Donkey Kong Country 3 Boss FAQ

by gabbo Updated to v1.1 on Jan 16, 2006

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Donkey Kong Country 3: Dixie Kong's Double Trouble	I
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Written by gabbo (gabbo13666@yahoo.com)	1
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Boss Name: Belcha Difficulty: 2/10

World: Lake Orangatanga

Strategy:

Seeing as how this is the first boss of the game, it is only natural to have him be really easy. You start off in a small room above the "battle arena", with a door passageway on the ground. Run to it, and you will fall down to the boss, and hit a DK barrel on the way. The strategy for the boss is fairly simple. If you have ever played Super Metroid, then you can easily identify this strategy as being similar to Crocmire's. If you haven't, then don't worry, it's easy anyway

First off, Belcha will spit out barrels at you. As they slowly roll towards you, break them open by simply jumping on them. This will reveal a yellow beetle, that you need to jump on only once, in order to turn it on it's back. Pick up the fallen beetle, and carefully throw it into Belcha's mouth. Belcha will chew it up, and then let out a large burp, that will send him backwards. If you miss his mouth, then Belcha will advance further onto you, pushing you into the hole behind you. The whole point of this, is to make Belcha burp his way to a pit behind him, so he can fall in and die. Keep feeding him beetles until he does so, and you will win. Collect the reward and be on your way.

Boss Name: Arich
Difficulty: 3.5/10
World: Kremwood Forest

Strategy:

This boss is definitely harder than Belcha, but still easy nonetheless. As soon as you start the level, you will hit a DK barrel if you need it. Then the boss, a giant red spider, will start jumping up and down on his web. Jump to the barrel on his back, pick it up, and jump back down to the floor. Wait for him to jump up, and then run under his legs and hit him in the head with the barrel. Now Arich will start jumping higher, making it harder for you to jump on his back. Do so anyways, and jump to the barrel on the branch above him. Pick it up quickly so he doesn't hit you with any of his green balls, drop to the floor, and wait for him to jump back down again so you can hit him in the head again.

Repeat the process, but when you drop to the floor this time, he will shoot more green balls at you, that will bounce all around the area. Avoid them so they don't break your barrel, and then hit Arich in the head once more. Do it again, and when you drop to the floor with the barrel, he will shoot out even more green balls, that will bounce every which way. Avoid them, and deliver the final blow with the barrel. Collect the reward and be on your way.

Boss Name: Kaos Difficulty: 4.5/10 World: Mekanos

Strategy:

This is where things start to get a little harder. Kaos is basically just a

robot that floats with the use of a jet pack like thing. The goal is to hit Kaos square on the head.

When you start, Kaos will say some stuff, and then you get a DK barrel, in order to save your partner, if you need to. Then it begins. First Kaos will float back and forth between the area, and shoot flames out of his, well, butt. Avoid the flames in any way possible. After he's done with that, he will spin two blades out of his sides, which you need to use to hit Kaos' head. But the blades are moving, so you need to time your jumps just right. The second time Kaos spins the blades, he will use a boxing glove to try and push you off the blades, making it even harder. And then he will spin the blades yet again, this time without the boxing gloves. Once that's over with, Kaos will return to floating back and forth. If you were able to hit him on the head, he will get mad, and start floating around faster. Now you have to hit him on the head 2 more times, using the blades, until his head flies off revealing his real face, complete with sunglasses.

Now things get tougher, now that his old head has decided to stick around and cause trouble by zapping you with a laser every time you hit his new head. Jump on Kaos' head using the same way you did before. Do it 3 times (making it a total of 6 hits), and then he will finally die.

Boss Name: Squirt Difficulty: 5/10

World: Cotton Top Cove

Strategy:

This boss can be a bit difficult if you don't know what to do. But I'm going to tell you what to do, so you won't have to worry!! Okay, so you start off the battle as Ellie, the Elephant. Right off the bat you need to go up to the waterfall and press Down-A or L to suck up water, because that's your only weapon here. Soon after you do that, Squirt will start squirting at you, hence the name. He will squirt water in a clockwise direction, so you need to jump across all the platforms in a clockwise direction.

After he's done with that, he will open his eyes and stick them out of the waterfall. Now you need to squirt water at each eye twice in order to hurt him. After that he'll get angry (why do all bosses have such short tempers?) and he'll squirt water again. This time he'll do 2 clockwise squirt rotations. So just jump around the platforms again to avoid it. Then he'll open his eyes, and you have to squirt each eye twice again. If you don't hit it twice then you'll have to do another 2 rotations of platform jumping until he opens his eyes. You only have to hit each eye 6 times in all.

Boss Name: Bleak
Difficulty: 4.5/10

World: K3

Strategy:

In a very strange way, this boss battle can actually be kinda fun. It is very

similar to the Swanky's Sideshow mini-game that you've probably played by now. If you can successfully do that, then this boss should be no problem. You start off with one of the two Kongs, and Bleak simply throwing snowballs at you. He'll throw them in a pattern that shouldn't be too difficult to avoid. Just run into the space that the snowballs aren't landing. Meanwhile, you need to throw one of your snowballs at Bleak's little blinking dot on his tie. If Bleak is in the foreground, then move the blue ball on the left down, so it's next to the row that Bleak is on. This will allow you to throw snowballs at him, and hurt him. If he's in the background, then just move the ball up.

Hit Bleak two times with a snowball, and he'll start shooting bigger snowballs out of his hat. These are harder to avoid, but still simple patterns. They'll fall from left to right, then back again. When Bleak stops shooting his little cannon-balls, hit his tie again with a snowball. He'll get mad, and start shooting the snowballs even faster, and this time he'll shoot three at a time so they fall right above you. Run into the spaces between the falling snowballs, and you should be fine. Do the same for the two snowballs that fall after that. Once he's finished with all that, smack him again with a snowball, whether he be in the background or foreground. Then he'll start throwing snowballs again, and ducking, and throwing them faster. Hit him again. Now he'll shoot the ones out of his hat once again. Avoid the waves of snowballs once more, before you nail him again with another snowball, thus killing him.

Boss Name: Barbo Difficulty: 7.5/10 World: Razor Ridge

Strategy:

Yep, that's right, 7.5/10. This boss is HARD. Easily harder than any of the other bosses so far. But if you know what to do, then it should be at least a little bit easier. So get ready.

You play through this boss as Enguarde, the trusty swordfish. So you'll have to adjust to his controls as such. There are three phases of the battle. In the first phase, Barbo will stay low, and have little versions of himself, called Lurchins, come at you. You will need to stab those Lurchins, and make them bounce off the walls so they hit the two purple Lurchins, and kill them. Once both purple Lurchins are dead, charge into Barbo's pink, chewy center to hurt him. Then he'll move down the floor, and you should too.

In the second phase, the purple Lurchins on Barbo's side have returned, so you have to kill them again. This time, little sea shells will come at you, and if they turn yellow, then they will charge straight at you. Use their charging to your advantage, by making them turn yellow near the purple Lurchins, and then moving out of the way when they charge at you, making them charge at the purple Lurchins, thus killing them. The easiest way to do this is to move in a circle, and then stopping once the sea shell guy is pointing at one of the purple guys. Then charge at the pink center of Barbo again, after the two purple Lurchins are dead, making him move down another floor. Follow him.

In the third and final phase, Barbo will shoot those little spines out of his butt. He stays on the top of the area, and when he moves up and down, he shoots out little spikes at you whenever he makes a little "bloop" sound. Avoid the spikes by staying to one side of the room, and moving out the way of the spikes. After 4 rounds of spikes, he will move up and down, so move to the top

and charge at his pink center when he is open. Then he'll shoot another round of spikes, this time there will be 5 of them. Avoid them again, and it him again. Do this one more time, after another round of 6 spikes, and he will finally be dead

>>>>>>>>> 1.7 Kastle Kaos <<<<<<<<<<<<<<<<<<><

Boss Name: Kaos/Baron K. Roolenstein

Difficulty: 8/10 World: Kaos Kore

Strategy:

This guy is also hard. Harder than the last boss, believe it or not. You start off battling against Kaos again . He's the easy part. Just run under his flames that come out of his butt, and pick up the barrel on the right or left side, on the little silver ball thing. Throw it at Kaos' head, and it will fly away. Now a different head will pop out. This one will shoot little yellow grenade type things at you, from right to left, and back again, getting faster. Run under his flames when he starts moving, and pick up the barrel on the other side. Nail him in the head with the barrel, and a giant crane will come by to take the giant metal body away. Now the curtain in the background will reveal the real mastermind behind Kaos, K. Rool the scientist. Him and your character will say some stuff, and then he will whip out his little propellor on his back, making him airborne.

Now you need to take a barrel and hit K. Rool's backpack thing. But there aren't any barrels around. So jump on one of the two handles coming out of the ceiling, to make a barrel come out of the sky. Now duck, and K. Rool will fly right over you, and then turn around and start going the other way. Pick up the barrel and throw it at his backpack while his back is turned. Now he will start jumping up and down like a madman, all over the room. Avoid it (it's not too hard to avoid) and then wait for him to activate the handles in the ceiling again. Once he does, make another barrel appear, and throw it at his backpack the same way you did before. Now he'll jump up and down again, but this time he's faster.

Now he'll make more handles come out of the ceiling, and he'll make the silver balls on the side become electric, so they will kill you if you touch them. No worries, though, since a platform will appear above it which you can jump on, but only on the right side. Jump on it now, and wait for K. Rool to activate the electricity on the ground. Once he does this, jump on the first handle, and make your way to the handle on the far left side while avoiding K. Rool as he flies by, which will then make a barrel appear on the platform on the right. Jump back to the platform, again while avoiding K. Rool, and pick it. When K. Rool turns his back, hit his backpack again. This will make him fall to the electricity, which will shock him badly.

Do this one more time, and he will make the platform on the right move to the left. Duck while it moves, so you don't get hit by K. Rool. Then another platform will appear next to the one on the left, which will move back and forth across the room. Jump on it, and duck again to avoid K. Rool, and once it gets to the other side, jump on the handle to make a barrel appear on the left platform. Get back on the moving platform, and get back over to where the barrel is. Hit K. Rool with it, and he'll electrocute himself. Do the same thing again, and K. Rool will bring down another handle, and turn off the electricity.

Now you have to jump on the handle, and make the barrel appear. But, the electric current turns on and off. So if it turns on while the barrel is on the ground, the barrel will burst. So you need to time yourself, so that you have enough time to jump down, grab the barrel, and jump back on the platform before the electricity turns on again, all while avoiding K. Rool as he floats back and forth. It is difficult, but you should be able to do it eventually. Hit him twice like this, and he'll die. Watch the ending, and enjoy! But you still haven't truly beaten the game...

Boss Name: Baron K. Roolenstien

Difficulty: 9/10

World: Krematoa (Lost World)

Strategy:

Yep. This is the REAL last boss of the game. In order to get here you should've entered the Lost World, and defeated all the levels, and got all the cogs. With all the cogs, give them to Boomer and it will cause an orange submarine to arise from the water. This is the boss.

You start off by talking to K. Rool. Once that's over, a few things will happen. First, the two silver balls on each side will become electrical, and an electric current will go across right above you. Also, a cannon in the background will start to fire orange balls at you, but they can easily be avoided by staying right in front of the steering wheel in the background. Then none of them will touch you.

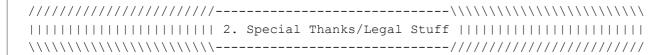
Now, once the steel barrel appears, pick it up and wait for the electricity to go away, and the vacuum in the ceiling to turn on. Your goal now is to throw the steel barrel up into the vacuum, and have it hit K. Rool backpack, as he moves back and forth in the background. The best time to throw the barrel up, is when K. Rool is a few spaces away from touching the steering wheel in the background. The more you do this, the easier it gets.

Once you hit him, K. Rool will turn off the electricity, and quickly come into the foreground, which means you need to get out of his way. If the steel barrel appears again before K. Rool comes up, then quickly pick it up and jump onto one of the silver balls on the side. Also note that you cannot duck under K. Rool as he flys back and forth, like you did in the last fight. When you are on the silver ball, wait for K. Rool to turn his back, and then hit his backpack again. Do this one more time, and he will go back into the background. Now it's back to the cannonballs, the electric current, and the vacuum. Hit him 2 more times the same way you did before, and he will turn on the conveyor belt below you, which makes it much harder. Now you have to throw the barrel back up into the vacuum again, with the floor moving. Once you hit him, he will come back into the foreground.

Now comes the hard part. As K. Rool floats back and forth above you, with the electric current, a string of electricity will go across the floor, from the right side, into your direction. The only way to stop this string, is by dropping the steel barrel right into it's path. The steel barrel will absorb the string, and all the electricity will turn off.

Now you need to hit K. Rool's backpack as he moves back and forth. Once you do, the electricity will turn back on, and you'll have to do that again. The easiest way to know which direction the string of electricity will come, is by

staring at one of the silver balls. If the string comes from that ball, then move to the other side of the barrel. If it doesn't, then you have nothing to worry about, and the barrel will just absorb it again. After you hit him twice in the backpack, he will turn on the moving conveyor belt again. Hit him 2 more times in the backpack like this, and he will finally die...again. Collect your DK Coin, and be on your merry old way.



Just a few people I'd like to thank...

 ${\it CJayC}$ - For making THE greatest game help site on the web, ${\it GameFAQs.com}$ Nintendo - For just being Nintendo

Rare - For making this amazing platforming series

IGN.com - For being THE greatest game info site on the web (yeah, I'm a kiss-up)...

DarkWolf89, Karpah, and VGW Man - For working hard to make wonderful FAQs for this game, on GameFAQs.com. Not only did I use them as a reference for my FAQ, but I used them for help when I played through the game. If you need help on anything else in the game, or if I didn't help you enough, then check out one of their FAQs on GameFAQs.com!!

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