

Donkey Kong Country 3 Walkthrough

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Donkey Kong Country 3: Dixie Kong's Double Trouble

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1. Characters (and Animal Buddies):

Dixie is the main character. She's cool. She can spin around and it looks like her hair is, like, a helicopter or something. That helps her reach far places. Yay!

Kiddy is Dixie's cousin (I think). *shrugs* That kind of stuff confuses me. He's kinda the main character, too, but his name isn't in the title. If Dixie throws him, he can break through cracked areas. He can throw Dixie high, too. Also, he's heavy enough to kill big enemies.

Wrinkly saves your game. She doesn't make you pay like in the last game.

Funky makes you these little boat thingies you can ride around on. Neat.

Animal Buddies:

Ellie the elephant can bring far away barrels to her and shoot water from her nose when she sucks it up from a lake or a waterfall. (Icky!) She will run if she sees any rats (Sneeks, whatever).

Engaurde the swordfish can kill underwater enemies. That's pretty much it.

Squitter the spider (He's pretty cute for a spider.) can shoot webs at enemies and use webs to get across gaps. He can not kill enemies by jumping on them (except, I think he can jump on those Kremlings in the barrels).

Squawks can shoot eggs from his beak and fly. The purple parrot, though, can't shoot eggs. He can only grab barrels and drop them at enemies.

Parry the parallel bird (whatever that is) can get stuff above you pretty easy (like bananas). If it's still alive by the time you get to the No Parry sign,

you usually get something quite nifty.

2. Items

Barrels:

Regular barrels are just barrels that you can throw at enemies. You can also make them float in water so you can cross them. Some of them, though, shoot you out if you jump in them after you press B.

Auto-Fire barrels, obviously, fire you out in a certain direction when you jump in them.

Bonus Barrels are hidden most of the time. Jump in them to play a mini-game. If you win, you get a Bonus Coin. Remember, in most areas, there are two (one before and one after the save barrel).

Invincibility barrels make you invincible from everything except from falling. They only last a limited time.

TNT barrels kill red Buzz and other hard to kill enemies (or impossible to kill enemies). They will also kill the poor monkeys if one is shot at them by nasty Bazuka. This barrel can blow up some walls (or, at least, I think that's what the instruction booklet said).

DK barrels are very useful, because they give you another monkey if you've lost one, and you can throw the ones on the ground at enemies.

Tracker barrels can be controlled to go left or right. They shoot you out every few seconds, but they follow you, so it's hard to not land back inside.

Steel barrels are the only barrels that can kill Koin. They don't break, so you can use them to kill a whole row of enemies. You can jump on them so the monkeys stand on them as they roll, and you can pick the barrel up as it's rolling.

Star barrels are in the middle of every level. When you die, you will be brought back to it if you broke it. You have to start over if you get Game Over, though.

Booster barrels shoot you up to higher places if you jump inside.

Animal barrels turn you into either Engaurde, Squitter, Squawks, or Ellie if you jump inside.

Other Items:

Bananas: collect 100 for an extra life

K-O-N-G Letters: collect all four in each level for an extra life (K and O are before the save barrel; N and G are after the save barrel)

Balloon: balloons give you extra lives (red=1, green=2, blue=3 [I may have gotten green and blue mixed up; it's hard to tell])

Bear coin: you can buy things with bear coins

Bonus coins: you win these in bonus barrels; you must pay Boomer in Krematoa these so he will blow up the rocks blocking you from getting to the levels there

DK coin: you can only get these by beating Koin, there is one in every level

Level flag: grab this at the end of a level to finish it

3. Controls:

Control Pad: up-throw something up, swerve Squitter's webs up when he shoots them, swim or fly up faster; down-duck, fly or swim down fast, swerve Squitter's webs down when he shoots them; left and right-move character, move certain barrels, move up ropes, put down a barrel you're holding

A: (if you have two monkeys) the one you're controlling will pick up the other one, also will make the first monkey drop the second one, press twice to make Squitter's web platform, to make Ellie get water from lakes and waterfalls and shoot it, get off vehicles in the world map, charge Engaurde's special attack

B: jump, shoot from barrel, make Squawks flap his wings to go higher, get off vehicles in the world map

X: honk horn on water vehicle, get off animal

Y: attack, press in air as Dixie to helicopter spin, hold down to pick up a barrel, let go to throw, suck barrel towards Ellie, go faster (hold down), throw monkey (after pressing A)

Start: pause (press select after to exit an area you already finished)

Select: switch monkeys if you have both

L: have Ellie suck up water, have Squitter shoot web platforms

R: have Squitter shoot web platforms, have Ellie shoot water

4. Walkthrough

A. The Beginning

Before you go to the first world, talk to Wrinkly and Funky (who will give you a Motor Boat). Now, to the first world and the first level?.

B. Lake Orangatanga

a. Lakeside Limbo

Difficulty: 1/10

This place is very, very easy, but that's what you'd expect from the first level. On a lot of those roof thingies are balloons and bear coins. Have Kiddy throw Dixie up there to get them. Anyways, a K is near the beginning of this level, and not too far after a DK barrel is a crack in the ground. Have Dixie throw Kiddy up so he hits the ground at breaks it. You will drop down into a bonus barrel: Collect 50 Stars, where you, simply, collect 50 stars, just as it said, to earn a bonus coin. Neat. After here is an O and Koin. Grab the steel barrel and throw it over his head. It will hit the wall, then, hit Koin's back and kill him. Grab the DK coin and continue. (Not too long later is another DK barrel, along with the save barrel.) Later is an N, and if you go into the water, you can swim to another bonus barrel: Grab 15 Bananas, where you get the green bananas before they disappear. Now, jump on the box to get Ellie, and kill the Bounty Bird (I think that's its name) for a G. Not long later is a No Ellie sign. Pass it for a bear coin. Jump on the flag thingy to end the area.

b. Doorstop Dash

Difficulty: 1.5/10

Here, you have to grab the lever on the ceiling to pull it down, then, run through the door before it closes. Near the beginning of this place is the K. Do just what I said earlier to get through the first door. There is a DK barrel past here. The O is near the third door you go through. At some Buzzes, run

beneath them so they don't hurt you. At the rope, go left of it and have Dixie throw Kiddy up to the lever. When the door opens, have Dixie fly through to a balloon and a bonus barrel: Collect 60 Stars. Now, go up the rope and through another door for the save barrel. Now, hold down the lever, then get on the moving platform and run through the next door. The next lever must be reached by getting shot out of the barrel up to it, which is pretty easy. Run through the door and climb up another rope (avoid the Buzz). Up here, go right and don't touch those nasty Buzzes. Through the door is a bonus barrel: Find the Coin (Avoid the Buzz as you jump across the levers. Stupid Buzz. Dixie's usually the best for this.). Now, go left of the rope. Hold down another lever, and climb up a rope. Run through the door, and get the N. Shoot out of barrels to get to a switch. Run through the door, and hold down another lever. Go up the rope and past the Buzz. Get the G, and go through the door. Drop down this place, and stay to the left. You will land in a place near Koin. Just go left a bit and hold down the lever. Throw the steel barrel through the now open door so it kills Koin. Get the DK coin, then, drop down some more (watch out for the balloon). Here is the end.

c. Tidal Trouble

Difficulty: 2/10

This place really is trouble, especially at the second bonus barrel (of death!). Not really death, but you'll soon see what I mean. The water is flowing to the left, so it makes swimming slow and jumping annoying. Get the steel barrel on the roof thingy and throw it over Koin to kill him, and get the DK coin. The K is above the first water you swim through. After a short time is a DK barrel and an annoying Kremling in a green barrel (like Klobber from DKC2). Don't let it push you. Jump on it to stop it, so you can pick it up and throw it. Not too far away is an O. In the water here, swim left to get Engaurde. Use him to go to the right to a bonus barrel: Collect 30 Stars. Past the No Engaurde sign, you'll get bananas. Now, here is a save barrel and a DK barrel. Past here are two Knick-Knacks. Jump up and bounce across them to a platform. Jump on the barrel Kremling, and use it to kill the Bounty Bird for the N. This thing is pure evil. You must get to the platform far to the right. You must either run, jump, and fly with Dixie (which is easier, but it will probably take many more tries) or water jump with Kiddy. To water jump, go to the left. Run to the right, then let go of Y and press it again to roll off the edge. Jump as soon as you hit the water, then jump again the second time you hit the water. It sounds hard, and it is. If you do it right, you will get to a bonus barrel: Bash the Baddies (kill the Knick-Knacks). A little bit later are a DK barrel and the G. Then, of course, there's the end.

d. Skidda's Row

Difficulty: 1.5/10

This place is slippery. There is a K near the beginning and a DK barrel above the second cabin. Jump into the bonus barrel floating in the air: Bash the Baddies. After here is the O and the save barrel. Kill Koin like usual for a DK coin. After here is the N. On one cabin is two purplish Kremplings (I'm assuming they're called Skiddas.) sliding around. Go up and kill them, then, go into the bonus barrel above this cabin: Find the Coin. After here is a Knick-Knack. An invisible balloon is above it. After here is the G and the end.

e. Murky Mill

Difficulty: 1/10

This place is a mill that's murky. Dark areas scare me. Anyway, ride the elevator thingy up. Get the DK barrel, then, go into the Ellie barrel to become Ellie. Ellie can go near Sneeks in the dark, but if she sees one with light shining on it, she'll run in the other direction. So, get the K and go down on the elevator. Kill the Sneek with a barrel, get the O, then, go down another elevator. Kill the Sneek only when it walks out of the light. After here is the save barrel. Get a barrel and kill the Buzz above the trap door. Jump so Ellie falls through the trap door and to a bonus barrel: Bash the Baddies (kill the Buzz with a barrel, easy). Now, kill some more Sneeks with barrels and go

down an elevator. Down here is a DK barrel. Near this elevator is Koin. Throw the steel barrel up over him to kill him. Get the DK coin. Grab a barrel and go up an elevator. Kill the Sneek and go down an elevator. (All these elevators confuse me.) Kill another Sneek and get the N. Kill another Sneek (Remember to hold Y so a far away barrel will come to you.). Go down an elevator and go left. Bring the barrel to you. Have it drop down on the Buzz to unblock the way to a bonus barrel: Find the Coin. Now go right, kill another Sneek, and bounce off the Re-Koil to the G. Now, here, run through the light when the Sneek is also outside of it. Past the No Ellie sign you'll get a bear coin. Finally, here's the end.

f. Boss Battle 1: Belcha's Barn

Difficulty: 1/10

This is easy, but make sure you don't get too close to the edge, or you will fall. Jump on the barrels to break them. Inside is a bug. Jump on it to make it go onto its back, then, pick it and throw it (time it right or it will miss) into Belcha's mouth. Belcha will belch (obviously) and go back a bit. Continue until he falls off the thing.

C. Kremwood Forest

a. Barrel Shield Bust-Up

Difficulty: 1.5/10

At the beginning of this place are a DK barrel and the K. When you climb up these ropes, these weird monkeys will throw stuff at you in certain places. You must hide behind the barrel shield so they won't hurt you. After two areas of these creeps, there will be the O. After three more, (two will have no barrel, so you must be fast), there will be a TNT barrel. Grab it and blow up the wall on the left. Go through this way to a bonus barrel: Find the Coin (climb up the rope to the coin while avoiding the evil monkeys). After another rope will be the save barrel and a DK barrel. Now some of the barrel shields move, so you must follow them up as they go. After a few more evil monkeys are the N and a DK barrel. Right after the DK barrel, have Kiddy throw Dixie onto the branch above you. While Koin's looking up or right, throw the steel barrel so it will hit him. Get the DK coin. After another rope is a Nid (spider). Go on it so it bounces you up to the G. Now, there will be three more groups of evil monkeys to get past and another TNT barrel. Use it to blow up the wall next to it. A DK barrel is through here. Go up some branches, then, have Dixie fly through a hole in the wall to the right (make sure you jump up high enough). Keep on flying. If you do it right, you would've flown through three holes (and over the endpoint) to a bonus barrel: Grab 15 Bananas (while dodging those horrible monkeys from earlier). Now, grab the end flag, and you're done.

b. Riverside Race

Difficulty: 2.5/10

You must go fast here so the bees following you don't get you. (If you get through before the time 1:15, talking to Brash will show you the way to a banana bird.) There will be a DK barrel near the beginning. The K is after a Re-Koil. At the second water area, either water jump to the right or (if you have two monkeys) sacrifice one to the bees to get up to a bonus barrel: Grab 15 Bananas. After here, there will be the O, then, the save barrel and a DK barrel. (If you bounce up the Knick-Knacks leading to the left, there is a balloon.) After here is an N. In the bottom left of the water (I forgot if it was the water at the N, or the next area of water.) is an invincibility barrel. Bounce up the Red Buzzes to a bonus barrel: Bash the Baddies. After here are a DK barrel and the G. At the water before the end point, either water jump to the left or go to the left and sacrifice a monkey (if you have two) to the bees to get up to Koin. Throw the steel barrel over Koin so it hits him. Get the DK coin, then, end the area.

c. Squeals on Wheels

Difficulty: 1.5/10

In this place, you have to kill the Sneeks in the wheels to open doors. So, kill the first Squeek to open this door and go through. There is a DK barrel. Go up the rope and kill a Sneek. Get the K. After here is three more Sneeks to

kill before the next door. At the door, jump onto the wheel nearby and jump through it. Go to the left of the rope (the O is over here), and kill the Sneek. Jump onto the wheel, then, jump up to the bonus barrel: Collect 20 Stars. Go up the rope, and kill another Sneek. Here is the save barrel. Kill the two Sneeks here. Jump onto the first wheel, then, make Kiddy throw Dixie onto the second wheel. Go into the bonus barrel: Grab 15 Bananas. Now, here is the DK barrel. Grab a barrel, go up the elevator, and kill another Sneek. Now, around here, you must jump onto a wheel (It's either the next one or the one you're at.) to get up to Koin. (I forgot if you have to have Kiddy throw Dixie up there, but it should be easy to find. I think Koin is to the right.) Throw the steel barrel over him so that it kills him, and you get the DK coin. Kill another Sneek, and get the N. Now, grab a barrel and run past the Buzz. Kill this Sneek and another one after it. A barrel will shoot you upwards, so go left to kill a Sneek, then, go right. There are a couple more Sneeks to kill. It's easy, so I don't need to explain. Eventually, you'll be able to go no further, and there will be a trap door-like thing on the ground. Jump on it to break through it. Finally, you will land next to a newly opened door. Go through and get Parry. If Parry doesn't die, you'll get a balloon after the No Parry sign. Here is the end.

d. Springin' Spiders

Difficulty: 2/10

These spiders jump around when you go on them. I don't really need to explain it too much. Anyway, near the beginning is a DK barrel. Later is the K. Not far after the K, drop down to get into a Squawks barrel to become Squawks. After a bit of flying, you will get to a bonus barrel: Grab 15 Bananas. (You will appear after the O. If you go back for it, remember, it is near the top of the screen, a bit hidden by leaves.) After the No Squawks sign, you will get a bear coin. A bit after this is the save barrel. You will also get a DK barrel. At the second pink Nid, when it reaches the peak of its jump, have Kiddy throw Dixie up to the ledge on the left. Have Dixie throw the steel barrel through the hole above Koin so it will kill him. Get the DK coin. A bit later is the N. After a while is another DK barrel. There will be a Swoopy in the leaves. Jump up so it dives down. It will get stuck in the tree. Jump up onto it and onto a higher ledge. Here is the G. Go past here and drop down to the right of the Nid to a bonus barrel: Grab 20 Stars (or it might've been 30, I forgot). After here is the end.

e. Bobbing Barrel Brawl

Difficulty: 2/10

Don't go in the water or the Nibbla will get you. Kill the Bounty Bird with a barrel so it drops a TNT barrel on the Buzz to get the K. A barrel will shoot you up to an Ellie barrel, and you will become Ellie. Not long later is an O. Shoot the Bounty Bird with water to make a barrel fall from it. Cross the water by using the barrels. A barrel will shoot you across more water. Turn to the left and shoot the Bounty Bird so it drops a TNT barrel on the Buzz. It will die and a bonus barrel will be revealed: Find the Coin (throw a barrel up so it lands in the water and floats, cross this way). You will have to hold Y so the barrel comes to you and kills the Buzz. To cross the water, throw the barrel up to make it float in the water (like in the last bonus barrel). After here is Koin. Throw the steel barrel over him so it kills him. Get the DK coin. After here is the star barrel, a DK barrel, and an N. Shoot the Bounty Bird so it drops a barrel in the water. When you see Knick-Knacks, follow them to the left. When the hover in the air, bounce along them and land in the small area of water to get down to a bonus barrel: Grab 10 (I think) Bananas. After here is another DK barrel. Once again, shoot the Bounty Bird to cross using the barrel it drops. Get the G, then, pass the No Ellie sign for bananas. Here is the end.

f. Boss Battle 2: Arich's Ambush

Difficulty: 3/10

I hate this thing so much. Stupid spider. Get on Arich's back to get a barrel. On the ground, when Arich comes down, make the barrel hit his belly to hurt him.

From now on, the barrels will be higher up, so get on his back (by jumping from one of the small branches) and get the barrel on the big branch. Every time you get a barrel, he will shoot a green, bouncy thing at you. (Don't let it hit you or the barrel.) Drop down and attack like before. Arich will shoot three green things at you. Get the barrel like before. Drop down, dodge the three green things he shoots, then, attack again. Now he will shoot five at you. Get the barrel and drop down. Dodge five more green things, then, attack one last time. You will get a patch.

Give Funky the patch, and he will give you the Hover Craft. You can go over rocks now.

D. Mekanos

a. Fire Ball Frenzy

Difficulty: 2.5/10

There is a Dk barrel near the beginning. In this place, these weird owl things shoot fireballs at you from little cannons. After a few of these, jump on some Knick-Knacks to get the K. After some more owl things, go up the elevator. (The owl things will follow you.) Cross the rope and get past some more owls things. There is the DK barrel. The O is after the next owl. After some more owls, go up the elevator, then, up some platforms to get to the save barrel and a DK barrel. Go down some platforms. Around here, you must make Kiddy throw Dixie to the left. You'll have to roll jump across something and maybe fly with Dixie to get to a bonus barrel: Bash the Baddies (You're Squitter for this, and you will be after the bonus, too.) Past the No Squitter sign, you get a bear coin. Go across a rope and up an elevator (where two owls shoot at you: right, left, right, left, etc.). At the top of here, have Kiddy throw Dixie up to the platform above one of the owls. The platform is an elevator and will take you up to a bonus barrel: Grab 15 Bananas. After here is the N. Go down an elevator, then, later, up another elevator. Here is a DK barrel. Now grab the steel barrel. Jump on Koin's shield, then, jump over to his left. Throw the barrel over him so it kills him. Get the DK coin. Cross another rope, get the G, and here is the end of the level.

b. Demolition Drain-Pipe

Difficulty: 2/10

Get the DK barrel. In this level, you ride in this weird thing (I don't know what it is.). If you jump up, it can go along the rails on the ceiling. The K, the O, and a DK barrel are before the save barrel. Also before the save barrel, at the fourth rail you see, there are three Buzzes in a row. Jump on the middle one to bounce up to the banana above the last one to get to a bonus barrel: Bash the Baddies. After the save barrel, at the second rail you see, you will see a hole in the ground with a banana in it. Go into the hole, and get the banana, and you will go to another bonus barrel: Collect 20 Stars. Also, after the save barrel is: two DK barrels, the N, and the G. At the very end is Koin. Get the steel barrel and jump over the gap thingy to get to Koin. Throw the barrel over his head, and it will kill him. Get the DK coin and finish the area.

c. Ripsaw Rage

Difficulty: 2/10

This area is scary. You must be fast or the giant saw will get you. (What the heck is big enough to be controlling that thing anyway? O.o) After a bit, you will get the K, a DK barrel, and the O. Around here is a barrel. Use it to kill the Buzz nearby. Go past the Buzz to a bonus barrel: Find the Coin. Now, here is the save barrel and a DK barrel. After the N, grab the barrel below and to the left of a Buzz. Kill the Buzz with the barrel, and go past it for another bonus barrel: Grab 15 Bananas. Anyway, after here is a DK barrel and the G. Go to the banana beneath the G, and a barrel will shoot you up to an invincibility barrel. Ride the saw up to Koin. Get the steel barrel, then, go above him. Make sure he is looking up or right. Throw the barrel to the left, and it will hit him. Get the DK coin, then, end this area.

d. Blazing Bazukas

Difficulty: 2.5/10

Bounce across the barrels. Another barrel will shoot you up to a rope. (Go

left for a DK barrel.) You will have to bounce across some more barrels. Get the K. Now, a barrel will shoot you into another. Blast out of the barrel to the rope (time it right so the TNT barrels won't hit you). Go across the rope and another barrel will shoot you up to a higher place. Grab the TNT barrel and jump over the TNT barrels Bazuka shoots. Kill Bazuka with the TNT barrel so you can get into the Squitter barrel. Now, you are Squitter. Yay! Go back to the right. Go up above where you got the TNT barrel to kill Bazuka. Up here, go right. Shoot the TNT barrels as you go until you get to a bonus barrel: Find the Coin. Get the O, then, a barrel will shoot you up. To the left is the save barrel. Now, go down the way you came and to the left using Squitter's webs. Here is Koin. Go to the left and hit the switch to change the barrels that Bazuka shoots into steel barrels. Go back to the right and over Koin so the barrel hits him. Get the DK coin. Go back to where the save barrel was. The switch here will change the TNT barrels Bazuka shoots to normal barrels, but if you're Squitter, you can just go over the barrels. To the right is a DK barrel. Cross these barrels however you can. Past the No Squitter sign is a bear coin. Anyway, after here, climb across a rope while jumping over nasty TNT barrels. An auto-fire barrel shoots you up. Go left. Jump in another barrel and shoot yourself out when you won't get hit by a TNT barrel. Run so the TNT barrels don't get you. The auto-fire barrel will shoot you up to the N and into another barrel. Once again, time this right so a TNT barrel doesn't hit you. Here's a DK barrel. There's another thing that you have to time right. At the top of here, bounce across the barrels going left to a bonus barrel: Find the Coin. Now, drop down past these barrels. Bouncing on them will only get you barrels. After here, another barrel will shoot you up to another rope. Jump over the TNT barrels as you cross it. Finally, here's the end.

e. Low-G Labyrinth

Difficulty: 4.5/10

In this area, you move very slowly and can jump very high. Fun. A DK barrel and the K are near the beginning. There's not really much to explain here, so basically keep on going. Eventually, you'll get the O. Here is the save barrel. Go in the other barrel to become the purple Squawks bird. Go back in the direction you came. Go up above the Buzz to a bonus barrel: Collect 80 Stars. After here is a DK barrel. Remember, purple Squawks can't attack, but it can pick up barrels to kill enemies with. After a bit is the N. At the horizontal hallway after the N, get down the vertical hallway guarded by the Buzz on the floor (the hallway in the ceiling guarded by a Buzz is a shortcut). Down here is a bonus barrel: Bash the Baddies (you are green Squawks for this). (If you don't go into the last bonus barrel, you will have a slightly different way to go to get to the end.) In another horizontal hallway, go left, and you will find Koin. Pass the No Squawks sign for a steel barrel. Jump across the gap thingy here, then, throw the barrel over Koin so it kills him. Get the DK coin. In the next horizontal hallway, go right to the end (to the left are bananas, bear coins, and an invincibility barrel).

f. Boss Battle 3: KAOS Karnage

Difficulty: 3/10

At first, KAOS will be just going back and forth. You can only go underneath it when there's not a lot of fire under it. After a bit, it will stop. Jump up the things spinning around it and jump on its head. (Don't let the boxing gloves knock you down.) Repeat this two more times. Now, its head will float off to reveal another head beneath it. Attack it like before. Now, the first head will shoot lasers at you. Attack it a couple more times, and you will get a ski.

E. Cotton-Top Cove

a. Bazza's Blockade

Difficulty: Difficulty: 1.5/10

(I'm assuming the scary fish in this place are called Bazza.) Anyway, a DK barrel and the K are near the beginning. At one area, bananas lead you to the right while Bazza swim below you; go down past them to a bonus barrel: Find the Coin (The Bazza swim in a pattern of top of tunnel to bottom. Be careful.)

After here is the O, the save barrel, and a DK barrel. After a bit, there are Bazza swimming from the left. Swim to the left, past the hole in the reef they are coming through. Over here is a bonus barrel: Bash the Baddies (You are Engaurde during and after this.). Down below some Bazza, a Koco is near the N. Anyway, there is a DK barrel later. After the No Engaurde sign you get the G. After here, you will be on land. Walk right past the end point to Koin. Jump to Koin's right to get the steel barrel. Jump on Koin, then, to his left. Throw the barrel over him to kill him. Get the DK coin, then, end the area.

b. Rocket Barrel Ride

Difficulty: 1.5/10

There is a DK barrel near the beginning. A bit after here is the K. One barrel, when it goes up, Buzz and Knick-Knacks are to the left. (Before you go in this rocket barrel, the O is to its right.) Bounce across the Knick-Knacks to a bonus barrel: Collect 20 Stars. After here are the save barrel and a DK barrel. After riding on one of the rocket barrels, Parry is to the right. There is the N above the barrel you just rode in. After here is a DK barrel. Past the No Parry sign, you get a balloon. Jump over the next rocket barrel. Go right and drop down, then, go left to a bonus barrel (Did I explain that well? O.o): Collect 60 Stars. After here, get the G. After the G (or around the G), go left to a steel barrel. Grab it and go left to another barrel (a kind you jump in). Throw the steel barrel up so it rolls slowly, then, jump in the other barrel to be shot to Koin. Go to Koin's left so the steel barrel kills him. Get the Dk coin, then, end the area.

c. Kreeping Klasps

Difficulty: 1.5/10

Don't go in the water. There is a Nibbla. Be careful of the Klasps. They blow up if they hit you. Anyway, a DK barrel is near the beginning. The K is above the first rope. There will be an area with two Buzzes above you. Jump up where they are to a bonus barrel: Grab 15 Bananas. After here is the O, the save barrel, and a DK barrel. There will be a rope with two Klasps on it. Drop down to a barrel beneath them, which will shoot you up to a bonus barrel: Find the Coin. The N and the G are after here. When you see Koin, go past him. Go past the end point and grab the steel barrel beneath the weird, covered area. Go back to Koin. Go up on his shield and jump to the left. Throw the steel barrel over him so it hits him. Get the DK coin and finish the area.

d. Tracker Barrel Trek

Difficulty: 1.5/10

A DK barrel is near the beginning. The K is above the first tracker barrel. After shooting out of the second tracker barrel, fly right as Dixie to a bonus barrel: Collect 70 Stars. The O is behind the next waterfall after the bonus barrel. After here is the save barrel and a DK barrel. Go in the Ellie barrel to become Ellie (Ellie can shoot water when she's shot out of a barrel.). Go in the tracker barrel behind the waterfall. Shoot the Buzz to get to a bonus barrel: Bash the Baddies (You can't shoot the Knick-Knacks here with water. You must jump on them instead.). After here are the N and a DK barrel. Go past Koin. Past the No Ellie sign, you get a steel barrel. You have only one chance to kill Koin. Go on the ledge above Koin (far enough so that you see a wall to the left). Throw the barrel to the left. Have Koin face away from the barrel so he dies. Get the DK coin. Finish the area.

e. Fish Food Frenzy

Difficulty: 2/10

Nibbla will follow you around here. Feed him Koco; don't feed him Lurchins. Blue=good, purple=not good, purplish red=bad, red=gonna bite. Swim near an enemy and Nibbla will eat it. Nibbla gets sad if he doesn't eat for a while. A DK barrel is near the beginning. The K is above one of the Lurchins. Near one Lurchin, you can go left or right. Go right to get to a bonus barrel: Grab 15 Bananas. After here is the O, the save barrel, and a DK barrel. Keep going right to the N. After here are another DK barrel and the G. At one narrow area, a few Lurchins will be swimming up and down. Go down below them. At third horizontal area down, go in to a bonus barrel: Bash the Baddies (make

Nibbla eat all the enemies). After here is another DK barrel. Now you're on land. Have Kiddy throw Dixie up to the left. Here is Koin. Get the steel barrel and throw it over Koin to kill him. Get the DK coin, then, end the area.

f. Boss Battle 4: Squirt's Showdown

Difficulty: 4/10

You are Ellie for this. The water Squirt shoots can easily knock you off of here. When it is shooting water, when the water is going down, jump to the other side of the place over the water, then; run on the platforms near the bottom to get back to the other side of the screen. When it stops, shoot its eyes with water. Shoot each eye two times. You must do this three times in all. You get another ski.

Funky will give you the Turboski now from the skis you gave him. Now you can go fast up waterfalls and honk a horn.

F. K3

a. Krevise Kreepers

Difficulty: 2/10

The annoying Klasps from a previous level are in this level. You just have to be fast to get past them. The K and a DK barrel are near the beginning. Continue along the ropes until you get to a long rope where a Kasp comes quickly from the left. Make it follow you right, then, jump over it and go left really fast to get to a bonus barrel: Collect 30 Stars. After here is an O. Go up some platforms, then, left to get to Koin. The best way to do this is to grab the steel barrel with Dixie, then, go beneath Koin. Go just far enough to the left while he's still facing right. Jump and the barrel will kill him. (This probably isn't the right way to do it, but it works anyway.) Get the DK coin. After here is the save barrel and a DK barrel. Not long later, you will find the N in an alcove to the right. Have Kiddy throw Dixie up and to the right to get to a bonus barrel: Find the Coin. After here, you will find a DK barrel, the G, and the end.

b. Tearaway Toboggan

Difficulty: 1.5/10

In the barrel at the beginning, shoot out to the bottom-right to a bonus barrel: Bash the Baddies (Make Kiddy throw Dixie at the enemies to kill them.). After this, you will ride in a toboggan for most of the area. A DK barrel and the K are near the beginning. Not long later are the O, the save barrel, and a DK barrel. After a bit more are the N, the DK barrel, then, the G. You will then see a bonus barrel in front of a building to the right of a Buzz. Either jump on the Buzz to get to it, or (if you have both monkeys) sacrifice one to the Buzz to get to the bonus barrel: Collect 50 Stars. Around the end, you're not on the toboggan anymore. Go past the end to Koin. Throw the steel barrel over him to kill him. Get the DK coin, then, end the area.

c. Barrel Drop Bounce

Difficulty: 2/10

Around the beginning are the DK barrel and the K. At the K, fly to the right as Dixie to get to a steel barrel. Throw the barrel up to the left so it rolls slowly and jump on it so the monkeys stand on it. When it rolls near Koin, jump up so he looks up. It will kill him. Get the DK coin. Go back to the K. At the barrels here, go across them like normal, but jump back to the right to the bonus barrel: Grab 15 Bananas. After here is the O and the save barrel. At this big waterfall, jump up the barrels really fast from the right to the left. An auto fire barrel will shoot you up to a higher place. After here is a DK barrel. At the N, fly to the right with Dixie to get to a bonus barrel: Find the Coin. Later, get Parry. Past the No Parry sign, you will get a balloon. Here is the end.

d. Krack-Shot Kroc

Difficulty: 6/10

Go in the Squitter barrel to become Squitter. Get the K. When you past the ! sign, a weird, target thingy will appear. When it makes a weird sound and changes color, it will shoot a fireball at you. You are safe behind metal walls. There's a DK barrel around here. Right before a Re-Koil, there are one

of those big machines in the background (with the spinning thing in the middle and the pink sides). Go up the tunnel in the ceiling near the machine using web platforms to get to a bonus barrel: Grab 15 Bananas. After here is the O, the save barrel, and a DK barrel. A bit later are another DK barrel and the N. After here is another DK barrel. Go left of that barrel. Using web platforms, go above the red Buzz to a bonus barrel: Bash the Baddies (shoot fireballs to kill the enemies, when the bonus coin appears, shoot it to get it). After here, when you can go right or left, the G is behind the metal wall on the left. At the No Target sign, the target will go away. At No Squitter sign, you will get a steel barrel. You have only one chance to kill Koin. Throw the barrel over Koin's head to kill him. Get the DK coin, then, end the area.

e. Lemguin Lunge

Difficulty: 1.5/10

Watch out for the Lemguins that come out of holes in the ground and slide forward. At the beginning of the area, have Kiddy throw Dixie up into the bonus barrel above the Red Buzz: Find the Coin. After a bit you'll get a DK barrel, the K, and the O. Grab the steel barrel, jump on Koin's shield, and throw the barrel to the left to kill him. Get the DK coin. After a bit, you'll find the save barrel, the N, a DK barrel, and the G. A bonus barrel is in front of a cabin: Collect 30 Stars. Here's the end.

f. Boss Battle 5: Bleak's House

Difficulty: 6.5/10

Throw snowballs with A. Press up and down on the control pad depending on how far you want to throw the snowball. Dodge the snowballs thrown by Bleak. Hit the round thing on him twice. He will then shoot snowballs from his hat. When he stops, hit the round thing with another snowball. He shoots more snowballs from his hat, then, three, two, and three more snowballs. Hit him again. He will throw snowballs at you again, so hit him again. He will shoot snowballs fast now. Then, he will shoot four, three, four, three, two, three, three snowballs. Hit him again, and you're done.

G. Razor Ridge

a. Buzzer Barrage

Difficulty: 7/10

There is a DK barrel near the beginning. Go in the barrel to become purple Squawks. In this place, you must kill enemies with barrels and dodge a lot of annoying Kopters. Anyway, kill the second Bounty Bird you see for the K. Go right of the second Kopter after the K. Kill the Buzz with a barrel to get to a bonus barrel: Bash the Baddies. After here, kill another Bounty Bird for the O. After here is the save barrel and a DK barrel. When you see Koin, go up the area on the left to get up to a steel barrel. Bring the barrel down by going down the area on the right. Above Koin, make the barrel roll to the left. Go to Koin's right so the barrel kills him. Get the DK coin. After here is the N. After here is a really hard area where you have to get past a Kopter in a very small tunnel while carrying a barrel to kill a Buzz with. The easiest way to do this is either sacrificing one of your characters to the Buzz (if you have both), or by rolling the barrel beneath the Kopter so it rolls over and kills the Buzz. After here is a DK barrel. The G is behind one of the Buzz. After here is another DK barrel. After the NO Squawks sign, you get a bear coin. Now, bounce on the Kopter's head to get up to the bonus barrel in the vertical tunnel on the left: Collect 40 Stars. After here is the end.

b. Kong-Fused Cliffs

Difficulty: 3.5/10

In this place, you must climb up the ropes quickly because the rope is burning away beneath you. You basically just have to be fast and dodge many annoying Buzz and Kopters. Near the beginning are the DK barrel and the K. When you see a banana on the cliff to the right, jump over there and jump up the steep slope to get up to a bonus barrel (if you go in this bonus barrel, you will miss the O): Find the Coin. After here is the save barrel and a DK barrel. Jump in the next barrel you see so that a Kopter doesn't hit you. After a bit is a DK barrel. Some bananas will lead you to the N. Not long after the N, some

bananas on the right will lead you to a barrel that shoots you to a bonus barrel: Find the Coin (dodge the Kopters, they go right, left, right, left and so on). After here, the G is over to the left. At the top of this place, go left. Throw the metal barrel to the left to kill Koin. Get the DK coin and end the area.

c. Floodlit Fish

Difficulty: 5/10

It's very dark here. Anyway, a DK barrel is near the beginning. O into the Engaurde barrel to become Engaurde. (Attack the fat, yellow fish to light up the place for a short time.) (One of the fat, red fish gives you the K when you kill it.) At the third or so yellow fish, swim down to the O. After the fourth yellow fish, go in the tunnel below the two Lurchins. Swim into the third horizontal tunnel to get to a bonus barrel: Collect 90 Stars. After here is the save barrel and a DK barrel. After a bit are the N and another DK barrel. In one area, you can go either left, right, or down. (The left path brings you to the G.) Go down to the bonus barrel: Collect 40 Stars. After the No Engaurde sign, you get bananas. When you're back on land, go left and grab the steel barrel. Throw the barrel over Koin's head to kill him. Get the DK coin and end the area.

d. Pot Hole Panic

Difficulty: 2.5/10

Shortly after the beginning of this place, you get Squawks. There is a DK barrel nearby. Kill the Bounty Bird for the K. Watch out for the Kuchukas. They throw bombs and can't be killed. After a bit, you'll get the O. At the water, go right to get Engaurde. After an easy, little water area, you will get Ellie. Nearby is the save barrel and a DK barrel. (A bit later, you'll drop down into some water. Go left to the N. Jump up then off Ellie to get up into a bonus barrel: Collect 20 Stars (Get the stars by jumping up then off Ellie). To the right of here is a DK barrel. Either get off Ellie and have Kiddy throw Dixie into the barrel above the bananas, or jump like you did to get in the last bonus barrel. Now, you can get Squitter. After here is the G. Before the No Squitter sign, go up using web platforms to a bonus barrel: Grab 15 Bananas. After the No Squitter sign, you get bananas. Right before the end, have Kiddy throw Dixie up to the right. Grab the steel barrel. Hold the control pad up when you throw the steel barrel over Koin's head to kill him. Get the DK coin, then, end the area.

e. Ropey Rumpus

Difficulty: 2.5/10

Near the beginning is a DK barrel. Near the K is a TNT barrel. Grab it and jump to the right. When you land, you should blow a hole through the wall. Go through here to get to a bonus barrel: Find the Coin. Not long after the K, drop down from the rope before a green Buzz to a little area of land. Drop down to the left to get the O. After here is the save barrel and a DK barrel. Before you get to the N, at an area where there are some green Buzzes in a row, drop down from the rope. Koin is down here. Throw the steel barrel over his head and get the DK coin. Like I said, the N is nearby. After here is a DK barrel. Get Parry and the G. Past the No Parry sign, you get a bonus barrel (only one chance to beat it): Grab 15 Bananas. Now end the area.

f. Boss Battle 6: Barbos's Barrier

Difficulty: 6/10

You are Engaurde for this. Hit the Lurchins so that they go down and bump into the pink Lurchins next to Barbos. Once both pink Lurchins are gone, attack Barbos like you would an ordinary Lurchin (when his pink body's showing). He'll drop down to another area. Follow him. Now, these pointy fish tings will swim after you. When they turn yellow, they will attack. When they're flashing yellow, get between them and the pink Lurchin so it kills it. Once you kill both pink Lurchins, attack Barbos and go down to another place. Now, Barbos will shoot spikes. When he stops, attack him. Repeat this two more times. Now the way to Kaos Kore will open.

H. Kaos Kore

a. Konveyor Rope Clash

Difficulty: 7/10

The ropes in this level move like, well, conveyor belts, but like ropes instead. Kinda weird. A DK barrel and the K are around the beginning. Under one rope, the ground slopes downward to the left. Drop down and go left to a bonus barrel: Collect 30 Stars (Some of the stars are hidden behind tree leaves at the top of the screen.). After here is the O, the save barrel, and a DK barrel. A Bounty Bird has the N. After one rope, there is a green Buzz at the right end and bananas in the trees. Jump up to the bananas to get to a bonus barrel: Grab 15 Bananas. After here is a DK barrel and the G. Go to the left of the end point to get a steel barrel. Go right and throw it upwards so it rolls slowly. Jump on it so the monkeys stand on it. When it gets near Koin, jump up so it kills him. Get the DK coin, then, end the area.

b. Creepy Caverns

Difficulty: 4/10

In this place, there are ghost barrels that appear and disappear. Some point in different directions and others shoot you into Buzz. There's a DK barrel near the beginning. The first ghost barrel shoots you up to the K. Later, a ghost barrel will shoot you into the O. When there is an auto-fire barrel to your left, roll jump beneath it to get to the left. There is a bonus barrel here: Collect 50 Stars. After here is the save barrel and a DK barrel. Kill the first green Buzz after the save barrel with a barrel to get to a barrel that shoots you up to Squitter. When you see a ghost barrel above you pointing down, go up there using web platforms. Don't go in any of these ghost barrels or you will be shot back to the ground. Up here is a bonus barrel: Find the Coin (Watch out for the ghost barrels.). After here is the N and a DK barrel. When you get a steel barrel, throw it up (so it goes slow) over the Buzz, then, jump into the ghost barrel to be shot over to Koin. Jump up so the steel barrel kills Koin. Get the DK coin. Not long later are the G and the end.

c. Lightning Look-Out

Difficulty: 7/10

In this place, lightning will flash, then, hit the ground. It can kill you and some enemies. Don't be in water when lightning hits it or you'll die. After a bit, you'll find a K barrel, the K, and the O. Swim down below the O to a bonus barrel: Bash the Baddies. Have the lightning hit a Bounty Bird for a barrel. Kill another Bounty Bird with the barrel for a steel barrel. Throw the steel barrel over Koin's head to kill him. Get the DK coin. After here is the save barrel, a DK barrel, and the N. Have Kiddy throw Dixie up to a bonus barrel above the water: Grab 15 Bananas (Watch out for lightning.). After here is a DK barrel. The G is above some red Buzzes. End the area.

d. Koindozer Klamber

Difficulty: 8/10

Koindozer try to push you off things. You are safe on top of their shields. You can get to higher things when you're on one of their shields. There's a DK barrel near the beginning. The K is behind one of the Koindozer. Bounce across some barrels. Above Bazuka is a bonus barrel that is kind of hidden behind leaves that you can get to from the nearby rope: Collect 30 Stars. After here is the save barrel and a DK barrel. The N is a bit hidden behind leaves. Above a Re-Koil is a bonus barrel (Bounce on Re-Koil's head to get up there or have Kiddy throw Dixie up there.): Grab 15 Bananas. Bounce across some more barrels. Jump left off the rope through a switch so the barrels turn to steel. Go back to the left where Koin is. Make him face away from the steel barrels so they kill him. Get the DK coin. Bounce back across the barrels. There is a DK barrel and the G later. After here is the end.

e. Poisonous Pipeline

Difficulty: 7.5/10

In here, left and right on the control pad is opposite. (It is normal when you're out of the water.) Swim up to the K. After the K is a DK barrel. At one area where you're supposed to swim down, swim left instead. Swim between the two Lurchins (Be careful of the Koco.) to get to a bonus barrel: Bash the

Baddies (During this and after, you are Engaurde.). After here is the O. A bit later is the save barrel and a DK barrel. Past the No Engaurde sign, you get a balloon. The N is above the No Engaurde sign. After here is a DK barrel. Not long before the end point, swim to the left, then, down past some Lurchins to get to a bonus barrel: Collect 30 Stars. At the horizontal tunnel above where you were just at, go left to the G. Get on the land nearby. Grab the steel barrel and jump up onto Koin's shield. Jump up and throw the steel barrel to the right so it bounces off the wall and kills Koin. Get the DK coin, then, end the area.

f. Boss Battle 7: Kastle Kaos

Difficulty: 6.5/10

Part 1: Kaos—Once again, you must fight Kaos. Grab the barrel from the right side of the room (while dodging the fire beneath Kaos like before) and throw it at Kaos's head. This head will fly away to be replaced by another one. This head shoots these bomb things at you. Grab the barrel from whichever side of the room it is on. Throw a barrel at its head again. Yay! You beat Kaos, but now you must fight K. Rool. :(

Part 2: Baron K. Roolenstien (Stupid name!)-(You get a DK barrel at the beginning of this.) After K. Rool says some really retarded stuff, jump on that thing near the wall and jump up and grab the lever on the ceiling to make a barrel appear. Throw the barrel at the machine on K. Rool's back. He acts very weird after you hit him. O.o Anyway, when he goes back to normal, you must repeat what you just did a few seconds ago. (If you can't throw the barrel at him fast enough, a good way to hurt him is, after the barrel appears, duck in a corner of the room, but not on the weird, round thing. Wait for him to fly over you and back in the other direction. Now, quickly grab the barrel and throw it at him.) After you've hit him a total of two times, go on the platform that appears. You can't go on the ground or else you'll get electrocuted. Cross the levers on the ceiling. The last one makes a barrel appear. Go back and hurt him like before. Hit him again. Now, there are two platforms. Go on the moving one and duck. Quickly jump up, grab the lever, then drop back on the platform and duck some more. Go onto the non-moving platform and hit him again with a barrel. Hit him again. Now the electricity comes and goes at intervals. It can break the barrel if it's on the ground. Pull the lever, grab the barrel, get on a safe platform, and attack like before. Do this two more times and you're done, or are you??

I. Krematoa

On the Turboski, drive quickly around the rocks near Mekanos on the world map while honking the horn. Finally, Krematoa will rise out of the water. In Krematoa, you must pay Boomer 15 bonus coins to get to the first four levels and 25 for the fifth.

a. Stampede Sprint

Difficulty: 2.5/10

Right at the very beginning are two bonus barrels that you can get to by having Kiddy throw Dixie up to them. One is: Grab 15 Bananas (You are Squawks for this. Afterwards, pass the No Squawks sign for bananas.) In the other: Grab 15 Bananas (You are Squitter. Afterwards, pass the NO Squitter sign for the K.) Nearby is a DK barrel. Fly to the right as Dixie to get to an Ellie barrel, which will change you into Ellie. Get Parry. After Ellie sees the Sneeks, she will run for most of the level. Just jump over enemies and jump so that Parry doesn't get killed by any Buzz. There will be the O, a DK barrel, the N, a DK barrel, the G, and past the No Ellie sign, you'll get a steel barrel. You have one chance to kill Koin. Go past the endpoint to get to Koin. Throw the barrel over his head to kill him. Get the DK coin. Also, remember that when you pass the No Parry sign, you'll get a bonus barrel, and you'll have only one chance to beat it: Grab 15 Bananas. Now, end the area, and you will get a cog.

b. Criss Cross Cliffs

Difficulty: 3/10

The K is near the beginning of this place. You have to bounce up the steel barrels to get to higher places. After bouncing up a few steel barrels is a DK

barrel. To the right of it, past the Red Buzzes, is a bonus barrel: Grab 15 Bananas. Now, not long later, there will be a red Buzz in your path. Hit the switch nearby to change the barrels into TNT barrels to kill the Buzz. Change the barrels back to steel and continue on your way. After a bit, go left and up some platforms where another switch is. After the third of these switches, jump to the right past the TNT barrels. There will be the O nearby. Later, you must jump left past the TNT barrels to where another switch is. At the gap to the left you see after this, go in it to get to a DK barrel and the save barrel. At the red Buzz, go left and into a barrel to get the N. Now, go right to another switch (Except, I don't know if this one is necessary or not.). After here is the G. At the next red Buzz, go left and up some platforms. There is a DK barrel up here. Fall down the gap that the steel barrels shoot through while holding down right on the control pad to get to Koin. Throw the steel barrel over his head to kill him. Get the DK coin. Anyway, after here is another switch. At the next gap, go right. Have Kiddy throw Dixie up next to the wall to get to a bonus barrel: Bash the Baddies (It's best to kill the Knick-Knacks that are higher up first, then, drop down and kill the lower down ones.). The next switch doesn't seem to be needed, and the next is above a horrible, little Klasp. Anyway, after here, end the area to get a cog.

c. Tyrant Twin Tussle

Difficulty: 6/10

Kuff and Klout are here, a lot of them. They run around and jump around. Usually bananas show where safe places to stand are. A DK barrel is near the beginning. A short while later, have Kiddy throw Dixie up to the right in the gap in the ceiling that has bananas in it. Up here, you get Squitter, who can kill Kuff and Klout (Woohoo!). Now that you have Squitter, it won't be long before you get the K and the O here. Go up the next gap in the ceiling after the O. Stay above Koin and shoot web platforms to the left in a way so that they make a ramp. A steel barrel will roll down the web ramp and kill Koin. Get the DK coin. Before the No Squitter sign, go up to the bonus barrel: Collect 40 Stars. Past the No Squitter sign, you get a bear coin. The save barrel and a DK barrel are after here. At the gap in the ceiling before the N, have Kiddy throw Dixie up and to the right. Grab the TNT barrel to the left and use it to kill the red Buzzes on the right to get to a bonus barrel: Find the Coin (It's best to use Dixie here, since she is better at jumping over Kuff and Klout because of her helicopter-ish hair.). After here is a DK barrel and the G. Get the banana to the right of the end point to get to a bonus barrel: Grab 15 Bananas. End the area to get a cog.

d. Swoopy Salvo

Difficulty: 10/10

A DK barrel is near the beginning. After a short time, there will be a Squawks barrel. Go in to become Squawks. Watch out for the Swoopys here. There are really annoying. After a bit, you'll find the K. In the tree next to the K, go down to a bonus barrel: Find the Coin (You are the monkeys for this. You must jump up using the Swoopys as platforms. Fly if you're Dixie; roll jump if you're Kiddy.). After a bit, there is a tree with red Buzzes flying in circles in it. Before that tree, fly up and through a hole that Swoopys fly through (You can kill them, but it's kind of hard.). Some red Buzzes are flying in a circle. Fly between them to get to an invisible bonus barrel: Grab 15 Bananas. When you finish with the bonus barrel, go to the right to Koin. Go past the No Squawks sign for a metal barrel. You have one chance to kill Koin. Stand up on Koin's shield. Throw the barrel to the left to kill him. Get the DK coin. After here is the O, the save barrel, and a DK barrel. After a bit, you will see Swoopys flying from the left from inside a tree to outside one. Jump on the ones that are outside to get up to a bonus barrel: Collect 30 Stars (You get a DK barrel here. Have Kiddy throw Dixie up to get to the stars.). After here is the N. After a bit is a DK barrel and later is the G. End the area and get a cog.

e. Rocket Rush

Difficulty: 4.5/10

Get the DK barrel near the beginning. You ride in the rocket for most of this area. Press left and right on the control pad to go back and forth. Don't hit walls or else you'll run out of fuel. There are a few things that give you fuel. The letters should be easy to find. At first, you are going down. After the save barrel, you will be going up. You can hit the walls very few times before you run out of fuel and die. At the top, throw the steel barrel over Koin's head to kill him. Get the DK coin. End the area and get a cog. Give Boomer all five cogs to make the Knautilus appear.

f. Boss Battle 8: Knautilus

Difficulty: 8/10

You have to fight K. Rool again. No! Don't jump or else the electricity above you will hurt you. Just stand in the middle of the place and the fireballs that the thing is shooting won't hit you. When the electricity goes away and a steel barrel appears, throw it up in the middle part of the ceiling. Time it right so it lands on the thing on K. Rool's back. Now, K. Rool will come over to the area you are in. Go on top of one of the round things near the wall so he won't hurt you. Throw the steel barrel at the thing on his back. Do this one more time, and he'll go back in the background area. Now, it will be like at the beginning of the battle. Hit K. Rool two more times. Now the ground moves. Hit him again. Now, I think he's back in the area where you are. Electricity will come from either the left or the right. Make sure you are not touching the steel barrel and it is between you and the electricity so you won't get hurt. (I don't know if this is just in my game or in all of them, but I found a very, very helpful glitch. If the electricity comes at you when there is no steel barrel, pause the game, and the electricity will go past you. Unpause and you won't be hurt.) When the electricity goes away, go on one of those round things and throw the steel barrel at K. Rool's backpack. Repeat this three more times, and you win (and get a DK coin).

J. The Ending

Go to Funky when you have all of the DK coins to get the Gyrocopter. Use it to get the remaining banana birds. Now, go to the cloudy place in the northwest part of the world map. Queen Banana Bird will tell you to talk to Wrinkly, so do what she says. There will be a cut scene that ends in K. Rool getting trapped in a giant egg (and Cranky water-skiing). You have finished the game completely. Yay!

K. Banana Birds

When you find a place with a banana bird (unless a bear gave it to you), you have to memorize the order the crystals light up and repeat it by pressing the right buttons. There are 15 in all.

Arich's Hoard: Talk to Brash if you beat 1:15 in Riverside Race. He will get angry, and a log outside will make a bridge across the river. Cross the log to get to Arich's Hoard for a banana bird.

Barnacle's Island: Buy a shell from Bazaar's General Store. Give it to Barnacle for a banana bird.

Belcha's Burrow: Fly here with the Gyrocopter. It is south of Kong Cave on that weird, roundish area of land at the bottom of the screen. A banana bird is here.

Bounty Bay (Cotton-Top Cove): Swim straight forward from the entrance of Cotton-Top Cove and break the wall to get here. A banana bird is here.

Bounty Beach: Bounty Beach is the beach to the right of Funky's place. And, of course, there is a banana bird.

Bramble's Bungalow (above Mekanos, near Cotton-Top Cove): With the Gyrocopter, fly over that dead end area to the right of this place for a flower. Give it to

Bramble for a banana bird.

Clifftop Cache (Razor Ridge): Give Bjorn the wrench you got from Barter (whom you gave the mirror to from Bazaar). Now you can ride the chairlift to Clifftop Cache for a banana bird.

Glacial Grotto (K3): Go to the left of Blizzard's Basecamp to get here. A banana bird is here.

Hill-Top Hoard: This is in the northeast area of the world map. A banana bird is here.

Kong Cave: Kong Cave is on the beach to the left of Wrinkly's Save Cave. You need a Hover Craft to get to it, since you have to go over some rocks. Of course, a banana bird is here.

K's Kache: This is on the island in the northwest area of the world map. A banana bird is here.

Sewer Stockpile (Kaos Kore): You need to give Baffle the mirror you got from Bazaar. If you already gave it to Barter, talk to Barter to get it back. Give Baffle the mirror so he can figure out his riddle. Now, swim around the two rocks in Kaos Kore in a figure eight until Sewer Stockpile opens up.

Sky-High Secret: Get the present from Blizzard (K3), and give it to Blue (Cotton-Top Cove) to get a bowling ball. Give it to Bazooka as ammo for Big Bessie and you will be able to get to Sky-High Secret for a banana bird.

Smuggler's Cove: In Lake Orangatanga, swim beneath the bridge that is between Tidal Trouble and Skidda's Row. Smuggler's Cove is on the beach, and a banana bird is here.

Undercover Cove: In the world map, ride the Turboski up the water fall to the left of Wrinkly's Save Cave. Undercover Cove is on the beach, and a banana bird is here.

L. The Bears

Most of the bears give you banana birds, but you usually have to do something special to get it, so this section tells what all the bears do. Nifty, isn't it?

Baffle's Code Room (Kaos Kore): You need to give him the mirror you got from Bazaar. If you already gave it to Barter, talk to Barter to get it back. Give Baffle the mirror so he can figure out his riddle.

Barnacle's Island (the island in the middle of the water of Lake Orangatanga): Buy a shell from Bazaar's General Store. Give it to Barnacle for a banana bird.

Barter's Swap Shop (to the left of K3 on the world map): Trade Barter the mirror that you bought from Bazaar for 50 bear coins for a wrench.

Bazaar's General Store (to the left of Wrinkly's Save Cave on the world map): From here, you can buy a shell for 5 bear coins, and a mirror for 50 bear coins. The tips he gives you are not worth it.

Bazooka's Barracks: Get the present from Blizzard (K3), and give it to Blue (Cotton-Top Cove) to get a bowling ball. Give it to Bazooka as ammo for Big Bessie and you will be able to get to Sky-High Secret for a banana bird.

Benny's Chairlifts (Razor Ridge): All you do here is ride a chairlift across the

water to the other part of Razor Ridge.

Bjorn's Chairlifts (Razor Ridge): Give him the wrench you got from Barter (whom you gave the mirror to from Bazaar). Now you can ride the chairlift to Clifftop Cache for a banana bird.

Blizzard's Basecamp (at Lemguin Lunge in K3, press up on the control pad to get here): Blizzard will give you a present. Give it to Blue, who will give you a bowling ball, which you give to Bazuka.

Blue's Beach Hut (Cotton-Top Cove): Give Blue the present from Blizzard (K3) for a bowling ball (which you give to Bazooka in Mekanos).

Blunder's Booth (after Kremwood Forest): Blunder doesn't really do anything. He just mentions Krematoa (or the Lost World).

Boomer's Bomb Shelter (Krematoa): You must pay Boomer 15 bonus coins to get to the first four levels and 25 for the fifth. At the end of every level in Krematoa, you will get a cog. Give all five to Boomer to reveal the Knautilus.

Bramble's Bungalow (above Mekanos, near Cotton-Top Cove): With the Gyrocopter, fly over that dead end area to the right of this place for a flower. Give it to Bramble for a banana bird.

Brash's Cabin (in Kremwood Forest: Talk to Brash if you beat 1:15 in Riverside Race. He will get angry, and a log outside will make a bridge across the river. Cross the log to get to Arich's Hoard for a banana bird.

5. Copyright Stuff:

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