Donkey Kong Country 3 FAQ/Walkthrough

by T_man_J Updated on Jun 24, 2005

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FAQ by T man J | email address --> (mrtjkool1@yahoo.com)
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I. Time Journal

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May 29, 2004- Looked up information about all the rules about making a FAQ and I read like all the sections for information at http://www.gamefaqs.com/features/help/

May 30, 2004- Downloaded ASCII Generator and made the title for this FAQ with it. I borrowed Atom Edge's Donkey Kong 2 logo and made the 2 into a 3.

May 31, 2004- Wasted a lot of my valuable time playing with my ASCII generator. I got the note above this Version History section done, I got the Table of Contents made, but not done, the Introduction I got done, the Story section, and Special Tricks section.

June 1, 2004- Finished Kong information in the section.

June 2, 2004- Finished Lake Orangatanga in the Walkthrough.

June 3, 2004- Got up to Rocket Barrel Ride on Cotton-Top Cove in the Walkthrough.

June 4, 2004- Finished Cotton-Top Cove in the Walkthrough.

June 4, 2004- Got up to Barral-Drop Bounce on K3 in the Walkthrough.

July 5, 2004- Finished K3 in the Walkthrough.

July 6, 2004- Got up to Ropey Rumpus on Razor Ridge in the Walkthrough.

July 7, 2004- Got up to Swoopy Salvo on Lost World: Krematoa in the Walkthrough.

July 8, 2004- Finished Walkthrough and Bosses section.

July 9, 2004- Finished Banana Bird Locations.

July 13, 2004- Finished Introduction, Enemies, and Animal Buddies sections. Now everything is almost complete. All I have to do now is check for spelling errors, then test the whole FAQ myself, and anything else I might have to do that I don't know of.

July 15, 2004- Checked and fixed spelling errors.

February 21, 2005- I completely redid the Introduction, and deleted and improved some things that I didn't like.

June 22, 2005- As you can see, It has been almost a whole year since i really did anything on this faq. I previously decided that I wasn't going to post this on www.gamefaqs.com, but I have decided to post it. I was 12 when I wrote almost everything you see and my writing skills sucked profusely, and since then, they have gotten better. I will post this even though this faq probably sucks. It probably has alot of things missing in it, but I don't feel like working on it any longer.

~*~*~*~*~*~*~* II. Introduction ~*~*~*~*~*

Hello! Welcome to my very first FAQ...I'm very excited to do this, but before I go on I have something to say: Don't play this game too often. I've spent much of my time playing the game over and over again to make this FAQ and it was hell. It gets extremely boring when you play it too much. But before you start thinking I am a negative person, I've got to say that there are some good things about this game, especially if you are playing on a SNES emulator, which is kind of wrong, but you know, who's gonna stop you? But I don't relly feel like listing all the good things and plus that would make the Introduction longer than you would probably want it.

In the third Donkey Kong Country: Dixie Kong's Double Trouble you play as Dixie and Kiddy. Kiddy is Dixie's two year old cousin and they have to save Donkey and Diddy Kong and stop K.Rool...yada-yada-yada. I don't really like how Donkey and Diddy only appear in one or two scenes of the whole game. I think it should be called Dixie Kong country instead of Donkey Kong Country. But I'm gonna get on with the story so you won't have to read this wretched jibberish.

~*~*~*~*~ III. Story ~*~*~*~*~

Dixie woke up, stretched herself from head to toe and gazed out at the cheery autumn sunshine. Winter didn't seem to be in any hurry this year, she'd noticed. Not that she was going to complain about it. She enjoyed the fine weather as much as the rest of the Kongs - Donkey and Diddy in particular... Those two. She smiled to herself. Months after their victory over K. Rool and his hordes, they were still celebrating. Every day they got up whenever they felt like, gathered together a couple of hammocks, some music and all the banana milkshakes they could drink, and took the whole lot deep into the jungle to spend the rest of the day chilling out in one of their favorite spots. Some days, like today, Dixie could think of nothing better to do than invite herself along.

Hopping out of bed, she padded into the morning air, leapt for the nearest vine and swung across to see if Diddy was up and about. She hadn't really expected him to be, so she was quite surprised to find his room deserted. It was only as she turned that she spotted the scribbled note on the table.

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

amongst the weeds and boulders.

"Hey, girl!" The oil-stained ape turned and looked at Dixie over his shades. "What gives?"

"How long has this been going on?" she asked, gesturing around at the brand new

motor boat workshop.

"Not bad, huh?" Funky tossed and caught the spanner he'd been using. "Only just

set up here. You gotta expand if you're gonna succeed, right?"

"I suppose it keeps you out of trouble," Dixie smiled. "Not like those other two."

"Whoa. I think I can guess who you mean."

"I'll bet you can. Have you seen them?"

"Can't say I have, Dix. But if you're goin' after them, you might want some help." He turned and whistled. "Hey, kid! Aw, where've you gone now?" Dixie stared as a cupboard door popped open and a bulky blue shape tumbled out amidst the rest of the debris, rolling to a halt on the floor in front of her. The ball unrolled, giggled, and peered curiously at her.

"Meet Kiddy," Funky sighed. "Your little cousin. Thought it might be fun to bring him along, but maybe I ain't cut out for babysitting after all. Still," he said, brightening, "you could use his help, right? Little guy ain't so little for his age, and I know you'll look after him."

Dixie blinked. It didn't look as if she had much choice - and anyway, there was no resisting the wide-eyed nipper as he sat dribbling happily onto her foot.

"Okay," she said slowly. "But I don't know where to look next..."

"No problemo," Funky replied, snapping his fingers. "Your timing kicks, girl. Just finished it this morning. Come see!"

He zipped onto the wharf that extended from his workshop, Kiddy bouncing along in tow. Dixie's doubts were eased when she saw the perfectly good motor boat bobbing on the end of its mooring rope.

"Pretty cool, no?" Funky was obviously proud. "Guess I can let you borrow it for a while. There's plenty of places to go looking over there." He waved vaguely across the water.

"Thanks, Funky. They can't have gone too far."

"Hey, you'll find 'em. C'mon, hop in."

Dixie and her new travelling companion did as they were told, and Funky showed them how to steer his latest pride and joy. "I'm workin' on somethin' else now," he added. "If you find any cool junk, be sure to bring it back, I could use some spare parts."

"Okay," Dixie agreed, checking that Kiddy wasn't about to throw himself overboard. "We'll see you then."

"Yup. Good luck, guys." Funky cast them off, the boat revved, and they were away.

Funky watched them go, wondering how long the sudden peace and quiet would last. When the boat had shrunk to a dot on the horizon, he turned, picked up his spanner and flicked on the ghettoblaster as he got down to some serious work.

Story courtesy of Rareware.

HOVER

Press the Y Button while jumping and Dixie will twirl up in the air like a helecopter.

ROLL JUMP

Roll off the edge of any cliff and when you are in the air press the B Button and you will go twice as far as a normal jump.

GROUND SMASH

If there is a crack or a weak spot on the ground, stand next to the crack, Pick Kiddy up (A Button) and throw him (Y Button) up and slightly towards the crack and Kiddy will bust the crack open.

ROLL WALK

Pick Kiddy up and throw him against a wall and when he rolls back jump on him. You can also do this with a keg.

ROLL JUMP

Roll off the edge of any cliff and when you are in the air press the B Button and you will go twice as far as a normal jump.

WATER SKIP

Roll of the edge of a dock cliff that has water below it and right when you get to the water press the B Button. The maximum time you can skip on the water is two times. This move is like the Roll Jump.

DIXIE THROW

Pick Dixie up and throw her up over a high up ledge so she will land on it. This will cause Kiddy to follow wherever Dixie lands.

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~*~*~*~*~*~
V. Bosses
~*~*~*~*~*
!!!!!BOSS!!!!!!!!!BOSS!!!!!
BELCHA'S BARN
!!!!!BOSS!!!!!!!!!BOSS!!!!!
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Belcha will start throwing up barrels that will roll at you. You have to jump on the barrel and a yellow Knik-Knak will pop out. Jump on the Knik-Knak ONCE and it will flip upside down. Pick the Knik-Knak up and throw it in Belcha's mouth. He will belch and that will cause him to go backwards. Do this a couple more times and you will win. Easy!

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

Arich's Ambush
!!!!!BOSS!!!!!!!!!BOSS!!!!!
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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 underneith 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.

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

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

First, make your way to the barrel and bash it on KAOS's head. His head will fly off revealing a missile shooter type thing. Dodge the missiles (or just stand on the metal thing that the barrel was on) when he is done, go under him and get the barrel on the other metal thing and bash it on KAOS's missile head. KAOS will shut down and you win! YEAH! That was eas-OH NO! Baron K.Roolstein! And he isn't too happy about the destruction of KAOS!

OK. Now you are fighting K.Roolstein. He pulls out a remote just before the battle and presses the button. This made two levers come down from the ceiling. pull the one of the levers and a barrel will fall down. Duck under K.Rool when he hovers over you, pick up the barrel and throw it at his hover-pack. He will start bounce/flying all over, so dodge him. Do this again and he will bring out more levers and he will activate the metal things that the barrels were sitting on. but before they turn on, hurry and pull the left-most lever and go back right and onto the platform with the barrel on it. Pick up the barrel and when K.Rool turns around, nail him in the back with your barrel. Now, climb the levers all the way to the one you pulled before (jumping over K.Rool) and go back to the platform jumping over K.Rool. Do the same thing as before. Stay on the platform and it will go to the other side of the room. Get on the platform that is moving, duck K.Rool, pull the lever, jump back on, duck K.Rool, get the keg, and throw it at K.Rool's Hover-Pack again. Do this again and K.Rool will make the electric things activate randomly. Pull the lever, get the keg, and hop back on the platform. Take the barrel and ram it into K.Rool's back. Do the same thing except on the other side of the room. Do it again on the left side of the room. YOU WON!!! YEAH! COME ON! Give my some appreciation here! Look how much I typed! It took forever! OH! And look who fell out of the ceiling! It's Donkey and Diddy!

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

Knautilus
!!!!!BOSS!!!!!BOSS!!!!!

First K.Rool will activate a fireball shooter and the top laser. Dodge the fireballs and grab the keg that appears. After a while, the laser and the fireball shooter will turn off and a vacuum will turn on in the ceiling. Throw the keg in the vacuum right when K.Rool is almost in the middle of the screen and it should fall down on his head. He will get mad and come at you. Hurry and grab the keg and stand on the top laser and when he turns around throw it at his hover-pack. Do this again and he will go back to the far side of the room and turn on the fireball shooter and the laser on again. Dodge the fireballs and throw the keg in the vacuum so it hits K.Rool. Do it again, and the floor will start moving and the laser and the fireball shooter will turn on again. Dodge the fireballs and throw the keg in the vacuum so it hits K.Rool. He will come at you again while the top laser is on. Then he will turn the bottom laser on. OH NO! But wait! Metal absorbs electricity! So put down the keg so the electricity hits the keq. Grab the keq, jump on the top laser and throw the keq at K.Rool's hover-pack. Do both of these things two more times and he will make the floor move and activate the bottom laser. Block the laser with the keg then throw the keg at K.Rools hover-pack again. Do these two things again and YOU WIN!

Bonus Barrel #1: When you get to the crack in the ground pick up Kiddy, stand next to the crack and throw Kiddy up so he hits the crack. It is Collect 70 stars.

Bonus Barrel #2: At the N go down into the water and follow the bannanas to the Grab 15 Bananas Bonus Barrel. Jump into the next space to get a green balloon.

Koin: Right after the first Bonus Barrel you will find Koin. Pick the keg up, jump on top of Koin and throw the keg right. The keg will come back and kill him.

#+#+#+#+#+#+# Doorstop Dash #+#+#+#+#+#+#

Bonus Barrel #1: At the first rope you get to continue left. See that lever way up on the ceiling? Throw Kiddy up to it and once the door is up hover into the room. It's Collect 60 Stars.

Bonus Barrel #2: At the part where you see the rat on all those bags go right instead of continueing left, pull the lever and go into the room. It's Find the Coin.

Koin: After the G when you have to fall down the pit, hold left while you are falling, and you will land in a room. Grab the lever so the door goes up and throw the keg through the door. Just stay where you are and it will bounce off the wall and kill Koin.

#+#+#+#+#+#+# Tidal Trouble #+#+#+#+#+#+#+#

Bonus Barrel #1: After the second Knocka jump into the water and get the Engaurde Barrel so you turn into Enguarde. Continue right, killing the Kocos Blocking the path to the Collect 3 Stars Bonus Barrel.

Bonus Barrel #2: When you get to the two Knik-Knaks jump on them so you land on the platform. Now, this is the hard part. You either have to water skip with Kiddy or hover with Dixie. I think the Dixie way is easier. With Kiddy, roll off the edge like you are doing a roll jump. As soon as you hit the water jump and then you will have to do it again to get on the platform. With Dixie start running and as soon as you are about to fall off the edge of the platform jump and hover to reach the other platform. Jump into the Bash the Baddies Bonus Barrel.

Koin: At the start throw Dixie up onto the house with the keg on it. Holding the keg, jump on top of Koin and throw the Keg right. Make sure to hold down

while you throw it. Also make sure it doesn't hit Koin's shield when you throw it.

#+#+#+#+#+#+#+# Skidda's Row #+#+#+#+#+#+#+#

Bonus Barrel #1: After the second black pit jump and hover over to the Bash the Baddies Bonus Barrel with Dixie.

Bonus Barrel #2: After the N you will see two Skiddas sliding on a house. Kill them both and jump up to the find the Coin Bonus Barrel.

Koin: After the mid-point barrel you will find Koin in a pit with the keg right next to him. Holding the keg, jump on top of Koin and throw the Keg left. You won't see the Keg for a few seconds but then it will fly back and kill Koin.

#+#+#+#+#+#+# Murky Mill #+#+#+#+#+#+#

Bonus Barrel #1: At the Mid-Barrel there is a green Buzz blocking a trapdoor on the ground. Jump over him, get the keg and kill the Buzz with it. go in the trapdoor to find the Bash the Baddies Bonus Barrel.

Bonus Barrel #2: In the room with the two Re-koils go on the platform going down on the left side of the room. In the next room go all the way left to be shot up onto another ground. Press and hold the Y Button to suck a keg toward you but it will kill the bottom Buzz instead. Drop into the gap that it was guarding to find the Find the Coin Bonus Barrel. This one is pretty hard.

Koin: In the room after the first Bonus Barrel you will find Koin all the way to the right. Pick up the keg, jump on the platform, and throw it in the opening above Koin. It will come back and kill him.

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

BELCHA'S BARN
!!!!!BOSS!!!!!!!!BOSS!!!!!

OK! Belcha will start throwing up barrels that will roll at you. You have to jump on the barrel and a yellow Knik-Knak will pop out. Jump on the Knik-Knak ONCE and it will flip upside down. Pick the Knik-Knak up and throw it in Belcha's mouth. He will belch and that will cause him to go backwards. Do this a couple more times and you will win.

#+#+#+#+#+#+#+#+#+#+#

Bonus Barrel #1: When you get to the First TNT Barrel Smash it into the wall to your left and you will have to jump up to get it. It is Find the Coin.

Bonus Barrel #2: When you get to the TNT barrel right before the End Flag, pick it up and throw it at the wall to your left. Climb the branches, get the DK barrel if you don't have Dixie, and hover through the hole in the right side of

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

one just go to a different FAQ. At the part where there is a purple spider that when he jumps up you have to jump left over a red Buzz, don't jump over the Buzz. Instead, when the purple spider is at it's highest, pick Dixie up, jump and throw her to the top left corner of the screen. Now you will be on a ledge with a keg on it. Switch to Dixie, pick up the keg, and throw it through the hole. It will kill Koin. Switch back to Kiddy and throw Dixie through the hole. Get the Hero Coin.

#+#+#+#+#+#+#+#+# Bobbing Barrel Brawl #+#+#+#+#+#+#+#+#+#+#

Bonus Barrel #1: when you get to the part where there is a red Buzz over a Bonus Barrel and a Booty Bird flying over the red Buzz, shoot the Booty Bird with water and it will drop a TNT barrel on the red Buzz. Now jump into that Find the Coin Bonus Barrel!

Bonus Barrel #2: When you see the two red Knik-Knaks don't kill them. Let them stop then jump on them so you land in the center of the water. You will go deep and reach the Collect 10 Stars Bonus Barrel.

Koin: When you find a keg under two red Buzzes that are going up and down, jump over the Buzzes and face toward the keg. Press and hold to suck the keg toward you. Holding the Keg stand on the left side of Koin and throw the keg over him.

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

Arich's Ambush
!!!!!BOSS!!!!!!!!!BOSS!!!!!

At fist Arich will have a Barrel on his back. Jump on his back, get the barrel, and jump back down. Arich will either start shooting little green balls that you have to dodge or he will start jumping up and down. When he starts jumping up and down just stand where he is going to land holding the barrel and he will run right into the barrel which will hurt him. Do this A couple more times and he will die. Oh yeah, he will spit out a patch, too. Hmm...I wonder who you could give a "funky" patch to...

#+#+#+#+#+#+#+#+# Bazza's Blockade #+#+#+#+#+#+#+#+#+#

Bonus Barrel #1: When you get to 7 bananas above Bazzas that are swimming left, swim down past the Bazzas to find the Find the Coin Bonus Barrel.

Bonus Barrel #2: When you see a bunch of Bazzas swimming right, but you can't see where they are coming from, swim over them and into the room that they are coming from by pressing B rapidly and holding left. Swim into the Bash the Baddies Bonus Barrel.

Koin: When you get to the End flag don't jump on the rope. Continue right to find Koin and a keg right next to him. You know what to do.

#+#+#+#+#+#+#+#+#+# Rocket Barrel Ride #+#+#+#+#+#+#+#+#+#+# 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 up 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 (theclown-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.

Bonus barrel #1: When you get to a Lurchin swimming up and down guarding a small section. He is guarding a Bonus Barrel. Duh! Swim past the lurchin and into the Grab 15 Bananas Bonus Barrel. Just don't feed the lurchin to Nibbla.

Bonus barrel #2: When you get to three a lurchin swimming up and down rapidly go right to find a second one and right some more to find a third one. Feed the third one to Nibbla and go up to the area it was guarding. There is a Bash the Baddies Bonus Barrel in plain sight. By the way, if Nibbla is in bad shape this Bonus Level will make him blue again.

Koin: Once you get to the End Flag pick Dixie up, Jump and throw her up and left. Pick up the keg, jump on top of Koin and throw the keg up and left.

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

Squirt's Showdown
!!!!!BOSS!!!!!!!!!!!!BOSS!!!!!
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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.

Bonus barrel #1: Right after the Mid-Barrel go down to the 6th ledge, pick Dixie up and throw her up and left. Do a roll jump and land on another platform. Switch to Dixie and hover left over to the Bash the Baddies Bonus Barrel.

Bonus Barrel #2: When you get to the Karbine that is shooting three fireballs in a row, look above and to the left of it. You will see a banana. Pick Dixie up and throw her to the banana. You will land on a platform. Jump over to the area to your right and you will see the Grab 15 Bananas Bonus Barrel.

Koin: After the N when the platform brings you upward, you will see him to your right. Jump over Koin, dodge the fireballs, grab the keg, jump on top of Koin, and throw the keg right.

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#+#+#+#+#+#+#+#+#+#+#+#

Demolition Drain-Pipe

#+#+#+#+#+#+#+#+#+#+#+#+#
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Bonus Barrel #1: When you get to three green Buzzes, the last one will have a Bannana above it. Jump on the second Buzz and you will jump on the last one. The banana was the Bash the Baddies Bonus Barrel.

Bonus Barrel #2: When you get to a Red Knik-Knak hovering over a pit, pass it and go into the pit after it. It's Collect 20 Stars.

Koin: Right before the End Barrel you will see a keg. Go left, jump on top of Koin and throw the keg up and left.

#+#+#+#+#+#+# 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!

#+#+#+#+#+#+#+#+#+#

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.

#+#+#+#+#+#+#+# Krack-Shot Kroc #+#+#+#+#+#+#+#+#

Bonus Barrel #1: When you get to the first Re-Koil, you will see a hole in the ceiling. Go in the hole with yur webs to find the Grab 15 Bananas Bonus Barrel.

Bonus Barrel #2: When you get to the two Bristles walking left toward you with a green Buzz behind them, the kill the two Bristles, go to the platform to your left which is under the red Buzz. Go up past the red Buzz and jump into the Bash the Baddies Bonus Barrel.

Koin: When you get to the "No Squitter" sign, exchange Squitter for a keg. Jump on Koin and throw the keg left.

#+#+#+#+#+#+# Lemguin Lunge #+#+#+#+#+#+#

Bonus Barrel #1: At the Start, throw Dixie up above the red Buzz to land in the Find the Coin Bonus Barrel.

Bonus Barrel #2: You will see a house with a Bonus Barrel under it. It is in plain sight so you can't miss it. Jump to the right side of the house and race the Lemguins to the Collect 30 Stars Bonus Barrel.

Koin: When you get to the O, go right and down to find a keg. Jump on top of Koin and throw the keg left.

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

Bleak's House
!!!!!BOSS!!!!!!!!BOSS!!!!!

If you are good at Swanky's Sideshow, then you will do good on this Boss. 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 snowballs. He will start shooting the big balls 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.

#+#+#+#+#+#+#+# Buzzer Barrage #+#+#+#+#+#+#+#

Bonus Barrel #1: When you get to a Kopter that is flying down into a pit and back up again, continue right until you see a red Buzz and a green buzz. Take the barrel and kill the green buzz. Go into the pit to find the Bash the Baddies Bonus Barrel.

Bonus Barrel #2: After you get to the No Squawks sign jump on Kopter when he is going in the left tunnel. You will be bounced to the Collect 40 Stars Bonus Barrel.

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.

Bonus Barrel #2: When you get to the No Parry sign, Parry will turn into the Grab 15 Bananas Bonus Barrel.

Koin: When you get to the part where you have to jump left over three green Buzzes, Jump down and you will find Koin and a keg. Grab the Keg, jump on Koin, and throw the keg left.

!!!!!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 pink 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.

Bonus Barrel #1: When you are on a konveyer belt that is moving right and has three green Buzzes on it, pass it and go left and under it. The Collect 30 Stars Bonus Barrel is right there.

Bonus Barrel #2: After you get off two konveyer belts that are parallel to each other, get under the second tree and throw Dixie up. You will land in the Grab 15 Bananas Bonus Barrel.

Koin: Near the End Flag, when you get to the second two konveyer belts that are parallel, jump off the bottom one and onto the ground with Koin and a keg on it. Grab the keg, jump on Koin, and throw the keg right.

#+#+#+#+#+#+#+# Creepy Caverns #+#+#+#+#+#+#+#

Bonus Barrel #1: When you get shot up in between the red Buzzes and into the auto-barrel, roll jump left across the gap. Throw your buddy into the Collect 50 Stars Bonus Barrel.

Bonus Barrel #2: You have to find Squitter for this one. To find him, go after the Mid-Barrel where there is a DK Barrel and a Krumple. Jump on the Krumple with kiddy and take the DK Barrel and hit the green Buzz with it. Jump in the Barrel the Buzz was guarding, and there's the Squitter Box! Now, continue until you see a banana under a gap in the ceiling. Go up in the gap (avoiding the ghost barrels) by using your web platforms. Jump in the Find the Coin Bonus Barrel when you are at the top.

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 #+#+#+#+#+#+#+#+#+#+#

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

fly off revealing a missile shooter type thing. Dodge the missiles (or just stand on the metal thing that the barrel was on) when he is shooting missiles faster, go under him and get the barrel on the other metal thing and bash it on KAOS's missile head. KAOS will shut down and you win! YEAH! That was eas-OH NO! Baron K.Roolstein! And he isn't too happy about the destruction of KAOS!

After saying a little quote from Scooby Doo, K.Roolstein will pull out a remote and presses the button. This makes two levers come down from the ceiling. Duck under K.Rool and pull one of the levers and a barrel will fall down. Duck under K.Rool when he hovers over you, pick up the barrel and throw it at his hover-pack. He will start bounce/flying all over, so dodge him. Do this again but with the other lever and he will bring out more levers and he will activate the metal things that the barrels were sitting on. but before they turn on, hurry and pull the left-most lever and go back right by swinging on the levers and onto the platform with the barrel on it. Pick up the barrel and when K.Rool turns around, nail him in the back with your barrel. Now, climb the levers all the way to the one you pulled before (jumping over K.Rool) and go back to the platform jumping over K.Rool. Do the same thing as before. Stay on the platform and it will go to the other side of the room. Get on the platform that comes toward you, duck K.Rool, pull the lever, jump back on the platform, duck K.Rool, get the barrel, and throw it at K.Rool's Hover-Pack again. Do this again and K.Rool will make the lasers activate pulse-like. Pull the lever, get the keg, and hop back on the platform. Take the barrel and ram it into K.Rool's back. Do

same thing except on the other side of the room. Do it again on the left side of the room. YOU WON!!! YEAH! COME ON! Give my some gratidude here! Look how much I typed! It took forever! OH! And look who fell out of the ceiling! It's Donkey and Diddy!

#+#+#+#+#+#+#+# Stampede Sprint #+#+#+#+#+#+#+#+#

Bonus Barrel #1: At the start throw Dixie up into the Grab 15 Bananas Bonus Barrel.

Bonus Barrel #2: At the start go up the step and either throw Dixie up or make web platforms with Squitter.

Bonus Barrel #3: Get Parry to the No Parry sign and jump in the Grab 15 Bananas Bonus Barrel. So far, all three Bonus Barrels were extremely easy! Awesome!

Koin: When you get to the No Ellie sign, Ellie will turn into a keg. Grab it, go past the End Flag, jump on Koin, and throw the keg right.

#+#+#+#+#+#+#+#+#+# Criss Kross Cliffs #+#+#+#+#+#+#+#+#+#+# 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 al 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.

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

Knautilus
!!!!!BOSS!!!!!BOSS!!!!!

Note: To get this level you have to return all five golden cogs to Boomer's Bomb Shelter.

First K.Rool will activate a fireball shooter and the top laser. Dodge the fireballs and grab the keg that appears. After a while, the laser and the fireball shooter will turn off and a vacuum will turn on in the ceiling. Throw the keg in the vacuum right when K.Rool is almost in the middle of the screen and it should fall down on his head. He will get mad and come at you. Hurry and grab the keg and stand on the top laser and when he turns around throw it at his hover-pack. Do this again and he will go back to the far side of the room and turn on the fireball shooter and the laser on again. Dodge the fireballs and throw the keg in the vacuum so it hits K.Rool. Do it again, and the floor will start moving and the laser and the fireball shooter will turn on again. Dodge the fireballs and throw the keg in the vacuum so it hits K.Rool. He will come at you again while the top laser is on. Then he will turn the bottom laser on. OH NO! But wait! Metal absorbs electricity! So put down the keg so the electricity hits the keg. Grab the keg, jump on the top laser and throw the keg at K.Rool's hover-pack. Do both of these things two more times and he will make the floor move and activate the bottom laser. Block the laser with the keg then throw the keg at K.Rools hover-pack again. Do these two things again and YOU WIN!

~*~*~*~*~*~*~*~*~*~*~*~*
VII. Banana Bird Locations
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Banana Bird #1: Map

Just east of Funkey's Rentals there is a beach. Go on the beach and press B.

Banana Bird #2: Lake Orangatanga

Go under both bridges and onto the cove. A cave will appear saying, "Smuggler's Cove".

Banana Bird #3: Kremwood Forest

In Riverside Race finish the level quicker than 01:15:00. Then go back to Brash's Cabin. Brash will make such a racket that a log will fall and make a little bridge across the river. Unless you are the most retarded person on Earth, then you should know what to do next.

Banana Bird #4: Map

When you get the Hover Craft go over the rocks that are under Funky's Rentals and over the other rocks and onto the beach. Press B.

Banana Bird #5: Cotton-Top Cove

When you go into Cotton-Top Cove hold up until a cave appears saying, "Bounty Bay".

Banana Bird #6: Map

When you have the Turbo Ski, go up the waterfall next to Banana Bird #4 by pressing Y, then go on the beach and press B.

Banana Bird #7: K3

When at Lemguin Lunge, press up and then left.

Banana Bird #8: Kaos Kore

Swim around the two rocks in a 8 like three two or three times and a pipe will open. Go inside it.

Note: To get Banana Birds #9, 10 and 11, you have to get the Gyrocopter. Get the Gyrocopter by getting all of the DK Coins.

Banana Bird #9: Map

When you are at Cotton-Top Cove, go up until you are at an island that says, "K's Kache".

Banana Bird #10: Map

At Banana Bird #9, go down to the bottom of the screen. Go toward the middle of the cliff and it should say, "Belcha's Burrow".

Banana Bird #11: Map

Go to the top-right corner of the screen and go left a little, and it should say, "Hill-Top Hoard".

Banana Bird #12: Map/Lake Orangatanga

Go to Bazaar's General Store and buy the shell for 5 Bear Coins. Go to Lake Orangatanga and go to Barnacle's Island. Barnacle will swap the shell for the Banana Bird.

Banana Bird #13: K3/Cotton-Top Cove/Mekanos

At Lemguin Lunge, press up to go to Blizzard's Basecamp. He will give you a present to give to Blue. Go to Cotton-Top Cove, and go to Blue's Beach Hut. Blue will open the present and give you the bowling ball. Go to Mekanos and into Bazooka's Barracks. Give the bowling ball to Bazooka and he will shoot you up onto a little cave that says, "Sky-High Secret".

Banana Bird #14: Map

You have to beat Razor Ridge for this one. South East of Cotton-Top Cove you will see Bramble's Bungalow. Pass that and go to the end of the trial and you will get a flower. Go to Bramble's Bungalow and he will swap the flower for the flower.

Banana Bird #15: Map

Go to Bazaar's General Store and buy the mirror for 50 Bear Coins. Then go to Barter's Swap Shop and Trade him the mirror for a wrench. Now, go to Razor Ridge and go to Bjorn's Chairlifts. Give Bjorn the wrench and he will fix the chairlifts so you can ride to Clifftop Cache.

Note: Now that you have all the Banana Birds, go to Wrinkly's Save Cave. I won't ruin the surprise for you.

Kobble- This is a muscly green Kremling that walks on two legs. There isn't very much to say about him.

Re-Koil- Kind of like a Kremling version of Tigger off of Winnie the Pooh. An orange Kremling that bounces on its tail.

Knocka- A green barrel with green arms and legs sticking out. If you are on a cliff, beware these creatures, for they will constantly run into you so you fall off the cliff.

Klasp- A red barrel that says TNT on it. It has red arms sticking out grasping ropes. You'll find these creatures swinging on ropes a lot.

Krimp- A tiny, light-purple Kremling with a big head. All it does is walk around chomping its huge, but almost-useless jaws.

Krumple- A VERY muscly blue and yellow Kremling. You can only kill him with Kiddy.

Kopter- A small, yellow Kremling that spins around in the air with a green helmet and green propellers.

Skidda- Similar to Kobble, except that it is pink and slides around the snow.

Bazuka- A tiny red Kremling that carries a cannon two times its size. He shoots TNT barrels, normal barrels, and kegs.

Kuchuka- A purple barrel with arms that stick out throwing bombs.

Koin- A green Kremling that has a shield with a Hero Coin embedded in it.

Kuff 'N' Klout- Two fat, orange and yellow Kremlings that wont grow up and are still playing leap-frog all the time.

Sneek- A gray rat. Nothing real interesting, except that Ellie wont go anywhere near it.

Knik-Knak- A red or yellow lady bug-type insect. Red ones fly around, and yellow ones just walk.

Bristles- A red Porcupine animal that either walks or rolls.

Nid- A yellow or purple spider with a board on its back. Yellow ones jump constantly, and the purple ones only jump when you jump on them.

Lemguin- Basically a penguin that shoots out of holes in the ground.

Minkey- A white monkey that clings to the walls throwing nuts at you.

Buzz- They come in red or green. They look like bees and they have these chain saw blades on them. Kill the red ones with TNT barrels and the green ones with anything. But don't touch them. They hurt.

Swoopy- A little red humming bird that either swoops down and hits the wall making a ladder or comes in a line of swoopys that you have to dodge.

Booty Bird- Is this thing overweight or what?! These are big fat red birds. Hit them with a barrel and it'll spit something out.

Karbine- This bird's eyes take up a third of it's body! It is a tiny owl carrying a cannon in its talons. The cannon shoot's fireballs.

Koco- Little fish with clown faces that are either green or red. I hate clowns.

Lurchin- These things are like clams with spikes on the shells. The shells are blue, spikes yellow.

Nibbla- This is one mean fish! It's like a little pink piranha. If it's in the water you don't want to go in.

Bounty Bass- This fish is like a fish Booty Bird. A big fat red fish with white stripes. Kill it and it will spit out something.

Bazza- A long green fish that swims in and out of holes in the ocean walls. Don't get in it's way.

Gleamin' Bream- Exactly like the Bounty Bass, except that it is yellow with white stripes. Poke it with Enguarde and it will light up.

Ellie- Ellie is an elephant. Press B next to a barrel or keg to suck it up. Press down and A to suck up water. Press A again to shoot the water.

Squitter- Squitter is a red and black spider with eight sneakers. Press Y to shoot out webs that kill enemies. Press A to make a web platform.

Parry- A tiny colorful bird that hovers above you collecting bananas and other things. Can't reach something? Parry will help.

Enguarde- Enguarde is a very useful buddy. He is a swordfish. He can kill about anything with his nose. Press and hold A to charge up and unleash a speedy

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

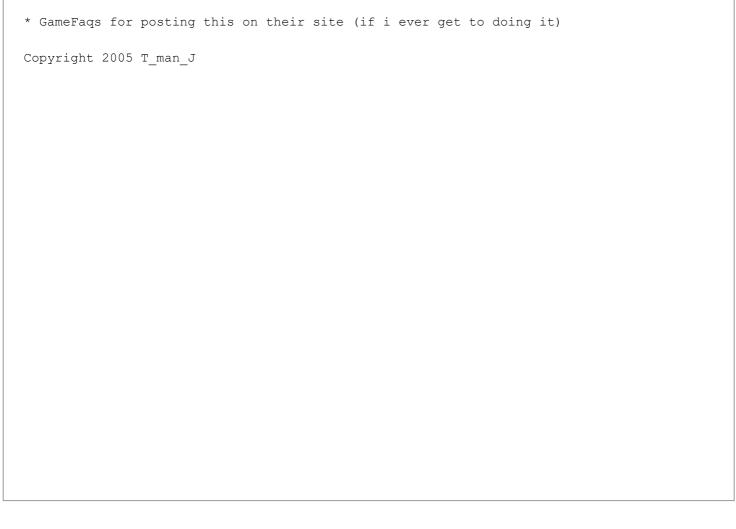
WRINKLY KONG

Age: ?

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

~*~*~*~*~*~ XII. Thanks ~*~*~*~*~*

- \star 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.



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