

It was only a few words, informing her that Diddy and Donkey had hit upon another of their hare-brained ideas. This time, they'd decided to go exploring the islands in the Donkey Kong Island chain. "Back tomorrow!" the note ended. Dixie could remember at least three times that the wayward twosome had already tried this plan, never quite managing to make it further than the beach, so it was there that she decided to go looking for them.

When she arrived at the bay, however, nobody was around. Deciding that DK and Diddy had either made it off Donkey Kong Island after all or they'd simply gotten sidetracked even sooner than she'd expected, Dixie shrugged and headed back into the jungle. The sun cruised across the sky, sank towards the west and finally disappeared, but the two apes failed to return. Dixie hoped they were enjoying themselves, wherever they were, as she tucked herself into bed with a yawn, hoping that they'd show up the next day.

Of course, they didn't, and, and in spite of the note's promise, Dixie found herself starting to worry. Donkey and Diddy made a pretty good team, but they seemed to take delight in getting in way over their heads. None of the other Kongs seemed to be around much any more either, so, unable to turn to them for reassurance, Dixie was left to make her own decision. It seemed that there was nothing else for it. Early the next morning, after one last check of the local haunts, she set out to track her friends down.

A brief search for Funky with the intention of borrowing one of his planes turned up nothing, so Dixie resigned herself to a long swim in the general direction of the nearest island.

When she finally dragged herself out of the water onto that distant coastline, she was half-expecting strange new sights and sounds, but not the steady rhythm and strained voices that came drifting down the shore. Shaking the saltwater from her fur as she followed the music to a dark cave, Dixie was filled with relief to stumble upon a familiar face at last.

"Ooh, hello, Dixie dear," cooed Wrinkly Kong, turning from her exercise video to face the bedraggled figure. "Come to see old Wrinkly's new home, have you? That's nice."

"New home? But..." Dixie blinked at the old ape in her pink tracksuit as she shuffled over to fetch the teapot. "What about the school?"

"Oh, I gave that up weeks ago, dear. I'm going to use my retirement to do all sorts of things I should have done years ago."

Dixie looked around. Apart from the stone walls, the redecorated cave was almost identical to Wrinkly's hut back in the jungle, complete with the same cosy old furniture.

"It's a nice cave," she said uncertainly.

"Yes, isn't it lovely?" Wrinkly beamed as she poured the tea. "Very useful too - there are tunnels that come in from miles around, so wherever you're off to, you've got no excuse for not popping in every now and then. Where are you off to, anyway?"

Dixie suddenly remembered why she was there. "Donkey and Diddy," she said quickly. "Have you seen them?"

"Ooh, yes. Passed by a couple of days ago, they did. Lovely boys," she confided.

"Did they say where they were going?"

"I don't think so, dear. What are they up to now?"

"I've no idea," Dixie groaned. Finishing off her tea, she got to her feet.

"Well, it's been very nice to see you, but I'm afraid I've got to run off and find them," she said.

"I understand, Dixie dear." Wrinkly smiled. "Call back soon, though, won't you?"

"I will," she promised, and decided to leave the way she'd come rather than risk getting lost.

Not too far away from Wrinkly's cave, Dixie spotted an old wooden shack settled

At the beginning of the battle Arich will have a barrel on his back. Jump on his back, get the barrel, go undernieth him and throw the barrel up so it hits his belly. If throwing the barrel at his belly is too hard for you, then while holding the barrel when he jumps down towards you just stay underneath his belly and it will hurt him but not you when he lands. He will stagger and then the barrel will be on the branch. Now jump on his back, get the barrel from the branch, and do the same thing as before. Sooner or later he will shoot these green bouncy things. Dodge them obviously. Then continue to do what I said before and you will soon win.

!!!!!!BOSS!!!!!!!!!!!!!!BOSS!!!!!!

Squirt's Showdown

!!!!!!BOSS!!!!!!!!!!!!!!BOSS!!!!!!

You will be Ellie for this Boss fight. As soon as you get out of the Ellie Barrel, gather all the water you can from the waterfall. He will start shooting a stream of water at you so jump over it and go around until you get to where you first started out. When stops shooting water at you he will poke his eyes out of the waterfall. Shoot his eyes with the water you gathered. Do this like five times more and he die and will spit out a ski.

!!!!!!BOSS!!!!!!!!!!!!!!BOSS!!!!!!

Kaos Karnage

!!!!!!BOSS!!!!!!!!!!!!!!BOSS!!!!!!

Caution: Don't go under KAOS. After a while he will stick out these blades and start spinning them. You have to jump on the blades and onto his head. After three or four times of doing this his helmet will come off his head will replace it. Do the same thing as before (bounce on head) and his helmet will shoot lasers at you. Do this three more times and you will win. The helmet will drop to the ground and explode revealing another ski! (Hint: Funky likes skiing.)

!!!!!!BOSS!!!!!!!!!!!!!!BOSS!!!!!!

Bleak's House

!!!!!!BOSS!!!!!!!!!!!!!!BOSS!!!!!!

This is very much like Swanky's Sideshow. Bleak will constantly be throwing snowballs at you, so you will have to dodge them while throwing your snowballs at the flashing target on his tie. When you hit him for the first time, Bleak will pull down his hat and shoot big boulder snowballs back and forth. Dodge these, and when he pauses to laugh, hit him with your stuff. He will start shooting the big ball rapidly and then he will shoot three at a time, two, then three again. Again, hit him when he pauses to laugh. Continue the fight using my advice and win.

!!!!!!BOSS!!!!!!!!!!!!!!BOSS!!!!!!

Barbos's Barrier

!!!!!!BOSS!!!!!!!!!!!!!!BOSS!!!!!!

Barbos will have these two pink shells on both sides of him. Knock the Lurchins into the wall so they bounce back into the pink shells. When you have gotten both pink shells out of the way, poke him in the soft spot and he will fall down another floor.

Now, Barbos will be shooting out missiles. Dodge the missiles and when they start flashing make them point at the pink shells. The missiles will destroy the shells. When both shells are gone, poke him and he will fall down another floor.

Barbos will be shooting out spikes now. Dodge these and when he's done shooting poke him in the soft spot. Do this like three more times and he will die.

the tree and into the hole in the next tree and into the Bonus Barrel Collect 15 Bananas.

Koin: When you get to the part where there is a DK barrel in the room that you are in and a rope leading up in the room to the right, switch to Kiddy and throw Dixie up and left. Go up the braches and into the room to your left. Pick up the keg, throw it up and left...and wait until it hits Koin.

Riverside Race
#####

Bonus Barrel #1: When you get to the second area of water roll off the edge with Kiddy and hit Y right when you hit the water. You will bounce back up. Hit Y again when you hit the water for a second time to get to the Grab 15 Bananas Bonus Barrel.

Bonus Barrel #2: After the two Re-Koils, go to the bottom-left corner of the area of water with three red Buzzes above it. Go to the bottom-left corner of the water to get a barrel with a ! on it. this is an Invincible Barrel. After you get the Invincible Barrel jump on the three red Buzzes to land on the cliff that has the Bash the Baddies Bonus Barrel on it.

Koin: *sniff* We'll *sniff* We'll have to sacrifice Kiddy for this one, folks. When you get to the last area of land, switch to Kiddy, go to the left edge of the land, jump up, and let the bees get you when you are in mid-air and Kiddy will be replaced by Dixie. Hover left with Dixie so you land on the platform where Koin is. You might run into the side of the land that Koin is on, and if you do just jump one more time and you will make it onto the land. Grab the keg, jump on Koin and throw the keg left.

Squeals on Wheels
#####

Bonus Barrel #1: When you get to the O kill the rat on the wheel, jump on the wheel and jump on the platform to your left. It is Collect 20 Stars.

Bonus Barrel #2: In the room with the two wheels with rats in them, kill both rats and jump on the barrels and onto the platform with the Grab 15 Bananas Bonus Barrel above it.

Koin: When you get to the wheel with two green Buzzes flying around it, kill the rat and both Buzzes, jump on top of the wheel, and throw Dixie on the platform that has Koin and a keg on it. You know what to do...

Springin' Spiders
#####

Bonus Barrel #1: As soon as you turn into Squawks Go all the way up and into the hole on the left. Follow the bananas until you get to a hole on your right. Go into the hole, go up and into another hole on your left, then go into another hole on your left to get to a room with the Grab 15 Bananas Bonus Barrel in it.

Bonus Barrel #2: In the room after the G drop down to the bottom of the room to find the Collect 30 Stars Bonus Barrel.

Koin: Uh...Yeah. This one is very hard to describe so if your confused on this

Bonus Barrel #1: Go in the Arrow Barrel with a green Buzz to the left of it and a red Knik-Knak behind it. When it shoots you don't go onto the ledge. Hold Y and left instead and you will bounce on three Knik-Knaks and into the Collect 20 Stars Bonus Barrel.

Bonus Barrel #2: At the part where there are two Krumples walking back and forth at the same time, throw Dixie up in the middle of them to run into the Collect 60 Stars Bonus Barrel.

Koin: When you get shot onto the ledge with a keg on it, pick up the keg, stand under the Auto Barrel, throw the keg up and left, and race the keg to Koin. Jump over Koin If you are ahead of the Barrel. There is a different way to do this, but I don't know how to do it.

#####

 Kreeping Klasps

#####

Bonus Barrel #1: When you see two green Buzzes flying like mirror images of each other, jump on the rope above you and into the Grab 15 Bananas Bonus Barrel before they get you.

Bonus Barrel #2: When you see the two Klasps moving like mirror images of each other, jump in between them and into the Barrel that will shoot you into the Find the Coin Bonus Barrel.

Koin: Just before the End Flag you will see Koin. Go past the End Flag to get the keg.

#####

 Tracker Barrel Trek

#####

Bonus Barrel #1: When you see the O go right and hover off the cliff. You will run into the Collect 70 Stars Bonus Barrel on your way. It is Collect 70 Stars.

Bonus barrel #2: When you are Ellie and you see two Krunchas, kill them both, and go up the ramp and into the Arrow Barrel. You will see two green Buzzes guarding the Bonus Barrel. Kill them both by shooting them with water, and jump into the Bash the Baddies Bonus Barrel.

Koin: When you see Koin (you can't miss him) go right a little further and cross the "No Ellie" sign. You will get a keg in return for Ellie. pick up the keg, stand next to Koin, and throw the keg left. DON'T let the keg out of your sight or you will lose it. Once it is close enough for you to jump on Koin, jump on Koin.

#####

 Fish Food Frenzy

#####

=====
Note: Just so you don't get yourself killed: In this level there will be a fish called Nibbla following you around everywhere. He will be nice at first, but he has a short temper! If you dont feed him as much as you can he will get out of control and eat you! Feed him Kocos (thec clown-like fish). DO NOT feed him Lurchins (the clam-like fish that have spikes). If he is blue that is good. If he is bluish-purple then you need to feed him a Koco. If he is reddish-purple feed him Kocos before he turns red. If he is red then he will eat you and you will die. All the tips you need to know.

=====
=====
=====

#####

Ripsaw Rage

#####

Bonus Barrel #1: After the O when you see a barrel grab it and throw it at the green Buzz that is guarding a room to the left. Go in the room and jump in the Find the Coin Bonus Barrel.

Bonus Barrel #2: When you get to the Green Buzz that is Guarding a room to the right, sacrifice one of your Kongs on the Buzz and go in the room it was guarding and jump in the Grab 15 Bananas Bonus Barrel.

Koin: When you see the G don't get it. Get the banana that's under it instead. A barrel will shoot you up and into another barrel that will shoot you up into an Invincible Barrel (YEAH!). Get the bananas if you want, grab the keg, Jump on the branch above Koin, and throw the keg right.

#####

Blazing Bazukas

#####

Bonus Barrel #1: When you get to the two Krimps, kill them, grab the TNT barrel, and drop off the ledge you are on. Continue left while jumping over the TNT barrels until you see Bazuka. Kill him with your TNT barrel and jump in the Squitter Barrel. Go back right until you can go upward. Go up with Squitter's web platforms until you see a TNT fly past your head. Go right while shooting the TNT barrels with your webs and jump in the Find the Coin Bonus Barrel.

Bonus Barrel #2: After the N, when there is a Bazuka shooting TNT barrels left and another Bazuka above it shooting normal barrels, go right over the top one. Now, hover left until you get to the ledge that is under the Find the Coin Bonus Barrel.

Koin: After the O go in the Automatic Barrel and when it shoots you up hold left. Make web platforms left and above Koin. Tag the Barrel with the "S" on it to make the Barrels turn into kegs. Now, go above Koin and a keg will kill him.

#####

Low-G Labyrinth

#####

Bonus Barrel #1: Just before the Mid-Barrel, when you get to three green Buzzes in a line flying left and right, pick Dixie up, jump over the three green Buzzes, and throw Dixie up into the Collect 80 Stars Bonus Barrel.

Bonus Barrel #2: When you are purple Squawks and get to a green Buzz flying left and right over a hole sacrifice a life and go into the hole. Once you are in the area it was guarding go left and you will see the Bash the Baddies Bonus Barrel.

Koin: When you get to the No Squawks sign you will get a keg in return for Squawks. Jump on Koin and throw the keg up and right.

!!!!!!BOSS!!!!!!BOSS!!!!!!

Kaos Karnage

!!!!!!BOSS!!!!!!BOSS!!!!!!

After a while of chasing you around and farting flames, KAOS will stick out these blades and start spinning them. You have to jump on the blades and onto

his helmet. After a couple more times of doing this his helmet will come off his head will replace it. Do the same thing as before (bounce on head) and his helmet will start shooting lasers at you. Dodge the lasers and jump on his head three more times and you will win. The helmet will drop to the ground and explode revealing another ski!

```
{{{{{{{{{{{{{{{{{{
      K3
}}}}}}}}}}}}}}}}}}
```

```
#####
  Krevice Kreepers
#####
```

Bonus Barrel #1: After the K, when you get to the Klasp that is hanging on a rope, but you can't get to the left of him, jump on the rope above the rope the Klasp is on and go all the way right. Wait until he catches up to you, then as fast as you can, jump down to the left of him and go left on the rope and into the Automatic Barrel. It will shoot you into the Collect 30 Stars Bonus Barrel.

Bonus Barrel #2: After the part where you have to go up three ropes really fast or the Klasps will get you, go right instead of up to get the N. Now, pick up Dixie and throw her up and right. Kill the Knocka and jump in the Find the Coin Bonus Barrel.

Koin: When you see the keg, go under Koin and as far left as you can without Koin moving his shield to the left. Once you are in position, jump up and throw the keg up.

```
#####
  Tearaway Toboggan
#####
```

Bonus Barrel #1: At the start, jump into the Barrel and shoot down and right. You will land in the Bash the Baddies Bonus Barrel.

Bonus Barrel #2: At the second house after the G, tap the jump button right before the Buzz that is under the second house to jump over the Buzz and into the Collect 50 Stars Bonus Barrel.

Koin: Near the end, when you get blasted out of your cart, pick up the keg. Go past the End Flag and jump on top of Koin. Throw the keg right.

```
#####
  Barrel Drop Bounce
#####
```

Argh! >:(...I HATE this level!

Bonus Barrel #1: When you get to the K, jump the two barrels and jump on the barrel and hover right to fly into the Grab 15 Bananas Bonus Barrel.

Bonus Barrel #2: When you get to the N, jump and hover off the cliff and onto a barrel. Then jump in the Find the Coin Bonus Barrel.

Koin: When you get to the K, hover right off the cliff. You will land where a keg is. Grab it, right, and when you have to turn left under the bridge don't. instead, throw the keg up and right so it hits the wall. Beat the keg over to Koin, but don't let the keg out of your sight when it's rolling toward Koin.

Koin: When you see Koin, go up and in between the two Kopters and go right to keg. Kill the two Buzzes with it and take the one that replaces it. Drop the Keg to the left of Koin and fly over him.

#####

Kong-Fused Cliffs

#####

Bonus Barrel #1: When you are going up the rope and you see a banana on the hill and two green Buzzes (a green Buzz flying in circles around another green Buzz) jump on the Bannana and keep jumping on up the hill until you reach the Find the Coin Bonus Barrel.

Bonus Barrel #2: After you find three green Buzzes flying left and right and you see a banana to the right of the rope, jump on the banana, and the barrel will shoot you to the Find the Coin Bonus Barrel.

Koin: When you are climbing up a rope and you see a ledge, don't go on the ledge. Keep goin up the rope and onto the cliff with a keg on it. Throw the keg left, but stay on the cliff. It'll hit Koin.

#####

Floodlit Fish

#####

Bonus Barrel #1: When you see two Lurchins right by each other going up and down, go down below them to the third red Koco, kill it, go into the room it was guarding to find the Collect 90 Stars Bonus Barrel.

Bonus Barrel #2: After you pass three pairs of Lurchins that are going up and down, you will find a fourth pair. Kill them and go into the Collect 40 Stars Bonus Barrel that they were guarding.

Koin: You will see Koin right before the End Flag. Jump on the land to the left, get the keg, jump on top of Koin, and throw the keg right.

#####

Pot Hole Panic

#####

Bonus Barrel #1: When you are Ellie and you fall into some water, go left to find the N. Jump to the N and jump off Ellie wjile in the air to do a sort of "Super Jump" all the way into the Collect 20 Stars Bonus Barrel.

Bonus Barrel #2: When you are Squitter and there are bombs falling from the ceiling, go up to the source of the bombs by making web platforms. At the very top of the cave there will be the Grab 15 Bananas Bonus Barrel.

Koin: Right before the End Flag throw Dixie up and right and she will land on a ledge with Koin on it. Throw Dixie up again to the left ledge with the keg on it. Get the keg, jump down to the left of Koin, and throw the keg up and right.

#####

Ropey Rumpus

#####

Bonus Barrel #1: When you get the K, grab the TNT barrel and jump as far right as you can. You will land on a wooden ledge and blow a hole in the wall. Enter the hole and jump in the Find the Coin Bonus Barrel.

Koin: When you see a keg under a red Buzz, pick up the keg and jump when the ghost barrel is invisible, throw the keg up and right, and hopefully you will land in the ghost barrel and be shot toward Koin in front of the keg. Jump on top of Koin so the keg will hit him.

Lightning Look-Out
#####

Bonus Barrel #1: When you get the O jump in the pool of water right after lightning strikes. Swim down into the Bash the Baddies Bonus Barrel.

Bonus Barrel #2: When you see it, throw Dixie in the Grab 15 Bananas Bonus Barrel.

Koin: When you find the very first Booty-Bird, stand under it making the lightning strike it. It will drop a barrel. Take the barrel and throw it at the other Booty-Bird. It will drop a keg. Grab the keg, jump on Koin and throw the keg right.

Koindozer Klamber
#####

Bonus Barrel #1: When you see your first Bazuka, jump on him and jump onto the rope. Now jump left into the Collect 30 Stars Bonus Barrel.

Bonus Barrel #2: When you get to the first Re-koil, jump on the Koindover and throw your buddy into the Grab 15 Bananas Bonus Barrel.

Koin: You have to be Dixie for this one. When you find Koin, jump on the barrels and onto the rope above Bazuka. Jump left off the rope and you will hit an S Barrel. Hover all the way to the top of Koin.

Poisonous Pipeline
#####

+++++
Note: ARGH!!!! I HATE THIS LEVEL!!!! AHHH!!!! Now, really, Could they make a level ANY harder!?!?!? Left=Right Right=Left !!!ARGH!!! You might not think it is hard but I'm not good at video games, even though I like to play them and am writing an FAQ on one.
+++++

Bonus Barrel #1: When you get to a red Koco that is swimming through two Lurchins, swim through the two Lurchins to the Bash the Baddies Bonus Barrel.

Bonus Barrel #2: When you see two red Kocos swimming through two Lurchins go all the way left and swim down the tunnel avoiding the two Lurchins to get the Collect 30 Stars Bonus Barrel.

Koin: Get the G then hop out of the water. Get the keg, Jump on Koin and jump and throw the keg right.

!!!!!!BOSS!!!!!!BOSS!!!!!!
Kastle Kaos
!!!!!!BOSS!!!!!!BOSS!!!!!!

First, make your way to the barrel and bash it on KAOS's head. His head will

Bonus Barrel #1: When you get to the first DK Barrel, jump and hover over the two red Buzzes, then jump in the Grab 15 Bananas Bonus Barrel.

Bonus Barrel #2: After you have the coin from Koin, let the kegs bounce you up to the next floor. Go all the way right and throw Dixie up and you will land in the Bash the Baddies Bonus Barrel.

Koin: When you get the G, go up past the Re-Koils and drop off the cliff while holding right. You will land where Koin is. Get the keg and throw it over him.

Tyrant Twin Tussle
#####

Bonus Barrel #1: After you kill Koin, climb over Bazuka and fall down the pit. You will land in the Collect 40 Stars Bonus Barrel.

Bonus Barrel #2: Throw Dixie up the gap just before the N and you will land in a spinning barrel. Shoot up and go left. take the TNT Barrel and smash it on the Buzzes while avoiding Kuff 'n' Klout. If you have both Kongs then blow Kuff 'n' Klout up and throw Dixie in the Find the Coin Bonus Barrel.

Bonus Barrel #3: Go past the End Flag and get the Banana. The banana was actually the Grab 15 Bananas Bonus Barrel.

Koin: At the first Krimp throw Dixie up and right in the gap in the ceiling. Throw Dixie to the Squitter Barrel. Exit, then go up the gap that is directly after the O. Stand on Koin and make a web platform by the cliff that the kegs fall off of. Hopefully, the keg will roll off the platform and into Koin.

Swoopy Salvo
#####

Bonus Barrel #1: After you get the K go down in the next tree and into the Find the Coin Bonus Barrel.

Bonus Barrel #2: When you exit a room that had a side-ways arch of bananas, fly up. Go in the door that the Swoopys are coming out of, and get the Banana that the two red Buzzes are flying around. The banana was the Grab 15 Bananas Bonus Barrel.

Bonus Barrel #3: In the room after the room where two swoopys fly into the wall, jump up and sacrifice one of your Kongs and jump into the Collect 20 Stars Bonus Barrel.

Koin: When you are finished with Bonus Barrel #2, you will be warped near Koin. Fly by the No Squawks sign trading Squawks with a keg. Grab the keg, jump on Koin, and throw the keg left.

Rocket Rush
#####

+++++
Note: Left=Right and Right=Left.
+++++

Koin: When you get out off the rocket, pick up the keg and throw it up and left over Koin. it will bounce back and hit him. This might take a couple tries.

attack.

Squawks- A parrot that comes in either green or purple. Press B to fly, and if green Squawks, press Y to shoot eggs. If purple Squawks, press Y to pick up a barrel or keg.

~*~*~*~*~*~*~*~*~*~*

X. Crucial Kongs

~*~*~*~*~*~*~*~*~*~*

DIXIE KONG

Age: 10
Weight: 84 lbs
Height 4' 3"
Eyes: Green

KIDDY KONG

Age: 2
Weight: 200 lbs
Height: 4' 0"
Eyes: Brown

DONKEY KONG

Age: 20
Weight: 800 lbs
Height: 6' 10"
Eyes: Black

DIDDY KONG

Age: 10
Weight: 90 lbs
Height: 4' 5"
Eyes: Blue

CRANKY KONG

Age: None of yer business!
Weight: 94 lbs
Height: 5' 7"
Eyes: Black

WRINKLY KONG

Age: ?
Weight: 95 lbs
Height: 5' 4"
Eyes: Black

~*~*~*~*~*~*~*~*~*~*

XII. Thanks

~*~*~*~*~*~*~*~*~*~*

* BSulpher for letting me use your DKC2 ASCII logo to change the 2 into a 3 on it.

* Atom Edge for making the ASCII DKC2 logo and letting BSulpher let me use it.

* GameFaqS for posting this on their site (if i ever get to doing it)

Copyright 2005 T_man_J

This document is copyright T_man_J and hosted by VGM with permission.