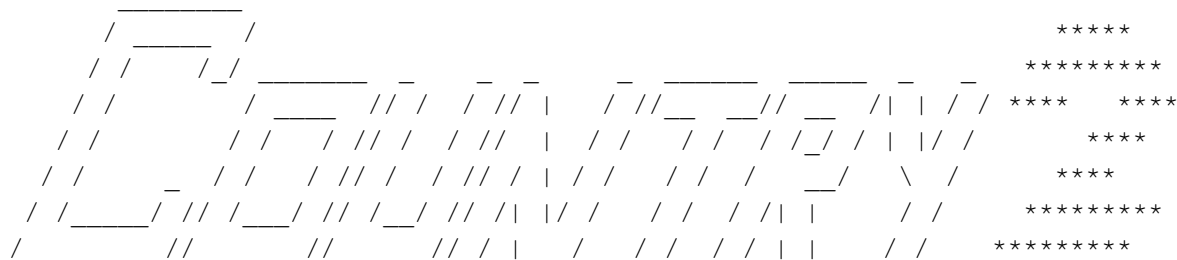
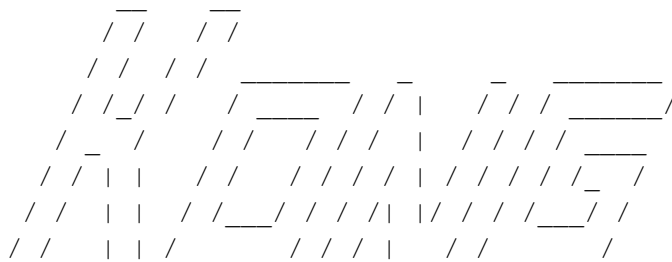
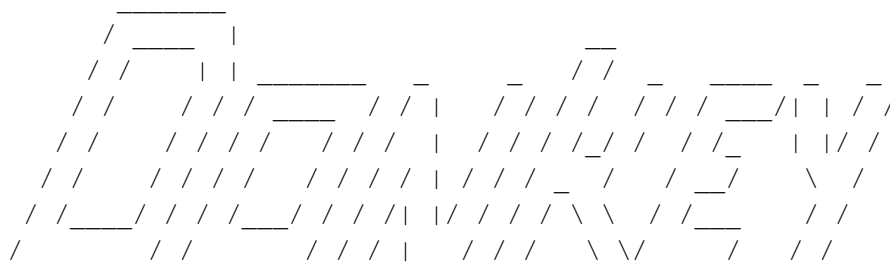


# Donkey Kong Country 2 Speed Guide

by Iron Knuckle

Updated to v0.91 on Aug 10, 2010



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Game:           Donkey Kong Country 2: Diddy's Kong Quest
Platform:       Super NES
Version:        0.91
Last updated:   8 August 2010
Written by:     Iron Knuckle
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=====  
Version Updates  
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Version 0.1 - 24 January 2004:  
Started with this walkthrough

Version 0.2 - 27 January 2004:  
Finished Walkthrough for the first world; Gang-plank Galleon.

Version 0.3 - 24 December 2006:  
Added some new data to the walkthrough and continued the descriptions up to Rattle Battle.

Version 0.9 - 29 December 2006:  
[first public release]  
Completed the walkthroughs for all level, except Jungle Jinx and Black Ice Battle.

Version 0.91 - 8 August 2010:  
Minor update where the location of the Lava lagoon warp barrel has been pinpointed more accurately.

=====  
Introduction  
=====

After finishing DKC within an hour, I started to do fast runs on DKC 2 as well. A big difference here is that you have to do a lot more to get to the end, so you need a lot more time. The basic build up of this guide is identical to the type used in DKC 1 speed guide that I wrote. After looking at the Speeddemosarchive.com speed run of DKC 2 I found some additional

tactics that improve the run on several locations such as Parrot Chute Panic.

The only thing is that I don't think it is useful to explain everything to the smallest detail, so sometimes I will skip some parts and try to use reference places like the KONG letter or certain enemies to explain the next section that has something interesting about it.

=====  
Secret Warps  
=====

Most, if not all, levels in the first two worlds have warp barrels that send you to the end of the level in one go. Most of them are quite useful, but require the player to do those levels in very awkward directions. Check the Walkthrough for the entire description of running through these levels with warp. Listed here are all the Warps that I have found up till now:

-----  
Pirate Panic  
-----

Do a team throw upwards on the leftmost heightened barrel to the left of the very first Klomp enemy.

-----  
Main Brace Mayhem  
-----

This one is located under the platform at the start. You can get there with Dixie and also with Diddy by extending his cartwheel off the ledge and jumping in mid-air (I refer to this as an "extended jump").

-----  
Gangplank Galley  
-----

At the start do a team throw in vertical direction on the center barrel.

-----  
Lockjaw's Locker  
-----

Above the first Klomp in a ledge. You can get there by doing a jumping team throw in upward direction. Just make sure you jump from the slightly raised section to the left or bounce (the Kongs will stay attached) off the Klomp to gain enough height.

-----  
Topsail Trouble  
-----

Under the crate of Rattly is a hidden barrel. Use Dixie's helicopter / or an extended jump with either Kong to get to it.

-----  
Hot Head Hop  
-----

Jump on top of the entrance then team throw upwards as far as possible.

-----  
Lava Lagoon  
-----

After the first jump over the lava, use Dixie's helicopter spin to make it on to the small isle with a single Klampon. From here teamthrow upwards to find the warp barrel at the top of the screen.

-----  
Kannon's Klaim  
-----

This shortcut is located below the first Kruncha, and at its spot there is bucket in the background decoration. Use the Helicopter or cartwheel of the ledge and jump in mid-air once again to make it there.

-----  
Squawk's Shaft  
-----

Helicopter with Dixie under the first platform on the right side to enter a hidden barrel. Once again you will go through a '!' banana shaped form in a secret room. Exit to find yourself near the Target of this level.

-----  
Parrot Chute Panic  
-----

This shortcut is smaller, but also very useful since you won't miss any Bonus stages if you take it. There is one crate in this level, pick it up and use it against the right wall near the Klampon. Go through there "Rare- logo" shaped Banana Room to skip a part and to collect some items like the 'K' Letter.

=====  
Other Speeding Tips  
=====

-----  
1. Use the right Kong for the situation  
-----

As with DKC 1 Diddy is somewhat faster and agile than his companion, although the difference is much less than with the previous game. He can jump a little higher and farther, but then again Dixie's helicopter is essential for skipping huge parts in some levels so make sure you have both of them at your disposal at all time. Apart from that take note that switching Kongs also consumes time so don't switch for minor parts. Finally, Dixie throw objects much slower because her throwing animation takes longer, hence in some instances using Diddy may result in much less time loss.

-----  
3. Always try to use the 'Y' attack  
-----

The Cartwheel and Helicopter Spin attacks are very useful, as they allow you to move faster than normal. The only problem is the lag at the end of the attack. To overcome this problem you should jump at the end of the move to keep on moving with full speed. If you hit an enemy this way the attack will extend and the movement will become even faster, allowing you to race through entire sections in mere sections. Beware of Klampon however as this ground attack has terrible effect on you even if you attack him from behind!

-----  
4. No extras unless they're important  
-----

Don't waste any time on collecting the bananas, KONG letters and the extra lives. They are useless, since you don't need them anyway. In some cases it is better to skip the Mid-Save barrel as well, you want a fast time so you don't need that middle checkpoint, right? Mind you that DK Coins do not add up to the 102%, but most people call it a 100% run if you collect all 40 of them as well.

-----  
5. Don't Die  
-----

This sounds logical now does it. It is better to wait a few seconds on a difficult section then to die in the first place, because you will have to do most of it over again. On the other hand if you are trying for real fast times just save before entering a level and try over and over again if you can't get it done the first time.

-----  
6. Saving your game  
-----

Saving your game doesn't cost any extra time so, it is always handy to do so. Visiting either Cranky, Funky, Swanky or Wrinkly doesn't cost you extra time so it is no problem to save. BTW: the time you spend on the world map doesn't add up to the total time as well!

-----  
7. Optimizing the usage of your Animal Buddies  
-----

Squitter's Instant Webplatforms  
-----

Instead of using many webplatforms try to aim some of the web using up and down on the D-pad to make bigger leaps with less webs. Next to that there is the infamous Instant Web, which can be used by pressing 'L' really quick two times in a row while jumping. Doing this allows Squitter to stand on the webplatform in the same jump as he created it. This technique can be hard sometimes so practice it as it can save you huge amounts of time.

Squawks (with the Kongs)  
-----

It is well-known that while carrying the Kongs Squawks can slide over the bottom spikes of the bramble levels. Use this to your advantage to skim through some parts of those levels without any effort.

Rambi's Supercharge  
-----

Difficult to control, but this attack allows you to fly through the levels. Just make sure you know where you are heading.

Enguarde's Supercharge or using 'B' Attacks

-----  
The Supercharge is similar to Rambi's, but most water levels require vertical movement as well. If this is required then bumping through the water with the 'B' button sting attack is faster than using the Supercharge. On long horizontal corridors the Supercharge however definitely earns you more seconds.

-----  
8. Miss the Targets  
-----

During normal game play you may want to hear the music fanfare and collect the item on display at the level end target. This fanfare however costs you additional time and doing this 39 times (one for each regular level) costs you much time. Some targets however need to be hit, because they cannot be avoided like Fiery Furnace's fixed barrel bonus exit or the item is the needed DK Coin (e.g. Mudhole Marsh & Web Woods).

=====  
General Time Reference Marks  
=====

-----  
Wrinkly's Saving School  
-----

Here are the save Point locations of Wrinkly the moment you can get to her and the saves made upon beating Kaptain K. Rool. These times are all based upon my best run on a PAL system. You can evaluate your scores with these so you can see if you are on the way for a fast run.

Location	KK	DK	LW	%	PAL	NTSC
Gang-plank Galleon	7	3	0	8%	0:03	0:03
Crocodile Cauldron	3	9	1	24%	0:13	0:??
Krem Quay	13	13	1	42%	0:24	0:??
Krazy Kremland	10	19	2	48%	0:39	0:??
Gloomy Gultch	11	28	3	68%	1:02	?:??
K. Rool's Keep	7	34	4	82%	1:14	?:??
Flying Krock	14	38	4	90%	1:28	?:??
K. Rool Battle	15	38	4	95%	1:31	?:??
K. Rool Battle 2	0	40	6	102%	1:36	?:??

- KK = Kremkoins  
DK = DK Hero Coins (not required for 102%, but taken into account)  
LW = Lost World Levels completed  
% = If you visited all Kong Family Members (Wrinkly, Cranky, Swanky and Funky) you will get an extra percent for each Kong. At the first save you can only get Wrinkly and Cranky, and so that save is only incremented by 2% opposed to 4% for the others.

-----  
Target Level Times  
-----

Notice that not all the timing on the levels have been fully tested, and therefore some times may be off by several seconds.

Level	Time
-----	-----
Pirate Panic	01:00
Mainbrace Mayhem	01:26
Gangplank Galley	01:06
(Wrinkly's Save	0:03:32)
Lockjaw's Locker	01:05
Topsail Trouble	01:12
Krow's Nest	00:46
Hot Head Hop	01:52
Kannon's Klaime	01:50
Jungle Jinx	01:40
Lava Lagoon	01:52
(Wrinkly's Save	0:13:49)
Red Hot Ride	02:30
Squawk's Shaft	02:06
Kleeever's Kiln	01:25
Barrel Bayou	01:56
Glimmer's Galleon	02:22
(Wrinkly's Save	0:24:08)
Krockhead Klamber	01:40
Rattle Battle	02:25
Black Ice Battle	01:38
Slime Climb	02:09
Bramble Blast	02:36
Kudgel Kontest	01:40
Hornet Hole	02:55
(Wrinkly's Save	0:39:11)
Target Terror	02:15
Bramble Scramble	02:23
Rickety Race	01:40
Mudhole Marsh	02:17
Klobber Karnage	02:28
Rambi Rumble	02:15
King Zing Sting	01:10
Ghostly Grove	01:45
Haunted Hall	02:50
Gusty Glade	01:55
(Wrinkly's Save	1:02:19)
Parrot Chute Panic	02:10
Web Woods	03:38
Fiery Furnace	02:30
Kreepy Krow	01:15
Artic Abyss	01:51
Windy Well	02:33
(Wrinkly's Save	1:14:06)
Castle Crush	05:00
Clapper's Cavern	01:52
Chainlink Chamber	02:44
Toxic Tower	02:30
Stronghold's Showdown	00:13

Screetch's Sprint           02:08  
 (Wrinkly's Save        1:28:33)  
 K.Rool Duel               03:25

Animal Antics            03:00  
 Krocodile Kore          01:32+

-----  
 Grand Total            01:36:30

-----  
 Percentage List  
 -----

As visible in the table below the division of the values can be traced back to each individual percentage. Notice that DK coins are actually not required in this schedule, but I did took them into account when playing the game.

Description	factor	%
-----	-----	---
Completing 39 regular levels	1% * 39	39%
Completing All Bonus levels on a level	1% * 39	39%
Beating 5 regular bosses	2% * 5	10%
Beating K. Rool	5% * 2	10%
Visiting all four Kong family members	1% * 4	4% +
Collecting 40 DK coins	0%	0%
-----		
		102%

=====  
 Walkthrough  
 =====

For every Bonus Game I also included the number of seconds that are left on the timer at the moment you touch the Krem Koin. Using this you can determine whether you time is slow or fast. If you manage to get spare a lot more time, then please tell me what tactic you used to get such a time. It could add up in saving another minute. The mail address is at the bottom of the file.

-----  
 Gang-plank Galleon  
 -----

-----  
 Pirate Panic (01:00)  
 -----

Start with cartwheel jumping as soon as the level begins, pick up the DK barrel break it to get Dixie, then start cartwheeling into the very first Neek. After than keep on doing cartwheels to take out any enemies along the way in a speedy fashion. Just before the Klobber fall down the pit to make it to the first Bonus Game.

--- Bonus 1 (Time Left: 19 seconds) -----



In this Bonus simple jump up a 2 times to claim to Krem Koin, this should only take you one second on the timer.

After you return into the main level open the Rambi Crate and charge up his 'A' attack. Release when done and use the Klomp on the upper section and one of the Neeks to jump all the to the next Bonus Stage Entrance. Charge the 'A' attack once more to break through the left wall to reach the second Bonus in this level.

--- Bonus 2 (Time Left: 16 seconds) -----

This one is simple. Use the 'B' after jumping on an enemy to get a bigger bounce, do this only when you are going upwards for the next enemy. This should allow you to get the stage done with a minimum margin.

When you return use the bounce of the Neeks and big barrels to make your way up to the DK Coin. Keep on running to the right, ignore the Green Balloon Rambi leaves behind after disappearing and jump (small one) onto the Bull's Eye for the very first finish.

-----  
Mainbrace Mayhem (01:26)  
-----

There are two runs on this level as we are going to use the warp barrel to skip most of the level. Then reenter the level to do bonus #1, and reenter again to do bonuses #2 & #3 in reverse using the warp again.

Run 1:

-----

At the start use Diddy's Cartwheel to crush the first Click-Clack then use that to extend the attack over the edge and change direction in mid-air. As soon as he touches the bottom of the screen jump to enter the warp barrel to the left. Collect the DK Coin, and fall down hugging the right wall. Then do a small jump to touch the level target for a quick exit.

Run 2:

-----

Similar to the last run extend the Cartwheel jump using the flea, but keep on going to the right where the Bonus Barrel resides.

--- Bonus 1 (Time Left: 15 seconds) -----

Simply climb upwards as fast as possible, not much can go wrong here. After getting back hit 'Start-Select' to complete this run.

Run 3:

-----

Go through the warp once more, but this time after passing through the '!' banana room head left. Cartwheel jump off the ledge to access the 2nd (actually 3rd) bonus room.

--- Bonus 2 (Time Left: 21 seconds) -----

You'd best go up via the first column, down the second, up the third (leave the four most upper stars) and down the fourth again. Finally, climb up the fifth, while racking up the five stars you left behind in the two previous columns on your way to the top. Pick up the Krem Koin which should appear by now.

When you return simply do a cartwheel off the ledge to the right and you'll end up near the cannonball (Diddy will take out any enemy he comes in contact with during the attack). Get past the Klomp, jump past the two Click-Clacks to load the Cannon (run into it) for a Bonus stage.

--- Bonus 3 (Time Left: 27 seconds) -----

You should have Diddy in the lead for an easy victory. Ignore the cannonballs and the crates and jump up to the second highest platform to the left. As soon as the Klingers slide down do the cartwheel off the ledge finishing all 7 of them in an instant! Touch the Koin and exit with 'Start-Select'.

-----  
Gangplank Galley (01:06)  
-----

With the aid of the warp we are going to do three runs on this level as well! One for the first bonus & level exit, the second for the DK coin and the third for the second bonus (back tracking after the warp).

Run 1:

-----

At the start pick make sure you have Dixie and climb the big barrel to make it to the Bonus Barrel.

--- Bonus 1 (Time Left: 9 seconds) -----

This requires a little luck for a fast finish. I usually get the Krem Koin from the third chest although it should be randomly hidden. Hit the Zinger with the chest to reveal your prize.

Upon exiting buckle up together and jump a little to the right, then do the team throw upwards above the center barrel to find the warp. Upon returning just hit the target (don't cause a victory animation however).

Run 2:

-----

Climb up the barrels and change to Diddy, cartwheel off the edge and mid-air jump to reach the first hook. Jump over for the DK coin and the very moment you hear the Coin's fanfare press 'Start-Select'. You do not need to wait until the number increments, just exit as soon as you hear the special sound.

Run 3:

-----

Enter the warp once more to find yourself on the hook again. Jump to the left (this may seem awkward, but can be done safely). Then use the team throw and the treasure chest to take out the Krunchas guarding the bonus barrel.

--- Bonus 2 (Time Left: 12 seconds) -----

Jump onto the first hook from the start and keep on going in a good tempo towards the top with where the Krem Koin awaits you. Again 'Start-Select' after returning to the main level.

-----  
Kong Kollege  
-----

When you save the game at this point you should have the following Stats:

Percentage	PAL	NTSC	2 Kong Family Member visited
-----	-----	-----	7 Krem Koins
8 %	0:03	?:??	3 DK Hero Coins
-----	-----	-----	0 Lost World Levels Completed

-----  
Lockjaw's Locker (01:05)  
-----

This is a short level as well, because you can use the warp here.

Run 1:

-----  
From the start keep against the right wall and fall through the secret path (near the barrel) down to the right. Team up stand on the heightened ledge to the left, jump to the right and at the peak of the jump throw your partner upwards. I'd reckon you practice this often as it is very hard to get this done properly. Upon exiting the warp room, use the team throw against the left wall to get up to the DK Coin. Pick it up and go to the right again for the level target.

Run 2:

-----  
From the start work your way to the right as normal, get Enguarde, go up using the secret path to his right, then use the 'A' Charge attack to get to the first and only Bonus in this level.

--- Bonus 1 (Time Left: 32 seconds) -----  
Quite simple, ignore the Bananas (they lead to wrong locations) and use the 'B' attack to get past the horizontal part quickly. At the upper-right part is the Krem Koin. After exiting 'Start-Select' for your instant exit awaits.

-----  
Topsail Trouble (01:12)  
-----

Warping in & out this level as well, there will be three runs here too!

Run 1:

-----  
Use the mid-air cartwheel jump to enter the barrel below the starting point (similar to Mainbrace Mayhem). Hit the level target (jump over it before hitting it or else the victory dance you must endure). That's all.

Run 2:

-----  
Again, use the warp, but this time let yourself fall down after returning

to the main level. Press left to find yourself very near the 2nd bonus room of this level (near the two Flitters).

--- Bonus 2 (Time Left: 12 seconds) -----

Jump into the rope and climb up then before the next Flitter go right one column. From here on you can make it in one strait line up towards the prize.

Upon exiting use Dixie's Helicopter move to the right to skip a part and go up the rope and again to the right to collect the DK Coin. As soon as the trademark sound is heard press your instant exit button combo.

Run 3:

-----  
Get Rattly from the crate and bounce from enemy to enemy to the next level of sails. Jump over the Click-Clacks and use the 'A' Attack to get into the Bonus Barrel at the top of the section.

--- Bonus 1 (Time Left: 12 seconds) -----

Jump on all the enemies to make the K-Koin appear and grab it. I tried to get through this part using one long aerial cartwheel, but that doesn't work out too well... Again 'Start-Select' to end the level.

-----  
Krow's Nest (00:46)  
-----

The first Boss of this game. He is named Krow although he looks more like a giant Mini-Necky from DKC1. The battle is quite simple pick up the egg when it stops jumping as you can pick it up even if it is still shaking a little. Jump into the Krow with the egg four times to beat him. You just need some luck to get good eggs at the end so you may end up losing a few seconds here.

-----  
Crocodile Cauldron  
-----

-----  
Hot Head Hop (01:52)  
-----

Run 1:

-----  
Team up at the start and use the team throw against the left wall, while stand on the entrance cavern. After the '!' banana warp room go LEFT. Use the team throw to enter the 3rd bonus barrel.

--- Bonus 3 (Time Left: 17 seconds) -----

Squitter will be waiting here for you! If you make big leaps you only need two platforms, so this level is actually easy.

Get past Squitter's sign and exit the level, but be careful not to hit the level mark with the Krockhead as it will be a victory if you do.

Run 2:

-----  
Jump on the Krockheads and when you make it up a steep hill use the Helicopter to get quicker past the next section with Krockheads. Use the barrels and chest to take out most of the Klobbers before they even get the chance to appear. Near the two Klampons break the treasure chest for a cannonball. Pick it up and carry it all the way to the cannon, load it and enter the Bonus Room.

--- Bonus 1 (Time Left: 16 seconds) -----  
Jump on the first Kroc-Head and get the left most part of the stars then bounce on the first one again to the second and so on until you reach the end where the coin will appear. For the record if your jumping is really good you need to hit each krockhead only once to collect all stars!

Continue on and break the Squitter crate, mount the arachnid and use two web platforms to reach the DK Coin almost directly above him. Keep on going to the right with him and take out the Klampons while heading up the structure. Take out the Zinger (press down to shoot a web against him), then use the Krockhead Platforms to reach a barrel that is a Klobber. Before he starts to attack create a path to the Bonus Barrel above him.

--- Bonus 2 (Time Left: 18 seconds) -----  
Use three Instant-webplatforms to reach this coin. If you press forwards while shooting a webplatform and immediately set the platform you can get onto the webbing in one jump without having to make a second jump. This save a lot of time, not only in this bonus game, but everywhere so learn this tactic. Press 'Start-Select' to exit after touching the K-Koin.

-----  
Kannon's Klaim (01:50)  
-----

To get a fast run on this one you need use the Warp Barrel after completing the second bonus game, this means you have to fall down quite a way but it is faster then going through this level the regular way.

Run 1:

-----  
At the start use the Helicopter/Cartwheel move to take out both Neeks, then extend the horizontal attack over the ledge and jump into the barrel. This is much faster than Dixie's floatation method.

--- Bonus 1 (Time Left: 12 seconds) -----  
In the Bonus jump over the pit and get the DK Coin on the right, right away. Enter the barrel as Dixie or use the team throw to enter it when controlling the other partner. This is much faster than exchanging Kongs all the time.

Once you reach Kruncha ignore him and use Dixie's Helicopter to find the hidden Warp Barrel just below him. Enter the secret room and exit the level by hitting the target.

Run 2:

-----  
Enter the warp once again, but this time after exiting let yourself fall

down between the two platforms at the spot you appear and press left a little, this will make you fall into the third Bonus Barrel.

--- Bonus 3 (Time Left: 12 seconds) -----

Jump across all the Flitters in a good pace. Taking care not to use any big bounces at all, just hit the enemies and do not touch the 'B' button. Only use the 'B' button if the next target is really high.

Now for the second bonus. This can be difficult to survive, but let yourself fall down at the part where you came back from the bonus level. After passing some Zinger slightly bend to the right. You know you are on the right track if you land near a Kannon (don't get too close to him). There will be two platforms here and you need to jump in the barrel below higher one. This can be done by cartwheeling off the edge of the lower platform to the left, then jump when you spot the barrel.

--- Bonus 2 (Time Left: 12 seconds) -----

Just get to the next arrow-barrel at every blast. This will get you to the top. Nuff said. Collect the Koin and exit with 'Start-Select'.

-----  
Jungle Jinx  
-----

It doesn't matter at what point you do the Lost World levels, but you might as well do it now, since you have more than 15 Krem Koins (17 to be exact). Check the Lost World Section for the description of this level.

-----  
Lava Lagoon (01:52)  
-----

Not much time saving in this level. I know there is a shortcut in this level, but you cannot reach the DK Coin near the end so you have to go through the entire thing anyway.

From the start go right, but ignore the first Clapper. Instead when you stand on the higher part to his left cartwheel jump over the water-lava to skip the first swimming section. Also after hitting the second Clapper the water stays cooled for a very long time allowing you skip the third Clapper.

After first Clapper past the Mid-Save Barrel fall down via the rightmost wall. There is a small gap here with an Enguarde crate behind it. Use his super charge to get to the far left in an instant. Go up, dismount, hit Clapper and ride Enguarde once again to get past the Lockjaws. At the top let him stay behind, pick up the barrel and fall down the wall and you will automatically trigger the entrance to the Bonus Room.

--- Bonus 1 (Time Left: 20 seconds) -----

Use Enguarde to take out all the enemies down here. Nothing special to speak about...

Continue on as usual, at the last Clapper go through the wall on its right and you will find the '!' Barrel. Ignore the Bananas and swim diagonally upwards to the DK Coin. Go the other way diagonally to reach a barrel

cannon. Get out of the water and through the Klobber, while being invincible. Finally hit the level target to end this level.

-----  
Kong Kollege  
-----

When you save the game at this point you should have the following Stats:

Percentage	PAL	NTSC	4 Kong Family Member visited
-----	-----	-----	3 Kremkoins
24 %	0:13	?:??	9 DK Hero Coins
-----	-----	-----	1 Lost World Levels Completed

-----  
Red Hot Ride (2:30)  
-----

Run 1:  
-----

There is a warp here, which not many people know about, but it can save you quite some time. To enter it you need to do a team throw above the second wind stream at the second balloon. Doing this will get you to the end of the level for another quick exit.

Run 2:  
-----

At the start change to Dixie, use her Helicopter Spin to get past the first two lava pits without having to use the balloon to guide you past them. Below the Rambi crate use the Team-Throw upwards to free Rambi, use it again to mount him. Use the Bounce of the first Klobber to get past the pit and the second bounce to make it to the next balloon.

Once you are on the balloon keep right pressed, you don't need to get wait every time to get to the top. Just keep moving and only take out the enemies that are in your path. Go below the lone Zinger and Kruncha as well. After this start charging the 'A' attack, until you reach land. Unleash the Rambi's charge to enter the first Bonus Stage.

--- Bonus 1 (Time Left: 10 seconds) -----

I've been trying to beat this using the Super Charge, but alas I haven't completed it this way yet. So stick to running at normal speed, while taking out all the Klomps and Flitter to make the K-Koin appear.

Let Rambi past his end sign, jump past the Click Clack and the Kruncha. You may ignore the Mid-Save Barrel, jump down the pit below Kruncha and use the Helicopter spin at the very last moment to enter the Bonus Barrel quickly.

--- Bonus 2 (Time Left: 22 seconds) -----

Get on the Balloon and use the Team-Throw (forward) two times on different heights to get most the stars. Jump to the right to get the last ones and to claim the coin itself.

After getting back, get on the next balloon and pick up the DK Barrel. Carefully carry it past the upper Flitter, ( just wait a moment to lower the balloon a little ) then throw it against the upper Zinger. Jump on the

Balloon that is safe now and get the DK coin by Team-throwing your other monkey upwards. Alternatively use a helicopter spin from the balloon's initial point to crash into the lower of the two Zingers. This causes Dixie to leave and you regain control over Diddy who will be invincible for another second. Use this moment to jump up to the DK Coin (this tactic is dangerous but MUCH faster).

-----  
Squawk's Shaft (02:06)  
-----

Run 1:  
-----

From the start cartwheel off the edge and enter the hidden warp barrel below the platform to the right. Go through the '!' room to find the exit target.

Run 2:  
-----

Run past the first Krook, enter the barrel cannon on the right to come to a platform with three Klomps. Take them out using the 'Y' attack and afterwards use the bounce of the upper Krook to make it to the next barrel cannon.

Keep shooting upwards and jump over the rightmost Krook to reach the Bonus Barrel in the lower right corner. This is faster then passing all the Zingers down below with the barrels.

--- Bonus 1 (Time Left: 18 seconds) -----  
The coin is always hidden in the second chest from the top on the right half. Throw / hold this against the Zinger and pick up the coin for an exit.

Make your way up again and use the bounce of the Krook this time to make it the next barrel cannon. Keep on going upwards to the Mid-Save Barrel. Let it be where it is, but on left of it use the team throw to reach a Barrel Cannon that leads to a Bonus Barrel.

--- Bonus 2 (Time Left: 21 seconds) -----  
You can save some time here by keep on shooting upwards instead of taking the diagonal paths. Just before the last barrel use the previous one diagonally up-right to make it to the K-Koin all the same. It is faster!

Keep on going up to the crate of Squawks. Get moving upwards, while only waiting a moment at the part with the three Krooks to avoid their hooks. Notice however that if you have two Kongs you can scoot past these guys as there is a DK barrel to regenerate one of your fallen Kongs. You can get past most other enemies here without stopping. At the part where two Krooks are opposite of each other take out the right one and follow the path behind it to make it to another Bonus Barrel (Don't waste time getting the DK coin you will get it upon exiting the bonus).

--- Bonus 3 (Time Left: 24 seconds) -----  
Continually keep on shooting nuts with Squawks to hit all the Zingers here, not much note about it. After exiting Squawks will touch the DK coin and hence you can 'Start-Select' out of this level (this was the last warp in this game!).



-----  
Kleeever's Kiln (01:25)  
-----

As with most bosses you have to wait for the right moment to attack so this leaves not much room to save some time on. It is sometimes possible to hit Kleeever while he is still throwing fireballs at you. This may save a second, but if a fireball hits the cannonball you will have to wait another turn to get a chance to attack. Hit Kleeever 5 times to watch all his bones fly around the place.

-----  
Krem Quay  
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-----  
Barrel Bayou (01:56)  
-----

From the start use the 'Y' attack to get past the three Neeks and through the Klomp just as well. Get over the Flitter and jump over the Zinger to reach Rambi's Crate. Get on top him and shoot diagonally up-right in the first rotateable cannon. Keep right pressed and jump up against the Kloak to take it out along with the second one. Jump over the Zinger and shoot up-right to skip a barrel or two.

After the Mid-Save Barrel go to the right past the cannon we will come back later on. Run along the path taking out all the Neeks and Zingers. Take Rambi through his end sign to claim the DK Token. Let the next Kloak throw three barrels and follow it all the way to the left near the cannon. After he throws a chest jump up against him to get the cannonball. Use it on the cannon for a bonus stage.

--- Bonus 1 (Time Left: 12 seconds) -----

Hit the three enemies using the cannonball here, you could use the Cannonball on the Zinger and while the ball is falling down again you could do a team-throw against the third Flitter to gain a second.

When you get back on stage run past all the Kloaks, get through the Arrow Barrel Section, bounce on the two Klobbers and jump over the Zinger. When you reach a bonus barrel and a Kloak either team throw your Kongs into the barrel or use the Barrel that Kloak throws at you to make it there.

--- Bonus 2 (Time Left: 16 seconds) -----

This bonus can be completed faster by shooting your monkey in the fourth barrel strait to the right to get to the K-Koin at the end. This will skip the last three barrels effectively saving you some time.

Once you get back, simply shoot diagonally downwards to end the level with a normal jump on the bull's eye.

-----  
Glimmer's Galleon (02:22)  
-----

Run 1:

-----

Follow the track of bananas to find Glimmer and continue on to the right. It is hard to give directions here, but you can make your way to the Mid-Save barrel without too much effort.

On the left of the Mid-Save barrel you will encounter a Puftup, ignore it and swim past it going down. Keep on going to the left, go up (you can pass through all the Lockjaws by swimming past them using the upper wall) and after the DK barrel go right again.

Swim past all the Shuri, watch out for the Puftup on the right its spike may hit you when go to the right at the bottom of the screen. Here you will encounter another Lockjaw, lure it away and you will be able to pass through the path it was guarding. Enter the crate and it's bonus time!

--- Bonus 2 (Time Left: 28 seconds) -----

This maze is a little harder, but keep on going to the right until you get to choose between going down and upwards. Go up and you will eventually reach the K-Koin.

Keep on going to the right and watch out for the two inflated Puftups, swim under past them towards a auto barrel cannon. Once you get shot by it keep right pressed and you will land on the bull's eye right away.

Run 2:

-----

In the dark murky water swim upwards right away for the bonus room.

--- Bonus 1 (Time Left: 32 seconds) -----

This may look a little confusing, but there is only one route here, so you can not get lost anyway. Swim up-right diagonally in the last part to get to the Kremkoin in a nice and fast manner.

Go up through the right wall close to the entrance of the Bonus level to reach a room with a banana shaped "3" in it. Go up using the gap in the righter part of the ceiling to reach the DK coin. As soon as you hit the coin exit the level.

-----  
Kong Kollege  
-----

When you save the game at this point you should have the following Stats:

Percentage	PAL	NTSC	4 Kong Family Member visited
-----	-----	-----	13 Kremkoins
42 %	0:24	?:??	13 DK Hero Coins
-----	-----	-----	1 Lost World Levels Completed

-----  
Krockhead Klamber (01:42)  
-----

Run 1:

-----  
At the start head right and run into the DK Barrel to break it against the Kutlass. Jump along and bounce on the Kaboings and some of the Flitters (you don't need all of them) to get going towards the Mid-Save Barrel. On the island to the right of it use a team throw up the banana arrow for a bonus barrel, which reaches to the only bonus in this level.

--- Bonus 1 (Time Left: 12 seconds) -----

Quickly mount Squitter here, make one instant webplatform and take out all the Zingers around, the last one can be quite hard because it is constantly moving around though.

When you get back shoot one web, run past Squitter's end sign and the web will take out the lone Kutlass here. From here on continue past all the Krockheads and the Klingers until you get to the exit. You only get one chance for the Krockheads so simply go as fast as possible and you will get a good time.

Run 2:

-----  
Back at the start use a team throw to get over the two Zingers on the left. Use Diddy's aerial cartwheel jump on the left to get to a remote island. Carefully team throw twice and get the chest from behind the four Zingers. Smash the chest into all four of them for the DK Coin. Finally backtrack using the Auto-Barrel. If you are really picky on the seconds you can walk through the four left Zinger and get hit in the process... We'll find another DK barrel pretty soon anyway. 'Start-Select' to get back to the map.

-----  
Rattle Battle (02:25)  
-----

Run 1:

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Enter the cabin to change into Rattly the snake then exit through the right door. If you want to move fast with him stick to jumping, because his is wobbly "walk" is way too slow. On the main level jump on or over most of the Kaboings and you can also jump over most of the pits by using or avoid most of the Zingers. Don't use the charge move for this regular jump are fair enough too.

You will reach a part where four Kaboings are jumping around. Two of them are stationary, and you have to fall in the pit between those two. Go to the left down here for a hidden Auto Barrel which sends you to the bonus.

--- Bonus 2 (Time Left: 07 seconds) -----

Jump along all the Flitters, using big bounces only when required to reach the next Flitter. At the end the Krem koin will be awaiting you. Mind you that you need to find the coin; you do not need to kill all the baddies.

Continue on to the right past the Mid-Save Barrel and jump over the gap with the 'N' Letter on top of the Kannon. Keep on going to the right, while sometimes avoiding some of the green Kaboings by moving underneath the barrels they jump on.

--- Bonus 3 (Time Left: 25 seconds) -----

For a fast finish don't use the Super charge move, you can get all the

Stars using the regular jump. Just hop off the top edge, do a mid-air jump to collect the center top ones. That is the trick to finishing this level with 25 seconds remaining on the counter.

Ignore most of the green Kaboings here and carefully jump onto the barrel at the 'G' Letter. Bounce onto the Kannon, on to the Kaboing and on the next Kannon as well to make it to the end sign for Rattly. The level target is very close from here on. There is a invisible DK barrel behind the exit bull's eye so get it in order to complete the second run.

Run 2:

-----  
At the start jump up for an invisible barrel, then use the team throw to reach a Bonus Barrel.

--- Bonus 1 (Time Left: 20 seconds) -----

Use Diddy for this one. His bigger jumps are bigger so he can make it all the way across from right to left and back to the right again. Use the aerial Cartwheel jump to get through the last part of barrels towards the K-Koin.

-----  
Slime Climb (02:09)  
-----

Hit all the Click-clacks with cartwheels and climb up to the first DK barrel carry it over and use it to dispose of the Kruncha. Continue on and after the three Klomps use a team throw to reach a distant auto barrel cannon. Go right past a Kannon and find the '!' barrel behind him. Use it to reach the bonus barrel far below in the water. This can most easily be done by running off the edge and just pressing 'down' before you are leaving the ground. This causes your monkey to crouch underwater(!) allowing you reach the bonus barrel next to the jolly roger flag in little time.

--- Bonus 1 (Time Left: 16 seconds) -----

Try to complete each side with only two jump one for the other two rows and another for the center two rows. Do this on both side and you're done.

Starting at the Mid-save barrel hit the '!' barrel once again and climb up as fast as possible. You should be able to reach the Click-clacks near the rope to the far the right. A little further is the cannon and the cannonball. Load it to reach the second bonus.

--- Bonus 2 (Time Left: 18 seconds) -----

Hit the first enemy with the DK barrel by running into it. Then carry the first cannonball up two platforms, throw it to the right, pick up the next cannonball climb two more levels and throw that away as well. For the last Zinger pick up another item and ascend three more level (just one below the upper deck). Throw that away as well and the coin will appear.

From here on the '!' barrel is very close so use it to reach the DK coin to behind the level target. Finish the level after collecting it.

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-Black Ice Battle

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See the description in the Lost World section for more information.  
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Bramble Blast (02:36)

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There is some time saving on this level to be done, but not in the first part. Just make sure you get to each barrel cannon in the minimum amount of rotations.  
-----

--- Bonus 1 (Time Left: 27 seconds) -----

Just complete the stage in one go, by knowing the path by heart. You have to work your way to the right via the lowest path and then you need to go up twice, right twice, down, left, down, right and reach out for the Kremkoin.

After the Mid-save barrel you can earn a few seconds by shooting yourself against the Zinger allowing you to skip an entire corner. Next shoot up instead of diagonally up-right and hold left to skip another barrel. In the section with the Klampon you can jump off the ledge with Dixie and use the helicopter spin the moment the platform to the right comes in-sight.

Use the helicopter attack against the Click-clacks and make a long leap to the left to reach the barrel cannon in the behind. Follow some more barrel cannons (there is only one path), until you reach the series of Flitters. Hold left and 'B' to get a big bounce back to the left, to trigger a barrel cannon sending you up to Squawks. Collect the DK coin to the left of him and work your way to the right for the 2nd bonus room.

--- Bonus 2 (Time Left: 17 seconds) -----

Squawks can glide through this level with relative ease. So there should be no problem here.

After exiting shoot down diagonally from the barrel cannon to miss the target at the end.

-----  
Kudgel Kontest (01:40)  
-----

There not much note about speeding here. Just make sure you throw the TNT barrel against Kudgel as soon as possible, and don't miss!

-----  
Krazy Kremland  
-----

-----  
Hornet Hole (02:55)  
-----

Run 1:  
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From the start ignore the hook leading to the first two bonus rooms and continue on to the right. Cartwheel through the Spinies, but don't forget that you cannot do this when standing on the sticky honey. After the Mid-save barrel get Squitter from atop a structure and use his webs to take out the Zinger over the barrel cannon. Use these barrel cannons to get to the top much quicker. After finding the DK-Coin use this tactic again to reach the third bonus room of this level.

--- Bonus 3 (Time Left: 12 seconds) -----  
Just use three instant-webs to get to the exit in speedy fashion. This is similar to the second bonus of Hot Head Hop.

After taking out the Krook follow the lower path and keep on running pressing 'Y' to take out any enemies that you come across (if you lose Squitter here that is no problem). Take out the last Zinger and jump over the gap using the hooks as it is faster than Squitter's webbing. Climb up against the left wall and make sure that you jump on the level target from the lowest point or else you'll trigger the victory dance.

Run 2:  
-----

You must have 2 Kongs here, so come back later if you don't. Anyway use the hook climb up and go right to the first bonus stage.

--- Bonus 1 (Time Left: 09 seconds) -----  
If you do this with Diddy then you can get the Kremkoin within 2 seconds meaning that the counter will still be on 09!

After returning do another team throw to the right to find the second and last bonus.

--- Bonus 2 (Time Left: 14 seconds) -----  
Instead of throwing the treasure chest just run/jump into the enemies to break it much faster. Upon completing the stage hit 'Start-Select'.

-----  
Kong Kollege  
-----

When you save the game at this point you should have the following Stats:

Percentage		PAL		NTSC		4 Kong Family Member visited
-----		-----		-----		10 Kremkoins
48 %		0:39		?:??		19 DK Hero Coins
-----		-----		-----		2 Lost World Levels Completed

-----  
Target Terror (02:15)  
-----

Jump on to the first cart and follow the fixed trajectory as there is no other path. Hit the Bonus barrel for the first bonus:

--- Bonus 1 (Time Left: 20 seconds) -----

With Squawks just start shooting eggs as much as possible to take out all Zingers on your left and right. Try to do this systematically in order to save yourself some time at the end.

Upon returning just do the level like normal, but with preemptive jumps, when you have to exchange carts as this saves you a little time. You know the way to the second bonus room so just go ahead.

--- Bonus 2 (Time Left: 05 seconds) -----  
No time saving here...

Just complete the level in a normal fashion, that's all. You can even hit the hidden 1-up Balloon if you want it that desperately.

-----  
Bramble Scramble (02:23)  
-----

This level has a very annoying start in my opinion. Bounce off the first Krook leave the DK barrel (release 'Y') and make a big leap just after it (press 'Y' again). Wait until the Zingers move up and slide down under them. Climb up and again wait for the hook to pass. Get the '!' Barrel so you can enter the next bonus room.

--- Bonus 1 (Time Left: 25 seconds) -----  
Touch Squawks hit the two Zingers to the left, but only collect the stars from the left one, go up take out the three Zingers here. Collect their stars bottom-up. Once you are at the top shoot eggs to the right to take out the Zinger over there. From there on work your way to the bottom and you should have some spare time left to catch the Koin itself.

Upon returning get another Squawks, head to the left via the upper path without stopping while shooting eggs continuously. At the part where you have to move down, simply keep 'Down' pressed, as you do not need to wait here. Once you are at the bottom go left again, while shooting even more eggs. Raise yourself a little so you can take out the Kannon without stopping.

Move upwards, wait for the Krooks to shoot their hook and hit the hook with an egg as you move further up. Ignore the Mid-save barrel, jump through the wall to the right. Cartwheel off the edge and jump in mid-air to reach the Squitter barrel. Get the DK coin as him and continue on past the Click-clacks. Once you get Squawks again, press right and don't let go. Just use 'B' to maneuver through the Zingers. It should be possible to reach the end without stopping. Just float over the Zingers as they move down.

At the Zinger-wheel you should be able to pass them right away, if you didn't stop. Go left and follow the lower path to find many yellow Zinger that can be destroyed. Go past the second Zinger-wheel and touch the bottom for you can slide over to the right without even caring about the Kloaks. Be careful not to hit the level target from the heightened section, though!

-----  
Rickety Race (01:40)  
-----

At the start have two Kongs, use the team throw to reach the first and only bonus of this level.

--- Bonus 1 (Time Left: 04 seconds) -----

Just follow the lower path and kill at least 5 Klanks for a victory.

Jump onto your only cart of this level and shift gears 'R' of racing; press left to get the boost from the '+' barrel to the left or else you cannot get the DK coin at the end by taking out (or at least passing) all the Klanks. Make sure you don't kill yourself by jumping onto the second-last Klank as he is very close to a gap. If you jump too close to the gap you will land in it effectively screwing this level up. Other than that just hit the level end.

-----  
Mudhole Marsh (02:17)  
-----

This is one annoying level, and not even because of the DK coin on the level target. Start by cartwheeling through the first Flitter, jump over to the hook, continue to the right and 'wheel through another Flitter for more speed. Ignore the Cat-'o-9-Tails land past him and continue on using the hooks. After that trigger the invisible '!' barrel by team throwing against the lone banana at the top and use the invincibility to reach the first bonus barrel.

--- Bonus 1 (Time Left: 22 seconds) -----

Do one team throw per island and you should be able to collect all stars in minimum time.

Cartwheel through the two Click-clacks, then bounce over the Mini-Neckies towards the brown krockhead. Get the cannonball and load the cannon behind the Kannon enemy to find another bonus.

--- Bonus 2 (Time Left: 13 seconds) -----

This one can be done in a very speedy fashion with either Kong. Collect the cannonball, jump into the first Zinger. Collect it again, then throw (or jump with Dixie) into the Flitter, while the ball is falling use the other to take out the second Flitter. Recollect the first one and run into the next Zinger. Pick up either cannonball and take out the last Zinger to make the Kremkoin appear.

Cartwheel through three Click-clacks this time and extend the attack over the ledge to hit Flitter. This allows you to skip the plant and jump on the next platform. Further on pick up the crate and run into the first Cat (or else will attack you on the way to the right) jump over the second Cat and wait at the banana arrow, until you hear the second Kannon shot. Make a big leap and jump on all the barrel to reach the last hook.

You probably know of the grand-prize on display so leave the Kannon be. Okay, to get this Coin at the very first attempt I devised a method. When you are on the hook, jump off to the right and make sure the level target is in-sight. This will start rotating the item on display. Go back to left a little and jump on the first barrel the Kannon shoots. Make leap (the item on display should be a Banana Coin) bounce off the barrel and keep 'B' pressed. Just before you land on the level target it should change into the DK Coin, allowing you to collect it in a real quick fashion. Practice this



method as it requires faith, but once you know how to do this it will work like a charm. Also enjoy the ending fanfare, as you don't see this very often.

-----  
Klobber Karnage  
-----

-See the Lost World section for the description of this level.

-----  
Rambi Rumble (02:15)  
-----

At the start jump over the first Kutlass, and make sure you make in inside the Zinger ring at the first chance. Jump over to the left and start ascending to the top. It is possible to jump on a Klampon, while hanging on the wall but it requires a big leap. After the first barrel cannon let yourself fall down the next pit near the left wall. Press left the moment you can see the gap on the left. Take out another Klampon and cartwheel off the edge to do a mid-air jump to reach as high as possible in the honey wall. At the top do not forget to enter the bonus room which is difficult to reach.

--- Bonus 1 (Time Left: 12 seconds) -----  
Just keep on jumping similar to the first bonus of Hornet Hole.

Upon your return, work your way to the right past two Kutlasses and before entering Rambi's room make sure to collect the DK coin past it (use the invisible hook to the left of his room). Turn into Rambi and complete the level like normal. I'd tried to use his super charge, but it is very hard to make any use of as most horizontal parts are very short. Of course use the charge at the end for the bonus room.

--- Bonus 2 (Time Left: 09 seconds) -----  
Nothing to say about it. Just finish it and leave the level.

-----  
King Zing Sting (01:10)  
-----

Again, no time saving tricks for the boss other than hitting him as soon as possible when he becomes vulnerable.

-----  
Gloomy Gulch  
-----

-----  
Ghostly Grove (01:45)  
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Not much to note about the first part up to the bonus level, just keep on running and cartwheeling through anything that isn't a Klobber or a Klampon. Also you can use the Klobber's bounce in many cases to end up higher in the rope, effectively making use of this enemy.

--- Bonus 1 (Time Left: 13 seconds) -----

Diddy can throw objects much faster than Dixie so, if you have him you can win 2 seconds on this bonus level. Hence it may be worth to change!

If you have both Kongs ignore the DK barrel and jump into the following rope taking care not to hit the Kloak. Further on pick up the treasure chest and let yourself fall off the edge. Two Klobbers will bump into you, but they can harm you like this (even if they attack in the back). Continue on and use either the ropes quickly with Diddy or use a team throw to enter the bonus barrel.

--- Bonus 2 (Time Left: 08 seconds) -----

Follow the ropes, that's all.

Bounce off the second red TNT Klobber (also called Kaboom) to get into the ghostly rope. The following part is easy so you can get to the end with no trouble.

-----  
Haunted Hall (02:50)  
-----

At the start you can use a cartwheel/helicopter spin jump to get onto the cart somewhat quicker and you'll even trigger a super secret invisible Banana coin this way. Again this level runs at fixed speed so there is no help here. I'll just mention the times of the three bonus levels.

--- Bonus 1 (Time Left: 06 seconds) -----

--- Bonus 2 (Time Left: 05 seconds) -----

--- Bonus 3 (Time Left: 01 seconds) -----

These all go at fixed speed so there is no time to win here, but make sure you get into the third bonus as you only get one shot at the entrance.

At the end of the level don't forget to collect the DK Coin to the left of the target.

-----  
Gusty Glide (01:55)  
-----

You probably know of Rattly in this level, but honestly for a fast time you do not need him. In fact he may even slow you down! You'll just have to team throw into the bonus barrel.

--- Bonus 1 (Time Left: 09 seconds) -----

Hmmm... I get the feeling that the wind is in the wrong direction as this level is too simple like this. Just hit the second Flitter and press 'right' to touch the Kremkoin in under a second.

Get past the Mid-save barrel and the Kannon, climb over the huge mountain and pick up the heightened treasure chest. Break it against either of the

Kutlasses to claim the cannonball. Carry it to the right and load the cannon for bonus number #2.

--- Bonus 2 (Time Left: 22 seconds) -----

This level can be very frustrating to do quickly, just make sure you get all the top and center ones as the other can be claimed by jumping and Dixie's Helicopter move.

Complete the section with the three hooks and three barrels to find yourself atop a huge mountain. Switch to Dixie and jump to the right. As soon as she reappears on screen do the Helicopter to claim the DK coin and keep on floating to the right to land near the level target.

-----  
Kong Kollege  
-----

When you save the game at this point you should have the following Stats:

Percentage		PAL		NTSC		4 Kong Family Member visited
-----		-----		-----		11 Krem Koins
68 %		1:02		?:??		28 DK Hero Coins
-----		-----		-----		3 Lost World Levels Completed

-----  
Parrot Chute Panic (02:10)  
-----

There can be some much time gained in this level, but it does require the player to play very daringly and aggressive so here goes. Fall down and collect the DK coin, then touch the blue Squawks and let go immediately (press 'X') hug the right wall and you should be safe. Pick up the crate and carry it into the lower wall next to the Klampon for a mini-warp. Outside again continue on to the next Squawks, slide all the way down (press 'down') and the moment you reach the end keep left pressed to find the path to a bonus room.

--- Bonus 1 (Time Left: 11 seconds) -----

Just fly to the top with the parrot friend.

Complete the next part as normal and as soon as you touch the DK barrel and let go of Squawks while touching the right wall, this causes you first Kong to get hit and during the invincibility you can reach the bottom. Jump over the next Squawks and hug the right wall to fall down without getting hit. Cartwheel through the Spiny to find the Bonus to the left.

--- Bonus 2 (Time Left: 17 seconds) -----

Ride the green Squawks and kill all the Zingers in minimum time span.

Outside the bonus get the blue Squawks, and slide down as normal until you reach the second inlet. Dismount and try to get to the bottom, you will get hit once, but you should have two monkeys here leaving you invincible if the first gets hit.

At the bottom a DK barrel is waiting for you. Break it to get your Kong back and ride another Squawks. The moment you exchange to the next one let

go and hug the left wall. Again you are going to get hit, but after this happens you can reach the level target strait away.

-----  
Web Woods (03:38)  
-----

A nice level, but hard to complete in one go with the DK coin only appearing for a split second at the end. Break the DK barrel at the start as you probably need to after Parrot Chute Panic. Climb the huge wall with a team throw and ignore the treasure chest. Cartwheel jump off the edge to reach the room with the Squitter barrel.

There are no specific tips to do the next part of the level quickly, but try to minimize the amount of webs you need to traverse the gaps. Most of them only need one well placed web. At the Kannon reverse to enter the first bonus room.

--- Bonus 1 (Time Left: 21 seconds) -----

Mind you can that Squitter can safely touch the bramble ceiling so you can jump around all you want! This means that you only need a few webs to get over to the right.

The up coming section is not to hard as long as you stay near the top of the screen, so you can jump over ALL of the red Zingers. Don't mind the green Kaboings around here as they can be safely ignored. Walk over to the Kannon and wait for him to shoot a cannonball. Follow it back for the last bonus of Web Woods.

--- Bonus 2 (Time Left: 16 seconds) -----

Create two webs one at the bottom and one at the center level of the 'Rare' shaped star logo to collect all stars in 4 seconds.

At the end the DK coin appears after the banana, so when the banana is on display for nearly a second shoot away, and the DK coin should appear just before hitting the target. Enjoy the second level victory if you were missing it in the first place.

-----  
-Fiery Furnace  
-----

See the description in the Lost World section for more details.

-----  
Kreepy Krow (01:15)  
-----

Again no time saving trick, although you can try to throw the barrel into the ghostly crow if you are quick.

-----

K. Rool's Keep

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-----  
Arctic Abyss (01:51)  
-----

From the start do a cartwheel jump in mid-air to reach the right platform. Use the bounce from the Kaboom to get over the wall to the right. Enter the Enguarde barrel and you probably know how to get into the first bonus yourself.

--- Bonus 1 (Time Left: 11 seconds) -----

Just keep tapping 'Y' to sting as much stars as possible. You can even press down slightly to get to the bottom faster than the water.

There is not much to say other than using the super charge on long horizontal sections. This will also take out any enemies in your path and nets you the DK coin. After the three nearly aligned Puftups go right again to find the second bonus.

--- Bonus 2 (Time Left: 15 seconds) -----

Just carry the treasure chest into the enemies as this is faster than throwing.

You'll land near the exit target, but don't touch it yet. Let the water drop and then jump on it afterwards. This is still faster than watching the fanfare underwater.

-----  
-----  
Windy Well (02:23)  
-----

Another favorite of mine. Use the cartwheel at the beginning to take out both Click-clacks and extend the attack to the DK barrel. You may be tempted to make a big leap after the green Kutlass, but this will only slow you down as you have to ride the wind longer. Instead make a short leap and let the wind carry you to the left. You should be able to skip the Kannon if you do it correctly.

After the lonely Click-clack keep left and you can get past the Krook without waiting. Even further is the first bonus barrel.

--- Bonus 1 (Time Left: 15 seconds) -----

You can achieve very fast times if you bounce precisely between two Flitters allowing you to take two of them out for the price of one.

Continue on, stay close to the Krooks as you move upward so you can get past them after they throw the hook. and collect the DK coin from under the big platform. The rest of the following sections have to be cleared in the regular way so I can't help out here.

--- Bonus 2 (Time Left: 10 seconds) -----

This bonus is just too lame to describe... Upon completing it one way or another the finish is close by.

-----  
Kong Kollege  
-----

When you save the game at this point you should have the following Stats:

Percentage	PAL	NTSC	4 Kong Family Member visited
-----	-----	-----	7 Kremkoins
82 %	1:14	?:??	34 DK Hero Coins
-----	-----	-----	4 Lost World Levels Completed

-----  
Castle Crush (05:00)  
-----

Another fixed speed level, so you think you can't earn any time here, huh? Well, you're wrong. The first part up to Rambi's animal sign is indeed fixed, but after that you can do much faster.

--- Bonus 1 (Time Left: 06 seconds) -----

This is Rambi's bonus so just kill all the wasps yourself and the treasure is yours.

Once past the animal sign use the team throw to get in the auto barrel cannon. Take out the Spiny, team throw up, take out the 4 Spinies, team throw up towards the mid-save barrel. Now comes a difficult part you have to team throw upwards using Diddy hugging the left wall. You can squeeze past the Zinger allowing you to reach the Squawks barrel without having to wait. Get the DK coin with him and enter the Bonus stage at the end.

--- Bonus 2 (Time Left: 12 seconds) -----

No time can be won on this bonus, you can even walk between the obstacles instead of running (except the last two)!

After the bonus the only time saver is by using the team throw to touch the bull's eye at the level end.

-----  
Clapper's Cavern (01:52)  
-----

Use the hook at the start to reach the bonus stage and don't forget to jump after cartwheeling through the four Spinies.

--- Bonus 1 (Time Left: 17 seconds) -----

Nothing to note about this stage just jump.

Continue on, collect Enguarde and use the super charge wherever possible to reach the last bonus of this level.

--- Bonus 2 (Time Left: 10 seconds) -----

There is a time saving trick here. Once you get into the water start super-charging, but do not unleash right away. Instead, wait for the water to reside somewhat and then let go. Enguarde will race to the Kremkoin without being obstructed by the ceiling. Dismount at the end to sink to the bottom so you can instantaneously collect the golden coin.

Upon your return go up, jump over the Spiny and the Kruncha. Ignore the Flitter and hit Clapper. Start running to the left and now you can either get the invincibility barrel by touching the banana or just run to the left without it, I'm not sure what is faster. Anyway, the rest of the level is easy.

-----  
Chain-link Chamber (02:44)  
-----

There are two hidden '!' barrels in this level which can make your life just 'oh-so-much more appealing to speed run. If you start out with Dixie use the helicopter spin off the edge and extend the jump with the floating helicopter spin to reach the leftmost rope without having to wait for the Klingers. You can afford to get hit by the Krooks as there will be a DK barrel just after the bonus.

--- Bonus 1 (Time Left: 12 seconds) -----  
Jump or die.

Climb up past the Zingers (I think right is faster) and upon passing either one of the 'O's jump into the left wall at the part with single banana. There is a '!' barrel here granting you invulnerability for a short time. It should be enough to get you to the section with the green Kutlass. Collect the DK coin while going up the raining cannonballs and take out the Kannons to find a bonus game.

--- Bonus 2 (Time Left: 07 seconds) -----  
Nothing to note about time saving here...

There is another DK barrel here and you should switch to Diddy as he can climb much faster than Dixie.

-----  
Toxic Tower (02:30)  
-----

A nightmare to many users who play this game for the first time, and we are even going to speed it up the pace. Bounce on the Klampons to reach the Rattly barrel. Complete the his stage as normal, and try to go through Squawks' part quickly too. There is not much I can say about this level. Once you reach Squitter you have to use two (or three) instant webs to enter the bonus.

--- Bonus 1 (Time Left: 17 seconds) -----  
Use as little platforms and big leaps wherever possible. The level target is just ahead after bonus and can't be missed.

-----  
Stronghold Showdown (00:13)  
-----

What do I need to say here... This is just an forced 13 seconds (or better

a 667 PAL frames) penalty for having to watch the scene.

-----  
Flying Krock  
-----

-----  
Screech's Sprint (02:08)  
-----

Make sure you keep both Kongs as you need them for reaching the bonus game! Hit the DK barrel if needed, lure the Cat out, do an aerial cartwheel jump to find a Kloak, wait for the Kaboom he throws and use the bounce of that enemy to get into the ropes. Stay low and scoot past the Klingers in one go. Use the treasure chest to annihilate the Zinger and climb horizontally past all four a little further on. Next a difficult part with two Cats having 18 tails together takes place. Lure the first Cat out and run towards the second, if you lured the first out enough he won't attack you in the back here. Wait for the second to attack and jump past him into the vine. At the top go left and use the team throw for a bonus game.

--- Bonus 1 (Time Left: 25 seconds) -----

At the first part jump out with Dixie and use the Helicopter at the very last moment. As soon as you spot the bananas let go and you slide down the wall. Use the extended cartwheel jump (Dixie can do this too) to reach the left. Fall down again and at the very last moment start floating again. Do another Cartwheel jump and the K-koin is yours.

Go over to the Squawks barrel and now the fun begins with a true sprint. You should practice this a lot, because there is gigantic time saver if your skills are good enough. From the start tap 'B' once, and glide to the far right. An auto barrel cannon will send you up. Next stay close to the left wall and a second auto barrel sends you even further. Poke holes in the Zinger walls (removing 1 wasps is enough). Alternatively if you have two Kongs just crash into the wall as there is a DK barrel coming right up. Go up-right to collect the DK coin (and recover a monkey from the barrel).

Use the barrel cannons and flap twice, while going left, after the ceiling spike flap once more to reach the left. Maneuver Squawks through the brambles to the lower right corner and take out

-----  
Kong Kollege  
-----

When you save the game at this point you should have the following Stats:

Percentage	PAL	NTSC	4 Kong Family Member visited
----- ----- -----			14 Kremkoins
90 %	1:28	?:??	38 DK Hero Coins
----- ----- -----			4 Lost World Levels Completed

-----  
K. Rool Duel (03:25)  
-----



-----  
Another boss battle and again there are no time saving tricks. Just complete the battle in one go, that's all. After watching the credits you still have to do the following for a 102% ending.

-----  
Post K. Rool Duel  
-----

The game automatically saves at this point with the following:

Percentage	PAL	NTSC	4 Kong Family Member visited
-----	-----	-----	15 Kremkoins
95 %	1:31	?:??	38 DK Hero Coins
-----	-----	-----	4 Lost World Levels Completed

- Visit all Kong Member (just enter 1 location of each type and leave)
- Give 15 Krem Koins to K. Rool Keep's Klubba and finish Animal Antics
- Finish Crocodile Core for the final ending with 102% enjoy!
- For the descriptions and times see below.

-----  
Lost World  
-----

-----  
Jungle Jinx (01:40)  
-----

'description coming'

--- Bonus 1 (Time Left: 09 seconds) -----

-----  
Black Ice Battle (01:38)  
-----

'description coming'

--- Bonus 1 (Time Left: 15 seconds) -----

-----  
Klobber Karnage (02:28)  
-----

Pick up the barrel and throw it away to take out the first two Klobbers. Continue on get past the two elevated Klobbers by bouncing off either one of them as you cannot just walk by them. Keep on running and most parts with rotating barrels can be completed in normal fashion as the movement

speed is fixed.

If you have only one Kong at the end then you can still get into the bonus barrel behind the level target. For Diddy you just need to enter the barrel with his face on it and for Dixie she can use either one of the Black Klobbers. What you need to do then is taking either one of them out picking up the barrel and putting it down near the exit. Wait a moment and the Black Klobber will appear once again. Jump on him and use the bounce to get to the exit, this way you do not have to redo the entire level if you only have one Kong left.

--- Bonus 1 (Time Left: 08 seconds) -----

Hit the invincibility barrel and complete the bonus in a regular fashion. Easy as pie.

-----  
Fiery Furnace (02:30)  
-----

Another nice level for speed running. From the start cartwheel through the Spinies, jump over the Kutlass, jump and bounce on the Klampons into the first directional barrel (with a D-pad icon on it). Skip the second D-pad barrel as you can reach the third with ease. After the 'O' blast out to the left of the Spiny cartwheel through it, jump over the next two Klampons and cartwheel through the trailing Spinies.

You can skip the Flitter and enter the barrel yourself, continue on past the Mid-save barrel, pick up the DK barrel, carry it past the Kutlass and crash it into the Krook. Cartwheel off the edge into the directional barrel and go diagonally up, until you reach the top of the screen. This is a safe spot to get past all the Zingers. Exchange barrels several times, and jump over the green Kutlass again. Avoid the Cat-'o-9-Tails at all costs, cartwheel off the edge for another directional barrel.

Work your way to the top of the screen, but pass through the moving Zinger from below. Change barrels at stick to the top of the screen for the first two Zinger groups and pass the third from below. Do an aerial cartwheel jump to get past the two stationary wasps, avoid 2 more Cats and head over to the Bonus barrel.

--- Bonus 1 (Time Left: 18 seconds) -----

You can complete this level without any big stops, just wait for a few moments if a Zinger is blocking your path.

We cannot avoid the level target so shoot the barrel cannon right away and collect the banana bundle as prize.

-----  
Animal Antics (03:00)  
-----

Rambi - Immediately start charging and do a stampede at maximum velocity through the level. Inside the ice cavern jump over the Kannon and change into Enguarde.

Enguarde - Do some more super charges to get past this section as well.

Near the Lockjaws you'd better hug the right wall as the piranhas won't notice you as you move upwards.

Squitter - As with Web Woods use little web platforms and big leaps in general. Take out as many enemies as possible by rapidly pressing 'Y'. Don't forget to enter the bonus stage near the end of this part.

--- Bonus 1 (Time Left: 20 seconds) -----

Several transformations cost you much time, but this cannot be avoided.

After entering the brambles use a few more platform to reach Squawks' barrel.

Squawks - This was probably the hardest part in all DKC games for me complete. That wind makes it so horrible! Try to navigate through the level as smoothly as possible. If you have two monkeys at the end you can fly through the last corridor without waiting, but you will get hit if you do this.

Rattly - Not very hard, but after all you've been through the anxiety has probably put you at the edge of your chair. Be very careful about the moving Zingers as the barrel has a small delay when it tries to shoot you past them at the level end.

-----  
Crocodile Core (01:32)  
-----

Kaptain K. Rool is back again, after a short and funny animation the final battle commences. It is pretty simple if you stick to the agile Diddy, or use the Helicopter spin of Dixie. There is no time saving on this one other than completing it in one go. After six patterns K. Rool will shoot a barrel with the final cannonball in it, wait a little longer than usual and throw it back in his gun.

Upon doing this you will get the 40th and final DK Coin. K. Rool will plunge into the core destroying his own island. Cranky will be complaining again and says you should leave this island, when the Kongs get back to DK island they watch K. Rool escape. Probably scheming a wicked plot in the next game as: Baron K. von Roolenstein! Again the game saves automatically with the following stats:

Percentage	PAL	NTSC	4 Kong Family Member visited
-----	-----	-----	0 Kremkoins
102 %	1:36	?:??	40 DK Hero Coins
-----	-----	-----	6 Lost World Levels Completed

This concludes the Speed Guide for DKC 2, I think you should be able to manage faster times now.

-----  
End of Walkthrough  
-----

=====  
Credits  
=====

The credits go to:

Rareware Ltd:

For creating a great sequel to the first DKC.

Gamefaqs:

For putting this up the website.

You:

For reading this FAQ.

Me:

As I enjoyed making this FAQ.

Gui Auclair:

Provided the proper location of the Lava lagoon warp barrel.

=====  
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-----  
Website locations  
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<http://www.gamefaqs.com>

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Other Interesting Links  
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<http://www.speeddemosarchive.com>

Location of many speed runs including a single life run on DKC 2 in 1:28 (NTSC)

-----  
Total GameFAQ productions  
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Donkey Kong Country	Speed Guide
Donkey Kong Country 2: Diddy's Kong Quest	Speed Guide
Dungeon Keeper	FAQ/Walkthrough
Golden Sun	FAQ/Walkthrough
Golden Sun: the Lost Age	FAQ/Walkthrough
Jet Force Gemini	In-depth Guide; Capacity Crates

Lufia 2: Rise of the Sinistrals	FAQ/Walkthrough
Lufia 2: Rise of the Sinistrals	World Map
Monkey Island 3: Curse of Monkey Island	FAQ/Walkthrough
Paper Mario	FAQ/Walkthrough
Perfect Dark	FAQ/Walkthrough
Secret of Evermore	FAQ/Walkthrough
Terranigma	FAQ/Walkthrough

=====  
E-mail, Questions and Contributions  
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-If you want to ask / contribute / correct anything about this speeding guide of Donkey Kong Country 2, mail to [knuckle\\_iron\(at\)hotmail\(dot\)com](mailto:knuckle_iron(at)hotmail(dot)com). Only send mail that has to do with this game. ALL OTHER MAIL WILL BE IGNORED. I don't mean to be rude, but this is only ment as a gamefaq.

=====  
Unfinished Business  
=====

- New strategies that save several seconds over the current method.
- Any warps that I missed are always welcome

END