and don't drop down the big slope to the right (If you do drop down, quickly jump on the Kannon at the bottom of the slope, and then team throw back up to the top of the ledge). Select Dixie Kong. Jump from the top of the ledge and helicopter spin over to the right to collect the Hero Coin, and then drop down to the next section of ledge on the right. Cartwheel/helicopter into the gap, and jump out to the right as soon as you collect the letter G to land on the other side of the gap.

Continue right to find a series of four barrels. Watch the leaves blowing in the wind. Wait for the wind to stop blowing before jumping into the first barrel on the right. Keep blasting from barrel to barrel when the wind is not blowing until you reach the fourth barrel. Hold right as you blast out of the fourth barrel (with the wind not blowing) to land on the end of level target and exit the level.

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### Level 26: Parrot Chute Panic

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#### LETTER K

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Select Dixie Kong at the start of the level and run right to the edge of the path. Jump off the edge of the path, and helicopter spin over to the left to land on a small ledge with the Hero Coin. Collect the Hero Coin, and then jump right off of the ledge to fall down onto a sticky floor below. Jump from the sticky floor over to the purple Squawks on the right.

After catching onto Squawks, fly down the thin tunnel until it widens out. Instead of following the trail of bananas down the tunnel, fly over to the left side and then go straight down to the bottom (this avoids going between the two Zingers on the way down the tunnel). Squawks will leave you at the bottom of the tunnel.

Go left after landing to come to a crate near a stationary Zinger, with a Klampon walking about down on a lower path on the left. Pick up the crate and

walk to the edge of the path. When the Klampon walks back to the left, drop off the left edge of the path, and then quickly turn right to crash the crate into the wall, which will reveal a hidden entrance. Go through the entrance to arrive in a room with 30 bananas. Collect as many bananas as you want, and then exit the room on the right side. After exiting the room, jump off the right side of the small ledge to collect the letter K.

#### LETTER O

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After collecting the letter K, you will fall down a long tunnel with two slopes in it. Hold left after landing on the first slope to land on the second slope below. From the second slope, press left until you fall off the edge, and then don't press any direction to collect a banana coin before landing on a sticky floor below. A vertically moving Zinger will be over on the right. Wait until the Zinger has gone down as far as it can, and then jump over it to land on a small ledge over on the right with a DK barrel on it.

Pick up the DK barrel and drop down off the ledge to the left to land on a sticky floor with two Klampons walking about on it. Throw the DK barrel at the first Klampon that comes toward you, and quickly jump on the second Klampon. With the sticky floor clear of enemies, jump over to the left side to see two stationary Zingers on either side of a purple Squawks. Jump between the Zingers to grab onto Squawks, and start flying down the tunnel.

Fly straight down until you touch the sloped ledge. Fly slowly right to go under a Zinger above, and fly down between the two Zingers on either side of the tunnel below. Ignore the two bananas on the right side of the Zinger below, and instead fly to the left side.

As soon as you pass the Zinger, fly right to collect a Banana Coin and go over the top of the Zinger on the ledge below. There are three Zingers on the big ledge near the bottom of the tunnel which can be easily avoided by flying over the top of them. Go to the right side of the three Zingers, and then go down the left side of the thin section of tunnel to arrive in a large room.

Note: You have two choices upon entering the large room. You can either enter the first bonus level OR collect the letter O, but you can't do both.

Choice 1: As soon as you exit the tunnel, hold up and fly left to fly onto a hidden ledge with an entrance at the left side. Jump off of Squawks, and go through the entrance to arrive in the first bonus level. In the bonus level, quickly fly up the ledges and collect the Kremkoin at the top of the area. If you've followed this paragraph, skip to the second paragraph in this level walkthrough under the letter N.

Choice 2: Go between the Zingers as soon as you arrive in the room. Ignore the trail of bananas, and instead go to the bottom-right corner of the room to find the 1letter O.

#### LETTER N

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Run left after collecting the letter O to come to a sticky floor with two Spynys walking about on it. Select Dixie Kong just at the edge of the floor, and then helicopter spin over the floor to go down the thin tunnel over on the left. Fall straight down the tunnel to land on the fourth purple Squawks.

(If you've just exited the first bonus level, fly the green Squawks over the steps and pass through the no animal sign. Run right to land on the purple Squawks below). Float down the right side of the tunnel to avoid the first stationary Zinger, then go quickly left to avoid two more Zingers. Go right under the third Zinger to avoid the fourth Zinger which is hovering just above where the path splits into two paths.

Go down the right side of the junction to collect a banana bunch, and then go between the next two Zingers you come to. When you reach the three Zingers on the slope, float right and continue down the left side of the tunnel to avoid another Zinger. Squawks will leave you, and you'll drop down to a slope far below. Run left after landing on the slope to crash through the star barrel and land on the fifth Squawks.

Float down and left to avoid the first Zinger in the tunnel. Go right to avoid the second Zinger, and left shortly after to avoid the third and fourth Zingers. Go straight down to leave Squawks. After landing on the path, run right to come to the edge of the path, where the sixth Squawks will be waiting. Instead of jumping onto Squawks, quickly fall off the edge of the path, and hold left to fall down the tunnel. Continue holding left as you fall down to avoid Zingers. There will be a Spiny coming toward you from the left as soon as you land, so quickly cartwheel/helicopter into it.

Run to the left edge of the path to see a line of bananas going down. Instead of jumping down off the edge of the path, helicopter over to the left to land on a sticky wall above two stationary Zingers. Climb up the first wall to the top, and then jump onto the second sticky wall above. From the small second wall, jump across to the even smaller sticky wall on the right, and then jump up to the ledge. Go through the entrance on the right side of the ledge to enter the second bonus level.

In the bonus level, defeat seven of the eight Zingers in the area using Squawks, and defeat the final Zinger using the TNT barrel received from passing through the no animal sign. After all eight Zingers have been defeated, collect the Kremkoin up the steps at the far right side of the area. After exiting the second bonus level, jump straight up to collect the letter N.

#### LETTER G

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Run right after collecting the letter N to land on the seventh Squawks. Stay in the middle of the tunnel to avoid the first stationary Zinger over on the right side, and then go down to come to "junctions" in the path. Go to the right side of the first junction to avoid two Zingers. Go to the left side of the second junction to avoid another two Zingers. Between the end of the second and the beginning of the third junction there are two Zingers. Go through the gap between the Zingers, and then fly down the right side of the third junction to collect two Banana Coins.

Continue flying down until you come to the three Zingers on the slope, then float left right and go down the left side of the tunnel to come to two Zingers on a slope. Float right and continue down the right side of the tunnel to jump off Squawks and land on the path below. Jump on the Klampon that rushes toward you as soon as you land on the path, and then pick up the DK barrel at the left side of the path before jumping off the edge.

Turn right after landing, and throw the DK barrel into one of the three Click-Clacks on the path. Cartwheel/helicopter through the remaining two Click-Clacks, and fall off the right side of the path to land on a path below. Run

down to the bottom of the small slope, and team up. Jump and team throw up to the right to land in a timed arrow barrel. Shoot up from the barrel to collect a Banana Coin, and then shoot down from the barrel to land on the eighth Squawks.

Fly down the right side of the tunnel past the first Zinger, and then fly left over the two Zingers on the slope. Go down the middle of the tunnel, and go left under the next stationary Zinger to avoid another two Zingers on a slope. Follow the banana trail along to find the ninth Squawks. Wait for the eighth Squawks to throw you off, and then navigate in the air to land on the ninth Squawks.

Fly down either side of the first Zinger in the middle of the tunnel. Go down the gap between the two Zingers, and then fly down either side of the next Zinger in the tunnel. Next, there will be two sets of two horizontally moving Zingers. Although you can go down the side of the tunnel to avoid being hit, it's easier to go through the gap between the Zingers in the middle of the tunnel. Pass both sets of Zingers, and continue down the middle of the tunnel to find the letter G, with a circling Zinger nearby. Hold up until the Zinger has just passed by below, and then hold down to collect the letter G.

Fly over to the left side of the tunnel after collecting the letter G, and go down to come to two sets of horizontally moving Zingers. Wait for both Zingers to start moving over to the right side of the tunnel, and then go quickly down. Repeat this process for the second set of Zingers.

After passing both sets of Zingers, fly to the middle of the tunnel and continue going down the thin section of tunnel. At the bottom of the tunnel, Squawks will drop you down to a sticky floor near the end of level target. Jump past the target to find a banana above. Jump up and collect the banana to land on a hook, and then jump from the hook down to the end of level target to exit the level.

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### Level 27: Web Woods

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#### LETTER K

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Run right at the start of this misty level and jump up the three steps, bouncing off the four Neeks that come down the steps along the way. At the top of the steps, walk right until you see a high ledge above, and then team throw up to the ledge. Pick up the crate after landing on the ledge, and jump up the slope on the right to encounter a Kruncha.

Throw the crate into the Kruncha and drop down off the slope on the other side. Walk right until the Kutlass lunges at you with the swords. Dodge out of the way, and jump on the Kutlass when his swords are stuck. Collect the letter K under the ledge, and then team throw up to the ledge.

#### LETTER O

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Collect the Banana Coin up on the high ledge, and then drop down to the right and walk up to the next steep slope. A Kruncha will be stomping around on the ledge above, but there will be a conveniently placed chest in the middle of the

ledge. Wait for the Kruncha to walk over to the right side of the ledge, and then quickly jump up the slope and pick up the treasure chest. Throw the chest into the Kruncha to reveal a Banana Coin, and then jump off the right side of the ledge and continue right. Jump on the single Neek that walks toward you, and drop off the right side of the ledge to land near a tall, steep slope.

Jump on the two Neeks that walk toward you after you land, and then team up. Jump and team throw up to the right to land on the ledge on top of the slope. Pick up the treasure chest on the ledge and jump up into the Zinger to receive a green balloon. Drop down off the right side of the ledge to activate the TNT Klobber. Jump on the Klobber as he rushes toward you, and pick up the TNT barrel. Run right and throw the barrel into the stationary Zinger. Jump up the step and continue right through the entrance to arrive in a cave. Jump into the Squitter barrel in the cave to transform into Squitter, and exit the cave on the right.

Go right after exiting the cave and shoot a web at vertically moving Zinger above the gap. Jump over the gap and continue right to find a Kaboing bouncing toward you. Shoot a web at the Kaboing and drop off the small step on the right. Shoot the Kutlass, and go right to come to a tall slope. Build web platforms up until you're level with the Zinger at the top of the slope, and then fire a web at the Zinger. Jump across to the path at the top of the slope, and run right down the three steps, shooting the three Kaboings that bounce up the steps on the way down.

At the edge of the path, you will come to a large gap. Build web platforms across the gap, staying low so that all web platforms are at the same height. When you see the ledge with the Banana Coin on it down on the right, jump from the final web platform and land on the ledge. Build web platforms straight up from the low ledge, and jump onto the high ledge on the right. Walk over to the right side of the ledge, and shoot both Zingers guarding the DK barrel. Jump down off the edge of the ledge and land on the path below.

Walk over to the right side of the path after landing to see a Krook up on a ledge the right. Build a web platform up to make the Krook throw a hook. As soon as the hook has passed above, jump up and shoot a web toward the Krook. With the Krook out of the way, build web platforms up and right, and jump onto the ledge when you get near.

Jump over the gap on the right and land on the next ledge down below. There will be four stationary Zingers in a vertical line off the right side of the ledge. Shoot the bottom three Zingers, and then build web platforms along the gap to get to the other side. Run right after landing on the path and jump up to hit the star barrel. A Kaboing will jump down from the ledge above, but you'll miss him if you run quickly to the star barrel.

After hitting the star barrel, build web platforms straight up to the ledge above. On the ledge, continue building web platforms up to collect a Banana Coin at the top-middle of the bananas. Jump down off the web platform to the right and continue right to the edge of the path to find three Zingers in a vertical line. Shoot the bottom two Zingers, and then start building web platforms over the gap.

When you see the trail of bananas leading diagonally up and right, follow them with web platforms (but make the web platforms stay about the same height as the second banana in the trail) to get to three more Zingers. Shoot the bottom two Zingers and continue right to find a trail of two bananas, with the letter O in the middle. Build web platforms along until you're under the letter O, and then jump up to collect it.

## LETTER N

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Continue right with the web platforms after the letter O to come to three vertically moving Zingers. Shoot all three Zingers, build some more web platforms over to the right, and then jump over to land on the ledge. A Mini-Necky will swoop down at you. Just shoot a web to defeat the first Mini-Necky.

Jump over to the second ledge and shoot another web at a Mini-Necky. Jump to the third ledge and two Mini-Neckys will attack you. Shoot the lowest Mini-Necky, and stay on the ledge as another one swoops by above. Jump to the fourth ledge and shoot the final Mini-Necky in the section before jumping down to the fifth ledge just down on the right.

Jump the big gap over to the sixth ledge, and then build one web platform up and slightly right to see a Krook that immediately throws a hook. As soon as the hook has passed above, jump up and shoot a web toward the Krook. With the Krook out of the way, build web platforms up and right until you land on the ledge. A Kannon will be up on the next ledge shooting barrels over to the left. Build one web platform straight up from the ledge. Wait for a barrel to pass by above, and then quickly jump and shoot two webs (one for a barrel and one to defeat the Kannon).

With the Kannon out of the way, build web platforms up and right and land on the ledge, where another Kannon will be up on the right. Repeat the same process to defeat this Kannon, and build web platforms up to the very small ledge where he was standing. Jump down to the path on the right, and turn left to see the letter N in a gap. Shoot one web platform into the gap and stop it when it's above the letter N. Jump onto the platform to collect the letter N, and jump back out to the right to land on the path.

## LETTER G

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Walk right on the path and shoot a web at the Mini-Necky that charges at you. This section of the level is filled with Mini-Neckys, and it would be pointless to try and put them all in the level walkthrough. Whenever you see a Mini-Necky that's coming toward you, just quickly shoot a web. Run down the steep slopes on the right to arrive at the edge of the path. Build web platforms right over the large gap until you reach the path on the other side. Drop down onto the path (without firing a web), and walk right to find a Kannon.

The Kannon will shoot one fast kannonball, and one extremely slow kannonball. Let the kannonball overtake you, and follow it back over the large gap on the left. On the other side of the gap, the kannonball will crash into a slope and reveal an entrance. Go through the entrance to enter the first bonus level. In the bonus level, use web platforms to get through the brambles, and collect the Kremkoin at the end of the area.

After exiting the first bonus level, you will land on the edge of a path with a large gap with lots of Zingers above it over on the right. Build web platforms over the first red Zinger, and shoot the yellow Zinger. Build web platforms along to the right and shoot the second yellow Zinger. Continue right to come to a vertically moving red Zinger.

Build web platforms up high and go above the first Zinger, and then repeat this process to pass the second vertically moving Zinger shortly after. Continue right to come to a circling red Zinger. Wait for the Zinger to pass by, and



then build web platforms into the middle of the circle to collect a Banana Coin. Wait for the Zinger to pass by again, and then build web platforms up and right until you reach the ledge.

Jump onto the ledge and run off the right edge to land on a path below with a banana arrow pointing left. Run right to find a ledge with two Kaboings on it. Run under the middle of the ledge so that both Kaboings jump down, and then shoot webs at them. Once both Kaboings have been defeated, run right to find another ledge.

Repeat the process of defeating the Kaboings on this ledge, and run right to find a Kannon. When he shoots a kannonball, follow it back to the left. The kannonball will crash into the steep slope, revealing an entrance. Go through the entrance to arrive in the second bonus level. Collect all 30 stars in the bonus level, and then collect the Kremkoin on the ledge at the right side of the area.

After exiting the second bonus level, you'll land near the Kannon. Shoot a web at the Kannon, and run right to the gap. Build one web platform over the middle of the gap, jump onto it, and then jump to the other side. Pass through the no animal sign to collect the letter G, and run right to find the end of level target.

Go to the right side of the target, and team throw up to the top of the ledge on the right to collect a green balloon. Drop down to the left and jump into the barrel above the target. Watch the items flickering above the target. The Hero Coin appears very quickly after the single banana. Fire out of the barrel just as the Hero Coin appears to land on the target and exit the level.

#### BOSS BATTLE 5: KREEPY KROW

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- 1: Stay on the platform, and Krow will send Mini-Neckys to attack you. Jump over the three ghost Mini-Neckys, but hit the fourth real Mini-Necky. Jump over to the left mast and pick up the barrel, and then quickly face right as Krow flies toward you. After hitting Krow for the first time, hooks will drop down. Jump up the three hooks to the nest, and jump over to the platform on the right. After avoiding the dropped egg, jump to the rigging on the left and climb up to the top, going left or right as the eggs are dropped. Go into the barrel at the top of the rigging to get blasted up to the mast above.
  - 2: Jump over the four ghost Mini-Neckys, but hit the fifth real Mini-Necky. Jump over the sixth ghost Mini-Necky, then quickly jump to the platform at the right side of the mast. Pick up the barrel, and Krow will crash into it as he flies down. After hitting Krow for the second time, hooks will drop down. Jump up the three hooks, and jump over to the rigging on the left. Climb to the top of the rigging while avoiding the horizontally and vertically thrown eggs. Jump into the barrel at the top of the rigging to get blasted up to the nest above.
  - 3: Jump over the five ghost Mini-Neckys that come flying quickly toward you, hit the sixth real Mini-Necky and jump over the final two ghost Mini-Neckys. Pick up the barrel on the nest and turn left. Throw the barrel at Krow to hit him for the third and final time.

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Level 28: Arctic Abyss  
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LETTER K  
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Select Dixie Kong. Run right along the icy ledge at the start of the level and helicopter spin over the gap to land on a ledge. Watch out for the TNT Klobber that rushes toward you as soon as you land on the ledge. Jump over him and he'll fall off the edge. Go close to the right wall and jump up to collect the letter K.

LETTER O  
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After landing, team throw up over the wall to land on the ledge above. Run right to collect a Banana Coin, and drop down off the right side of the ledge to land in the water. Swim down and take the first tunnel right to find an Enguarde barrel. Swim into the barrel to transform into Enguarde. Swim right, down (where the water will lower), and right.

Hit the two Flotsams and the Lockjaw out of the way as you travel right, and go up and left when the water starts to raise. Go to the top-left corner of the room to find two bananas next to a wall. Supercharge into the wall to the left of the bananas to enter the first bonus level. Collect 100 stars in the bonus level by swimming left and right down the tunnel as the water lowers, and collect the Kremkoin at the bottom-right corner of the area.

After exiting the first bonus level, swim right and barge the Puftup out of the way. Go to the right side of the room after exiting the tunnel and swim up. Quickly go into the next tunnel on the right near the top of the room to avoid the Shuri that rushes toward you. Swim up the tunnel, and go into the small gap in the left with the DK barrel in it to avoid a Puftup which explodes nearby.

Swim out of the tunnel when the Puftup spikes have disappeared, and stay at the right side of the tunnel to avoid another Puftup near the top. Swim left at the top of the tunnel, and supercharge left from the small section of ledge to avoid being stuck on the ledge as the water lowers. Hit the two Shuris that you land near after the supercharge, and go up the tunnel to find two rotating Shuris. Hit both Shuris out of the way, and collect the letter O before continuing left to the star barrel.

LETTER N  
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Swim down after destroying the star barrel, and avoid the two horizontally moving Puftups on the way down the tunnel. Swim left at the bottom to crash through a DK barrel and arrive at the bottom of another tunnel. Swim up the tunnel, avoiding the two Puftups near the bottom. Three Shuris will swim quickly toward you near the top of the tunnel. Either avoid them (which is hard), or hit into them with Enguarde (which is easy).

Swim right at the top of the tunnel. When the water starts to lower, swim

quickly over to the right to land on a ledge. Keep tapping 'Y' to move along the ledge and collect the Hero Coin before dropping into the water off the right side of the platform. Swim over the top of the next ledge on the right after landing in the water, and continue swimming right to find two Shuris on either side of the letter N near the wall. Hit any of the Shuris that get in the way, and collect the letter N.

#### LETTER G

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Swim down and go through the tunnel on the right. Hit the Lockjaw that rushes at you near the start of the tunnel, and go up the first tunnel you come to. Swim to the top of the tunnel, avoiding the three zig-zagging Shuris along the way, and swim left at the top. The water will start to go down as you make your way over the icy ledge.

Keep tapping 'Y' to move left over the ledge and fall into the water off the left side. Swim quickly left after landing in the water and knock the Puftup out of the way before it explodes. When the water rises, swim back to the right and go up to find the letter G in the top-left corner of the area.

Swim down after collecting the letter G and go through the small tunnel on the left to arrive in a room with four circling Shuris. Swim up and left, hitting any of the Shuris that get in your way, and enter the next tunnel. Hold down and left, and keep charging left as you go through the tunnel. Three Puftups will appear at one point in the tunnel, but as long as you stay low down in the tunnel, only one will get in your way. After exiting the tunnel, keep charging left as the water goes down to collect a red balloon on a small ledge over on the left side of the area.

Fall into the water after collecting the red balloon, and swim right until you come to a wall. Swim through this wall to enter a hidden room with a no animal sign and an entrance to the second bonus level. Pass through the no animal sign to receive a red balloon, and then swim through the entrance. In the bonus level, throw the treasure chest at all six Zingers and collect the Kremkoin when the chest finally smashes.

After exiting the second bonus level, swim right to enter a room with the end of level target. Swim around until the water goes down, and then team throw back up to the ledge near the no animal sign. From the ledge, jump down and land on the end of level target to exit the level.

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### Level 29: Windy Well

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#### LETTER K

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Walk right at the start of the level, and drop down the middle of the first gap to land in an arrow barrel, collecting the letter K along the way. When the barrel blasts you straight up, hold right to land on the platform with the Click-Clack.

#### LETTER O

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Quickly cartwheel/helicopter through the Click-Clack, and jump up straight after hitting it to stay on the platform. Helicopter spin over the platform below, as it can be quite difficult to hit the Click-Clack without bouncing off either side of the platform.

After landing on the platform over on the right side of the area, you should notice a DK barrel above. It seems out of reach, but jump for it and the wind will carry you up to the platform above. Position yourself under the gap between the two Zingers, and jump to be carried up to the next platform above with the Kutlass walking about on it.

Jump over the Kutlass as he swings his swords, and then quickly jump on him when his swords are stuck. Go left to the edge of the platform, where there will be a Banana Coin in the gap between two platforms. Jump into the gap, where the wind will lift you up. Collect the Banana Coin, and then hold left to land on the next platform. A Kannon will be over on the left side of this platform. Jump over the kannonballs that he shoots, and jump onto the hook above the middle of the platforms as soon as you can.

Jump up from the first hook and float up to the hook above. Jump again to float up between two Zingers, but hold left after passing the Zingers to avoid a single Zinger waiting above. Run right after landing on the platform to come to two stationary Zingers. Walk close to the Zingers, and then jump straight up. The wind will carry you up slightly, and then down. When you move down, go between the first two Zingers. Repeat this method to pass by the second two Zingers. Float right after passing the Zingers to land on a hook.

Jump off either side from the hook, and float up to find three Zingers. After passing the lowest Zinger, quickly fly above it and float up through the gap between the two Zingers to collect a Banana Coin. Continue floating straight up to land on a platform. Cartwheel/helicopter through the Click-Clack on the platform. Run to either side of the platform and jump to start floating up. Go through the gap between the first two Zingers to collect the letter O.

#### LETTER N

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Float over to the right side of the tunnel as you continue floating up. A Krook will soon appear up on a platform on the right. Wait for him to throw a hook, and then quickly float up to land on the platform above. Run left along the platform and drop off the edge to start floating on the wind.

When the wind drops you down slightly, go under the stationary Zinger on the left and continue left to land on a hidden ledge under a platform with a Kruncha on it. Run left to enter the first bonus barrel, which will blast you into a Banana Coin on the way to the bonus level. Hit all nine Flitters in the bonus level, and collect the Kremkoin at the bottom-right corner of the area.

After exiting the first bonus level, drop into the gap on the left and float under the three Zingers to land on the next platform. A Kutlass will rush toward you as you arrive on the platform. Jump over the Kutlass twice as he swings his swords, and then quickly jump on him when his swords are stuck. Run left along the platform until you see two bananas above. Position yourself under the bananas, and then jump to start floating up the tunnel.

There are three circling Zingers on the way up this tunnel. The first Zinger won't hit you, providing that you jumped under the bananas. The second Zinger is circling around a Banana Coin. The third and final Zinger is circling a

banana bunch. After passing the three Zingers, float to the middle of the tunnel and continue up to land on a small platform with the star barrel.

Jump up to the platform above after smashing the star barrel and run right. Jump onto the hook, and hop up to the next platform. There are two ledges up on the left, with a Krook on each. Pick up the DK barrel and throw it at the lowest Krook. Jump up to the first ledge and wait for the second Krook to throw his hook. When the hook returns, quickly jump up past the Krook to the platform above.

Go right on the platform to come to two horizontally moving Zingers. The wind will carry you up slightly, and then down. When you move down, go between the first two Zingers. Repeat this method to pass by the second two Zingers. Float right after passing the Zingers to land back on the platform.

Jump over the gap to land on the platform up on the right, and then jump under the bananas to float up to the platform above. Jump as soon as you land on the platform to collect a red balloon. Float left until you get near to the first Zinger. Wait for the wind to drop you down, then pass under the Zinger and drift up to collect the letter N.

#### LETTER G

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When the wind drops you down, pass under the second Zinger and the third. Float left off the end of the platform and drop down to the platform below. Defeat the Kutlass, and jump up to the hook above the platform. Jump straight up to the second hook, and then jump up from the second hook to start floating up the tunnel. There are two Krooks on the right side of the tunnel that throw hooks at you.

Drift up the far left side of the tunnel, and the hooks can't even reach you. After landing on the platform above the Krooks, run right to the edge. Do a small jump off the edge of the platform, and hold down and right to drift under three Zingers. After passing third Zinger, hold up to drift up to the platform above, collecting the Hero Coin along the way.

Jump up after landing on the platform and float up past the four circling Zingers on the way up, pressing up or down to speed up or slow your speed as necessary. After passing the four Zingers, there will be a horizontally moving Zinger under a platform. Wait for the Zinger to move to either side, and then float up to land on the platform.

Jump off the right side of the platform, and hold right and up to avoid two horizontally moving Zingers on the way up to the ledge on the right. Jump off the edge, and float left until you get near to the first Zinger. Wait for the wind to drop you down, then pass under the Zinger and drift up to the gap between the two Zingers. Repeat this process to pass under the second and third Zinger. Go left after passing the third Zinger to land on the platform below.

Run left along the platform and jump under the bananas to float up. There are three sets of two horizontally moving Zingers on the way up this tunnel, with a gap between each set. Float up between the three gaps and continue up to land on a platform. Cartwheel/helicopter into the Spiny after landing, and jump up to continue floating up the tunnel.

There are four Krooks in this section of tunnel: Two on the right and two on the left. Wait for the first Krook to throw a hook, and then go quickly up through the gap between the hook and the Krook. Repeat this process to pass the

other three Krooks. After passing the Krooks, there will be five Zingers: Two Zingers at the bottom and three above. Float through the gap between the lower two Zingers, and float through the gap on either side of the middle Zinger in the top row.

After landing on the platform above the Zingers, run right to come to a gap. There are two platforms over the gap on the right. Jump onto the low platform, and stay at the left side of it, which sticks out past the platform above. Walk slowly to the right until you activate the Klobber, and then quickly run back to the far left side of the platform.

Jump on the Klobber as he speeds toward you, and pick up the barrel. Run right and throw the barrel into the Kutlass before entering the bonus barrel at the far right side of the platform. In the bonus level, use Squawks to collect 80 stars without touching the brambles, and collect the Kremkoin at the bottom-right corner of the area.

After exiting the second bonus level, pass through the no animal sign on the right to collect a banana bunch. Run right to come to the gap in the platform, and jump back onto the low platform. Walk slowly to the right until you activate the Klobber, and then quickly run back to the far left side of the platform. Jump on the Klobber and pick up the barrel. Jump up to the platform above, and run over to the right side of the target.

Put the Klobber barrel down, and run back over to the left side of the target. When the Klobber rushes toward you, jump on the barrel and bounce up above the left side of the target where the wind will carry you. Look at the items above the target. Wait until the Banana Coin is displayed after the banana bunch, and then press right to drop down onto the end of level target as the letter G is displayed to exit the level.

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### Level 30: Castle Crush

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LETTER K

Stay on the moving floor at the start of the level as it rises up through a group of bananas. When you see a single line of bananas going up, walk into that line. The tunnel will narrow, and you should hear the sounds of a Neek. Sure enough, a Neek drops down onto the floor from a tunnel up on the right.

Jump on the Neek, and cartwheel/helicopter through the Spiny that drops down to the platform from the next tunnel on the right. After passing the Spiny, walk to the left side of the floor and pick up the DK barrel. Throw the DK barrel at the Kutlass in the first tunnel on the left, and go through the low tunnel to find a Rambi barrel.

Jump in the Rambi barrel to transform into Rambi, and then stay still on the floor as it rises up. Go right when you can to get back into the main tunnel, and continue riding the floor up, hitting the single Neek out of the way as the tunnel goes left. Go right when you can and knock the red Kruncha out of the way.

Run over to the right side of the floor and go up the tunnel, where you will have a choice of directions at the top. The left route will lead to a Banana Coin, but the right route will lead to the letter K. Take the right route. Hit

the first Spiny out of the way as you run over to the far right side of the floor. Face left to knock the second Spiny out of the way, and go up the thin tunnel at the far right side of the area to collect the letter K.

#### LETTER O

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Run left after collecting the letter K, and continue the journey up the main tunnel. Go to the right side of the floor facing left to hit the first Klampon out of the way, then run over to the left side of the floor facing right to hit the second Klampon. Repeat this process to defeat the third and fourth Klampons.

After the Klampons, there's a small gap in the left side of the tunnel where you can collect a banana bunch. Stay at the left side of the floor, and you'll soon encounter a Krook on the right side. When he throws the hook, jump over it and land on the right side of the tunnel, and then jump over the hook when it comes back and land on the left side. When the hook is thrown again, jump over it once and quickly run toward the Krook to hit him out of the way.

After passing the Krook, there will be two horizontally flying Zingers above. These are easy enough to beat with Rambi: Either jump on them or charge into them. Run to the left side of the tunnel after passing the Zingers and jump over the wall on the left as soon as you can to fall into a small gap with a Banana Coin.

There are three Spinys in the section of tunnel above. Just like the Zingers earlier in the tunnel, either jump on them or charge into them. The floor will slow down after the Spinys. Jump up to the ledge on the left as soon as you can, and run left to find a banana arrow pointing left to a wall. Supercharge into the wall to enter the first bonus level. Defeat all six Zingers in the bonus level, and collect the Kremkoin at the top-right corner of the area.

After exiting the first bonus level, go right at the top of the tunnel and hit the Klampon out of the way. Ride up and then pass through the no animal sign on the left to receive a banana bunch. Continue left and ride up the tunnel. Jump right up to the ledge as soon as you can and run quickly to the right, hitting the Spiny (cartwheel/helicopter only) and Klampon (jump only) along the way.

Go to the far right side of the floor and ride up the thin tunnel to the blast barrel near the top. After getting blasted out of the second blast barrel and landing on the ledge, quickly drop off the right side of the ledge to collect the letter O.

#### LETTER N

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Ride the floor up, and jump back up to the ledge on the left that you landed on after the blast barrels. Jump over or cartwheel/helicopter the Spiny that drops down as you jump from the floor to the ledge. Go left, and ride up the tunnel. Four Spinys will be up on the ledge on the right. Stay at the left side of the floor until the ledge is equal to the floor, and then cartwheel/helicopter through all four Spinys. Go up the tunnel on the right to come to the star barrel.

Crash through the star barrel, and ride the floor up past the suspiciously placed Zinger on the left. As soon as you're above the Zinger, run left to go through a hidden entrance in the wall. Enter the Squawks barrel to transform

into Squawks, and start flying up the tunnel on the left. Tap 'B' and hold up to fly quickly up the tunnel, avoiding the hooks thrown by all three of the Krooks on the right.

Fly slightly to the right at the top of the hidden tunnel and go up the main tunnel. Avoid (or throw eggs at) the four Zingers on the way up this long tunnel, and fly quickly to the right at the top. Go down the first tunnel that you come to, and fly down either side of the block in the small room. Go under the block to collect the Hero Coin, and then fly out of the room. Go up the far right tunnel after exiting the room to collect the letter N.

#### LETTER G

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At the top of the tunnel, throw an egg at the Zinger as you fly along to the left, and pass through the no animal sign to receive a TNT barrel. Pick up the barrel and jump up to the ledge on the left with the banana arrow pointing to the wall on the left. Throw the TNT barrel at the wall, and go through the entrance that's revealed to enter the second bonus level. In the bonus level, ride the fast moving floor to the top and collect the Kremkoin at the top-right corner of the area.

After exiting the second bonus level, jump over the gap on the right and land on the ledge below. Hit the Klampon out of the way, and run over to the right side of the tunnel where the floor will catch up. Jump to the ledge on the left, and jump over the Spiny and the Klampon as they walk toward you. Stay at the left side of the floor to go up the next section of tunnel.

This next section can be quite difficult, as one enemy from either side (a Spiny and a Klampon) will drop down at the same time. Hit the Spiny first, as the Klampon can be easily jumped on. Go to the right side of the floor when the first set of enemies drop down, the left side for the second set, and the right side for the third set.

After passing the three sets of enemies, the floor will continue up to a section of the tunnel with six Mini-Neckys. Walk right and the first Mini-Necky will just glide by above. Stay in the middle of the floor for the remaining five Mini-Neckys, and just jump on them whenever they swoop down.

After passing the Mini-Neckys, the tunnel will lead right and then up. In this section of the tunnel, there will be three circling Zingers. To defeat one of these circling Zingers, jump over the Zinger once, and then run under it. Repeat this process for the other two Zingers.

When you see the DK barrel on the right, wait at the right side of the floor until you can jump over the wall. Pick up the DK barrel after jumping over the wall, and run quickly back to the left. Throw the DK barrel at the red Kruncha, and jump into the first gap on the left to collect the letter G.

Exit the gap and continue riding up the tunnel. Run to the far left side of the floor when the tunnel goes left to start riding up the next section of tunnel, which consists of a Krook on either side throwing hooks. The Krooks take it in turns to throw hooks (fortunately), with the right Krook throwing first. If the right Krook throws a hook, go to the left side of the tunnel and jump over it.

If the left Krook throws a hook, go to the right side of the tunnel and jump over it. Use this method to avoid the hooks, until the Krooks are defeated. Continue up the tunnel to the top, and then go right. Cartwheel/helicopter through the three Spinys, and rush over to the far right side of the floor to



go up the next section of tunnel.

There are four circling Zingers in this section of tunnel. If a Zinger is on the right side of the tunnel, go over to the left side of the floor until the Zinger is defeated. If a Zinger is on the left side of the tunnel, go over to the right side of the floor until the Zinger is defeated. Use this method to pass the four Zingers and continue up the tunnel. Jump up to the ledge on the left as soon as you can to encounter two Klampons and a Spiny. Jump on the first Klampon, bounce over the Spiny, and land on the second Klampon.

With the enemies out of the way, run to the left side of the floor and continue up the tunnel. Jump on the ledge on the right, and run right to find a barrel. Pick up the barrel and run back to the left, going up the tunnel with the Zinger. Hold the barrel to defeat the Zinger, and continue up the tunnel to collect a Banana Coin. When the floor stops, jump up to the small ledge on the right, and go over to right side. Jump over the gap on the right and land on the end of level target to exit the level.

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Level 31: Clapper's Cavern

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LETTER K

Go left at the start of the level and run to the top of the icy slope to see a hook high above. Team throw up to land on the first hook, jump up to land on a second hook, and jump right from the second hook to land on an icy platform. Run along the platform, making sure to cartwheel/helicopter spin through the four Spinys. After passing the Spinys, jump on the Klampon and go into the entrance on the right. In the bonus level, jump up all the ledges on the right and collect the Kremkoin on the ledge at the top-right corner of the area.

After exiting the first bonus level, jumping team throw up to collect the letter K and land on the hidden hook above. From the revealed hook, jump up to the ledge on the right to collect the Hero Coin, and then drop down off the left side of the ledge to land back on the icy path.

LETTER O

Run right along the path and down the slope, and drop off the edge to land on a ledge down below with a Kruncha walking about on it. Jump over the Kruncha as he walks from right to left, and then run quickly to the right side of the ledge. Jump over the stationary Zinger to land on the platform with the first Clapper on it. Jump on Clapper, who will turn the water to ice.

Drop onto the ice on the right, and continue right to find three enemies: Two Neeks and a Click-Clack. Jump over the first Neek, cartwheel/helicopter through the second Neek and the Click-Clack, and then immediately hold down to slide under two Zingers for a Banana Coin.

At the right side of the ice, jump up to the slope on the right and run up to the top. The water will soon start rising, so quickly jump into the barrel above. Hold right after being blasted out of the barrel to land on a small icy ledge. Select Dixie Kong.

There is a Kruncha walking about on the ledge on the left. When the Kruncha is on the right side of the ledge, jump and helicopter spin over to the left. Stop the helicopter when you're above the second Clapper to land on him and turn the water to ice. Jump over the two Zingers on the left, and collect the letter O after landing on the left side of them.

#### LETTER N

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Continue quickly to the left after collecting the letter O, and slide under the stationary Zinger. Jump the red Kruncha shortly after passing the Zinger, and run into the arrow barrel, which will shoot you up to a blast barrel. The water will have started rising after landing in the blast barrel, but the Lockjaw has fortunately disappeared in this section of the level. Hold right after being launched out of the blast barrel to land on an Enguarde crate down below. Get on Enguarde, and swim right to the tunnel.

Stay as low as you can in the tunnel to charge through one Flotsam and avoid two above. When you come to the three Shuris blocking an entrance, swim straight up the tunnel before they charge at you. Take the next tunnel on the left, and swim quickly along at the bottom of the tunnel to avoid two exploding Puftups above. There will be one horizontally moving Puftup in the small room at the left side of the tunnel.

There is a Banana Coin up at the top-left corner of the room, and a single banana next to a wall at the top-right corner. Hit the Puftup out of the way, collect the Banana Coin, and supercharge in the direction of the single banana to pass through a hidden entrance to the second bonus level. In the bonus level, swim quickly along to the right as the water slowly lowers, and collect the Kremkoin at the end of the area.

After exiting the second bonus level, pass through the no animal sign on the right to receive a banana bunch, and then swim up and jump onto the icy slope on the left. Run up the slope and cartwheel/helicopter through the Spiny at the top. Go to the left side of the ledge, and fall into the water off the edge.

When you hear the footsteps of the Kruncha, jump out of the water and land on the ledge on the right. When the Kruncha falls into the water, jump the gap over to the ledge on the left and run along to find the star barrel. Jump up and hit the star barrel, then continue left to the edge, where the Puftup will arrive again in the water below.

Jump over to the Flitter on the left and follow the banana trail as you bounce off to land on the third Clapper on the small ledge below. Drop down onto the ice and jump over the first two Zingers that you come to. Slide under the next Zinger, and jump over the Kruncha that walks toward you shortly after the Zinger. Slide under the next Zinger after the first Kruncha to collect the letter N, and then quickly jump over the second Kruncha before landing on the ledge on the left.

#### LETTER G

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There is a single banana high above the small ledge. Team throw up to collect the banana, and you'll activate a hidden exclamation point barrel which will make you invincible. Drop down off the ledge into the water on the left, and follow the tunnel around to collect three Banana Coins.

After exiting the other side of the tunnel, jump out of the water and land on the slope on the left. Run through the Spiny on the way up the slope, and jump up to the hook above. Jump up to the second hook on the right, the third hook on the left and the fourth hook on the right. Jump from the fourth hook up to the ledge on the right. Select Dixie Kong. Jump off the ledge to the left and collect the letter G, then helicopter back to the ledge on the right to avoid dropping into the water with the Lockjaw.

Go to the right side of the ledge to see a circling Zinger. Wait until the Zinger is over on the right side of the platform, and then jump over and land on the fourth Clapper. Hold right to land on the ice below, and continue right. Cartwheel/helicopter through the three Spinys, and then duck down as soon as you come to the three Zingers to slide under them. On the other side of the Zingers, pick up the barrel and jump over the stationary Zinger on the right to land on the fifth Clapper.

Continue right along the ice and run into the lowest of the first set of two Zingers with the barrel. Jump over the next two sets of two Zingers, and duck under the fourth set of Zingers to slide under them. Jump over the Kruncha on the other side and jump to the ledge at the far right side of the ice. Select Dixie Kong, and jump into the Dixie barrel. Blast out of the barrel when the Banana Coin item is shown and land on the target to exit the level.

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### Level 32: Chain Link Chamber

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#### LETTER K

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The level starts on a small ledge, with some chains over on the left. Jump onto the first chain and climb down to the same level as the single banana. Wait for the Klingers on the second and fourth chains to climb up, and then quickly climb along to the left and jump onto the single chain. Climb down to the bottom of the chain and jump onto the small gap on the left to collect the letter K.

#### LETTER O

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Jump back to the chain on the right and climb up. You'll come to a horizontally moving Zinger on the way up the chain. Wait until he moves either to the left or right side before continuing quickly up. Before the chain joins a series of other chains, jump over to the ledge on the right and run along to come to a wall.

The bottom section of the wall is a secret passage which leads to a small gap on the other side with a Banana Coin in it. Unfortunately, there is also a balloon Klobber in the gap. Go half-way through the passage to activate the Klobber, then rush back out to the left. Jump on the Klobber and throw the barrel to the left. With the Klobber out of the way, go into the room and jump to get the Banana Coin.

Exit the room to the left and jump onto the single chain over on the left. Climb up to the series of chains, but stay close to the bottom. Move along to the right when the two Klingers climb up to the top. Over on the right side of the chains, jump up and onto the ledge on the right. Jump onto the first single

horizontal chain on the ledge and climb along to the right. Jump up two chains to the third chain, and move along to either side.

Watch the Zinger above on the fourth chain. Jump up to the fourth chain when the Zinger is on the far side, and quickly jump up to the next two chains to the sixth chain. Move along to the left on the sixth chain, and watch the Zinger above. When the Zinger moves back to the left, quickly jump up to the seventh chain, move along to the left slightly, and jump up to the eighth chain. From the eighth chain, jump up to the vertical chain above and start climbing up.

There will be three Krooks on the way up this chain. Climb up past the first and second Krook when their hooks return to them, and stop just after passing the third Krook. Jump from the chain onto the third Krook and land on the small ledge. There will be a Klobber barrel and a kannonball through the tunnel on the left. Walk slowly through the tunnel until the Klobber is activated, and then quickly run back out onto the ledge. Jump over the Klobber as he runs toward you, and he'll fall off the ledge.

With the Klobber out of the way, run through the tunnel on the left and pick up the kannonball. Run back to the right and jump off the edge of the ledge to fall down onto the Krook below. Pick up the kannonball again, and run through the tunnel on the right to find a kannon. Put the kannonball in the kannon to get blasted up to the first bonus level. In the bonus level, jump across the three chains while avoiding the Zingers, and collect the Kremkoin at the end of the area.

After exiting the first bonus level, jump onto the chain on the left and climb up to the top, where you will have a choice of which direction to go. Both ways lead to the letter O (there are in fact, two 'O' letters in this level), but I'd suggest the right way as it's slightly easier. I'll list both routes to collect the letter O below:

Left route: Go along to the left until you're directly under the hook. Wait for the horizontally moving Zinger to go to either side, and then jump onto the first hook. Jump quickly up to the chain above, and then jump up to the second hook on the left. Jump up to the chain above when the Zinger is on the right, and jump over the Zinger as it flies to the left. Jump up to the third hook on the right, and jump quickly up to the chain above. Jump over the Zinger as it flies to the right and jump to the fourth hook. Jump up to the chain above, and go to the middle. A fast Zinger will be circling the fifth hook above. Jump up to the hook when the Zinger is on the left side of the hook, jump up to the chain above when the Zinger is on the right side, and jump quickly up to the sixth hook. Jump up to the long chain above from the sixth hook, and go along to the far left side. Jump up to collect the letter O.

Right route: Go along to the right until you see an arrow barrel above. Jump into the barrel and shoot either up + left or up + right to avoid the stationary Zinger. Jump into the second barrel and shoot up + right when the horizontally moving Zinger is on the left side of the chain. Jump quickly into the third barrel. Shoot up + left when the horizontally moving Zinger is on the left side of the chain, and then jump quickly up into the fourth barrel. Shoot up to the fifth barrel, and then shoot straight up when the Zinger is on either side of the chain to land in the sixth barrel. Shoot up from the sixth barrel to land on the chain, and go along to the far right side. Jump up to collect the letter O.

LETTER N

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Go along to the middle of the chain and begin climbing up the vertical chain, which will soon change to a grid of chains with Zingers hovering about. When you get onto the grid of chains, move right three squares and climb up to the second horizontally moving Zinger (the first horizontally moving Zinger won't be able to reach you on this section of the grid).

Wait for the Zinger to move right, and then quickly climb up past the Zinger to come to an other horizontally moving Zinger above. Move two squares to the left. Wait for this Zinger to move to the right, then quickly move one more square to the left and climb up the vertical chain.

Continue climbing up the vertical chain to arrive at the bottom of a room with four circling Zingers. Wait until a Zinger has passed above, and then quickly go up through the gap to the middle of the circle, where the chain leads off in four directions.

Go to the right first to come to a gap with an invisble coin. Next, go all the way left to come to a larger gap with a crate and a star barrel. Drop off the chain. Pick up the crate and throw it at one of the circling Zingers, and then jump back onto the chain. Go left and jump up to hit the star barrel.

Go back to the right along the chain, and go up at the junction. Continue up through the gap between the Zingers. Climb quickly up the chain to avoid two Kutlasses and two Klobbers, which try to attack you from the ledges at the side. At the top of the chain, you'll come to another junction where you have a choice of which direction to go. Both ways are quite simple, but I'd suggest the left path as you can collect a banana bunch along the way. I'll list both routes below:

Left route: Go over to the left side of the horizontal chain to come to the bottom of three vertical chain. Climb quickly up any one of the three chains to avoid three Mini-Neckys. At the top of the chain, go left to get the banana bunch, and then go right to avoid a final Mini-Necky.

Right route: Go right along the horizontal chain, but stop before you get above the pit at the far right side. Wait for the two vertically moving Zingers to come down and go into the gap, and then quickly jump up the small chains until you get to the big chain at the top.

After following either route, you should be on the right side of the long chain. Jump onto the vertical chain above and climb up to arrive at a grid of chains with circling Zingers hovering about. Once on the grid, climb up two squares, and then start to go left. Go under each of the three Zingers as they move left. At the left side of the grid, quickly climb up the chain nearest to the wall to pass by another circling Zinger above.

After passing the grid of chains, there will be two chains to climb up, with Kannons at the top blasting kannonballs down toward you. The first kannonball will fall down the left chain, so quickly climb up the right chain until you get level with the single banana between the chains.

At this point, jump off to the right and hold right to land in a secret tunnel in the wall. Run right to collect the letter N in the first gap. Jump up and right from the first gap to pass through another secret tunnel, which leads to a second gap where you can collect the Hero Coin.

Run back to the left after collecting the Hero Coin, and jump onto the right chain when you see the kannonball fall down next to the left chain. Climb up the two chains, dodging from left to right as the kannonballs drop down, and climb along to the right at the top. Go to the right side of the chain, and climb up the vertical chain.

At the start of the chain, there will be a small section of wall over to the left. Jump from the chain and hold left to land in a hidden tunnel near the bottom of the wall. Run left through the tunnel and cartwheel/helicopter the Kannons out of the way to reveal an entrance on the left. Go through the entrance to enter the second bonus level. In the bonus level, shoot out of the timed arrow barrels and collect the Kremkoin on the ledge at the top-right corner of the area.

After exiting the second bonus level, jump to the chain on the right and climb to the top. Jump up two chains, and go over to the left side of the tunnel. Two vertically moving Zingers will go by on the way down. As soon as the Zingers have passed, go right and jump up the chains until you reach the long chain at the top.

When you move along to the left side of this chain, two Zingers will quickly go up into the gap above. Go under the Zingers as soon as they go up, and drop down the small chains to the big chain at the bottom. Go to the left side of this chain to see two Zingers go down, and then quickly jump up the small chains to the long chain at the top.

Go to the right side of the long chain and jump onto the vertical chain above. Climb quickly all the way up this chain to the top to avoid a Klobber and eight Mini-Neckys. Go left at the top of the chain to come to another vertical chain. Jump on the chain and climb quickly to the top to avoid a balloon Klobber that rushes down from a gap on the right.

At the top of the chain, climb right along the horizontal chain and pass above the target. Jump up at the far right side of the chain to collect the letter G, and then go left along the chain until you're above the target. Drop down from the chain and land on the end of level target to complete the level.

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### Level 33: Toxic Tower

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#### LETTER K

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A toxic slime starts to rise as you jump up the steps at the start, and will continue to do so for the rest of the level. For this reason, make sure you run as often as possible, and do everything quickly. With that said, run right at the start of the level and jump up the four steps, hitting the two Klampons on the way. Jump into the Rattly barrel at the top of the steps to transform into Rattly.

As Rattly, jump up to the small ledge on the right, and then jump up to the square platform on the left. There are three other platforms over on the left, with two Kaboings bouncing down them. Bounce off the Kaboings on the way over the platforms, and jump from the third platform over to the ledge on the left. Jump up to the higher ledge on the left, and then up to the square platform on the right.

A stationary Zinger will be over on the right. Although you could bounce across the three Zingers on the right in order to get to the next section of the level, take the small shortcut instead by superjumping up from the right side of the square platform and landing on the ledge high above.

Collect the three banana bunches on the ledge, and walk over to the right side. Superjump again to land on the high ledge up on the left. Collect the banana bunch and jump up to the square platform on the right. Jump up one platform to the right, drop down to the platform on the right, and jump up two platforms to the right to land on a ledge with the letter K.

#### LETTER O

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After collecting the letter K, jump up one platform to the left, one to the right, one to the left and one to the right to land on a ledge with three vertically moving Zingers over on the left. Bounce off the three Zingers over the gap to land on a ledge on the left. A big 'A' up on the right indicates that you have to use the animal's special move at this point.

Superjump up to the thin platform on the right. Jump up the rest of the thin platforms, but stop on the final platform with the Zinger covering the gap on the right. Jump on the Zinger and fall down the gap, holding right to collect the Hero Coin below. Go left after collecting the coin to land in a barrel, which will blast you back up to the platforms.

Hold right after launching out of the barrel to land on the ledge on the right. Quickly superjump up to the thin platforms high up on the left, and jump across them while avoiding the barrels blasted by the Kannon. Jump on the Kannon when you reach him and bounce up to the ledge on the left.

Superjump again up to the thin platform on the right, where three horizontally moving Zingers are moving off the right side of the platform. Jump onto the nearest Zinger as he gets near the platform, bounce off onto the next Zinger on the right, and bounce up from the Zinger to the ledge on the right.

Superjump from the ledge up to the platform on the left, and run left to come to a wall. Hold left and jump at the wall to pass through a hidden passage which will lead to a blast barrel. Drop into the barrel, which will blast you up through two Banana Coins to a barrel at the top, which will then blast you back onto the platform. The slime will be rising fast below, so go fast on this section.

A horizontally moving Zinger will be above next to a gap. When the Zinger moves to the right side of the gap, jump up and bounce off the Zinger to land on the ledge above. Go to the far right side of the ledge and superjump up to the ledge on the left. On the ledge, jump up to the top of the big step and face to the right. Bounce off the five Zingers on the right to land on a platform with an arrow barrel on it. The letter O is found on the third Zinger on the way up to the platform.

#### LETTER N

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The arrow barrel will launch you up to a Squawks barrel above. After transforming into Squawks, fly right and up. Go left at the top, fly over the lowest Zinger, and continue left under the second Zinger. Go up at the end and

stay at the left side of the tunnel until you pass the first Zinger, and then go right and up to pass the second Zinger.

Take the first tunnel right and go along as far right as you can. Fly down the side of the stationary Zinger and hit the DK barrel if necessary before continuing along the tunnel. Throw an egg at the next Zinger you come to, and fly up the tunnel that he was blocking. At the top of the tunnel, there will be four Kaboings bouncing over on the left.

Throw eggs at all of the Kaboings as they bounce up from the gaps, and fly up the tunnel at the far left side. Stay right as you fly up the tunnel to come to a stationary Zinger. There is a single banana under the Zinger. Hold right as you collect the banana to go through a secret tunnel, which will lead to a thin gap where you can fly up to collect two Banana Coins.

Go left at the top of the gap to exit the secret tunnel, and then fly up after returning to the main tunnel to come to a large room with four circling Zingers. Fly to the middle of the circle and fire eggs at the yellow Zingers. Exit the circle on the right side to enter a small gap with the letter N.

LETTER G

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Return to the middle of the circle after collecting the letter N, and exit the circle at the top. Fly up the tunnel to the top. There are multiple routes to take at the top of the tunnel, with only slight differences between them. Some routes have yellow Zingers and some have red, but it doesn't really matter which way you go. Go with the right - left - left route only because it seems slightly quicker. After passing the third Zinger, go right to find a red Zinger above. Wait until he goes to either side of the tunnel, and fly up past him.

Follow the tunnel up and along to find a single Zinger blocking an entrance. Fire an egg at the single Zinger, the two Zingers shortly after, and finally, the three Zingers. After passing the set of three Zingers, go up the tunnel and face left at the top to see vertically moving Zingers above some gaps. Fire eggs at all four Zingers in the area, and go down the tunnel below where the fourth Zinger used to be to collect the letter G. Fly up the tunnel at the far left side of the area, and go right at the top to enter the Squitter barrel.

After transforming into Squitter, build web platforms up and right to come to a stationary Zinger next to the wall. Shoot a web at the Zinger to see a single banana. Jump to the banana and hold right to pass through a secret tunnel in the wall, which leads to the first bonus barrel. In the bonus level, build web platforms along the bramble maze and collect the Kremkoin up on the platform at the end of the maze.

After exiting the first bonus level, you'll pass through the no animal sign and land on the other side. Run right and jump onto the chain above the slime. The target will be down on the right, but don't jump on it yet. Instead, jump from the chain and land on the right side of the target. This will cause the slime to lower. Run back to the left and drop down the gap to land on a path below. Run right to collect a green balloon, and then run back to the left and jump onto the chain. Climb to the top of the chain and jump down to the end of level target to complete the level.

BOSS BATTLE 6: STRONGHOLD SHOWDOWN

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Donkey Kong will drop down tied up in a rope, you'll receive a Kremkoin, and then Donkey Kong will be pulled back up and you'll exit the area on the right. No battle in this area at all.

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### Level 34: Screech's Sprint

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LETTER K  
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Run right along the platform at the start of the level to come to a gap with a Banana Coin in it. Select Diddy Kong, and cartwheel jump into the pit to collect the Banana Coin and land on the other side. Walk along the platform to the right until you activate the Cat O' 9 Tails, and then quickly run back to the left until you get to the edge of the platform.

Jump over the Cat O' 9 Tails as he spins toward you, and he'll go off the edge of the platform and land down on the thorns below. Run right along the platform to the edge, where four bananas seem to point down to the gap. Cartwheel into the gap and jump before you touch the thorns to land on the next platform.

Walk along the platform to see a Kloak, who will throw a TNT Klobber barrel down. When the Klobber rushes toward you, go back to the left edge of the platform and jump over him. Run right and jump over the tall thorn wall to land on the rope on the other side. Climb down to the bottom of the rope, and wait for the Klinger on the rope on the right to climb up.

When he climbs about half-way up the rope, climb quickly across the ropes to the other side. After arriving on the final rope, climb up half-way to see a gap in the thorns over on the right. A horizontally moving Zinger guards the gap, so wait for the Zinger to move back to the right before jumping through the gap and landing on the small platform on the other side.

Grab the treasure chest on the platform and throw it at the Zinger above to receive a banana bunch. Jump over the thorn wall on the right and land on the vine. Climb right across the vine to encounter four vertically moving Zingers. When the Zingers go up, quickly climb under them to get to other side. Near the end of the vine, there will be a horizontally moving Flitter above.

Jump on the Flitter to bounce up and get a Banana Coin, and then drop off the rope to land on a platform below. Run right along the platform to set off the first Cat O' 9 Tails. Jump left and right over the Cat O' 9 Tails as he spins toward you, and then jump on him when he gets dizzy and sits down. Run right and defeat the second Cat O' 9 Tails on the platform in the same way.

At the right edge of the platform jump across to the rope, and climb quickly up it all the way to the top to avoid seven Mini-Neckys. When all seven Mini-Neckys have gone, climb slightly down the rope so that you're level with the two bananas over on the left. Jump to the left from the rope to land on a small platform on the other side of the thorns. Cartwheel/helicopter jump into the gap to land on the platform on the other side.

After landing on the platform over the gap, jump and team throw up to the right to land on a platform with a kannonball on it above. Pick up the kannonball and jump up to the next platform on the right, and then jump from the platform into the kannon to be blasted up to the first bonus level. In the bonus level, use Dixie's helicopter spin and Diddy's cartwheel jump to navigate through the

bramble tunnels and collect the Kremkoin on the platform at the end of the area.

After exiting the first bonus level, jump up to the platform on the left. Jump and helicopter spin through the gap in the brambles on the left to land on a small platform on the other side. There will be a star barrel over on the left, and below it will be a Squawks barrel. Jump into the star barrel and fall straight down into the barrel below to transform into Squawks.

After transforming into Squawks, fly to the right and go through the gap that you jumped through earlier. On the right side of the gap, fly up into the single banana to receive a Banana Coin, and then fly back through the gap on the left. On the left side of the gap, fly up into the top-right corner of the area to collect an invisible red balloon, and then continue floating left to come to the start of the race, where Screech will be waiting. When the race starts, fly left and go through the gap between the two red stationary Zingers to collect the letter K.

LETTER O

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Continue flying quickly to the left until you see the bananas curve from left to up. Instead of following the banana trail, fly down and left and go into the small tunnel to enter an invisible blast barrel. The barrel will blast you along to another barrel, which will shoot to get blasted by an invisible blast barrel, which will shoot you quickly up through the thorn tunnel. As soon as you regain control, fly immediately left as the tunnel widens out to enter another invisible blast barrel, which will shoot you up to the letter O.

LETTER N

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Fly up near the top of the thorns, and go right. Follow the bramble tunnel along to come to four stationary Zingers in a vertical line. Continue flying along, but aim for any of the four Zingers. When you get close, fire an egg and fly through the gap between the Zingers to the other side.

Repeat this process for the second set of four Zingers, but aim for only the second or third Zinger, as the other Zingers are red and can't be defeated by eggs. When you come to the banana arrow pointing down, fly up and right instead, and follow the tunnel around to come to the Hero Coin.

After collecting the Hero Coin, fly down and enter the arrow barrel to get blasted back to the main area. Fly down the bramble tunnel to the bottom as soon as you regain control, go left under the brambles and then fly up. Go left over the brambles, but don't follow the direction of the banana trail. Instead, fly straight down, staying close to the brambles on the right, and pass through the very small gap between the brambles.

Fly down until a ledge of brambles is below. Fly left over the ledge and continue down to spot the trail of bananas. Follow the trail which leads down to a high horizontal tunnel. Fly right along the tunnel to come to four stationary Zingers in a vertical line. When you get close, fire an egg at either of the bottom two Zingers and fly through the gap to the other side. Shortly after, there will be five circling red Zingers.

Go through the gap between the Zingers to the middle of the circle, and then fly out to the other side through the gap. Follow the tunnel along which goes

up and right, down and right, up and right and then up. When you come to the junction in the tunnel, a banana trail will lead up the left route. Follow the right route instead to collect the letter N.

#### LETTER G

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Continue up, left and go down slightly to see the next tunnel entrance on the left. Go through the tunnel to arrive in a room full of stationary red Zingers. Try and stay low down in the tunnel as you dodge through the gaps between the Zingers. At the far left side of the area, a banana arrow will be pointing up. Instead of following the arrow, fly left under the brambles and go up to collect the letter G.

After collecting the letter G, follow the banana trail around and go up the next tunnel on the right. At the top of the tunnel, go right to come to two stationary red Zingers. Fly under or over both Zingers, and continue right to pass through the banana finish line and win the race. Keep going right to pass through the no animal sign, and fall down onto the end of level target to complete the level.

#### BOSS BATTLE 7: K. ROOL DUEL

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- 1: At the start of the fight, K. Rool will shoot a kannonball. Pick up the kannonball and jump over K. Rool as he slides toward you. Turn left and wait until the gun starts sucking you toward K. Rool. When it does this, throw the kannonball into the gun to hit K. Rool for the first time. The gun will then explode, causing a kannonball to fire out. Jump over the kannonball and run to the opposite side of the area from K. Rool.
- 2: K. Rool will shoot a kannonball, which lands and turns into a spiked ball. Select Dixie Kong. Jump over K. Rool and hover over the kannonball to land on the other side. Jump again as he returns, and the kannonball will return to normal. Quickly rush over to the kannonball and pick it up. Throw it into the vacuum gun. The gun will then explode, causing a kannonball to fire out. K. Rool will then shoot out two spiked kannonballs. When he slides from left to right, jump over him and land between the kannonballs. Jump over him again as he slides from right to left, and jump over him a third time as he once again slides from left to right. Pick up the right kannonball when it turns normal and throw it into the vacuum gun. Jump over the kannonball when the gun explodes, and K. Rool will fall over for the first time.
- 3: A series of spiked kannonballs are then shot from the gun. Run over to the left side of the area, and follow the list shown below for details on what to do to avoid each of the kannonballs.

Kannonball 1 : Jump  
Kannonball 2 : Jump  
Kannonball 3 : Duck  
Kannonball 4 : Jump  
Kannonball 5 : Jump  
Kannonball 6 : Jump  
Kannonball 7 : Duck  
Kannonball 8 : Jump  
Kannonball 9 : Duck

After the ninth kannonball, a barrel will be shot. Jump on the barrel and

pick up the kannonball that drops out of it. Go right with the kannonball and throw it into the vacuum gun. Jump over the kannonball when the gun explodes, and jump over K. Rool as he slides from right to left.

4: A series of bouncing spiked kannonballs are then shot from the gun. Run over to the right side of the area, and follow the instructions below for what to do with each of the bouncing kannonballs.

Kannonball 1 : Jump  
Kannonball 2 : Run under  
Kannonball 3 : Jump  
Kannonball 4 : Jump  
Kannonball 5 : Run under  
Kannonball 6 : Jump  
Kannonball 7 : Run under  
Kannonball 8 : Jump  
Kannonball 9 : Run under

After the ninth kannonball, a bouncing barrel will be shot. Jump on the barrel and pick up the kannonball that drops out of it. Run left with the kannonball and throw it into the vacuum gun. Jump over the kannonball when the gun explodes, and jump over K. Rool as he slides to the right.

5: A series of circling spiked kannonballs are then shot from the gun. Run to the left side of the area, and jump over all of the kannonballs that are shot. As you jump the kannonballs, walk back to the left side of the area to get ready for the next one. There are three single kannonballs that are shot, and then three double kannonballs. The double kannonballs are more difficult to pass, and I'd recommend that you have Dixie Kong selected so that you can spend longer in the air after jumping. After the third double kannonball, a circling barrel will be shot. Jump on the barrel and pick up the kannonball that drops out of it. Run right with the kannonball and throw it into the vacuum gun. Jump over the kannonball when the gun explodes, and K. Rool will fall over for the second time. When he wakes up, jump over him as he slides from right to left, and go to the right side of the area.

6: K. Rool will shoot blue clouds out of the gun. The blue clouds will turn to ice when it hits. Jump over the three clouds, and then jump over K. Rool as he slowly slides toward you from left to right. K. Rool will start to fade as he slides toward you for the second time, and by the third time, K. Rool will be invisible, with only the clouds of dust visible. After jumping over K. Rool all three times, he'll shoot a kannonball into the middle of the areas. Run and pick it up, and throw it into the vacuum gun. Jump over the kannonball when the gun explodes, and jump over K. Rool as he slides from right to left.

7: K. Rool will shoot red bouncing clouds out of the gun. The red clouds will make the controls very slow. This is the one type of cloud I'd recommend getting hit by. Select Dixie Kong and run into the first red cloud. When K. Rool shoots the three spiked kannonballs, jump and hover over them to the left. Because the movements are so slow, Dixie will clear all three kannonballs. After landing on the other side, the controls will return to normal. Pick up the normal kannonball after landing and throw it into the vacuum gun. Jump over the kannonball when the gun explodes, and jump over K. Rool as he slides from left to right.

8: K. Rool will shoot purple circling clouds out of the gun. The purple clouds will reverse the direction controls (left will be right, right will be left). It's not too bad if you get hit, but the effects last for quite a while. When K. Rool uses the vacuum gun in this part, no kannonball appears, so try

and run away from the gun.

9: K. Rool will disappear and reappear in various places depending on where you stand. Run left and right, but try and stay near the middle of the area so that you can run away from the vacuum gun when K. Rool appears. Pick up the normal kannonball when it's dropped and throw it into the vacuum gun when K. Rool appears. Jump over the kannonball when the gun explodes, and collect the Kremkoin to defeat K. Rool!... or so we're supposed to think.

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3.7. The Lost World  
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Level 35: Jungle Jinx  
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LETTER K  
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Run right along the path at the start of the level and jump onto the Klampon that scurries toward you. Go to the right edge of the path and look down at the tire rolling down on the right. These tires are common and useful in this level, but can also be dangerous.

The tire that's currently rolling down on the right can push you into the wall, and some of the other tires can push you off ledges. Make sure that you jump on or over a tire as it rolls toward you. Bringing our attention back to the tire down on the right, either jump on or over it (jumping on it will cause you to bounce high up into the air where you can crash through a DK barrel), and jump up the step on the other side.

Walk right to the edge of the platform, and wait for the tires to start rolling into the pit down on the right. As soon as a tire rolls into the pit, jump over the gap and run right to come to some spikes. The tires roll over these spikes easily enough, so wait for a tire to come along, and jump on it. Bounce off the tire and hold right to collect the letter K above the spikes. Continue to hold right to bounce off another tire and land on the other side of the spikes.

LETTER O  
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Go right and jump over the gap at the end of the path to land on the next section of path. Continue right to come to a large slope. Wait for a tire to fall down, and then jump onto it and bounce up to the top of the slope. Go right and use another tire to bounce up the second slope. Keep moving right to find a stationary Zinger. There is a banana bunch above the Zinger, which you can collect by bouncing off a tire. Pass either under or over the Zinger, and continue right to the end of the path.

Jump off the edge and land on the path below. Go right to come to a small step, with two Zingers up on the right and a Banana Coin between them. Select Dixie Kong. Jump from the edge of the step and helicopter spin over to the right to collect the Banana Coib between the Zingers. Keep floating right until you land on the path on the other side, where a Kutlass will happily rush toward you. Jump over the Kutlass as he attacks you with the swords, and jump on him when

he gets stuck. Run over the bridge on the right to get to the edge of the path.

Jump off the edge and land on the path below. Run right to come to four Spinys. Cartwheel/helicopter through the Spinys, and continue on to the end of the path. There's a small gap before the path up on the right. Walk right until a tire appears up on the ledge above. Walk a little to the left and jump over the tire as it rolls toward you. With the tire out of the way, jump over the gap up to the path.

Run across the bridge and continue right. Hit the Klampon out of the way, and keep going right to come to a stationary Zinger. Jump and team throw over the top of the Zinger to collect an invisible Banana Coin. Continue right to come to the edge of the path. Masses of spikes are down in the pit on the right, and two stationary Zingers are above. Watch the tire rolling in the pit, and jump on it when it gets to the left side of the pit. Bounce over the two Zingers and land back on the tire, and then bounce again to land over on the other side of the pit.

Walk right until you get to the edge, and watch the path over the gap on the right. When the two tires fall into the gap, jump across the gap and land on the path. Run right, jumping over any tires that roll toward you, to come to a small slope with spikes up on the right. Walk a little to the left, and wait for a tire to come rolling down. When it does, jump on it and bounce off the tire holding right.

Continue to hold right and bounce up the tires to the top of the slope. After landing, walk right until you come to the edge of the path, where a horizontally moving Flitter will be floating down on the right. Walk off the edge of the path, and walk left after landing. Cartwheel/helicopter off the left edge of the path to collect the letter O, and then jump to land in the first bonus barrel. In the bonus level, use the team throw to hit all four Zingers, and collect the Hero Coin at the right side of the area.

LETTER N

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After exiting the first bonus level and crashing through the star barrel, continue right and jump over the gap. Cartwheel/helicopter through the first Spiny that walks toward you, and jump up to the higher ledge after passing the Klampon. Pick up the DK barrel, and throw it into the Kutlass near the right side of the ledge.

Walk close to the edge and look at the spikes down on the right. Select Dixie Kong. When a tire rolls over them and falls into the gap, jump and cartwheel over to the right. When the next tire rolls down from the ledge above, stop the cartwheel and fall down onto the tire. Keep holding right as you bounce from tire to tire to land on the ledge on the other side of the spikes.

Run right after landing on the path and jump on both Klampons. At the end of the path, look down at the spikes on the right. A tire will roll over the spikes and fall into the gap. Jump over the gap and helicopter down to the left side of the spikes. When the next tire rolls down, jump on it and bounce right to collect the letter N above the spikes.

LETTER G

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Continue bouncing right along the tires after collecting the letter N until you

land up on the section of path at the top of the steps. Go right to the end of the path to find three Zingers: A stationary Zinger up on the right and two horizontally moving Zingers just below. Jump through the gap between the two moving Zingers and fall down in line with the bananas to land in a blast barrel below, which will shoot you into a five-way barrel.

Shoot right out of both barrels to enter a barrel which you can use to get up to the path above. Blast out of the barrel when a tire has just rolled past, and quickly move to the left edge of the path. When a tire rolls down from the right, jump on it and bounce over to the left to collect a Banana Coin and land in an arrow barrel, which will blast you back to the path.

Run close to the spikes on the right and wait for a tire to come rolling down. When it does, jump on the tire and bounce over to the right to land on the other side of the spikes. Run along the path to the edge, and jumping helicopter over to the right to collect a Banana Coin before landing on the platform below (if you didn't collect the Banana Coin by using the helicopter spin, use the team throw on the platform). Go to the edge of the platform and look at the spikes down on the right. When a tire comes rolling down, quickly jump on it and hold right to bounce over the spike section.

After landing on the path, jump on the three Klampons and continue right to the gap at the end of the path. Cartwheel/helicopter into the gap to collect the Banana Coin, and then quickly jump to land on the small section of path. Jump on the Klobber that rushes toward you, and pick up the barrel. Continue right and jump over the gap to an even smaller section of path with a stationary Zinger above a barrel on the right.

Throw the barrel at the Zinger and drop down into the barrel. Look over at the items flickering above the target. When the second banana bunch after the letter G is displayed, blast out of the barrel and hold right to land on the end of level target and complete the level.

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### Level 36: Black Ice Battle

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LETTER K

Jump over the Zinger on the left at the start of the level and slide down the slope behind it. Drop down the gap at the end of the slope, and run right along the bumpy floor after landing. Jump on all four Klampons and drop down the gap at the right side of the floor.

After landing on the path, a Spiny will be walking toward you from the left. Wait for the Spiny to walk close, and then jump over the stationary Zinger and the Spiny. Jump over the next Zinger on the left and run along to the gap at the edge of the floor, but don't drop down it yet. Wait for the horizontally moving Zinger in the gap to move to either the left or right side, and then drop down the gap.

Hold right as you drop down the gap to land on a small ledge with a Klobber barrel. When the Klobber is activated, quickly jump on the Klobber and pick up the barrel. Drop down off the ledge to the left and run right after landing to come to two Zingers. Throw the barrel at the left Zinger. Jump over the right Zinger and land on the small section of path on the other side. Quickly jump up to the right to collect the letter K, and then drop down into the gap below.

## LETTER O

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After landing on the bumpy path below, select Dixie Kong and run up to the top of the first slope and jump on all four Klampons as they walk toward you. With the Klampons out of the way, run left up and over the second slope and drop down the gap at the left edge of the path. Fall straight down the tunnel to pass a Krook (who is only guarding a banana bunch) on a ledge.

After landing at the top of the steep sloped path, jump and helicopter spin over to the right to avoid three stationary Zingers. After passing the three stationary Zingers, drift through through the gap between the two stationary Zingers at the bottom of the slope, and drop down to the sloped path below.

Slide left down the sloped path to the flat at the bottom, where a stationary Zinger will be hovering up on the left. Jump over the top of the Zinger and hit into the wall on the left before falling straight down to the path below. As you land, a Balloon Klobber will run toward you from the gap on the left. Jump over the Klobber as he rushes toward you, and he'll fall down the gap on the right. Run left into the gap and jump up to collect the two red balloons, and then go back to the right and go close to the edge of the path.

A hook will be thrown on the path below from a Krook over on the right. Select Diddy Kong. When the hook returns the Krook, drop off the edge of the path to land on the Balloon Klobber below. Quickly pick up the barrel, and run right. If the Krook throws another hook, it will just destroy the barrel, but this temporary shield only works once. Drop down the gap at the right edge of the path next to the Krook to land on the slightly sloped path below.

Run left down the path but hold right near the bottom to stop on the small flat section. Below, a Krook will be throwing hooks along to the left. Wait for the hook to return to the Krook, and then quickly drop down the gap and run left along the Krook's path to drop down the gap at the left edge. After landing on the sloped path below, select Dixie Kong and jump over the two stationary Zingers on the right.

Hover over to the steep sloped path on the right side of the gap and jump quickly up to the top. A Balloon Klobber will activate once you near it, so quickly jump on it before it has a chance to charge at you. Pick up the treasure chest at the top of the slope and throw it at the wall on the right to receive a red balloon.

After collecting the red balloon, run down the steep slope on the left and jump between the two stationary Zingers in the gap to fall down to the platform below. Face right on the platform to see a stationary Zinger over on the next platform. Jump over the Zinger and fall down the gap to collect a Banana Coin and land on the steep sloped path below. Jump over the two stationary Zingers on the left, and quickly jump left again after landing to collect the letter O above the single stationary Zinger. Slide down the sloped path after landing and fall down the gap at the bottom to crash through the star barrel.

## LETTER N

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After landing at the top of the two sloped paths, take the right sloped path and jump over the two stationary Zingers before falling down to the path below. On the way down, a Klobber will be activated on a ledge up on the left. Quickly



run down the slope on the left and jump over the stationary Zinger to land on the next path.

After the Klobber runs into the gap, walk right to drop down the gap under the Zinger. After landing on the small platform, jump over to the platform on the right and hit the Neek there. Drop down one platform to the right, one platform to the left (hit the Neek), and drop off the final platform to the right to collect the letter N.

#### LETTER G

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On the way down the slope, jump over the two stationary Zingers on the left, run under the vertically moving Zinger, and jump over the final two Zingers on the slope when the top Zinger is low. After jumping off the edge of the slope, fall down until you hit the stationary Flitter and then hold right to land on a ledge. Select Diddy Kong.

Hit the Klobber that runs toward you and pick up the barrel, and then go right along the ledge to come to two Zingers. Throw the barrel at the lowest Zinger, and run right to come to a treasure chest. Pick up the chest and throw it at the remaining Zinger to receive a kannonball. Pick up the kannonball and run left off the edge of the path.

After landing on the small slope, run right and jump carefully across the tiny platforms with the Zingers in the gaps on either side. After passing the three Zingers, drop down off the edge of the path to the right to land on a flat section below. A steep slope is on the left, and three Klampons are climbing quickly up it.

Turn to the left on the flat section while holding the kannonball, and two Klampons will walk into it. Walk down the slope after the two Klampons have been defeated, and jump over the third Klampon as he walks up. Drop off the end of the slope and hold right to land on a ledge below. Three stationary Zingers are blocking the path. Hit the first Zinger with the kannonball, and walk right to collect the letter G.

Pick up the kannonball again, and throw it at the second and third Zinger. With all three Zingers out of the way, run right and put the kannonball into the kannon at the right side of the path to get blasted up to the first bonus level. In the bonus level, jump over the six stationary Zingers on the way down the three steep slopes and collect the Hero Coin at the bottom of the area.

After exiting the first bonus level, quickly cartwheel/helicopter to the right to hit the Spiny. Jump down off the edge of the path and cartwheel/helicopter through the next Spiny walking up the slope from the left. Run down the slope to the left and drop off the edge to land on a bumpy path below.

Select Dixie Kong and run up the first bump. A Zinger is at the top, so jump straight up and helicopter over to the right to land on the slope of the second bump. Jump over the Zinger at the top of the second bump, and fall down the tunnel on the right.

After landing on the slope below, jump from the top and helicopter spin left over the top of the four small gaps to avoid four Zingers. After passing the fourth Zinger, land on the path on the left side of the gap. Wait for the horizontally moving Zinger down in the gap on the left to move to the right side, and then jump over it fall down the gap to the slope below. Hit the Spiny that walks toward you as you land, and jump up to the platform above. Jump up

to the high ledge on the right, and jump from the ledge down to the end of level target to complete the level.

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### Level 37: Klobber Karnage

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#### LETTER K

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At the start of the level, team throw up above the entrance on the left to collect a Banana Coin. Run right from the entrance to the level and pick up the first barrel you come to, which is actually a normal non-Klobber barrel (a rarity in this level). Continue right and throw the barrel at the first normal Klobber in the level. Throw the first Klobber barrel at the second normal Klobber over on the right, and jump over the pit to the other side.

Jump straight up as soon as the Klobber on the small section of path rushes toward you and he'll fall into the pit on the left. Go to the right side of the path and throw the DK barrel if necessary. Select Dixie Kong and helicopter over the pit to the small ledge on the right. Helicopter off the right side of the ledge into the pit below, and jump as soon as you collect the Banana Coin to land on the next section of path.

After landing, a normal Klobber will rush toward you from the right. Jump on him and pick up the barrel. Go right and jump up the first ledge, hitting the barrel into the normal Klobber. Jump up to the next ledge on the right and move along to the middle of the platform. Select Dixie Kong and jump into the barrel above to be blasted along to the letter K.

#### LETTER O

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After landing, a Banana Klobber will rush down from the ledge above. When he lands on the path, he'll skid right, and then he'll run toward you. Jump on the Klobber when he gets close, and then jump over the big pit on the right. Throw the barrel at the Banana Klobber on the other side of the pit and continue along to find two Kong barrels. Select Diddy Kong and jump in the left barrel to get blasted up to a timed controllable barrel above, which has a Zinger circling it. When the Zinger goes past on the right side, press left and fire out of the barrel when it's pointing right.

After landing in the eight-way barrel, look at the vertically moving barrel on the right. When the direction of the eight-way barrel points up and right, and the vertically moving barrel is down low, blast out of it to skip a barrel and land in the next barrel on the right. A banana trail will be leading off to the right. Blast up and right out of the barrel to skip a section with four circling Zingers and land on a platform over on the right.

Run right along the platform and jump over the large gap. Once on the path on the other side, walk right to activate a Klobber, and then quickly jump on him. Pick up the barrel and jump up the steps on the right. On the third step, a Klobber will zoom down and crash into the barrel. Pick up the new barrel and continue up the steps.

Throw the barrel at the Klobber at the top of the steps and pick up the new barrel before jumping up to the top. A Balloon Klobber will charge toward you

at the top of the steps, so just continue holding the barrel. Pick up the balloon Klobber barrel and throw it off the edge of the path over on the right. Walk close to the edge of the path and select Dixie Kong. Drop off the path into the gap below to collect the letter O and land in the Dixie barrel.

#### LETTER N

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Hold right after getting blasted out of the Dixie barrel to land on the path. Jump over the gap on the right and jump over the Klobber as he charges down from the step up on the right. Jump up the step to activate a Balloon Klobber. Quickly select Diddy Kong and jump into the Diddy barrel. Run right after landing and jump into the timed arrow barrel. For the next three barrels: Shoot right out of the first barrel, up out of the second barrel, and up + right out of the third barrel. This route will lead to a tiny platform off the right edge of a path, and will skip out the barrel with the circling Zinger.

From the tiny platform, jump into the Diddy barrel on the right. Shoot up and right out of the first barrel to crash through the star barrel and land on another tiny platform off the side of a ledge. Jump over the gap to the platform on the right, and jump the next gap on the right to land on a path.

Go right along the path to see a high ledge above. There are two Klobbers up on the ledge: A Balloon Klobber on the left side and a TNT Klobber on the right side. Walk along until the Balloon Klobber rushes down from the path, and then quickly run back to the left edge of the path and jump over the Klobber as he gets near.

This will cause the Klobber to drop down into the pit on the left. Run right to activate the TNT Klobber, and then quickly run back to the left and jump to put him into the pit as well. With both Klobbers out of the way, run along the path to the right and pick up the normal barrel under the ledge. Continue right and throw the normal barrel into the TNT Klobber at the end of the path. Pick up the TNT barrel and throw it into the pit on the right, and then wait at the edge of the path for the moving barrel to return.

When it does, select Dixie Kong and jump into the rotating controllable arrow barrel. When you come to the stationary Zinger, a blast barrel will be above. Wait until the arrow barrel is pointing up, and then shoot up to the blast barrel, which will launch you along to a timed arrow barrel on the right. When the barrel points down and the horizontally moving arrow barrel is below, shoot out of the barrel.

The moving barrel will continue moving right, and you'll soon come to a wall of three Zingers above a timed arrow barrel. Press left to make the moving barrel start spinning left. When the moving barrel gets close to the Zingers, shoot down + right to land in the barrel below, and then shoot up + right when the moving barrel is above. As soon as you land back in the moving barrel, shoot up to collect the letter N.

#### LETTER G

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The moving barrel will then move along to two stationary Zingers. Shoot up and hold right to pass over the first Zinger, and shoot up + right to fly over the second Zinger and land on the platform over on the right. Cartwheel/helicopter jump over the gap to the platform up on the right, and then jump onto the TNT Klobber that zooms toward you. Pick up the TNT barrel and walk slowly off the

edge on the right to activate a TNT Klobber (If you walk too fast off of the edge, you'll activate a Balloon Klobber as well). Hold the TNT barrel and face right to hit the TNT Klobber. Pick up the new TNT barrel and throw it at the Balloon Klobber over on the right.

With both Klobbers out of the way, walk over to the right edge of the ledge to find two Kong barrels. Select Dixie Kong and jump into the right barrel to get blasted along to a controllable rotating arrow barrel, collecting a Banana Coin along the way. When you come to the stationary Zinger, a timed arrow barrel will be above. Wait until the moving barrel is pointing up, and then shoot up to the arrow barrel. Shoot right to land in another arrow barrel, and then shoot down + right to land back in the moving barrel.

Soon after, there will be two stationary Zingers. Shoot down + right to land in the timed arrow barrel under the Zingers. Shoot right from the barrel to land in another barrel on the right side of the Zingers, and shoot up and hold left from this barrel to land back in the moving barrel. When the moving barrel nears the two Zingers in a vertical line, shoot up and hold right to clear the Zingers and return to the barrel, and shoot up again to collect the letter G.

Blast up + right when you get to the stationary Zinger to land in the barrel above. Quickly tap left after landing in the barrel and shoot down + right to the barrel below. Wait for the moving barrel to get near, and then shoot up + right to land in it. Blast up + right at the next stationary Zinger you come to land in the timed barrel. Quickly blast down + right to land in the timed barrel below, and then blast up + right to land back in the moving barrel. Shoot up + right near the next stationary Zinger to get into the timed barrel, and then shoot down + right to land in the moving barrel.

The moving barrel will next move to a section with four stationary Zingers: One Zinger, one zinger and two Zingers. Control the direction of the barrel when you get near the Zingers to shoot directly up. In the air, hold right to pass above the Zinger and land back in the barrel. Use this process to pass the four Zingers. After passing the Zingers, blast up + right over the final stationary Zinger to land on the path up on the right.

Run along the path to the edge, and select Diddy Kong. Jump and helicopter over to the right to collect a red balloon and avoid numerous spikes below. Drop down on the small section of path between the final two spikes, and jump on the Balloon Klobber that charges down from the step up on the right. Pick up the barrel and jump over the spikes to land on the step. Jump up and throw the barrel at the Balloon Klobber on the second step, and then jump up to the top of the steps to find a Diddy barrel.

Don't jump into the barrel. Instead, run right to find a single banana above the exit gate. Jump and team throw up to the banana to land in the first bonus barrel. In the bonus level, jump into the exclamation point barrels and hit all twelve Zingers as you run across the thorns to collect the Hero Coin at the far right side of the area. After exiting the first bonus level, blast straight down out of the eight-way barrel to land on the end of level target and complete the level.

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Level 38: Fiery Furnace

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Team throw up to the top of the entrance cave on the left at the start of the level and collect the three banana bunches there. Drop down off the cave and run right to come to a ledge. Two Spinys will run toward you, one from up on the ledge and one from the floor below the ledge. The fastest Spinys in the game come from this level, and the first two are no exception. Quickly run back to the left, face right and then cartwheel/helicopter through both Spinys. Run right under the ledge and cartwheel/helicopter the third Spiny out of the way. Go to the end of the path and cartwheel/helicopter jump across the gap.

Cartwheel/helicopter through the Spiny immediately after landing and jump into the first D-Pad barrel in the level before the Kutlass on the right. To control this type of barrel, use the D-Pad on the controller to move around. In this barrel, follow the trail of bananas up, along and down, and blast out of the barrel after collecting the final banana in the trail.

Run right after landing to find a small slope, with two Klampons walking about on top of the slope. One of the Klampons will drop off the slope, so be prepared to jump on him. With the first Klampon out of the way, walk close to the slope and look up at the single Klampon. When the Klampon walks back to the right, jump up the slope and quickly jump on the Klampon as he turns around.

Go right to come to another slope, with two Klampons walking about at the top. Wait for one of the Klampons to go to the left side of the path, and then jump up the slope, bounce off of the first Klampon and land on the second Klampon. With both Klampons out of the way, drop off the big slope on the right and cartwheel/helicopter through the Spiny at the bottom. Team throw up to collect the letter K, and then continue right to come to the second D-Pad barrel.

#### LETTER O

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Jump into the D-Pad barrel and move down and right to go under the two Zingers and collect a banana bunch. Move up and right on the other side of the Zingers to avoid a Krook, and keep moving up and right until you get blasted out of the barrel and land on the ledge up from the Krook. Go right to see two Spinys on steps going down. Select Dixie Kong and helicopter to the right from the top of the steps to land in the third D-Pad barrel just next to a stationary Zinger.

Go up and over the top of the Zinger, and then move right until you see the fourth D-Pad barrel above, between some Zingers. Blast up into the D-Pad barrel and move down slightly. Go up and right between the gap in the Zingers and collect the Banana Coin on the other side. Fly straight down after collecting the Banana Coin and move right under the fifth D-Pad barrel. Blast up into the barrel, and move down so that half of the barrel disappears into the lava. Move under the Zinger on the right, and fly up and right on the other side to collect the letter O.

#### LETTER N

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Continue moving up and right after collecting the letter O to move above a ledge with a Spiny walking on it. When the Spiny walks over to the right side of the ledge, blast out of the barrel. Run right after landing on the ledge and cartwheel/helicopter through the Spiny. Drop down the slope on the right and jump on both Klampons. Cartwheel/helicopter through the two Spinys a little further along the path to the right, and keep going right until you drop off the small step near the end of the path. Jump on the stationary Flitter and

bounce up to the sixth D-Pad barrel.

Follow the banana trail down and right to go under the three Zingers, and stop after collecting the final banana. When the barrel shoots you out, hold right to land on the stationary Flitter, and continue holding right to bounce up to the seventh D-Pad barrel. Move down in the barrel and go through the gap between the Zingers.

Follow the banana trail up and right on the other side of the Zingers, and position the barrel over the top of the stationary Flitter. When the barrel blasts you down onto the Flitter, hold right to bounce off and land in the eighth D-Pad barrel below. Follow the banana trail right and then up, and stop the barrel after collecting the final banana in the trail. When the barrel blasts you out, hold right and Y to bounce off the three stationary Flitters and land on the platform with the star barrel on it.

Team throw to hit the star barrel, and then go right and cartwheel/helicopter over the gap. Pick up the DK barrel on the other side and throw it at the Kutlass. Walk right to the slope to see a Krook on a small ledge above. Jump straight up, and the Krook will throw a hook. As soon as the hook returns to the Krook, jump up to the left side of the ledge and then jump onto the Krook. Run right to the edge of the path and jump into the ninth D-Pad barrel.

Move right, moving up or down to avoid the two vertically moving Zingers. After passing the Zingers, keep moving right until the barrel is above a platform. When the barrel blasts you out, move in the air so that you collect the Banana Coin above the platform. Walk along to the right side of the small platform and look at the Kutlass walking about on the platform on the right. When the Kutlass walks right, jump over to the platform on the right and quickly jump over the Kutlass as he swings his swords at you. Run right after passing the Kutlass and jump into the tenth D-Pad barrel.

Move right, following the banana trail, and stop the barrel after collecting the final banana. Hold right after being blasted out of the barrel to land in the eleventh D-Pad barrel. Move right along to the final banana in the trail, and continue to hold right after being blasted out of the barrel to clear the three Zingers and land in the twelfth D-Pad barrel on the other side.

Move right through the bottom line of the four lines of bananas, and stop under the D-Pad barrel above. After blasting up into the thirteenth D-Pad barrel, follow the banana trail down and right through the gap between the Zingers and stop the barrel after collecting the final banana in the trail. Blast along to the fourteenth D-Pad barrel, and move slightly to the right and go up as high as you can. When the barrel blasts you out, hold right to collect the letter N and land on the path below.

LETTER G

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Walk right to the slope, and look up at the Kutlass. When he walks over to the right, quickly jump up to the top of the slope and jump over him as he attacks with the swords. Jump up the small step, and continue right to come to a larger slope with a Cat O' 9 Tails at the top. Jump up to the top of the slope to activate the Cat O' 9 Tails, and then quickly run off the left edge of the slope and go left to the edge of the small step. Jump over the Cat O' 9 Tails as he spins toward you, and jump back up the big slope on the right. Run to the right side of the path and jump into the fifteenth D-Pad barrel below.

Move down and right until half of the barrel disappears into the lava. Continue

moving right while staying in the lava to pass all three vertically moving Zingers. On the other side of the Zingers, go up to the right side of the sixteenth D-Pad barrel and blast into it. Move up and right and stay as high as you can. Pass over the first two sets of moving Zingers, but stop at the left side of the third set. When the third set of Zingers moves down, fire out of the barrel and hold right as you land on the stationary Flitter down below to bounce up onto the platform.

Go along the platform and cartwheel/helicopter the two stationary Zingers at the far right side. Jump out of the cartwheel/helicopter after collecting the third banana in the small trail to land on the path down on the right. A Cat O' 9 Tails will be sitting up on a ledge up on the right. Jump up the slope and run quickly along to the right. Jump on the Cat O' 9 Tails at the far right side of the path and bounce up to the ledge on the left. Team throw straight up from the ledge to collect the letter G.

After landing back on the ledge, wait for the other Cat O' 9 Tails below to get dizzy from spinning. When he does, drop off either side of the ledge and jump on him. With the Cat O' 9 Tails out of the way, run right along the path and jump into the seventeenth D-Pad barrel.

Move right in the barrel, and dodge up and down through the gaps between the three sets of vertically moving Zingers, and hold right after being blasted out of the barrel on the other side to land on the platform below. Stay close to the left side of the platform, and the Cat O' 9 Tails over on the right won't spin toward you. A D-Pad barrel is high above the middle of the platform. Team up, jump up and right, and then team throw up and right to land in the eighteenth D-Pad barrel.

Follow the banana trail right and up, and blast out of the D-Pad barrel to land in the first bonus barrel. In the bonus level, navigate through the bramble maze with the D-Pad barrel while avoiding the various Zingers, and blast out of the D-Pad barrel to collect the Hero Coin at the end of the maze. After exiting the first bonus level, blast out of the barrel to land on the end of level target and complete the level.

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Level 39: Animal Antics  
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LETTER K  
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Run right from the start of the level and keep holding right to bounce over eight Neeks and land on the path at the bottom of the steps. Continue right and jump over the gap to land on the stationary red Zinger. Bounce off to the right to land on the other side of the gap, and continue on to come to some Kaboings. Just keep running right to go under all four Kaboings.

After passing the Kaboings, jump over the pit and land on the stationary Zinger, and then bounce along to the right. Keep holding right to bounce off three more stationary Zingers and land on the path at the top. Run right through the exit to leave the Rambi area. In the icy area, run down the slope and fall into the gap at the bottom. Wait for a kannonball to pass above, and then jump up to the ledge on the right, quickly jump up to collect the letter K, and fall into the second gap.

## LETTER O

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Wait for a kannonball to pass above, and then jump into the third gap. Jump out from the third gap and hit the Kannon out of the way to land at the top of a slope. Run down the slope to the bottom and fall off the edge to land in an Enguarde barrel.

As Enguarde, swim down as low as you can and then swim left. A Lockjaw will be swimming around near the wall. Hit the Lockjaw out of the way, and swim toward the bottom of the wall to go through a hidden tunnel. In the room on the other side of the tunnel, swim up and right to collect the letter O.

## LETTER N

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Exit the room by the secret tunnel at the bottom-right corner, and continue swimming right on the other side to knock a Flotsam out of the way. After the Flotsam, you'll be in a room with many Shuris. Swim up and right in the room, hitting any Shuris out of the way that get too close, and exit the Shuri infested room by going through the small gap at the top-right corner. On the other side of the tunnel you'll be in a long room with six Puftups. All six of the Puftups explode when you get too near, so carefully go close to each one, and then dodge the spikes that spin toward you.

After passing the six Puftups, go through the gap at the top-right corner to enter the Lockjaw tunnel. Hit the first Lockjaw out of the way that happily rushes toward you, and then swim quickly up the left side of the tunnel to avoid the other two Lockjaws. Continue up the tunnel after passing the Lockjaws, and swim along to the right at the top. Swim down the slope as the water lowers, and go through the exit at the bottom of the slope.

As Squitter, run right and drop down the first step. Build a web platform up so that you can hit the star barrel, and then drop down from the web platform and jump up the small step on the right. Continue slowly to the right, firing out webs to hit the four Kaboings that jump along the path.

After the four Kaboings have been defeated, run right to the edge of the path. Fire webs over at the single Kaboing on the right. With the Kaboing out of the way, watch the circling Zinger on the right. When the Zinger goes right, jump all the way down over the large gap to land on the small ledge. Go to the right side of the ledge and fire a web platform at the Kaboing on the next ledge.

When the second Zinger goes right, jump over the large gap and land on the next small ledge. Walk over to the right side of the ledge and fire a web at the third Kaboing. When the Zinger goes left, jump the large gap and land on the path. After landing, walk slowly to the right and fire webs at the seven Kaboings that bounce along the path.

With the seven Kaboings out of the way, run right to the edge of the path. At the edge of the path, the top of a Banana Coin will be visible down on the right, under the single banana. Jump above the banana, and then fall straight down to collect the Banana Coin.

After landing between the spikes, fire a web at the Zinger moving in from the right. Build web platforms along to the right, ignoring the trail of bananas leading up and right. When you get near the wall, a Zinger will move toward you, so quickly shoot a web.



After passing the Zinger, build web platforms straight up and jump up to the ledge at the top. Walk right to come to an arrow barrel, but don't enter it. Instead, build web platforms straight up near the left side of the barrel, and jump up to the hidden ledge on the right. Run along the ledge and drop down off the right side to land in the first bonus barrel. Using Squitter, Squawks and finally Squitter again, defeat all of the Zingers in the bonus level to collect the Hero Coin.

After exiting the first bonus level, go into the arrow barrel on the right to get blasted up to a platform in a bramble area. From the platform, build web platforms up and right while shooting webs at the Mini-Neckys that swoop toward you. After passing the Mini-Neckys, build web platforms straight up and jump onto the platform at the top. Run right along the platform and enter the Squawks barrel to transform into Squawks.

As Squawks, fly right until the wind starts blowing, and then hold left and quickly fly down the short tunnel. After arriving in the room at the bottom of the short tunnel, hold right as the wind starts blowing left. Go carefully down either side of the stationary Zinger, and wait for the wind to start blowing right before you fly along the horizontal tunnel.

Keep flying up as the wind pushes you along this tunnel, as unlike in previous levels, this bramble floor injures Squawks. After exiting the tunnel, fly up and keep holding the D-Pad in the opposite direction that the wind is blowing. When you get to the three stationary Zingers on the right, throw an egg at the middle Zinger and go through the gap when the wind is blowing left to collect the letter N.

#### LETTER G

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Exit the gap on the left and continue flying up to the top of the tunnel. Go left at the top, and throw eggs at both stationary Zingers. Continue left to find a bramble wall. Fly through the wall to enter a small hidden area with two banana bunches and two Banana Coins. Collect all the items, and then exit the area on the right. Continue flying right and when you come to the five slow moving Flitters, throw eggs at any that get in the way.

After passing the Flitters, collect the DK barrel at the top-right corner if necessary, and then fly down the tunnel. While going down the tunnel: Go right to avoid the first Zinger, left to avoid the second Zinger, right to avoid the third Zinger and left to avoid the fourth Zinger.

After passing all four Zingers, wait for the horizontally moving Zinger at the bottom of the tunnel to fly over to the left, and then quickly fly down and left to join another tunnel. Go down to the bottom of the tunnel and fire an egg at the lowest of the two stationary Zingers. Fly through the gap and go up to find a second set of Zingers. Fire an egg at the highest of the two stationary Zingers and fly through the gap. On the other side, go down and fly through the gap between the third set of Zingers.

After passing the third set of Zingers, fly up and right to collect a Banana Coin. Fly left to come to a circling Zinger. Fly into the middle of the circle when the Zinger moves left, and fly out the left side of the circle when the Zinger moves right. Continue left to come to two circling Zingers. Fly above both Zingers when they form a horizontal line, and then fly left and down to land on a platform. A Rattly barrel will be off the left side of the platform, but don't enter it yet. Instead, fly up to the top-left corner of the area to collect an invisible red balloon, and then fly into the Rattly barrel.

As Rattly, superjump up to the high ledge on the right and land on the Klampon. Go to the right side of the ledge and jump onto the first stationary Zinger down on the right. Bounce across the next two Zingers on the right and follow the vertical banana trail down to land between the spikes. Jump over the small spikes, and wait for the horizontally moving Zinger to appear over the spikes on the right.

When it does, jump onto the Zinger and bounce over to the other side of the spikes. Jump over the spikes and wait for the horizontally moving Zinger to appear over the spikes on the right. Jump on the Zinger when it appears and bounce over to the other side of the spikes to land near the no animal sign.

Pass through the no animal sign to receive a Banana Coin, and run into the arrow barrel when the two horizontally moving Zingers fly to the left. to get blasted up to the ledge on the right. Hold right after getting blasted out of the arrow barrel to land on the path above. Select Dixie Kong. Jump off the left side of the path and helicopter left to collect the letter G, and then helicopter back to the ledge on the right. Run right along the path and jump into the eight-way barrel before the target. Shoot straight down from the barrel to land on the end of level target and complete the game.

#### BOSS BATTLE 8: KROCODILE KORE

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1: Jump the single purple cloud, and follow the directions below for what to do with each of the kannonballs:

Kannonball 1 : Jump  
Kannonball 2 : Jump  
Kannonball 3 : Jump  
Kannonball 4 : Duck  
Kannonball 5 : Jump  
Kannonball 6 : Duck  
Kannonball 7 : Jump

2: Two purple clouds are shot: Jump the first one and duck the second. Next, spiked kannonballs are launched. Follow the directions below:

Kannonball 1 : Jump  
Kannonball 2 : Duck  
Kannonball 3 : Jump  
Kannonball 4 : Duck  
Kannonball 5 : Jump  
Kannonball 6 : Duck  
Kannonball 7 : Jump and helicopter  
Kannonball 8 : Missed

3: Jump three fast moving purple clouds.

4: Eight fast kannonballs are shot. The gap that you land in starts off quite big, but gets increasingly smaller. I'd recommend starting near K. Rool, and then jumping left as he fires each kannonball.

5: Early on in this part, K. Rool shoots one slow moving object, followed by an extremely fast one. As the part progresses, K. Rool more and more fast objects are shot, but there is always one slow object. Stay in the middle of the area to jump over the first two purple clouds. Stay in the middle of the area to jump over the two spiked kannonballs. Run to the far left side of

the area and face right. K. Rool will shoot three spiked kannonballs. Jump over the first two fast kannonballs, and then jump over the slow kannonball. K. Rool will then shoot four spiked kannonballs. Stay at the left side of the area and jump over all four kannonballs.

6: K. Rool will shoot three objects quickly at once. Stay at the left side of the area, and jump over the three purple clouds. Jump over the two sets of spiked kannonballs. Jump over the next set of three spiked kannonballs and duck the fourth. Jump over the final set of three kannonballs and jump the fourth. Jump on the barrel to reveal a kannonball. Run to the kannonball and pick it up, and throw it into the gun to defeat K. Rool.

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#### 4. General Objects

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##### 4.1. Normal Items

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#### ANIMAL CRATES

Break this crate open to reveal the animal friend inside.

#### BANANA

Normal banana. Collect 100 to get one extra life.

#### BANANA ARROW

Usually points the correct route to follow in a level, although sometimes it may be best not to follow the arrow.

#### BANANA BUNCH

A bunch of bananas. There are usually 10 bananas per bunch.

#### BANANA COIN

Used to pay members of the Kong family for game advice.

#### BANANA LETTER 'A'

A letter 'A' formed out of bananas. This means that you should soon use either a team throw or an animal's special move at this point.

#### BLUE BALLOON

Three extra lives, the rarest kind of balloon and the one that is usually the most difficult to collect.

#### CRATE

A normal crate that can be thrown at enemies. This will defeat some enemies that cartwheels and helicopter spins cannot.

#### END OF LEVEL TARGET

The target at the end of the level. There are items flickering near the target at the end of every level. Jump on the target to collect the item and complete the level.

#### GREEN BALLOON

Two extra lives, a more rare kind of balloon.

#### HERO COIN

A large coin with the initials DK on it. These coins improve Diddy's hero status to Cranky. There are 40 Hero Coins in all, and only by collecting all of them can you be declared a true hero.

#### HOOKS

Quite common early on in the game. Jump onto the hooks to grab on, and jump off either side.

#### HOT AIR BALLOON

Seen in Hot-Head Hop. These balloons allow safe passage over the lava, but will need to be refueled by the air jets along the way.

#### KANNON

When a Kannon is activated, you can enter the Kannon to get blasted up to a bonus level.

#### KANNONBALL

A large black ball, first seen in Mainbrace Mayhem. The kannonballs can be thrown at enemies, but unlike most other thrown objects in the game, the same kannonball can be picked up and used again. When a Kannonball is put into a Kannon, the Kannon can be used to enter a bonus level.

#### K-O-N-G

These letters are placed in various places around the level. Collect all four letters in the level to get one extra life.

#### KREMKOIN

You can collect these coins in each bonus level. The Kremkoins pay of Klubba at the toll bridge. After paying Klubba the correct amount of Kremkoins, he'll let you pass along the bridge to one of the incredibly difficult Lost World levels. There are 75 Kremkoins in all, and you'll need to collect all of them to fight the final battle.

#### KROCKHEAD BARREL

Found in Krockhead Klamber. These barrels make Krockheads appear from the swamp.

#### NO ANIMAL SIGN

When you pass this sign with an animal, you will get a reward. The value of the reward depends on the difficulty in reaching the sign.

#### RED BALLOON

One extra life, these are seen frequently throughout the game.

#### SCROLL

Found only in the cabin in the first level of the game, the scroll is a message from King K. Rool.

#### STAR

Found in bonus levels. Collect a set number of stars to complete a bonus level.

#### TREASURE CHEST

Usually contains a valuable item. Break it open by throwing it at a wall or an enemy.

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#### 4.2.

#### Barrels

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#### ANIMAL BARREL

Transforms the Kong into the animal pictures on the barrel.

#### ARROW BARREL

Launches you straight out in the direction that the arrow is pointing

#### BLAST BARREL

These barrels will just blast you along to another section of the level. Blast barrels can't be controlled.

#### BONUS BARREL

Blasts you up to a bonus level. There are between one to three bonus barrels in each level.

#### D-PAD BARREL

These barrels can be moved in any direction.

#### DIDDY BARREL

Has a picture of Diddy on the front. This type of barrel can only be used by Diddy.

#### DIXIE BARREL

Has a picture of Dixie on the front. This type of barrel can only be used by Dixie.

#### DK BARREL

- Reveals hidden entrances

- Can defeat some enemies
- If playing with one Kong, the DK barrel will reveal the other Kong
- If playing with two Kongs, the DK barrel acts as a normal barrel.

#### EIGHT-WAY BARREL CANNON

A rotating barrel that will shoot the Kongs out in one of eight directions it can be pointing.

#### EXCLAMATION POINT BARREL

Gives the Kongs invincibility for a short time.

#### NORMAL BARREL

Reveals hidden entrances and defeats some enemies.

#### ROTATABLE BARREL

Use the D-Pad to point this barrel left and right. These are usually eight-way barrels.

#### STAR BARREL

After losing in a level, you will start back at the Star Barrel.

#### TIMED BLAST BARREL

These barrels will blast you out after a set time.

#### TNT BARREL

Reveals hidden entrances and can defeat nearly all enemies.

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5. Character List  
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5.1. Enemies  
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#### CAT O' 9 TAILS

Found on levels 21, 34 and 38, the Cat O' 9 Tails is a blue cat which spins quickly toward you. If it gets near, it will throw you in a random direction.

#### CLICK-CLACK

Found on levels 2, 5, 8, 9, 11, 15, 16, 17, 19, 21, 25, 26, 29 and 31, the Click-Clack is a small green slow moving beetle.

#### FLITTER

Found on levels 5, 7, 9, 11, 13, 14, 15, 16, 18, 19, 21, 23, 25, 29, 31, 34, 35, 36, 38, 39, the Flitter is a blue dragonfly.

#### FLOTSAM

Found on levels 4, 8, 12, 28, 31 and 39, the Flotsam is a green stingray.

#### KABOING

Found on levels 3, 5, 8, 13, 14, 27, 33 and 39, the Kaboing is a Kremling on springs. The height of the bounce varies from Kremling to Kremling.

#### KACKLE

Found on level 24, Kackle is a large ghost Kremling which chases through Haunted Hall.

#### KANNON

Found on levels 7, 10, 14, 15, 19, 21, 22, 25, 27, 29, 32, 33 and 39, the Kannon is a big Kremling that shoots objects out of a kannon.

#### KLAMPON

Found on levels 6, 8, 10, 16, 22, 23, 25, 26, 29, 30, 31, 33, 35, 36 and 38, the Klampon is a small alligator.

#### KLANK

Found on levels 18 and 20, Klank is a Kremling which rides in a mine cart.

#### KLINGER

Found on levels 2, 5, 13, 15, 32, 34, the Klinger is a Kremling that climbs up rigging, and slides quickly down.

#### KLOAK

Found on levels 11, 19, 23, 34, the Kloak is a hooded, floating Kremling that throws various objects.

#### KLOBBER (BANANA)

Found on levels 11, 15, 29, 35, 36 and 37, this is similar to the normal Klobber, except these Klobbers will cause you to lose a banana bunch each time they hit you.

#### KLOBBER (BALLOON)

Found on levels 32 and 37, this is similar to the normal Klobber, except these Klobbers will cause you to lose a red balloon each time they hit you.

#### KLOBBER (NORMAL)

Found on levels 1, 6, 8, 9, 11, 23, 32 and 37, the Klobber is a Kremling that hides in a barrel and zooms toward you. Klobbers generally push you in a certain, often unwanted direction, although some of the more nasty varieties will explode or cause you to lose items. The four varieties of Klobbers are Normal Klobbers (Green), Banana Klobbers (Yellow), Balloon Klobbers (Black) and TNT Klobbers (Red). The normal Klobbers will just push you.

#### KLOBBER (TNT)

Found on levels 23, 27, 28, 34, 36 and 37, this is similar to the normal Klobber, except these Klobbers will explode upon impact.

#### KLOMP

Found on levels 1, 2, 3, 4, 5, 7, 9, 10, 11, 12, 15 and 23, the Klomp is a Kremling with a peg leg.

#### KROOK

Found on levels 10, 17, 19, 29, 30, 32, 36 and 38, the Krook is a Kremling which throws hooks.

#### KRUNCHA

found on levels 3, 5, 6, 7, 9, 15, 23, 27, 29, 30 and 31, the Kruncha is a muscly enemy, similar to the Krushas from Donkey Kong Country 1. The Kruncha goes red when hit.

#### KUTLASS

Found on levels 13, 22, 25, 27, 29, 30, 32, 35 and 38, the Kutlass is a Kremling with two huge swords.

#### LOCKJAW

Found on levels 4, 8, 12, 28 and 39, the Lockjaw is a red pirahna that will snap his jaws four times, and then swim quickly toward you.

#### MINI-NECKY

Found on levels 7, 10, 19, 21, 27, 30, 32, 34 and 39, the Mini-Necky is a small vulture.

#### NEEK

Found on levels 1, 2, 3, 5, 6, 7, 8, 9, 11, 15, 25, 27, 30, 31, 36 and 39, the Neek is a squeaking rat.

#### PUFTUP

Found on levels 8, 12, 28, 31 and 39, the Puftup is an inflating fish. Some explode when you get near, while others will simply swim about.

#### SCREECH

Found on level 34, the Screech is a black crow that you race against.

#### SHURI

Found on levels 4, 12, 28, 31 and 39, the Shuri is a spinning starfish.

#### SNAPJAW

Found on levels 15, 31, the Snapjaw is similar to the Lockjaw, but faster and more dangerous.

#### SPINY



Found on levels 12, 17, 23, 25, 26, 29, 30, 35, 36 and 38, the Spiny is a hedgehog.

#### ZINGER

Found on levels 3, 5, 6, 7, 9, 10, 11, 13, 14, 15, 16, 17, 18, 19, 21, 22, 23, 24, 25, 26, 27, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38 and 39, the Zinger is a big bee, about the same size as Diddy Kong.

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### 5.2.

#### Animal Buddies

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#### CLAPPER

Found on levels 8 and 31, Clapper is a seal that is new to Donkey Kong Country. Clapper changes lava to water or water to ice.

#### ENGUARDE

Found on levels 4, 8, 28, 31 and 39, Enguarde is a swordfish returning from the first game. Enguarde is useful in defeating underwater enemies.

#### GLIMMER

Found on level 12, Glimmer is an Angler Fish that is new to Donkey Kong Country. Glimmer provides light in the Glimmer's Galleon level.

#### RAMBI

Found on levels 1, 9, 11, 22, 30 and 39, Rambi is a rhino returning from the first game. Rambi can barge down most enemies.

#### RATTLY

Found on levels 5, 14, 25, 33 and 39, Rattly is a snake that is new to Donkey Kong Country. Rattly can bounce extremely high.

#### SQUAWKS

Found on levels 10, 16, 18, 19, 26, 29, 30, 34 and 39, Squawks is a parrot returning from the first game. Squawks can throw eggs, which are useful for defeating most enemies.

#### SQUITTER

Found on levels 6, 13, 17, 19, 27, 33 and 39, Squitter is a spider that is new to Donkey Kong Country. Squitter can fire webs and build web platforms.

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### 5.3.

#### Kong Family

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#### CRANKY

The oldest member of the Kong family. Cranky will give you helpful advice on your travels through the game, but his hints come at a price.

DIDDY

Returning from the first game, Diddy is one of the two playable characters in the game.

DIXIE

New to Donkey Kong Country, Dixie is one of the two playable characters in the game.

DONKEY

Returning from the first game, but not as a playable character, Donkey Kong has been kidnapped by K. Rool.

FUNKY

Returning from the first game, Funky offers a flight service which can take you around the island.

SWANKY

New to Donkey Kong Country, Swanky hosts Bonus Bonanzawhere you can answer questions to win prizes.

WRINKLY

New to Donkey Kong Country, Wrinkly offers a save point.

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6. Item List

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6.1. World One Item List

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Level 1: Pirate Panic

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BANANA COIN 1

Use the team throw at the start of the level, and land just to the left of the high bananas above to be blasted along to the coin.

BANANA COIN 2

Just before the letter O, there are four barrels. Get on top of the fourth barrel, and use the team throw to reach the coin above.

BANANA COIN 3

In the first bonus level, ignore the barrels and just run along to the right to collect this coin.

BANANA COIN 4

This is one of the items on the end of level target.

GREEN BALLOON

Pass the no animal sign with Rambi.

HERO COIN

Shortly after the exit from the second bonus level, there is a single big barrel, followed by a double big barrel on the right. Jump onto the double barrel, and then jump off to the right for the Hero Coin.

RAMBI

On top of the barrels just after the letter N.

RED BALLOON

Run right from the start of the level, and run off the first drop. After landing, run left and go through the entrance to arrive in a cabin. Jump over the scroll to collect the red balloon on the left.

RED BALLOON

This is one of the items on the end of level target.

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Level 2: Mainbrace Mayhem  
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BANANA COIN 1

On the left side of the rigging just before the letter O.

BANANA COIN 2

Jump off to the right side of the rigging after collecting the letter O, and climb down the right side of the rigging to land on a mast with the coin.

BANANA COIN 3

After exiting the third bonus level, you'll land on a large mast with this coin on it.

BANANA COIN 4

This is one of the items on the end of level target.

GREEN BALLOON

Climb up to the top of the first rope after the Star Barrel, and start climbing along the rope leading off to the right. Jump up and hit the single banana, which will reveal a hidden barrel cannon. You will be blasted up onto a small mast on the left with the green balloon on it.

#### HERO COIN

After exiting the third bonus level, you'll land on a large mast. Run right and jump the gap to land on the edge of a mast with the Hero Coin on it.

#### RED BALLOON

This is one of the items on the end of level target.

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### Level 3: Gangplank Galley

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#### BANANA COIN 1

Pick up the third treasure chest just before the Star Barrel and break it for this coin.

#### BANANA COIN 2

When you come to the first pit after the letter N, select Diddy Kong. Helicopter spin into the pit, and hover down the left side of the pit until you see the barrel cannon. Hover into the barrel cannon to be blasted along under the ship to the coin.

#### BANANA COIN 3

This is one of the items on the end of level target.

#### HERO COIN

Jump up to the top of the barrels at the start of the level and jump into the bonus barrel above. Stop under the bonus barrel, and turn to the right. You should just be able to see a hook at the top. To get to the hook, either use Diddy's cartwheel jump or Dixie's helicopter spin. After landing on the hook, jump onto the second hook, and jump onto the third hook for the Hero Coin.

#### RED BALLOON

Break the second treasure chest for the red balloon.

#### RED BALLOON

When you come to the big stack of barrels near the end of the level, pick up the treasure chest on the second barrel you jump to and throw it into the nearby Kruncha for the red balloon.

#### RED BALLOON

This is one of the items on the end of level target.

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### Level 4: Lockjaw's Locker

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#### BANANA COIN 1

As you start to fall down the long tunnel at the start of the level, hold right to go through a hidden horizontal entrance. Run right off the edge to

collect this coin.

#### BANANA COIN 2

As you start to fall down the long tunnel at the start of the level, hold right to go through a hidden horizontal entrance. Run right off the edge to collect this coin.

#### BANANA COIN 3

In a small tunnel directly above the letter K. Run over to the water to make the water rise first, and then swim back to the left and go up above where the K is found to collect this coin.

#### BANANA COIN 4

Swim down under the letter K and keep holding down as you swim along under the Flotsam to go through a hidden vertical entrance. Swim right along to the tunnel you arrive in to collect this coin.

#### BANANA COIN 5

Swim down under the letter K and keep holding down as you swim along under the Flotsam to go through a hidden vertical entrance. Swim right along to the tunnel you arrive in to collect this coin.

#### BANANA COIN 6

Swim down under the first Lockjaw after the Star Barrel (the third Lockjaw in the level) and then go left as far as you can in the small tunnel. Then hold down to go through a hidden vertical entrance to another small tunnel. Swim left along this tunnel to find this coin.

#### BANANA COIN 7

Swim down under the first Lockjaw after the Star Barrel (the third Lockjaw in the level) and then go left as far as you can in the small tunnel. Then hold down to go through a hidden vertical entrance to another small tunnel. Swim left along this tunnel to find this coin.

#### BANANA COIN 8

After collecting the letter G, swim down and right to find a small area with the coin.

#### BANANA COIN 9

This is one of the items on the end of level target. Jump into the moving barrel kannon at the end and blast down onto the target when the Banana Coin item is shown above.

#### ENGUARDE

Swim down under the first Lockjaw to find Enguarde.

#### ENGUARDE

Swim down under the first Lockjaw after the Star Barrel (the third Lockjaw in the level) to find Enguarde.

HERO COIN

When the water starts to lower near the end of the level, stay at the top of the water and swim as fast as you can to the right.

RED BALLOON

Pass the first no animal sign with Enguarde to find this red balloon.

RED BALLOON

This is one of the items on the end of level target. You will need to jump into the horizontally moving barrel cannon at the end and blast down onto the target when the red balloon is shown.

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Level 5: Topsail Trouble  
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BANANA COIN 1

Jump to the platform just to the left of the no animal sign to find the coin.

BANANA COIN 2

Pass the no animal sign with Rattly for this coin.

BANANA COIN 3

After jumping off the first section of rigging after the no animal sign, pick up the crate under the Flitter and throw it at the Zinger over on the rigging on the left. Then jump onto the rigging and collect this coin.

BANANA COIN 4

This is one of the items on the end of level target.

BLUE BALLOON

Jump over the end of level target to find this blue balloon. Use the team throw to collect it.

HERO COIN

When you climb upto the top of the section of rigging near the end of the level with the three stationary Zingers over on the left, jump off to the right to land on a mast with the Hero Coin.

RATTLY

Just go left at the start of the level.

RED BALLOON

Shortly after collecting the letter K, you jump up two platforms. Use a Superjump from the second platform to reach a third high platform for this red balloon.

RED BALLOON

There is a treasure chest on the platform to the right of the mast with the letter O above it. Jump over the Klomp on the mast and jump up to the platform. Pick up the trasure chest, and throw it at the Klomp to reveal a red balloon.

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6.2.

World Two Item List  
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Level 6: Hot Head Hop  
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BANANA COIN 1

Pick up the second treasure chest in the level and break it for the coin.

BANANA COIN 2

After finding Squitter, build some web platforms above the bananas forming the letter 'A' to find this coin.

BANANA COIN 3

Build web platforms over the large pit near the end of the level to collect this coin.

BANANA COIN 4

This coin is just to the right of Banana Coin 3.

BANANA COIN 5

This is one of the items on the end of level target.

GREEN BALLOON

Pick up the dark treasure chest on top of the entrance cave, and break it open for this green balloon.

HERO COIN

After finding Squitter, build some web platforms above the bananas forming the letter 'Y' to find the Hero Coin.

KANNONBALL

Pick up the treasure chest under the letter O and break it open for this kannonball.

RED BALLOON

Pass the no animal sign with Squitter to reveal this red balloon.

-----  
Level 7: Kannon's Klaim

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BANANA COIN 1

Shortly after the letter K, you will land in a barrel next to a Zinger circling a Flitter. Shoot out of the barrel and hold right when the Zinger is at the left side of the Flitter to land in a barrel kannon which will shoot you along a series of barrels to collect this coin.

BANANA COIN 2

After passing the first Mini-Necky shortly after the Star Barrel, move close to the right edge of the platform to see the edge of a Banana Coin over on the right, which is just over an arrow barrel pointing left. Helicopter spin over to the Banana Coin, and then drop into the arrow barrel below as soon as you've collected it.

BANANA COIN 3

After passing the set of five barrels and landing on the high platform just before the letter N, turn right and jump over to the next platform on the right. Select Diddy Kong, and enter the Diddy barrel to collect this coin.

BANANA COIN 4

This is one of the items on the end of level target.

HERO COIN

In the first bonus level, run right under the Dixie Barrel, and helicopter spin or cartwheel jump over the big gap on the right to land on a small platform with the Hero Coin.

RED BALLOON

This is one of the items on the end of level target.

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Level 8: Lava Lagoon

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BANANA COIN 1

Jump into the water after hitting the first Clapper and swim left to go through a hidden horizontal entrance leading to this coin.

BANANA COIN 2

In the same location as banana coin 1.

BANANA COIN 3

Jump into the water after hitting the second Flapper, and swim down and right to find this coin in a gap at the bottom-right corner.

BANANA COIN 4

Swim through the water section after hitting the third Clapper, and jump out the other side to land near an arrow barrel. Jump into the barrel, and hold



left as you are blasted up the tunnel to go through a hidden horizontal entrance. Keep holding left to land in a kannon barrel, which will blast you up to the coin.

#### BANANA COIN 5

After collecting the letter O, swim along to the left and go up into the next gap to collect this coin.

#### BANANA COIN 6

After exiting the final section of water, you should land on some big barrels. Walk onto the left big barrel, and team throw diagonally up and left to collect this coin on a ledge above.

#### BANANA COIN 7

This is one of the items on the end of level target.

#### ENGUARDE CRATE

Jump into the water on the left after hitting the fifth Clapper, and swim down until you reach the bottom. Then swim right through a hidden horizontal entrance to find the Enguarde crate.

#### HERO COIN

After jumping on the eighth Clapper, swim to the right side of the Clapper and go down the tunnel to go through a hidden vertical entrance. Follow the trail of bananas up to collect the Hero Coin.

#### RED BALLOON

Pass the no animal sign with Enguarde to find this red balloon.

#### RED BALLOON

This is one of the items on the end of level target.

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Level 9: Red-Hot Ride  
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#### BANANA COIN 1

This coin is on top of the entrance cave. Use the team throw to get up there.

#### BANANA COIN 2

In the same location as banana coin 1.

#### BANANA COIN 3

When you come to the two stationary Zingers over the third large section of lava, hit the highest of the two stationary Zingers with Rambi to collect this coin.

#### BANANA COIN 4

When you come to the Kruncha on the hot air balloon over the third large section of lava, jump on him with Rambi to collect the coin above.

#### BANANA COIN 5

On the large lava section after the Star Barrel, float across to the right, and jump onto the balloon with the TNT barrel on it. Throw this TNT barrel at the middle of the three Zingers over on the right, and then float through the gap to collect this coin.

#### BANANA COIN 6

This is one of the items on the end of level target.

#### HERO COIN

On the platform with the Star Barrel, select Diddy Kong and jump onto the hot air balloon on the right. Don't pick up the DK barrel just yet. Float to the right until you come to two Zingers, one below and one above a balloon. Pick up the DK barrel on the balloon, jump straight up, and then throw the DK barrel at the top Zinger. Jump across to this hot air balloon, and use the team throw to collect the Hero Coin above.

#### RAMBI

Up on a ledge after the second section of lava. Use the team throw to get up to the ledge.

#### RED BALLOON

This is one of the items on the end of level target.

-----  
Level 10: Squawk's Shaft  
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#### BANANA COIN 1

Using Diddy Kong, cartwheel off the right side of the first platform, and then jump back up to the left as soon as you've collected the coin.

#### BANANA COIN 2

This coin is in one of the chests in the first bonus level.

#### BANANA COIN 3

When you come to the two Krooks throwing hooks, jump up to the platform with the highest Krook, and then jump up to the platform on the left. Use the team throw to throw Diddy into the Diddy barrel to be blasted left to the coin.

#### BANANA COIN 4

When you come to the two Krooks throwing hooks, jump up to the platform with the highest Krook, and then jump up to the platform on the left. Use the team throw to throw Diddy into the Diddy barrel above, to be blasted left and down to the coin.

BANANA COIN 5

After passing the two Mini-Neckys on the way up the long tunnel with Squawks, you'll fly up to two Krooks on either side. Throw an egg at the right Krook. Fly into the gap where the right Krook was standing, and fly along to the right to find this coin.

BANANA COIN 6

This is one of the items on the end of level target.

HERO COIN

After passing the two Mini-Neckys on the way up the long tunnel with Squawks, you'll fly up to two Krooks on either side. Throw an egg at the right Krook. Fly into the gap where the right Krook was standing, and fly along to the right. Follow the first banana arrow up to collect the Hero Coin.

RED BALLOON

When you come to the two Krooks throwing hooks, look behind the lowest one to see a treasure chest. Break open the treasure chest for this red balloon.

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6.3. World Three Item List  
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Level 11: Barrel Bayou  
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BANANA COIN 1

You'll need Rambi for this. When you get to the first timed barrel section after the letter O, shoot up + right out of the last barrel to hit the stationary Zinger and collect the coin.

BANANA COIN 2

This coin can be found in a pit under a vertically moving Zinger after the star barrel. Cartwheel/helicopter into the pit to collect the coin when the Zinger goes up high, and then quickly jump out to the other side.

BANANA COIN 3

This is one of the items on the end of level target.

HERO COIN

Pass the no animal sign with Rambi to receive the Hero Coin.

RAMBI CRATE

On the island past the Zinger after the first Kloak. Use the Krockhead when he appears from the swamp to get to the island.

RED BALLOON

This is one of the items on the end of level target.

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Level 12: Glimmer's Galleon

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BANANA COIN 1

Don't follow the banana arrow right at the start of the level. Instead, swim straight up to come to a room with the coin.

BANANA COIN 2

In the same room as Banana Coin 1.

BANANA COIN 3

After swimming past the first two Flotsams in the level (after the end of the banana trail), swim up and go right under the banana arrow. Continue swimming right, and when you come to the crates, you should notice a Banana Coin in a tunnel over on the other side. Swim under or over the crates to the other side and swim through the tunnel to collect this coin.

BANANA COIN 4

After a long journey right from the start of the level, a banana arrow will point up a tunnel. Swim up the tunnel, avoiding all three Lockjaws along the way. When you're level with the third Lockjaw, go through the hidden horizontal entrance on the left side. Swim down the tunnel to collect the this coin.

BANANA COIN 5

Continue swimming down the tunnel after Banana Coin 4 to collect this coin.

BANANA COIN 6

Shortly after collecting the letter O, you'll swim through a room with a Puftup in it and go down the tunnel at the bottom of the room. Swim down to the bottom of the tunnel and go left until you come to a Lockjaw. Swim over the Lockjaw and then swim back down. Go left through a hidden entrance to collect the sixth Banana Coin.

BANANA COIN 7

Shortly after collecting the letter N, you'll swim past a Lockjaw above some barrels and enter a large room with some Shuris. Stay at the bottom of the room, and swim over to the right. When the second Shuri spins out of the gap at the bottom, quickly avoid it and swim down into the gap to enter a short tunnel. Swim along the tunnel to collect this coin.

BANANA COIN 8

Just next to Banana Coin 7.

BANANA COIN 9

In the gap on the left side of the letter G.

#### BANANA COIN 10

There is a room with three Puftups in it shortly after the letter G. Swim up above the third Puftup to collect this coin.

#### BANANA COIN 11

This is one of the items on the end of level target.

#### HERO COIN

Don't follow the banana arrow right at the start of the level. Instead, swim straight up, go up and right at the banana curve (but don't follow it into the bonus level), and go through the hidden tunnel at the top-right corner to enter a secret room with the number '3'. Swim to the top-right corner of this room and go up to enter a room with the Hero Coin.

#### RED BALLOON

Shortly after you find Glimmer, you'll start to follow a long banana trail. The banana trail will lead down and right, and will eventually come to a low tunnel. Instead of swimming through the tunnel, swim up to arrive in a room with a single banana over near a crate on the right. Collect the banana to receive a red balloon.

#### RED BALLOON

This is one of the items on the end of level target.

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### Level 13: Krockhead Klamber

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#### BANANA COIN 1

Team throw over the Zingers to the left at the start of the level to find a treasure chest. Throw the treasure chest at the highest of the two Zingers over on the left. Cartwheel/helicopter jump under the remaining Zinger and bounce off the Zinger to land on the next path. Run along the path and team throw over the first two Zingers to collect the coin on the other side.

#### BANANA COIN 2

On the second pole after the letter K, there will be a vertically moving Flitter down on the right. Jump on the Flitter when it's at the lowest point to collect the coin.

#### BANANA COIN 3

On the first pole after the first Krockhead barrel, there will be a vertically moving Zinger on the right. Go about half-way down the pole and jump right when the Zinger is at the highest point to collect the coin.

#### HERO COIN

Team throw over the Zingers to the left at the start of the level to find a treasure chest. Throw the treasure chest at the highest of the two Zingers over on the left. Cartwheel/helicopter jump under the remaining Zinger and bounce off the Zinger to land on the next path. Run along the path and team throw over boths sets of two Zingers. Pick up the treasure chest on the other

side, and throw it at all four Zingers to receive the Hero Coin.

#### RED BALLOON

Team throw over the Zingers to the left at the start of the level to find a treasure chest. Throw the treasure chest at a Zinger to receive the balloon.

#### RED BALLOON

Pass the no animal sign with Squitter to receive this red balloon.

#### SQUITTER

Found in the first bonus level.

---

### Level 14: Rattle Battle

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#### BANANA COIN 1

Jump and team throw straight up at the start of the level to get blasted by an invisible barrel up to a ledge, where the coin can be found.

#### BANANA COIN 2

After passing the three Kaboings (on the other side of the large gap with the horizontally moving Flitter in it), there will be a stationary Zinger above a barrel in front of the Banana Coin. Jump on the Zinger to collect the coin.

#### BANANA COIN 3

Shortly after the star barrel, there will be a Kannon on top of some barrels, standing in front of the Banana Coin. Jump on the Kannon and drop down to the barrel to collect the coin.

#### BANANA COIN 4

This is one of the items on the end of level target.

#### HERO COIN

Shortly after the letter O and before the star barrel, there are a stack of barrels. Don't jump on top of the barrels. Instead, just run along the floor until you come to the edge of the deck, where a horizontally moving Zinger will be flying above. Jump over the gap and hold right to land in a kannon barrel, which will blast you up to the Hero Coin.

#### RATTLY

Found in the cabin just to the right from the start of the level.

#### RED BALLOON

This is one of the items on the end of level target.

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### Level 15: Slime Climb

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BANANA COIN 1

After landing on the third mast along from the start of the level (with the two Click-Clacks on it), face left to see the Banana Coin under the second mast. Jump into the water to collect the coin and then quickly jump out.

BANANA COIN 2

After the letter K, there is some rigging. Climb to the top of the rigging and jump along the small platforms on the right. Cartwheel/helicopter from the right side of the third platform to collect the coin, and then quickly jump up to the fourth platform.

BANANA COIN 3

Shortly after the star barrel, you'll be going left along a mast. There will be a gap in the mast after the stationary Flitter. Cartwheel/helicopter into the gap, and then quickly jump after collecting the coin.

BANANA COIN 4

This is one of the items on the end of level target.

HERO COIN

Hit the exclamation point barrel near the end of the level, and swim under the end of level target mast to find a smaller mast with the Hero Coin on it.

-----  
Level 16: Bramble Blast  
-----

BANANA COIN 1

Shoot up from barrel 42 to collect this coin.

BANANA COIN 2

This is one of the items on the end of level target.

HERO COIN

After blasting out of barrel 88, bounce off the first Flitter and land on the next Flitter on the right. Hold left as you bounce off to drop down into an arrow barrel which will blast you up to Squawks. Once on Squawks, fly left and then up to come to the Hero Coin.

RED BALLOON

When you blast out of barrel 54, quickly blast up the next three barrels to collect this rising red balloon.

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Level 17: Hornet Hole

---

BANANA COIN 1

Team throw up to the hook at the start of the level, and jump up the sticky walls. At the top of the second wall, jump across the hooks on the right to find the coin above the second hook.

BANANA COIN 2

Near the start of the level, you will pass a stationary Zinger and two Click-Clacks. On the other side of the Click-Clacks, jump up to the sticky wall on the right, and then jump across to the sticky wall on the left. Climb the left wall to the top to find this coin.

BANANA COIN 3

Just after the star barrel, there will be an arrow barrel. Enter the barrel and look at the right sticky wall as you get blasted up to see a Banana Coin. Hold left at the top of the jump to land on a ledge. Face right and look at the Zinger moving below. Jump down and shoot the Zinger with a web. Shoot back up to the ledge using the arrow barrel, and then jump down again to collect the coin.

BANANA COIN 4

After collecting the letter O, jump back down to the left and run left until you get to the wall, where a Zinger will be circling a hook up on the right. Build web platforms up to collect a Banana Coin between banana bunches.

GREEN BALLOON

After the letter K, climb to the top of the tunnel and jump out to land on the slope on the left side. Face right, and cartwheel/helicopter up to the high sticky wall on the right. Climb to the top of this wall and pick up the treasure chest. Jump down to the slope on the left and throw the treasure chest at a Spiny to receive the green balloon.

HERO COIN

Just before the letter N. After dropping down the three steps with a Spiny on each one, shoot a web at the Zinger over the gap. Drop down the gap and go left, shooting a web at the lowest of the two Zingers that you come to. Jump up the big step to come to a banana room. Build web platforms up the middle of the room to come to the Hero Coin.

RED BALLOON

Pass the no animal sign with Squitter.

SQUITTER

Just before the star barrel, there will be two Spinys. After passing the Spinys, there will be a hook high above. Team throw to reach the hook, and then jump onto the sticky wall on the left. Climb to the top of the wall to find the Squitter crate.



---

Level 18: Target Terror

---

BANANA COIN 1

This is one of the items on the end of level target.

HERO COIN

After the letter N, jump up in the first shack after the steep slope to collect the Hero Coin.

RED BALLOON

Near the end of the level, there will be an X barrel with a single banana above it. Jump over the barrel and hit the banana to collect a red balloon.

RED BALLOON

This is one of the items on the end of level target.

---

Level 19: Bramble Scramble

---

BANANA COIN 1

Near the start of the level, there will be a Click-Clack on a platform. Jump and team throw up from the left side of the platform to hit an exclamation point barrel above. While invincible, quickly run right and fall down the gap. Run along the brambles and jump over the walls to the barrel at the end. In the barrel, blast up to the right side of the bananas to collect the coin at the top.

BANANA COIN 2

In the first bonus level, ride Squawks to the bottom-right corner of the area, and pass the no animal sign to collect this coin.

BANANA COIN 3

When you ride Squawks for the first time in the main level, fly up and along until you come to some Flitters. Stay close to the bramble floor, and shoot eggs at any Flitters that get in the way. Shoot an egg at the stationary Zinger blocking the gap, and then drop down the gap and fly right to come to a room with the coin up in the top-left corner.

BANANA COIN 4

After collecting the letter O, fly up the tunnel and shoot an egg at the second Krook on the left. Fly onto the platform where he was standing, and then fly up to find the coin.

BANANA COIN 5

Just above Banana Coin 4.

BANANA COIN 6

After becoming Squitter, build web platforms up the middle of the banana tunnel to collect this coin.

BANANA COIN 7

Just next to Banana Coin 6.

BANANA COIN 8

In the same room where the Hero Coin can be found, jump up and hit the single banana after entering the room to collect this coin.

BANANA COIN 9

This is one of the items on the end of level target.

BLUE BALLOON

In the same room where the Hero Coin can be found, build web platforms down and left to find a single banana up in the top-left corner. Hit this banana to collect the rare blue balloon.

HERO COIN

At exactly the same level as Banana Coin 7, there is a single banana in the brambles over on the left. Build web platforms along to this banana, and pass through the bramble wall to a hidden room. Keep building web platforms along to the left to collect the Hero Coin.

RED BALLOON

Pass the no animal sign with Squitter.

RED BALLOON

This is one of the items on the end of level target.

SQUITTER

Just below the star barrel, there is a bramble wall over on the right. If you walk close to the wall, you can just see a single banana on the other side. Jump through the wall to land on a platform. Use a cartwheel/helicopter jump to get to another small platform with a Squitter barrel above.

-----  
Level 20: Rickety Race  
-----

BANANA COIN 1

Jump on the Klank in second place to collect this coin.

BANANA COIN 2

This is one of the items on the end of level target.

HERO COIN

Jump on the Klank in first place to collect the Hero Coin.

---

Level 21: Mud Hole Marsh

---

BANANA COIN 1

Run right from the start of the level, and bounce off the two low Flitters to collect this coin.

BANANA COIN 2

Pick up the fourth treasure chest in the level, and throw it at one of the swooping Mini-Neckys to receive this coin.

BANANA COIN 3

Jump across the series of poles after the letter N, and use the Krockhead at the end to launch over the Zinger. After landing on the path, run right and team throw over the stationary Zinger to collect the coin.

BANANA COIN 4

Near the end of the level, there is a section of path with three Click-Clacks on it. Run to the right edge of the path. Jump on the Flitter and bounce left back to the path. Cartwheel/helicopter off the edge of the path, and jump to collect the coin.

BANANA COIN 5

Near the end of the level, there are two Cat O' 9 Tails on a large section of path, with three Zingers above. Team throw up between the second and third Zinger (or use one of the Cat O' 9 Tails) to collect the coin.

BANANA COIN 6

This is one of the items on the end of level target.

HERO COIN

This is one of the items on the end of level target.

RED BALLOON

This is one of the items on the end of level target.

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Level 22: Rambli Rumble

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BANANA COIN 1

Run left from the start of the level until you come to a gap with a sticky wall over on the left side. Jump across the gap to land on the wall, and jump down the wall instead of following the banana trail up to collect the coin.

BANANA COIN 2

After blasting up out of the second eight-way barrel in the level (shortly before the letter O), hold right to land on a sticky wall. Jump up to the path on the right, and then jump up to the single banana on the left to land on an invisible hook. Jump from the hook onto the sticky wall on the left, and climb up to the top to find this coin just below a hook.

HERO COIN

Before entering the Rambi cave, stand just outside the entrance and jump up to land on a hook. Jump again to land on a second hook, and then jump up to the ledge on the right. Drop down off the right side of the ledge, and jump up the first sticky wall on the right to collect the Hero Coin.

RAMBI

In a cave shortly after the star barrel.

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6.5. World Five Item List  
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Level 23: Ghostly Grove  
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BANANA COIN 1

Shortly after the letter K, you can find this coin off the edge of the path with the Klobber. Use a cartwheel/helicopter jump to collect it.

BANANA COIN 2

On the series of five ghost ropes just before the end of the level, quickly climb down to the bottom of the third rope to collect this coin.

BANANA COIN 3

This is one of the items on the end of level target.

HERO COIN

Run to the right side of the path where you collect the letter O, and select Dixie Kong. Jump into the gap, and helicopter under the left path. Land in the barrel to get launched over to the Hero Coin.

-----  
Level 24: Haunted Hall  
-----

BANANA COIN 1

Near the end of the second Kackle chase (before the letter O), there will be a gap in the tracks where you can drop down onto a small section of track to collect the coin.

#### BANANA COIN 2

After jumping the fifth '-' barrel in the third Kackle chase, jump the gap in the track, and then quickly jump again to collect the coin.

#### BANANA COIN 3

This is one of the items on the end of level target.

#### HERO COIN

After arriving in the room with the end of level target, run right and drop off the edge of the ledge, and then run left to collect the Hero Coin.

#### RED BALLOON

This is one of the items on the end of level target.

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### Level 25: Gusty Glade

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#### BANANA COIN 1

Team up at the start of the level, and team throw up to the left to land on a hidden ledge above the entrance. Run along the ledge and drop down the steps to come to a Rattly crate. Jump on the crate and land on Rattly, and then jump up to the left to collect the coin.

#### BANANA COIN 2

Go right from the start of the level to find this coin in the first gap.

#### BANANA COIN 3

After the letter N, there will be Kannon up on a path above shooting kannonballs very quickly to the left. When a kannonball has passed above, jump up to the ledge on the right and run along to the Kannon. Hit the Kannon, and drop off the right side of the ledge to land on the path below. Turn left and throw the DK barrel out of the way. Cartwheel/helicopter off the edge of the path and jump up as soon as you've collected the Banana Coin.

#### BANANA COIN 4

This is one of the items on the end of level target.

#### BLUE BALLOON

Pass the no animal sign with Rattly for this balloon.

#### HERO COIN

After blasting out of the three barrels near the end of the level (before the letter G), you'll find yourself on top of a high ledge, with a steep slope down on the right. Select Dixie, and helicopter off the right side of the ledge to collect the Hero Coin.

#### RATTLY

Team up at the start of the level, and team throw up to the left to land on a hidden ledge above the entrance. Run along the ledge and drop down the steps to come to a Rattly crate.

#### RED BALLOON

This is one of the items on the end of level target.

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### Level 26: Parrot Chute Panic

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#### BANANA COIN 1

After being dropped off by the second Squawks, team up and jump onto the middle of the sticky floor. Jump and team throw up to collect the coin. Alternatively, you can exit the first bonus level and follow the paths down to the coin.

#### BANANA COIN 2

On the third Squawks, fly down the tunnel until you come to a stationary Zinger with a banana trail leading down the right side. Go down the left side of the Zinger to collect this coin.

#### BANANA COIN 3

After collecting the letter N, jump on the Squawks and fly down the tunnel. Go down the right side of the third junction to collect this coin.

#### BANANA COIN 4

Just below Banana Coin 3.

#### BANANA COIN 5

After jumping off the seventh Squawks, cartwheel/helicopter through the three Click-Clacks, and drop down off the right side of the path. Run down to the bottom of the small slope and team up. Jump and team throw up to the right to land in a timed arrow barrel. Shoot up from the barrel to collect the coin.

#### BANANA COIN 6

This is one of the items on the end of level target.

#### HERO COIN

Select Dixie Kong at the start of the level and run right to the edge of the path. Jump off the edge of the path, and helicopter spin over to the left to land on a small ledge with the Hero Coin.

#### RED BALLOON

This is one of the items on the end of level target.

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### Level 27: Web Woods

---

BANANA COIN 1

On a ledge above the letter K. Use a team throw to get up there.

BANANA COIN 2

Shortly after the letter K, throw the first treasure chest at a nearby Kruncha to reveal the coin.

BANANA COIN 3

Shortly after transforming into Squitter, you will need to cross a large gap with a single vertically moving Zinger in it. Build web platforms across the gap, staying low, and jump to the small ledge from the final web platform to collect the coin.

BANANA COIN 4

Build web platforms straight up above the star barrel to collect this coin, which can be found along with some bananas.

BANANA COIN 5

Near the end of the level, you will have to cross a huge gap with lots of red and yellow Zingers. A circling red Zinger is near the end of the gap. Build web platforms into the middle of the circle to collect the coin.

BANANA COIN 6

This is one of the items on the end of level target.

GREEN BALLOON

Shortly before the small area where Squitter can be found, there will be a treasure chest up on a high ledge with a stationary Zinger above. Throw the chest up at the Zinger to reveal the balloon.

GREEN BALLOON

Up on a ledge behind the end of level target. Team throw to get up there.

HERO COIN

This is one of the items on the end of level target, but it only appears very quickly after the single banana.

SQUITTER

In a small cave after the first section of level.

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6.6. World Six Item List

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Level 28: Arctic Abyss

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#### BANANA COIN 1

After collecting the letter K, team throw to the ledge high up on the right to land near the coin.

#### BANANA COIN 2

After the Letter N, swim down and left. Hit the two Shuris out of the way that are blocking the entrance to the tunnel, and then swim along and up the tunnel to collect the coin.

#### BANANA COIN 3

This is one of the items on the end of level target.

#### ENGUARDE

The Enguarde barrel is shortly after the letter K.

#### HERO COIN

Shortly after the star barrel, you will go up a long tunnel with two horizontally moving Puftups near the bottom and three Shuris near the top. At the top of the tunnel, swim quickly to the right as the water starts to lower to land on a path. Swim along the path to collect the Hero Coin.

#### RED BALLOON

After the letter G, there will be four circling Shuris. Swim up and left through the Shuri room, and then swim quickly to the left along the tunnel at the top. When the water starts to lower, continuing swimming quickly left to land on a ledge with the balloon.

#### RED BALLOON

This is one of the items on the end of level target.

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### Level 29: Windy Well

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#### BANANA COIN 1

After jumping over the first Kutlass in the level, go left to find a Banana Coin in a gap. Jump into the gap to collect the coin, but don't worry about falling down it as the wind will catch you.

#### BANANA COIN 2

Before the letter O, you will have to float up an area with five Zingers forming a 'V'. Jump on the hook at the bottom, and then jump off either side to start floating up. The Banana Coin is between the second and third Zinger.

#### BANANA COIN 3

After the letter O, you will float up a long tunnel and land on a platform. Go left along the platform and jump into the gap. Float under the stationary Zinger on the left and run into the bonus barrel to blast up to the coin.



BANANA COIN 4

Just before the star barrel, there is a tunnel with three circling Zingers. The first Zinger on the right is circling the coin.

BANANA COIN 5

This is one of the items on the end of level target.

HERO COIN

There are two Krooks in a tunnel after the letter N. After passing the Krooks and landing on the ledge above, jump off the ledge and hold down and right to float under three Zingers and collect the Hero Coin on the other side.

RED BALLOON

Just to the right of the Letter N.

SQUAWKS

In the second bonus level.

-----  
Level 30: Castle Crush  
-----

BANANA COIN 1

After passing the first red Kruncha in the level (before the letter K), the platform will go up a tunnel that leads to a wide area at the top. Run to the far left side of the area and wait as the platform takes you up to the coin.

BANANA COIN 2

After passing the two horizontally moving Zingers (before the letter O), quickly jump over the wall on the left to land in gap with the coin.

BANANA COIN 3

Just down from the end of level target, there is a stationary Zinger up a tunnel. Run right to pick up the barrel, and then quickly run left to throw it at the Zinger. Go up the tunnel to collect the coin.

BANANA COIN 4

This is one of the items on the end of level target.

HERO COIN

After transforming into Squawks, quickly fly up the tunnel with the four Zingers and go right at the top. Go along and down the first gap (under the letter N) to find the Hero Coin.

RAMBI

When you come to the first DK barrel in the level, pick it up and throw it at the Kutlass over on the left. Go through the tunnel that the Kutlass was

guarding to find the Rambi barrel.

#### RED BALLOON

This is one of the items on the end of level target.

#### SQUAWKS

After passing the star barrel, jump over the first stationary Zinger on the left and pass through the wall to find the Squawks barrel.

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### Level 31: Clapper's Cavern

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#### BANANA COIN 1

After jumping on the second Clapper, run right along the ice and slide under the two stationary Zingers to collect the coin.

#### BANANA COIN 2

When you come to the entrance of the second bonus level, turn left and swim over to the horizontally moving Puftup to find the coin.

#### BANANA COIN 3

After passing the letter N, run left and jump onto the first ledge. Team throw up to the single banana high above the ledge to hit a hidden exclamation barrel, and then drop off the left side of the ledge. Follow the tunnel down and along to find the coin.

#### BANANA COIN 4

Next to Banana Coin 3.

#### BANANA COIN 5

Next to Banana Coin 4.

#### BANANA COIN 6

This is one of the items on the end of level target.

#### ENGUARDE

One of the blast barrels shortly after the letter O leads to some water where there is no Snapjaw. The Enguarde crate can be found here.

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### Level 32: Chain Link Chamber

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#### BANANA COIN 1

Climb up the long chain after the letter K, and jump off to the right side when the ledge is nearby. Run along the ledge and pass through the wall to activate a balloon Klobber. Go left and jump on the Klobber, and then run

right to enter a small room with the coin.

#### BANANA COIN 2

Just before the star barrel, there are four circling Zingers near a junction in the chain. Go right at the junction to collect this hidden coin.

#### BANANA COIN 3

Near the end of the level, there is a chain where eight Mini-Neckys fly toward you. Jump into the fourth gap on the right to collect the hidden coin.

#### BANANA COIN 4

This is one of the items on the end of level target.

#### HERO COIN

When there are two Kannons shooting kannonballs down the two chains, climb up the right chain until you see a single banana near the wall. Jump toward the banana and hold right to land in a secret tunnel. Run right until you get to the room with the letter N, and then jump up and right to pass through another secret tunnel to the Hero Coin.

---

### Level 33: Toxic Tower

---

#### BANANA COIN 1

After passing the first Kannon in the level, there will be three horizontally moving Zingers. Jump across the large gap by bouncing off the Zingers to land on the ledge on the other side. Once on the ledge, superjump up to the ledge on the left. Run left along the ledge and go through the hidden tunnel in the wall to find the first coin.

#### BANANA COIN 2

Above Banana Coin 1.

#### BANANA COIN 3

After passing the four Kaboings while playing as Squawks, go up the tunnel and hold right as you fly under the stationary Zinger to enter a hidden tunnel. Fly along the tunnel to come to a gap with the coin.

#### BANANA COIN 4

Above Banana Coin 3.

#### BANANA COIN 5

This is one of the items on the end of level target.

#### GREEN BALLOON

When you come to the end of level target, jump over it instead of landing on it. Run left and drop down the gap to land on a path below. Run right to collect the green balloon.

#### HERO COIN

Shortly after passing the letter K, a big 'A' will indicate that you need to use the superjump. Superjump up to the thin platform on the right, and jump along the other platforms until you come to a stationary Zinger. Jump on the Zinger and fall down the gap while holding right to collect the Hero Coin.

#### RATTLY

Up the steps from the start of the level.

---

### Level 34: Screech's Sprint

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#### BANANA COIN 1

Run right and cartwheel/helicopter jump into the first gap to get the coin.

#### BANANA COIN 2

Bounce off the first Flitter in the level for this coin.

#### BANANA COIN 3

After transforming into Squawks, fly right and go through the gap. On the right side of the gap, fly up into the single banana to collect this coin.

#### BANANA COIN 4

When you come to the second banana arrow pointing down, fly left through the gap instead, and follow the tunnel along to come to the coin.

#### BANANA COIN 5

Near Banana Coin 4.

#### BANANA COIN 6

Near Banana Coin 5.

#### BANANA COIN 7

After collecting Banana Coin 6, exit the gap on the right and follow the tunnel down to collect this coin.

#### BANANA COIN 8

Next to Banana Coin 7.

#### GREEN BALLOON

This is one of the items on the end of level target.

#### HERO COIN

In the race, when you come to the banana arrow pointing down, fly up through the gap on the right instead, and follow the banana tunnel around to collect

the Hero Coin.

RED BALLOON

After transforming into Squawks, fly up and right to find a hidden red balloon.

RED BALLOON

This is one of the items on the end of level target.

SQUAWKS

The Squawks barrel is under the star barrel.

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6.7. The Lost World Item List  
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Level 35: Jungle Jinx  
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BANANA COIN 1

Between two stationary Zingers shortly after the letter K.

BANANA COIN 2

After the first Klampon in the level, there will be a stationary Zinger. Team throw over the top of the Zinger to collect this hidden coin.

BANANA COIN 3

After passing the extremely fast moving five-way barrels after the letter N, you will land in a barrel pointing up. Blast out of the barrel when a tire has just rolled past, and quickly move to the left edge of the path. Jump on a tire and bounce left to collect this coin.

BANANA COIN 4

After collecting Banana Coin 3, run right and use the tires to bounce over the spikes. Select Dixie. Jump off the edge of the path and helicopter over to the coin above the ledge on the right.

BANANA COIN 5

After passing the three Klampons near the end of the level, run to the first gap on the right and cartwheel/helicopter jump to collect the coin.

HERO COIN

In the first bonus level.

-----  
Level 36: Black Ice Battle  
-----

BANANA COIN 1

Shortly before the letter O, you have a choice of four tunnels to drop down. Drop down the far right tunnel to collect this coin.

BANANA COIN 2

This is one of the items on the end of level target.

HERO COIN

In the first bonus level.

RED BALLOON

After going down the slope with the three stationary Zingers on it near the start of the level, drop through the gap between the Zingers at the bottom of the slope and go left to come to another stationary Zinger. Jump over the Zinger, and jump over the balloon Klobber that rushes toward you. Go into the gap where the balloon Klobber was hiding to collect this red balloon.

RED BALLOON

Next to the first red balloon.

RED BALLOON

Shortly before the letter O, you have to jump over two stationary Zingers on the way down a slope. Jump the gap at the bottom of the slope and climb up the next steep slope to the top. Pick up the treasure chest at the top of the slope and throw it at the balloon Klobber to collect this red balloon.

RED BALLOON

This is one of the items on the end of level target.

-----  
Level 37: Klobber Karnage  
-----

BANANA COIN 1

Team throw up to the top of the entrance to collect this coin.

BANANA COIN 2

In one of the pits before the letter K. Use a cartwheel/helicopter jump to collect the coin.

BANANA COIN 3

When you come to the Diddy and Dixie barrels, select Diddy and jump into the Diddy barrel to get blasted up to a timed rotating barrel. Shoot out of the barrel when it points right to collect the coin.

BANANA COIN 4

Shortly before the letter G, there will be Diddy and Dixie barrels. Select

Dixie and jump into the Dixie barrel to collect this coin.

#### BANANA COIN 5

This is one of the items on the end of level target.

#### HERO COIN

In the first bonus level.

#### RED BALLOON

Near the end of the level, jump into the first gap in the spikes to collect the red balloon.

#### RED BALLOON

This is one of the items on the end of level target.

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### Level 38: Fiery Furnace

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#### BANANA COIN 1

You can collect this coin from the fourth D-Pad barrel.

#### BANANA COIN 2

Jump in the first D-Pad barrel after the star barrel and go up and right while avoiding the two vertically moving Zingers. Blast out of the barrel and collect the coin high above the platform.

#### BANANA COIN 3

This is one of the items on the end of level target.

#### GREEN BALLOON

This is one of the items on the end of level target.

#### HERO COIN

In the first bonus level.

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### Level 39: Animal Antics

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#### BANANA COIN 1

As Squitter, run right from the entrance to the area and pass by the many Kaboings. When you come to the path with seven Kaboings on it, shoot webs at all the Kaboings and then run to the right side of the path. Jump off the edge and drop down in line with the single banana to collect the coin.

#### BANANA COIN 2

After collecting the letter N with Squawks, continue up the tunnel and go left at the top. Throw eggs at both stationary Zingers, and continue left through the bramble wall to enter a small hidden area with the coin.

#### BANANA COIN 3

Found near Banana Coin 2.

#### BANANA COIN 4

As Squawks, there will be an area where you have to pass three sets of two stationary Zingers. After passing the third set, fly up and right to collect the coin.

#### BANANA COIN 5

Pass through the no animal sign with Rattly to receive this coin.

#### BANANA COIN 6

This is one of the items on the end of level target.

#### HERO COIN

Found in the first bonus level.

#### RED BALLOON

This is one of the items on the end of level target.

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### 7. Bonus Level List

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#### 7.1. Bonus Level Statistics

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#### BONUS LEVEL 1

---

Location : Pirate Panic  
Type : Find the Token!  
Time : 0:20  
Description : This bonus level takes place outside on the ship. There are four lines of barrels, starting low on the left, and finishing high on the right. There is a banana on each of the top barrels, and a Banana Coin at the bottom-right corner. The Kremkoin is on the top-right barrel.  
Walkthrough : Just jump up the barrels from left to right to collect the Kremkoin at the top.

#### BONUS LEVEL 2

---



Location : Pirate Panic  
Type : Destroy Them All!  
Time : 0:20  
Description : This bonus level takes place outside on the ship. There are three Neeks and four Klomps on the barrels in this area.  
Walkthrough : Use Rambi to barge all the enemies out of the way as he runs to the right. The Kremkoin can be collected at the far right side of the bonus level.

#### BONUS LEVEL 3

-----

Location : Mainbrace Mayhem  
Type : Find the Token!  
Time : 0:20  
Description : There are three sections of tall rigging. The Kremkoin is on the mast at the top-right corner.  
Walkthrough : Just jump onto the rigging at the start of the level and hold up to climb to the top, collecting the bananas along the way. Jump across to the second section of rigging, then the third, and climb all the way to the top. Jump off the right side at the top of the third section of rigging for the Kremkoin.

#### BONUS LEVEL 4

-----

Location : Mainbrace Mayhem  
Type : Destroy Them All!  
Time : 0:35  
Description : In this misty bonus level, there are five ropes with a Klinger on each rope. There is a kannonball on the middle of the mast that you start on. There is also a barrel up on the platform on the right, and a crate up on the platform on the left.  
Walkthrough : There are quite a few options you have in this bonus level. You can pick up the kannonball and throw it at the Klingers above. You can jump up to the right platform and throw the barrel, which can defeat more than one Klinger if thrown correctly. Or you can pick up the chest on the left, which only defeats one Klinger. Either way, once all Klingers have been defeated, collect the Kremkoin above the middle of the mast.

#### BONUS LEVEL 5

-----

Location : Mainbrace Mayhem  
Type : Collect the Stars!  
Time : 0:35  
Description : There is one section of rigging, consisting of six vertical ropes which has 75 stars on it. There is a mast at the bottom-left and top-right corners of the bonus level.  
Walkthrough : Jump to the rigging and climb up and down it to collect 75 of the stars. When all stars have been collected, jump to the mast at the top-right corner of the area to collect the Kremkoin.

#### BONUS LEVEL 6

-----  
Location : Gangplank Galley  
Type : Find the Token!  
Time : 0:10  
Description : A small cabin, with four treasure chests and a stationary red Zinger up on the right.  
Walkthrough : Pick up the treasure chests and throw them at the Zinger as quickly as you can. The Kremkoin can be in either of the four treasure chests.

BONUS LEVEL 7  
-----

Location : Gangplank Galley  
Type : Find the Token!  
Time : 0:15  
Description : A large outdoor level with the green sea in the background. There are eight hooks in the level leading up to the top of a stack of barrels.  
Walkthrough : Jump along each of the eight hooks. When you reach the eighth hook, the Kremkoin will appear on top of a stack of barrels on the right.

BONUS LEVEL 8  
-----

Location : Lockjaw's Locker  
Type : Find the Token!  
Time : 0:40  
Description : A huge maze is the setting for this underwater level.  
Walkthrough : In the bonus level, follow this route to the Kremkoin: Second tunnel up, first tunnel right, second tunnel up, second tunnel right, first tunnel up and right at the top for the Kremkoin.

BONUS LEVEL 9  
-----

Location : Topsail Trouble  
Type : Destroy Them All!  
Time : 0:15  
Description : There are two platforms on either side of the area, with six Flitters between the platforms.  
Walkthrough : Using Rattly, jump up to the platform on the left and then bounce on all six Flitters over to the platform on the right. The Kremkoin will appear on the right platform when all Flitters have been defeated.

BONUS LEVEL 10  
-----

Location : Topsail Trouble  
Type : Find the Token!  
Time : 0:15  
Description : There is a tall section of rigging with four horizontally moving Flitters on it. There is a mast at the bottom-left and top-right

corners of the bonus level.

Walkthrough : Jump onto the rigging and climb along to the middle. Hold the Y button as you climb up the ropes to go faster. Wait for each Flitter to move to either the left or right side of the rigging before climbing up above it. After climbing up past the fourth Flitter, jump off the top of the rigging and land on the mast at the top-right corner for the Kremkoin.

#### BONUS LEVEL 11

-----

Location : Hot Head Hop  
Type : Collect the Stars!  
Time : 0:20  
Description : There are four Krockheads over a large pit of lava in this bonus level, and sixty stars above.  
Walkthrough : Collect all of the stars by bouncing off the four Krockheads, and then collect the Kremkoin on the right side of the area.

#### BONUS LEVEL 12

-----

Location : Hot Head Hop  
Type : Find the Token!  
Time : 0:20  
Description : A tall bonus level with a single banana arrow pointing up.  
Walkthrough : Build web platforms up in the direction of the banana arrow to find the Kremkoin at the top of the area.

#### BONUS LEVEL 13

-----

Location : Hot Head Hop  
Type : Find the Token!  
Time : 0:20  
Description : A lava pit with a banana trail leading up to the ledge at the right side of the area.  
Walkthrough : Jump on Squitter and build web platforms up and right over the lava pit to land on the ledge with the Kremkoin.

#### BONUS LEVEL 14

-----

Location : Kannon's Klaim  
Type : Find the Token!  
Time : 0:30  
Description : A large bonus level consisting of three Diddy barrels and five Dixie barrels. The Hero Coin is also hidden in this level, over the large gap on the right from the platform where you start the bonus level.  
Walkthrough : Select Dixie. Jump over the gap on the right to collect the Hero Coin. Jump into the Dixie barrel, and then run left. Select Diddy. Jump into the next Diddy barrel. Select Dixie and jump into the barrel above. Select Diddy after landing on the next platform and jump into the Diddy barrel on the right. Select Dixie and jump into the final barrel. Run right after landing to

collect the Kremkoin.

BONUS LEVEL 15

-----

Location : Kannon's Klaim  
Type : Find the Token!  
Time : 0:25  
Description : A tall bonus level with ten arrow barrels.  
Walkthrough : Blast up the ten arrow barrels to land on the ledge at the top-right corner, where the Kremkoin can be found.

BONUS LEVEL 16

-----

Location : Kannon's Klaim  
Type : Find the Token!  
Time : 0:10  
Description : There are six stationary Zingers floating over a large pit in the middle of this bonus level.  
Walkthrough : Bounce along the Flitters to collect the Kremkoin over on the ledge at the right side of the area.

BONUS LEVEL 17

-----

Location : Lava Lagoon  
Type : Destroy Them All!  
Time : 0:35  
Description : A level in the form of a maze with six Puftups and four Flotsams.  
Walkthrough : Get on Enguarde at the start of the bonus level, and swim along the tunnel while hitting enemies out of the way until you get to the no animal sign near the exit. Pass the no animal sign for a bunch of bananas and the Kremkoin.

BONUS LEVEL 18

-----

Location : Red-Hot Ride  
Type : Destroy Them All!  
Time : 0:15  
Description : A long bonus level with five Klomps and three Flitters.  
Walkthrough : Just run through the level and charge the enemies out of the way until you reach the Kremkoin at the far right side of the area.

BONUS LEVEL 19

-----

Location : Red-Hot Ride  
Type : Collect the Stars!  
Time : 0:30  
Description : There are 40 stars above a large lava pit. There is a hot air balloon at the side of the left ledge.  
Walkthrough : Jump on the hot air balloon, and use the air jets to collect the lower stars. When the balloon has risen to the top of the air

jet, jump to reach the stars above. This is best done using Dixie as she can helicopter spin for the top stars.

#### BONUS LEVEL 20

-----

Location : Squawk's Shaft  
Type : Find the Token!  
Time : 0:20  
Description : There are three ledges on either side of the bonus level, with a treasure chest on each ledge. There is a stationary red Zinger in the middle of the area.  
Walkthrough : Throw the treasure chests at the Zinger in the middle to break open the chests. Four treasure chests contain a single banana, one treasure chest contains a Banana Coin, and one treasure chest contains the Kremkoin.

#### BONUS LEVEL 21

-----

Location : Squawk's Shaft  
Type : Find the Token!  
Time : 0:25  
Description : A tall bonus level with nine eight-way barrel kannons.  
Walkthrough : Blast out of the barrels in the directions shown below to collect the Kremkoin on the top-right ledge:  
1st Barrel: Up  
2nd Barrel: Up + Left  
3rd Barrel: Up + Right  
4th Barrel: Up  
5th Barrel: Not used  
6th Barrel: Up  
7th Barrel: Not Used  
8th Barrel: Up  
9th Barrel: Right

#### BONUS LEVEL 22

-----

Location : Squawk's Shaft  
Type : Destroy Them All!  
Time : 0:30  
Description : A large bonus level with eight stationary Zingers.  
Walkthrough : Use Squawks to fly around the bonus level and throw eggs at the Zingers. Once all Zingers have been defeated, fly down to the bottom-right corner to collect the Kremkoin.

#### BONUS LEVEL 23

-----

Location : Barrel Bayou  
Type : Destroy Them All!  
Time : 0:15  
Description : A small bonus level with three enemies at the top of the area: One horizontally moving Zinger in the middle and two stationary Flitters on either side. There is a kannonball on the floor near

the middle of the area.

Walkthrough : Pick up the kannonball and throw it up at all three enemies.

#### BONUS LEVEL 24

-----

Location : Barrel Bayou  
Type : Find the Token!  
Time : 0:20  
Description : A large bonus area with seven timed controllable arrow barrels.  
Walkthrough : Blast out of the barrels in these directions to collect the Kremkoin on the ledge at the bottom-right corner of the area:  
1st Barrel: Up + Right  
2nd Barrel: Up + Right  
3rd Barrel: Right  
4th Barrel: Up + Right  
5th Barrel: Up + Right.

#### BONUS LEVEL 25

-----

Location : Glimmer's Galleon  
Type : Find the Token!  
Time : 0:40  
Description : A long winding tunnel in a large area. This isn't a maze, but it can be quite difficult to navigate as the area isn't lit.  
Walkthrough : Swim along the dark tunnel to the Kremkoin at the end.

#### BONUS LEVEL 26

-----

Location : Glimmer's Galleon  
Type : Find the Token!  
Time : 0:35  
Description : A huge maze is the setting for this underwater level.  
Walkthrough : In the bonus level, follow this route to the Kremkoin:  
First tunnel down, first tunnel up, second tunnel right, first tunnel up, right at the top for the Kremkoin.

#### BONUS LEVEL 27

-----

Location : Krockhead Klamber  
Type : Destroy Them All!  
Time : 0:15  
Description : An outdoor bonus level with three stationary Zingers and one circling Zinger at the far right side of the area,  
Walkthrough : Jump on Squitter and fire webs at the lowest of the Zingers. Build web platforms up, and then jump and shoot webs to hit the final two Zingers. After all Zingers have been defeated, the Kremkoin will appear at the bottom-right corner of the area.

#### BONUS LEVEL 28

-----

Location : Rattle Battle  
Type : Find the Token!  
Time : 0:25  
Description : A large outdoor bonus level with numerous barrels which can be used as platforms.  
Walkthrough : Select Dixie Kong and use the helicopter spin to climb from barrel to barrel, starting from the single barrel on the left. Jump up the five barrels going up on the left, and then jump right to collect the Kremkoin.

#### BONUS LEVEL 29

-----

Location : Rattle Battle  
Type : Find the Token!  
Time : 0:10  
Description : A large bonus level which starts on a small mast. There are seven stationary Zingers over a large gap, and another mast is on the far right side of the area.  
Walkthrough : Bounce across the Zingers to the other side of the large gap. You don't have to hit all the Zingers to receive the Kremkoin.

#### BONUS LEVEL 30

-----

Location : Rattle Battle  
Type : Collect the Stars!  
Time : 0:40  
Description : There are 75 stars above 22 big barrels in this outdoor area.  
Walkthrough : Jump from the top of the barrels and collect all the stars. Although you can collect all the stars from normal jumping, the superjump helps to collect more stars in a single jump.

#### BONUS LEVEL 31

-----

Location : Slime Climb  
Type : Collect the Stars!  
Time : 0:25  
Description : Some rigging goes up the middle of this area. There are 70 stars to collect in all, with 35 stars being on each side of the rigging. There are hooks at the bottom corners of the area.  
Walkthrough : Jump on the rigging and climb near to the top. Jump off either side and collect as many stars as you can before landing on the hook below. Repeat this process of jumping off and landing on the hook until all stars have been collected.

#### BONUS LEVEL 32

-----

Location : Slime Climb  
Type : Destroy Them All!  
Time : 0:25  
Description : A very tall bonus level. There are eleven platforms leading up to a mast at the top, with a kannonball being on every second platform. There are three stationary Zingers, one horizontally

moving Zinger and one vertically moving Zinger near the top.

Walkthrough : Pick up the DK barrel and throw it at the first Flitter. Throw kannonballs at the remaining two Flitters. The fourth kannonball can hit the Zinger no matter where it flies, but the fifth kannonball can only hit the Zinger when it flies low. When all five enemies have been defeated, collect the Kremkoin on the mast at the top of the area.

#### BONUS LEVEL 33

-----

Location : Bramble Blast  
Type : Find the Token!  
Time : 0:40  
Description : A huge mass of barrels similar to the main level. Smaller, but just as confusing to look at.  
Walkthrough : Follow this route to the Kremkoin:  
Barrel 1: Down + Right  
Barrel 2: Down + Right  
Barrel 3: Down + Right  
Barrel 4: Down + Right  
Barrel 5: Up + Right  
Barrel 6: Up + Right  
Barrel 7: Up + Left  
Barrel 8: Up + Left  
Barrel 9: Up + Right  
Barrel 10: Up + Right  
Barrel 11: Down + Right  
Barrel 12: Down + Left  
Barrel 13: Down + Right  
Barrel 14: Up + Right

#### BONUS LEVEL 34

-----

Location : Bramble Blast  
Type : Find the Token!  
Time : 0:25  
Description : A huge bramble tunnel.  
Walkthrough : Just follow the bramble tunnel to the Kremkoin. It's okay to touch the bramble floor in this area.

#### BONUS LEVEL 35

-----

Location : Hornet Hole  
Type : Find the Token!  
Time : 0:25  
Description : A large area with eight stationary Zingers and a treasure chest.  
Walkthrough : Pick up the treasure chest and throw it at all eight Zingers to receive the Kremkoin.

#### BONUS LEVEL 36

-----

Location : Hornet Hole



Type : Find the Token!  
Time : 0:10  
Description : A tall area with a sticky wall on either side of a thin tunnel.  
Walkthrough : Jump from one sticky wall to the other to climb up the tunnel to the top. Jump to the ledge at the top-right corner to collect the Kremkoin.

BONUS LEVEL 37

-----

Location : Hornet Hole  
Type : Find the Token!  
Time : 0:15  
Description : A banana arrow points up a long tunnel which leads to a ledge at the top-right corner.  
Walkthrough : Using Squitter, make web platforms up the tunnel to climb up to the top.

BONUS LEVEL 38

-----

Location : Target Terror  
Type : Destroy Them All!  
Time : 0:30  
Description : A large bramble area with nine stationary Zingers. Squawks can be found at the bottom of the area, and the no animal sign can be found up in the top-right corner.  
Walkthrough : Throw eggs at all nine Zingers, and then fly up through the no animal sign to collect the Kremkoin on the platform.

BONUS LEVEL 39

-----

Location : Target Terror  
Type : Find the Token!  
Time : 0:15  
Description : A mine cart ride involving lots of jumps over gaps. There are eleven mine carts and ten gaps on the track.  
Walkthrough : Just ride the various mine carts along the track, jumping into the next cart when you get near. Bananas over the gaps indicate where you have to jump.

BONUS LEVEL 40

-----

Location : Bramble Scramble  
Type : Collect the Stars!  
Time : 0:40  
Description : A large bramble area with ten stationary Zingers each guarding four stars. Squawks is found at the bottom-left corner, and the no animal sign is found at the bottom-right corner.  
Walkthrough : Jump on Squawks and throw eggs at all ten Zingers, collecting the stars that are revealed. Once all forty stars are collected, fly down to the bottom-right corner and pass through the no animal sign to find a Banana Coin. Continue right to get the Kremkoin.

BONUS LEVEL 41

-----

Location : Rickety Race  
Type : Destroy Them All!  
Time : 0:10  
Description : A mine cart track with seven Klanks. You have the option of taking a low or high track. For the Kremkoin to appear at the far right side of the track, you have to hit five Klanks.  
Walkthrough : Drop down the first three tracks to hit four of the Klanks, and then jump up two tracks to hit the fifth Klank. Jump up one more track and continue riding to the Kremkoin.

BONUS LEVEL 42

-----

Location : Mudhole Marsh  
Type : Collect the Stars!  
Time : 0:30  
Description : A swampy bonus level with thirty stars above three platforms.  
Walkthrough : Jump on the various platforms in the swamp and team throw to collect the stars.

BONUS LEVEL 43

-----

Location : Mudhole Marsh  
Type : Destroy Them All!  
Time : 0:20  
Description : A swampy bonus level with three stationary Zingers and two horizontally moving Flitters. There are two kannonballs near the start of the area.  
Walkthrough : Pick up the first kannonball and throw it at the first stationary Zinger above the barrel on the right. Pick up the kannonball and jump up to hit the two Flitters. Throw the kannonball at the two Zingers on the right and collect the Kremkoin on the ledge at the far right side of the area.

BONUS LEVEL 44

-----

Location : Rambi Rumble  
Type : Find the Token!  
Time : 0:15  
Description : A high tunnel with a sticky wall on either side. The Kremkoin will appear on a ledge at the top-right corner.  
Walkthrough : Jump up the left wall to the top, and then jump over to the right wall and climb up to the ledge with the Kremkoin.

BONUS LEVEL 45

-----

Location : Rambi Rumble  
Type : Destroy Them All!  
Time : 0:15

Description : A long tunnel that goes left and right through the area. There are six Krunchas and two Zingers.

Walkthrough : Run along the tunnel with Rambi, charging any enemies out of the way, until you reach the Kremkoin at the end of the tunnel.

#### BONUS LEVEL 46

-----

Location : Ghostly Grove

Type : Find the Token!

Time : 0:20

Description : A small bonus level with a single horizontally moving Zinger and a treasure chest.

Walkthrough : Pick up the treasure chest and throw it at the Zinger five times to receive the Kremkoin.

#### BONUS LEVEL 47

-----

Location : Ghostly Grove

Type : Find the Token!

Time : 0:10

Description : A large gap with four ghost ropes above it.

Walkthrough : Jump quickly across all four ropes to land on the ledge at the right side of the gap where the Kremkoin appears.

#### BONUS LEVEL 48

-----

Location : Haunted Hall

Type : Find the Token!

Time : 0:15

Description : A mine cart ride. There is a large section of track at the bottom of the area, and five small sections of track higher up. A '+' barrel at the top of a large slope at the right side of the area will send the mine cart backwards along the track.

Walkthrough : Ride along to the top of the steep slope in the bonus level to hit the barrel. When the cart goes down the slope, jump about half-way down to land on the first small section of track. Jump over the four gaps to the fifth section of track, and jump off at the end of the track to collect the Kremkoin.

#### BONUS LEVEL 49

-----

Location : Haunted Hall

Type : Collect the Stars!

Time : 0:17

Description : A long mine cart ride where you have to collect 120 stars to make the Kremkoin appear.

Walkthrough : Just keep jumping up to the stars to collect the Kremkoin near the end of the track.

#### BONUS LEVEL 50

-----

Location : Haunted Hall  
Type : Find the Token!  
Time : 0:10  
Description : A fast mine cart ride on a difficult track with eleven gaps.  
Walkthrough : Gap 1: Jump after the first banana curve.  
Gap 2: Jump soon after the top of the slope.  
Gap 3: Jump immediately after gap 2.  
Gap 4: Just after the dip in the track.  
Gap 5: Jump immediately after gap 4.  
Gap 6: Jump immediately after gap 5.  
Gap 7: At the bottom of the steep slope.  
Gap 9: Jump immediately after gap 8.  
Gap 10: Jump immediately after gap 9.  
Gap 11: Jump immediately after gap 10.

#### BONUS LEVEL 51

-----

Location : Gusty Glade  
Type : Find the Token!  
Time : 0:10  
Description : A long gap with six stationary Flitters above it.  
Walkthrough : Bounce off the Flitters to get to the ledge on the right side.  
With Dixie this can be very easy, as you can helicopter most of the gap and will only need to bounce off of the fifth Flitter to get to the other side.

#### BONUS LEVEL 52

-----

Location : Gusty Glade  
Type : Collect the Stars!  
Time : 0:40  
Description : A horizontally moving arrow barrel with 65 stars above.  
Walkthrough : Jump in the arrow barrel and blast out to collect all 65 stars.

#### BONUS LEVEL 53

-----

Location : Parrot Chute Panic  
Type : Find the Token!  
Time : 0:15  
Description : A tall bonus level with five ledges. A green Squawks is at the bottom of the area.  
Walkthrough : Jump on Squawks at the start of the area and fly quickly left and right up the ledges to collect the Kremkoin at the top.

#### BONUS LEVEL 54

-----

Location : Parrot Chute Panic  
Type : Destroy Them All!  
Time : 0:25  
Description : There are eight stationary Zingers in this area. A green Squawks can be found at the start.

Walkthrough : Jump on the Squawks and fire eggs at all seven Zingers. Pass through the no animal sign to receive a TNT barrel, which can be used on the eighth and final Zinger. With al eight Zingers out of the way, climb the steps at the right side of the area and collect the Kremkoin.

BONUS LEVEL 55

-----

Location : Web Woods  
Type : Find the Token!  
Time : 0:30  
Description : A long bramble tunnel with three stationary Zingers.  
Walkthrough : As Squitter, build web platforms along the bramble tunnel, and shoot webs at any Zingers that get in the way. Continue to build web platforms over to the platform at the far right side of the area, where the Kremkoin can be collected.

BONUS LEVEL 56

-----

Location : Web Woods  
Type : Collect the Stars!  
Time : 0:30  
Description : Thirty stars over a gap forming the letter 'R'.  
Walkthrough : As Squitter, build web platforms up and along to collect all thirty stars.

BONUS LEVEL 57

-----

Location : Arctic Abyss  
Type : Collect the Stars!  
Time : 0:20  
Description : A long tunnel which contains many stars.  
Walkthrough : Swim quickly left and right down the tunnel to collect 100 stars.

BONUS LEVEL 58

-----

Location : Arctic Abyss  
Type : Find the Token!  
Time : 0:25  
Description : An icy area with six Zingers and a treasure chest.  
Walkthrough : Run down the first slope and pick up the treasure chest. Throw the treasure chest at all six Zingers to receive the Kremkoin.

BONUS LEVEL 59

-----

Location : Windy Well  
Type : Destroy Them All!  
Time : 0:20  
Description : A large area with nine stationary Flitters.  
Walkthrough : Jump at the start of the area and float up to the hook. From the

hook, bounce off all nine Flitters and follow the banana trail down after the final Flitter to land on the Kremkoin.

#### BONUS LEVEL 60

-----

Location : Windy Well  
Type : Collect the Stars!  
Time : 0:15  
Description : There are 80 stars in this small bramble area.  
Walkthrough : Jump on Squawks and collect all 80 stars to make the Kremkoin appear down on the ledge on the right.

#### BONUS LEVEL 61

-----

Location : Castle Crush  
Type : Destroy Them All!  
Time : 0:10  
Description : There is a rising floor in this area with six stationary Zingers.  
Walkthrough : As the floor rises up, run left or right with Rambi and hit six Zingers to make the Kremkoin appear up in the top-right corner.

#### BONUS LEVEL 62

-----

Location : Castle Crush  
Type : Find the Token!  
Time : 0:30  
Description : There is a rising floor in this area, which starts off slow but gradually gets faster.  
Walkthrough : Alternate between running left or right as the floor passes each ledge.

#### BONUS LEVEL 63

-----

Location : Clapper's Cavern  
Type : Find the Token!  
Time : 0:20  
Description : There are six icy platforms in this area, with a long icy path at the bottom.  
Walkthrough : There are two ways to complete this level. The first way is to jump across all six platforms to the ledge at the top-right corner. The second way is to drop down onto the path and run to the wall at the right side. Jump and team throw up and right to land on the ledge. Both ways will lead to the ledge where the Kremkoin will appear.

#### BONUS LEVEL 64

-----

Location : Clapper's Cavern  
Type : Find the Token!  
Time : 0:15

Description : A long bonus level with slowly lowering water.

Walkthrough : Start the level by sliding down the icy slope to the water. In the water, swim quickly right as the water lowers to collect the Kremkoin at the far right side of the level.

#### BONUS LEVEL 65

-----

Location : Chain Link Chamber

Type : Find the Token!

Time : 0:20

Description : There are three long chains with three stationary Zingers on each. The gaps between the Zingers get smaller on each chain.

Walkthrough : Select Dixie Kong and throw it at the first Zinger on the chain to reveal a banana bunch. For the rest of the Zingers, jump and helicopter over them.

#### BONUS LEVEL 66

-----

Location : Chain Link Chamber

Type : Find the Token!

Time : 0:15

Description : There are seven chains in this tall bonus level with an eight-way arrow barrel on each chain.

Walkthrough : Jump into each barrel on the way up the tunnel and blast up to the next chain. From the seventh barrel, shoot straight up and hold right to land on the ledge with the Kremkoin.

#### BONUS LEVEL 67

-----

Location : Toxic Tower

Type : Find the Token!

Time : 0:30

Description : A long diagonal bramble tunnel leading up and right, up and left and then finally up and right.

Walkthrough : As Squitter, build web platforms up the bramble tunnel to the ledge at the top.

#### BONUS LEVEL 68

-----

Location : Screech's Sprint

Type : Find the Token!

Time : 0:35

Description : A large bramble area, with gaps to jump over later in the level.

Walkthrough : Select Dixie at the start of the level, and helicopter down the first diagonal tunnel. Land on the platform at the bottom, and cartwheel/helicopter jump over the gap on the left. Helicopter down the next tunnel, following the banana trail down to the platform at the bottom. Run right and cartwheel/helicopter jump over the final gap to land on the platform with the Kremkoin.

#### BONUS LEVEL 69

-----  
Location : Jungle Jinx  
Type : Destroy Them All!  
Time : 0:15  
Description : A long area with four stationary Flitters, each with a Zinger circling them.  
Walkthrough : Team up under each Flitter and jump up to hit the Flitter when the Zinger flies above.

BONUS LEVEL 70  
-----

Location : Black Ice Battle  
Type : Find the Token!  
Time : 0:20  
Description : There are three steep icy slopes in this area with two Zingers on each slope.  
Walkthrough : This is very easy with Dixie. Just helicopter over the Zingers on the three slopes and collect the Hero Coin at the bottom.

BONUS LEVEL 71  
-----

Location : Klobber Karnage  
Type : Destroy Them All!  
Time : 0:15  
Description : There are twelve Zingers floating over spikes in this area, with two exclamation point barrels.  
Walkthrough : Hit the first exclamation point barrel and hit the first five Zingers. Hit the second exclamation point barrel and hit the remaining seven Zingers to make the Hero Coin appear over on the ledge at the far right side of the area.

BONUS LEVEL 72  
-----

Location : Fiery Furnace  
Type : Find the Token!  
Time : 0:40  
Description : A long bramble tunnel with ten slow horizontally moving Zingers.  
Walkthrough : Use the D-Pad to navigate through the tunnel, passing the Zingers along the way.

BONUS LEVEL 73  
-----

Location : Animal Antics  
Type : Destroy Them All!  
Time : 0:35  
Description : A large bramble area consisting of Squitter and Squawks. There are nine Zingers.  
Walkthrough : As Squitter, build web platfoms up the first section and shoot webs at the five Zingers. Jump into the Squawks barrel and fly up the next section of the level, shooting eggs at all four Zingers. Fly into the Squitter barrel at the top of the area and run right



to collect the Hero Coin.

-----  
7.2. Bonus Level Locations  
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BONUS LEVEL 1: PIRATE PANIC  
-----

Drop down the first gap after the Star Barrel and run right after landing to get blasted up to this bonus level.

BONUS LEVEL 2: PIRATE PANIC  
-----

When you come to the banana arrow pointing left after the big drop, use Rambi's Supercharge to crash through the wall on the left.

BONUS LEVEL 3: MAINBRACE MAYHEM  
-----

Using Dixie Kong, jump off the edge of the first mast and helicopter spin over to the right to land on rigging under the sloped mast. Jump off the right side of the rigging to land in the bonus barrel.

BONUS LEVEL 4: MAINBRACE MAYHEM  
-----

Pick up the kannonball on the mast just after the N, and run along to the left. Throw the kannonball into the kannon on the left side of the mast to be shot up to the bonus level.

BONUS LEVEL 5: MAINBRACE MAYHEM  
-----

After exiting the previous bonus level, climb up the first section of rigging, go right along the first rope, and then climb up the second section of rigging. At the top of the rigging, jump off to the left to land on a mast. Use the team throw to get into the bonus barrel above.

BONUS LEVEL 6: GANGPLANK GALLEY  
-----

Jump up to the top of the barrels at the start of the level and jump into the bonus barrel above.

BONUS LEVEL 7: GANGPLANK GALLEY  
-----

When you come to the big stack of barrels near the end of the level, jump all the way up to the top barrel and jump into the bonus barrel at the top.

BONUS LEVEL 8: LOCKJAW'S LOCKER

-----

Crash open the Enguarde crate under the first Lockjaw in the level and get on Enguarde. Swim up out of the tunnel and then go right until you come to a line of bananas. Swim up the line to go through a hidden entrance above, which will lead to a small area with some bananas forming the letter 'A'. A single banana is next to a large crate over on the right. Use Enguarde's Superstab to crash through the crate and enter the bonus level.

BONUS LEVEL 9: TOPSAIL TROUBLE

-----

Shortly after the set of sloped masts with the Click-Clacks on them, you jump up two platforms to get to a sloped mast above. Using Rattly, Superjump after landing on the sloped platform to reach a high platform, which has a bonus barrel just above.

BONUS LEVEL 10: TOPSAIL TROUBLE

-----

On the second section of rigging after the no animal sign, climb along the rigging until you notice two Flitters above. Jump slightly to the right of the second Flitter to grab onto a hidden hook, which will then become visible. Jump off the hook and bounce off both Flitters to land in the second bonus barrel up on the left.

BONUS LEVEL 11: HOT HEAD HOP

-----

Break open the treasure chest just under the letter O to find a kannonball. Put the kannonball in the kannon further on the right to get blasted up to the bonus level.

BONUS LEVEL 12: HOT HEAD HOP

-----

Shortly after the letter N, there will be two bananas above, and then two more bananas higher up and slightly further to the right. Build web platforms up in the direction of the bananas to come to the bonus barrel.

BONUS LEVEL 13: HOT HEAD HOP

-----

Just before the no animal sign near the end of the level, you can find this bonus barrel above two Klampons. Use a team throw to land in the barrel, or build webs up by using Squitter.

BONUS LEVEL 14: KANNON'S KLAIM

-----

Select Dixie Kong at the start of the level, and jump off the edge of the platform. Helicopter spin over to the right to land in the bonus barrel.

BONUS LEVEL 15: KANNON'S KLAIM

-----

After passing the first Mini-Necky shortly after the Star Barrel, jump over the vertically moving Zinger on the right and land in the up arrow barrel to blast up to the platform above. After landing on the platform, turn left and face the edge. Jump off the edge of the platform to land in the second bonus barrel over on the right.

BONUS LEVEL 16: KANNON'S KLAIM

-----

Near the end of the level, there are three platforms leading up to the end of level target. Drop down the gap between the first and second platform to land on a secret platform with a Kannon down below. Jump into the third bonus barrel at the right side of this platform.

BONUS LEVEL 17: LAVA LAGOON

-----

Just after the no animal sign, jump up to the crate on the right and pick up the barrel. Drop down off the left edge of the crate, and throw the barrel into the left side of the crate below to enter the first bonus level.

BONUS LEVEL 18: RED-HOT RIDE

-----

Jump off the final hot air balloon over the third large lava section to land on a platform with a steep slope on the right and two Krunchas on the ledge above. Use Rambi's Supercharge to crash through the slope and enter the bonus level.

BONUS LEVEL 19: RED-HOT RIDE

-----

Just after the Star Barrel, jump off the right edge of the platform, but don't land on the balloon. Instead, helicopter spin under the platform to the left, and drop down when you see the single banana to land in the bonus barrel.

BONUS LEVEL 20: SQUAWK'S SHAFT

-----

After defeating the second set of the three Klomps, either helicopter spin or cartwheel jump into the eight-way barrel kannon off the right side of the platform. Shoot up and right out of the first barrel, and right out of the second barrel to land in the bonus barrel.

BONUS LEVEL 21: SQUAWK'S SHAFT

-----

Run to the left side of the platform with the Star Barrel, and team throw into the kannon barrel above to be blasted along to the bonus barrel.

BONUS LEVEL 22: SQUAWK'S SHAFT  
-----

After passing the two Mini-Neckys on the way up the long tunnel with Squawks, you will fly up to two Krooks on either side. Throw an egg at the right Krook. Fly into the gap where the right Krook was standing, and fly along to the right. Follow the two banana arrows up to arrive at the bonus barrel.

BONUS LEVEL 23: BARREL BAYOU  
-----

Wait under the first Kloak after the no animal sign. He'll throw three barrels, and will then move to the left. Follow him left until he stops and throws a treasure chest. Pick up the treasure chest and throw it at the Kloak to reveal a kannonball. Pick up the kannonball and jump off the edge of the path over on the left to land next to a kannon, which will blast you up to the bonus level.

BONUS LEVEL 24: BARREL BAYOU  
-----

After passing the swamp where you collect the letter G, team throw up into the bonus barrel before the Kloak.

BONUS LEVEL 25: GLIMMER'S GALLEON  
-----

Ignore the banana arrow pointing right at the start of the level, and swim up instead. Follow the banana curve along as it bends from up to right, and swim right to enter the bonus level.

BONUS LEVEL 26: GLIMMER'S GALLEON  
-----

Shortly after collecting the letter N, you'll swim past a Lockjaw above some barrels and enter a large room with some Shuris. Stay at the bottom of the room, and swim over to the right. When the Shuri in the second gap in the floor spins out, quickly swim up and over the crate on the right. On the other side of the crate, swim right to find a Puftup. Go quickly down the tunnel before the Puftup, and swim right to come to a Lockjaw. Swim down the tunnel under the Lockjaw, and go through the open crate to enter this level.

BONUS LEVEL 27: KROCKHEAD KLAMBER  
-----

Just before the no animal sign, there is a banana arrow pointing up. Jump and team throw up in line with the arrow to enter the bonus barrel.

BONUS LEVEL 28: RATTLE BATTLE  
-----

Jump up under the left side of the single banana at the start of the level to land in a hidden kannon barrel, which will shoot you up to a secret platform on the right. From the platform, team throw to get to the bonus barrel.

BONUS LEVEL 29: RATTLE BATTLE

-----  
When you come to the fourth gap in the level (with the Kaboing over on the right side), drop down into the gap and go left to the bonus barrel.

BONUS LEVEL 30: RATTLE BATTLE

-----  
Shortly after the letter N, on the other side of the gap with the Zinger in it, there will be a barrel with a banana arrow pointing up. Jump on the barrel and use the superjump to get to the bonus barrel high above.

BONUS LEVEL 31: SLIME CLIMB

-----  
Just to the right of the star barrel, there will be a Kannon in front of an exclamation point barrel. Jump on the Kannon and hit the barrel, then swim under the mast. Follow the banana trail down and right to the bonus barrel.

BONUS LEVEL 32: SLIME CLIMB

-----  
At the top of a rope, quite a distance from the letter N but before the letter G, there will be a kannonball on the mast above. Pick up the kannonball and jump up the platforms on the left, hitting the Klomp on each one. Throw the kannonball into the kannon on the fourth platform, and enter the kannon to get blasted up to the bonus level.

BONUS LEVEL 33: BRAMBLE BLAST

-----  
Blast down and left out of barrel 37.

BONUS LEVEL 34: BRAMBLE BLAST

-----  
After blasting out of the final barrel in the level, hold left as you bounce off the Flitter and land in an arrow barrel below. Once on Squawks, fly left as far as you can, and then fly up. When you have a choice of going left or right, go right. Fly above the two vertically moving red Zingers and avoid the circling red Zinger before going down to the kannon barrel, which will blast you to the bonus barrel.

BONUS LEVEL 35: HORNET HOLE

-----  
Team throw up to the hook at the start of the level, and jump up the sticky walls. At the top of the second wall, jump across the hooks on the right and jump off the right side of the third hook to land on a path below. Run right along the path to enter this bonus level.

BONUS LEVEL 36: HORNET HOLE

-----  
After exiting the first bonus level, run left and drop off the edge of the ledge, and then run right into the entrance to enter the second bonus level.

BONUS LEVEL 37: HORNET HOLE

-----  
Shortly after the letter N, there will be bananas leading diagonally up to the right over this section of floor. Build web platforms up in the direction of the bananas. Shoot the vertically moving Zinger out of the way and pass through the entrance.

BONUS LEVEL 38: TARGET TERROR

-----  
After passing the fourth gate, go down the steep slope on the other side and then land in the bonus barrel by jumping from the top of the next slope.

BONUS LEVEL 39: TARGET TERROR

-----  
Shortly after collecting the letter N, a Klank will drop down onto the track in front of you. Follow the Klank along the track and drop down the first gap to land on a hidden section of track which will lead to the bonus level.

BONUS LEVEL 40: BRAMBLE SCRAMBLE

-----  
Near the start of the level, there will be a Click-Clack on a platform. Jump and team throw up from the left side of the platform to hit an exclamation point barrel above. While invincible, quickly run right and fall down the gap. Run along the brambles and jump over the walls to the barrel at the end. Blast up the left side of the bananas to land in the bonus barrel.

BONUS LEVEL 41: RICKETY RACE

-----  
From the start of the level, team throw up to the small ledge on the left. Use the team throw again to reach the next ledge above. Select Diddy Kong. Helicopter over to the ledge on the right, and go through the entrance to enter the bonus level.

BONUS LEVEL 42: MUDHOLE MARSH

-----  
Above the Cat O' 9 Tails just before the letter N. Use a team throw to land in the barrel.

BONUS LEVEL 43: MUDHOLE MARSH

Shortly after the letter N, there is a kannonball on a flower in the swamp. Pick up the kannonball and jump over the platforms in the swamp while avoiding the barrels thrown by the Kannon. After passing the Kannon, throw the kannonball into the kannon on the right and jump into it to get launched up to the second bonus level.

BONUS LEVEL 44: RAMBI RUMBLE

-----

After blasting up out of the second eight-way barrel in the level (shortly before the letter O), hold right to land on a sticky wall. Jump up to the path on the right, and then jump up to the single banana on the left to land on an invisible hook. Jump from the hook onto the sticky wall on the left, and climb up to the top to land on a ledge. Run left to enter the level.

BONUS LEVEL 45: RAMBI RUMBLE

-----

Just before the no animal sign near the end of the level, there is a blast barrel. Instead of jumping into the barrel, supercharge through the wall to enter the bonus level.

BONUS LEVEL 46: GHOSTLY GROVE

-----

After the letter O, continue right until you find a normal barrel next to a Klobber barrel. Jump on the Klobber barrel and pick it up. Jump over the two Krunchas on the way down the steps on the right, and throw the barrel into the wall to open the entrance to the first bonus level.

BONUS LEVEL 47: GHOSTLY GROVE

-----

Shortly after the letter N, there are two quickly disappearing ghost ropes. Jump up both ropes to find the bonus barrel at the top.

BONUS LEVEL 48: HAUNTED HALL

-----

After the first Kackle chase, ride the cart along until the track slopes down. Jump from the top of the slope to land on a new section of track. Instead of riding this track into the entrance, jump over the top of the entrance to ride along to the first bonus level.

BONUS LEVEL 49: HAUNTED HALL

-----

After exiting the first bonus level, you will automatically ride into the second bonus level.

BONUS LEVEL 50: HAUNTED HALL

-----

After passing through the sixth gate (which is just after the letter N), the cart will lead to a gap. Do a small jump over the gap to land on the low section of track on the other side, which will lead to the third bonus level.

BONUS LEVEL 51: GUSTY GLADE  
-----

Before the no animal sign shortly after the letter O. Use the team throw to get up to the barrel.

BONUS LEVEL 52: GUSTY GLADE  
-----

Above the treasure chest which contains the letter N, there is another chest which contains a kannonball. Throw the chest at a Kutlass to receive the kannonball, and then continue right until you come to the kannon. Throw the kannonball in the kannon and jump in to get blasted up to the bonus level.

BONUS LEVEL 53: PARROT CHUTE PANIC  
-----

On the third Squawks, go down the tunnel to the end and then hold up and fly left to arrive on a hidden ledge with the entrance to the bonus level at the left side.

BONUS LEVEL 54: PARROT CHUTE PANIC  
-----

Just before the letter N, select Dixie and helicopter over to the sticky wall above the two stationary Zingers. Climb up to the top of the left wall and then jump over to the ledge on the right to land next to the entrance of the second bonus level.

BONUS LEVEL 55: WEB WOODS  
-----

Shortly after the letter N, there will be a Kannon that shoots one fast kannonball, and one extremely slow kannonball. Let the slow kannonball overtake you, and follow it back over the large gap on the left. On the other side of the gap, the kannonball will crash into a slope and reveal an entrance to the first bonus level.

BONUS LEVEL 56: WEB WOODS  
-----

Shortly before the letter G, there will be a banana arrow pointing left toward a wall. Run right until you come to a Kannon. Wait until the Kannon shoots a kannonball, and then run back to the left. Follow the kannonball up to the banana arrow, and it will break through the wall, revealing the entrance to the second bonus level.

BONUS LEVEL 57: ARCTIC ABYSS



-----  
Shortly after transforming into Enguarde, there will be two Flotsams and a Lockjaw. Hit the Lockjaw out of the way, and then swim up and left as the water starts to rise. When you get to the two bananas near the wall, supercharge through the wall to enter the first bonus level.

BONUS LEVEL 58: ARCTIC ABYSS  
-----

Shortly after the letter G, there will be a point in the tunnel where there are three Puftups. After passing the Puftups, swim down into the first gap. Go down to the bottom, and then swim right through the wall. Pass through the no animal sign and continue right to enter the second bonus level.

BONUS LEVEL 59: WINDY WELL  
-----

Shortly after the letter O, float up past the Krook on the right and land on the platform above. Run left along the platform and drop off the edge to start floating on the wind. Float under the Zinger on the left and continue left to find the bonus barrel.

BONUS LEVEL 60: WINDY WELL  
-----

Under the end of level target. Jump onto the platform under the target and run right to activate a Klobber. Jump on the Klobber and pick up the barrel. Go right and throw the barrel into the Kutlass, and then run right to find the bonus barrel.

BONUS LEVEL 61: CASTLE CRUSH  
-----

When you come to the banana arrow pointing left to a wall. Using Rambi, supercharge into the wall to enter the first bonus level.

BONUS LEVEL 62: CASTLE CRUSH  
-----

Pass through the no animal sign with Squawks to receive a TNT barrel. Go left to find a banana arrow pointing left to a wall. Throw the TNT barrel at the wall to open the entrance to the second bonus level.

BONUS LEVEL 63: CLAPPER'S CAVERN  
-----

From the start of the level, team throw up to the hook. Jump up to the second hook, and then jump up to the icy path on the right. Cartwheel/helicopter through all four Spinys and jump on the Klampon to arrive near the entrance to the first bonus level.

BONUS LEVEL 64: CLAPPER'S CAVERN

-----  
After becoming Enguarde, swim right past the three Flotsams and swim up before the three Shuris. Take the next tunnel on the left, and swim quickly along at the bottom of the tunnel to arrive in a room with a Puftup at the top-left corner. Supercharge in the direction of the banana at the right side of the room to pass through the entrance to the second bonus level.

BONUS LEVEL 65: CHAIN LINK CHAMBER  
-----

Before the letter O, there are three Krooks on the way up a tunnel. Hit the third Krook and pick up the kannonball in the tunnel. Run right and drop down to the second Krook. Enter the tunnel and put the kannonball in the kannon to get blasted up to the first bonus level.

BONUS LEVEL 66: CHAIN LINK CHAMBER  
-----

When there are two Kannons shooting kannonballs down the two chains, climb up to the top while avoiding the kannonballs and go right. Climb up the next chain going up. Jump off near the bottom of the chain and hold left to land in a hidden tunnel near the bottom of the wall. Run left through the tunnel and cartwheel/helicopter the Kannons out of the way. Pass through the entrance to enter the second bonus level.

BONUS LEVEL 67: TOXIC TOWER  
-----

After transforming into Squitter, build web platforms up and right to come to a stationary Zinger next to the wall. Shoot a web at the Zinger. Jump to the banana and hold right to pass through a secret tunnel in the wall, which leads to the bonus barrel.

BONUS LEVEL 68: SCREECH'S SPRINT  
-----

After climbing up the tall vine in the tunnel where seven Mini-Neckys swoop down from the sides, jump over the thorns and land on the platform. Cartwheel/helicopter jump into the gap to land on the platform on the other side, and then team throw up to the right from the platform. Pick up the kannonball, continue right and put the kannonball in the kannon to get blasted up to the bonus level.

BONUS LEVEL 69: JUNGLE JINX  
-----

Found at near the left side of the letter O.

BONUS LEVEL 70: BLACK ICE BATTLE  
-----

Fall down the first gap shortly after the letter N and hold right to land on a ledge. Jump on the Klobber and go right. Jump over the two Zingers and pick up

the treasure chest on the other side. Throw the treasure chest at the remaining Zinger to receive a kannonball. Pick up the kannonball and continue along the level until you land on the path near the letter G. Run along the tunnel, throwing the kannonball at the three Zingers along the way, and put the kannonball in the kannon at the end of the tunnel to get blasted up to the bonus level.

BONUS LEVEL 71: KLOBBER KARNAGE

-----

Jump up to the single banana above the exit gate to land in the bonus barrel.

BONUS LEVEL 72: FIERY FURNACE

-----

Team throw up to the D-Pad barrel above the final Cat O' 9 Tails in the level, and follow the banana trail along and up to the bonus barrel.

BONUS LEVEL 73: ANIMAL ANTICS

-----

At the end of the Squitter area, there will be an arrow barrel. Don't enter it. Instead, build web platforms straight up near the left side of the barrel. Run along the ledge up on the right and drop down off the right side to land in the bonus barrel.

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8. Frequently Asked Questions

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- Q. I see an item down in a pit, but whenever I try jump down into the pit to collect it, I die. How do I get it?
- A. You'll have to use a cartwheel/helicopter jump. Start running along in whatever direction the pit is, then press Y to cartwheel/helicopter off the edge of the pit. Half-way through the move, tap B to cancel the cartwheel/helicopter and jump up in the air.
- Q. How can I tell if I've fully completed a level?
- A. There will be an exclamation mark and a Hero Coin next to the level name.
- Q. How many levels are there in the game?
- A. There are 39 main levels, 73 bonus levels and 8 boss levels, bringing the total to 120 levels.
- Q. What is the maximum possible percentage in the game?
- A. 102%.
- Q. I can't seem to get higher than 101%. How do you get 102%?
- A. Make sure you've visited all the Kong Kolleges along the way.
- Q. I have returned to a previously completed level. How do I exit the level without completing it.
- A. Press Start to pause the game, then tap Select to leave.

Q. How many different types of enemy are there?

A. Including bosses: 30.

Q. How many Animal Buddies are in this game, and how many have returned from the original Donkey Kong Country?

A. Including Glimmer, there are seven animal buddies in this game. Enguarde, Rambi and Squawks have returned from the original game, while Clapper, Glimmer, Rattly and Squitter are new.

Q. How many endings are there?

A. Three. Ending one and ending two are very similar, and the only difference is a higher level on the podium in Cranky's Video Game Heroes. The third and final ending is where the volcano erupts, and K. Rool sails off into the distance.

Q. What happens when you get all Hero Coins and all Kremkoins?

A. You get a second fight with K. Rool, which is much easier than the first fight. If you beat K. Rool, you'll get the final ending to the game.

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9. Copyright Information

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