

# The Lion King FAQ/Walkthrough

by THayes

Updated to v1.1 on Jun 18, 2008

This walkthrough was originally written for The Lion King on the SNES, but the walkthrough is still applicable to the PC version of the game.

=====  
FAQ/Walkthrough for  
THE LION KING  
=====

GUIDE INFORMATION  
-----

Author: Tom Hayes  
E-mail: thayesguides(at)gmail(dot)com  
System: Super Nintendo Entertainment System  
Updated: 18th June, 2008  
Version: 1.1

CONTENTS  
-----

1. Introduction
2. Walkthrough
  - 2.1. The Pridelands
  - 2.2. Roar At Monkeys
  - 2.3. The Elephant Graveyard
  - 2.4. The Stampede
  - 2.5. Simba's Exile
  - 2.6. Hakuna Matata
  - 2.7. Simba's Destiny
  - 2.8. Be Prepared
  - 2.9. Simba's Return
  - 2.10. Pride Rock
3. Enemy List
4. Copyright Information

VERSION HISTORY  
-----

1.1: 18th June, 2008 (Format update)  
1.0: 20th September, 2003 (First version)

- =====  
1. Introduction  
=====

The Lion King is an excellent platform game for the SNES, featuring many of the locations from the animated film. Though the game only has ten levels, the difficulty is exceptionally high, especially in some of the later levels like Simba's Destiny and Be Prepared. Graphically, the game is outstanding, with all of the enemies and characters being well animated and looking similar to those in the film. Overall, The Lion King is a good, but difficult platform game.

=====  
2. Walkthrough  
=====

-----  
2.1. Level 1: The Pridelands  
-----

Run right at the start of the level and jump onto the rock to get the patterned beetle. Drop off the right side of the rock, jump over the hedgehog and run up the sloped rock on the right. Jump left at the top of the slope and land on the lizard above, and then jump over the gap on the left to hit the lizard on the other side. Jump over the hedgehog and jump up the first step on the left. When the bombardier beetle up on the right moves to the right side of the rock, jump up to the rock and quickly jump over the beetle before it hits Simba.

Jump on the lizard at the top of the step, and then jump over the gap on the right to land on the bombardier beetle on the other side. These beetles will explode shortly after they are hit, so quickly jump over the second gap to land on the rock. From here, leap up the two rocks on the right and jump left to land on the high platform with the plain beetle. Do a long jump left to land on the bombardier beetle, and bounce left to land on the other side of the gap. Jump up the step on the left and hit the two lizards.

Run to the left side of the rock and roar at the hedgehog, who will turn over. Jump on the hedgehog to defeat him, and then drop down off the left side of the ledge to land on a small rock below. Drop down to the rock on the right, jump right to the tiny rock, and do a small jump right to land on a platform with the red beetle. Jump up to land on the path, run left about half-way up the sloped rock, and jump up to the rock on the right to find the continue icon.

Jump over to the rock on the right and hit the bombardier beetle, then quickly leap the gap on the right and hop up to the ledge where the two lizards are walking. Jump over the two lizards and jump up to the tall rock on the right. Drop down to the rock on the other side, wait for the hedgehog to walk over to the right side of the rock below, and then drop down to the rock. Roar at the hedgehog and jump on him, run left to collect the 1UP, and jump back over to the left side of the tall rock.

Jump up to the rock on the left, jump right to the ledge, and jump straight up to land on top of the tree. Jump left over the treetops to collect the plain beetle at the left side of the tree. Jump left to collect the red bug on the treetop below, and then do a long jump left to collect the blue beetle on a treetop near the first continue icon. Drop off the right side of the treetop to collect the patterned beetle, and jump right to land on the sloped path above the continue icon.

Jump on the lizards on the two sloped paths, and jump straight up at the left side of the top path to land on the treetop. Jump over the treetops on the right to land on a rock, run right to find the continue icon, and jump to collect the plain beetle above the grass slope to land in the area with the hyena. Quickly run right at the start of the fight to avoid the hyena when he pounces down from the rock. Stay close to him when he pounces again, and then jump on him when he starts to pant. Jump on the hyena once more to defeat him.

---

2.2. Level 2: Roar At Monkeys

---

Jump off the branch of the tree at the start of the level, and jump on the hippo's head to launch up to the giraffe's head. Giraffes in this level will tilt their heads after a second, so quickly jump across the eight giraffes to land on a path near a series of nests. Jump up to the nest near the pink monkey and roar at it so it faces right. Roar at the pink monkey at the top of the tree as well, and then jump on the hippo's head to land on the flamingo.

The order for the first flamingo section is jump, duck, jump, double jump and duck. After landing on the other side of the giraffe, swing across the four rhino tails and collect the 1UP at the right side of the nests. Jump up to the second nest and swing left across the rhino tail to collect the 1UP on top of the next rhino. Jump left to swing on the tail of the top-left rhino, and then jump right to land on top of the giraffe.

Jump right to land on top of the rhino, jump to the nest, and jump over the top of the giraffe to land on the flamingo. The order for the second flamingo section is duck, jump, jump, duck, double jump, duck, duck, jump, double jump and jump. After landing on the other side of the giraffe, run right and jump on the right rhino to collect a 1UP. Roar at the pink monkey at the right side of the nest, and drop off the left side of the nest to find the continue icon.

Jump on the left rhino to be thrown over to a tree on the other side of the river. Roar at the pink monkey so it faces left, and then drop off the right side of the nest to land on the path below. Jump left onto the first platform in the river to collect a 1UP, and continue left over the platforms to land on the path on the other side of the river. Jump on the left rhino to land on a nest high up on the tree at the left side of the river.

Roar at the pink monkey at the right side of the nest so it faces right, and jump over to the small nest on the right to collect the blue beetle. Drop off the left side of the nest, and roar at the pink monkey on the left so that it faces left. Jump on the left rhino to complete the level.

---

2.3. Level 3: The Elephant Graveyard

---

This level starts near a large elephant skull, where two hyenas are lurking inside. Run under the middle of the skull, and the hyenas will jump down on different sides of Simba. When the right hyena pounces, quickly run under it and jump left to bounce off both hyenas. Run up the slope on the left and wait for the hyenas to pounce. When they do, jump on both hyenas to defeat them.

After both hyenas have been defeated, the bones at the top of the slope on the

left will break. Run up to the top of the slope, jump over the gap in the spine and run left to collect the patterned beetle. Run back up the spine and drop down the gap to collect the plain beetle, then run down the slope on the left. Run right along the path at the bottom of the slope, and jump over the gap to the path on the other side, where a hyena will be lurking up on the right.

Unlike previous hyenas in the game, this one can be ignored, as no secret tunnels will open when it is defeated. Jump up to collect the plain beetle above the first bone, and then run under the hyena when it pounces to the left. Run to the top of the sloped spine and jump onto the bone at the top. Swing over the small bones on the right to land on the path, and jump right over the large gap to land near a vulture.

When the vulture swoops down to attack, jump on it twice to defeat it. Drop down to the bone on the right, and quickly jump right to the next path before it breaks. Defeat the vulture at the top of the small slope, and then jump up the bones to the path at the top. Do a running jump left from the edge of the path and collect the 1UP on the ledge, then drop off the right side of the ledge to land back on the path.

Jump the large gap on the right and defeat the vulture on the other side. Jump over the pile of bones, and leap left and right from the ledges to climb up to the path at the top. Defeat the vulture that's walking about on top of the path, and then walk right to roll down onto an elephant hide at the bottom of the gap. This elephant hide will only stand three bounces from Simba before it breaks, so quickly hold right after bouncing once to land on the path.

Jump left and right up the six ledges in the gap to land on the path, and run down the steep slope on the right. Drop off the bottom of the slope to land on a vulture below. Hit the vulture once more to defeat it, and then jump over the gap on the right to find the continue icon. Jump off the right side of the path, and quickly leap left and right up the ledges in the gap to avoid the boiling water that starts rising below.

On the path at the top of the gap, run left onto the small curved bone and jump over the gap to land on the large sloped bone. Stay at the far right side of the path as you land, and defeat the first vulture that swoops down. Move over to the left side of the path and defeat the second vulture, then jump over to the sloped bone on the left. Roll down the bone to hit the vulture at the bottom, and then jump on the vulture once to defeat him.

Jump over the gap on the left to land on a sloped bone near two hyenas. Stay at the far right side of the bone, and the hyena won't be able to reach you. Jump, and the hyena will try and pounce. After he starts panting, jump on him twice to defeat him. Defeat the other hyena on the left in the same way, and then jump up on the left left to collect the plain beetle above the path. Roll down the long sloped bone on the left and defeat both vultures at the bottom.

Jump off the left side of the path, clear the elephant hide and land on the sloped bone leading up to the left. Run to the top of the bone, and face right. Run down the bone and jump right just over half-way to collect a 1UP high above the path. Jump back over to the sloped bone on the left, drop off the left side of the bone to land in some spiked bones below and jump right to collect a 1UP at the right side of the path.

Jump off the edge of the path and bounce left from the elephant hide to land on the bone. Jump the gap at the top of the bone to collect a patterned beetle above the small section of path and jump left again to land on top of the elephant skull. Defeat the vulture, and jump left from the skull to land on a small sloped bone. Drop off the left side of the bone and defeat the three

hyenas, and then roll down the sloped bone on the left to complete the level.

-----  
2.4.

Level 4: The Stampede  
-----

The level starts with one wildebeast running up the middle of the path. Move to the middle-right section of the path to avoid it, and move back to the middle of the path after it's jumped. Wait for the wildebeast to pass by on the right, and then move over to the far-right side of the path to avoid the next fourteen wildebeast. After this, three of the herd will slow down and run together.

Move to the middle-right section of the path when this happens to avoid them, and then move to the middle of the path. Although there seems to be a clear path at the moment, four wildebeast will soon come charging up the path every section of the path apart from the middle. Stay in the middle of the path and jump over the two single rocks and one double rock.

When the flashing question icon appears, move over to the left side of the path to avoid the rock that appears on the middle-right. Move back to the middle of the path and wait for the left wildebeast to overtake, then quickly move left to avoid the next two wildebeast that storm by. Jump over the two sets of three rocks, and move to either side of the path to avoid the single rock.

Three wildebeast will now approach, although the middle one is slower than the other two. Stay in the middle and jump over the two rocks, and then move to either side to avoid the wildebeast. Move to the middle of the path to avoid the next four wildebeast, and then quickly run over to the right side of the path. Wait for three wildebeast to pass on the left, and run back to the middle of the path. Stay in the middle and jump the rock that appears, then move over to the middle-left section of the path to complete the level.

-----  
2.5.

Level 5: Simba's Exile  
-----

Run right at the start of the level and drop off the edge of the rock to land on the ledge below. Drop off the left side of the rock to land on a reptile, and then walk off the ledge to land on the platform below. Jump into the gap on the left to collect a plain beetle on the lowest ledge, then jump left and right up the ledges to return to the platform. Drop down to the tree on the right and hold down on the d-pad to view the hedgehog walking below.

When the hedgehog moves over to the left side of the path, drop off the right side of the tree and run right. Jump off the end of the path and hold left to grab onto the edge of the sloped rock below. Run down the sloped rock to the path, jump over the bombardier beetles and jump left off the end of the path. Hold right in the air to roll down a grass slope. A boulder will start rolling after Simba at the bottom of the slope, so quickly run right, roll to defeat the hedgehog, and drop off the right side of the path to land on the ledge.

Leap off the left side of the ledge to grab onto a small rock. When Simba swings left, jump to land on top of a small pillar. Jump over to the rock on the left, avoid the two hedgehogs and reptiles on the path, and drop off the left side of the path to roll down a grass slope. This is another boulder chase, so quickly run right to fall off the end of the path, and then tap left

to swing on the small rock. Jump left when Simba swings left to land on the path, roll through the nearby hedgehog and jump up to the top of the pillar.

Drop down to the path on the left and jump over the thorns to land on top of the second pillar. Walk left off the pillar to land on the small ledge, and then do a running jump from the ledge to grab onto the third pillar. Walk off the side of the pillar to land on a reptile below, and do a long jump left over the thorns to land on top of the fourth and final pillar in the area. Drop off the edge of the pillar to roll down a long grass slope.

At the bottom of the slope, jump up to the rock above and tap up on the d-pad to stand on top of it. Jump right to the next small rock, and then jump right again to swing on a small ledge. When Simba swings to the right, jump to grab onto the rock over on the right. Do a long jump right over to the tiny ledge, tap jump when Simba swings right to land on the next ledge, and then jump and hold right to pull up to the path. Drop off the right side of the path and hold left to find the continue icon.

Drop down to the path on the right and run left. There are six hedgehogs on this section of the path, so quickly run left and roll to defeat them all. At the end of the path, drop down to the ledge on the left, and then jump right to grab onto the small ledge. Swing and jump across the small rocks and ledges to land on a large rock with nothing visible on the right. From here, do a running jump right to land on a small ledge. Swing right to the next ledge and jump down to the rock on the right to complete the level.

---

2.6.

Level 6: Hakuna Matata

---

Drop off the right side of the path at the start of the level to slide down a series of paths, where you can control the direction that Simba slides by holding left or right on the d-pad. Slide right at the first junction, left at the second junction to collect the plain beetle, and right at the third and fourth junctions to land on a small path. Jump over to the path on the right to land on the frog, and then jump up to the platform on the right.

Quickly jump over to the path on the left and grab onto the edge to avoid the spider that runs about in this area. The spiders in this level are fast, but they can't get Simba as long as he is holding onto the edge of a path or platform. When the spider has gone, pull up onto the path and jump up to the platform on the right. Jump right over the gap to the path, and quickly run under the small ledge to avoid the two spiders above.

After the two spiders have jumped down to the left, jump straight up to land on the path with the frog, and do a running jump off the left side of the path to grab onto the platform high up on the left. Stay on the edge of the platform to avoid the spider, climb onto the platform and jump over to the path on the left. Jump left and right up the five rocks above, and jump right from the top-left rock to land on the long grass path.

Run right and jump up the three rocks at the end of the path. Jump left to swing on the first small rock, jump left to the third rock, jump right to land on the second rock, and jump up when Simba swings right to collect the 1UP. Swing left over to the seventh rock, where a waterfall will be visible on the left. Jump left to collect the plain beetle in the waterfall, jump back up to the seventh rock, and jump up to the right to find the continue icon.

Jump over the two frogs on the right and drop off the edge of the path. Move left at the first junction, right at the second junction and left at the third junction to collect the red bug. Continue down to the bottom of the slide and jump over the two gaps on the right to find some floating logs. Jump right over the logs to arrive at a large waterfall, where logs of different speeds are falling down. Jump up the logs to land on the platform at the top.

Drop off the right side of the platform to land on the path below, walk off the right side of the path, and drop off the left side of the next path. Jump down to the path on the right to find the continue icon, and then drop down to the small path on the left. Jump over to the path on the right to land near the gorilla. Avoid the boulders and jump on the gorilla when he stands up. Jump on the gorilla seven times to defeat him.

---

2.7. Level 7: Simba's Destiny

---

Run left along the path at the start of the level and jump over the small rock to land near a leopard on the other side. Use the new swipe attack (Y button) to defeat the leopard, and jump up to the top of the boulder on the left. A plain beetle is above a small hold on the right, so if Simba's health is low just jump over to the hold, swing up to collect the plain beetle, and then jump back to the left to land on the boulder. Jump up to the high path on the left.

Drop off the left side of the path and use three swipes to destroy the vines blocking the path. Jump up to the platform above the thorns on the left to collect the plain beetle, and continue jumping left and right up the remaining platforms to land on a path near a monkey. Jump over the pit of thorns on the right, swipe the vines out of the way and jump over the next pit to land on a boulder. Jump right from the boulder to land on a small section of path.

Swipe the vines and jump up to the high ledge on the right. A monkey will throw a nut down as soon as Simba lands on the platform, so be sure to jump up after landing to avoid the nut. Jump up to the ledge on the left, swipe the monkey out of the way and jump the large gap over to the next path. Swipe the monkey, jump the next gap and swipe the vines on the left. Drop off the left side of the path to land near some vines where leopards will appear.

Stay close to the vines and continue swiping to defeat the six leopards. Rafiki will then appear to swipe away the vines that were blocking the path. Drop off the left side of the path to land on a gentle slope leading down to the right. Follow the slope down to collect the patterned beetle, and drop down the gap at the bottom of the slope to land near a boulder. Swipe the vines holding the boulder and wait for it to roll down to the bottom of the slope.

Drop down the small gap and use the boulder at the bottom of the slope to jump up to the high ledge on the left. Jump off the edge of the path to land on the hold, swing left to land on the path and swipe to defeat the monkey. Jump over the small gap to the path on the other side and run left to collect the plain beetle, then drop off the right side of the path to land near a boulder below. Jump left to the top of the boulder and jump up to collect the 1UP.

Drop off the right side of the boulder and face left. Jump high, swipe the vine holding the boulder and land back on the path. Jump left to land on the boulder in the thorns, and then jump left to touch the continue icon above the path. Jump up to the ledge on the left, roar to make the monkey fall and swipe the vines on the left to collect the bonus beetle on the other side. Jump up to the

path on the right and leap right to land on the high ledge.

Jump up the two steps on the right and swipe the vines at the top. Swipe the leopard on the other side of the vines five times to defeat him, jump up to the ledge at the right side of the path and leap up to the path on the left. Run left to encounter the second leopard area of the level. Continue swiping to defeat the six leopards, where Rafiki will make another appearance to cut the thick vines. Quickly run down the slope on the left to avoid the boulder.

Drop off the end of the slope, face right and swipe the leopard that pounces at Simba. Continue right after defeating the leopard and jump off the top of the slope to land on a small platform. Jump the next gap on the right to collect a plain beetle near a monkey, then drop down the gap on the left to find another boulder. Jump up and swipe the vine holding the boulder, and follow it down the slope. Jump on the boulder and leap over to the hold on the left.

Swing over the next two holds and drop down to the path. Swipe the vines out the way, then do a running jump left to land on the small ledge at the other side of the thorns. Jump right and left up the three ledges, swipe the monkey on the top ledge and jump up the high step on the right. Run right up the long slope, swipe the vines and continue right to collect the blue beetle. Run down the slope and jump up to the higher sloped path after the boulder.

Run to the top of the slope and swipe the vine holding the boulder. Follow it down the slope, and use the boulder to jump up to the high path on the left. Swipe the monkey and continue left along the path to arrive at the third and final leopard area in the level. Stay close to the vines and continue swiping to defeat the six leopards. After Rafiki appears to cut away the vines, drop down the four ledges on the right to complete the level.

---

2.8. Level 8: Be Prepared

---

Run quickly right at the start of the level to avoid the two lava drops the fall down from above. Jump right at the end of the path to collect the plain beetle, then immediately stand still to swipe the leopard that pounces from the right. Defeat the next leopard on the right and jump over the two lava jets when they go down. Collect the plain beetle and leap over the next lava jet to land near a hyena. Swipe the hyena five times to defeat him.

Leap over the lava jet on the right and defeat the leopard after landing. Move slightly right to avoid the lava drop, and swipe the bat that flutters about in this area. Jump over the next two lava jets, hit the bat on the ceiling and swipe the hyena five times to defeat him. Stay at the left side of the next lava jet and defeat the leopard, then watch the lava drop on the right. When it touches the floor, quickly jump over the next two lava jets.

Defeat the two bats and hyena in this area, and jump the lava jet on the right. Jump up the three small steps and defeat the hyena at the top, then jump over the lava jet and defeat the leopard on the right. Wait for the lava drop to fall on the right, then quickly jump over the lava jet to land near some ribs below. Run left at this point to enter a hidden tunnel for a blue beetle and a plain beetle. Run back to the right and exit the tunnel.

Jump up the two steps on the right, collecting the plain beetle above the first step and defeating the leopard and two bats on the top step. Drop down the step on the right and do a long jump over the pit with the hyena. Jump up to the top



step on the other side, swipe the bat and drop down to the area with the two lava jets on the right. Wait for the left lava jet to go down, then jump on it and swipe the pointed rock above three times. Drop down through the gap created by the pointed rock and jump up to the left to find the continue icon.

Drop off the left side of the path to collect a plain beetle and land on a floating platform in the lava. The bats can be a problem here, as they can easily knock Simba off the platform when they swoop down. Face left and stay at the left side of the platform. When the bats attack, keep swiping to defeat them. About half-way across the lava, jump up to the path and quickly defeat the hyena on the highest section and the leopard down on the left.

The platform should still be floating along the lava below, so jump back on it to continue the journey left. Swipe the three bats that swoop down, and jump up to the steps on the left. Pull up into the small tunnel to start the boulder chase. Quickly run left and drop down off the edge of the path, then run right and drop down to the path on the left to finish the boulder chase. Defeat the leopard on the left, and continue left to find some small ledges.

Stand a small distance away from the left pillar and jump straight up to grab onto the ledge. Jump over to the ledge on the right, and then jump back to the left to land on top of the pillar. Drop off the left side of the pillar and hold left to land on the small platform near the lava below. Jump up to collect the patterned beetle, then jump off the left side of the lava and hold right to land on the small ledge. Jump left to land on top of the pillar.

Drop off the left side of the pillar to land on the small platform floating in the lava below. Stay at the left side of the platform and swipe the two bats that flutter down. After the platform stops moving, wait for the two leopards up on the right to walk away from the edge of the path. When they do, quickly jump up to the path and swipe to defeat both leopards. Jump up to the small ledge on the right, and leap up to the left to land on the path.

Run left along the path to collect the plain beetle, and drop down the steps on the left to hit the second continue icon in the level. Jump over the top of the step on the left to land in an area with four lava jets. Avoid the rocks that drop down from above, and wait for the larger rocks to fall down and block the lava jets. When all four rocks have blocked the lava jets, jump on the left lava jet to complete the level.

---

## 2.9. Level 9: Simba's Return

---

Run right at the start of the level, jump up onto the ledge to collect the plain beetle and continue right along the path below. Enter the far-right cave, jump up to the ledge on the left and defeat the hyena on the right path. Drop off the right side of the path and enter the cave. Defeat the hyena near the start of this area and jump up to the second small ledge on the left. Jump right to land on the path, and enter the cave down on the right.

Defeat the two hyenas in this area and enter the cave at the top-left corner. Defeat the three hyenas, collect the patterned beetle above the middle cave and enter the bottom-right cave. Defeat the two hyenas and enter the left cave. Quickly face left after entering this area, and swipe five times to defeat the hyena. Jump up the small ledges to the path at the top, defeat the hyena and enter the left cave. Defeat the four hyenas in this area to complete the level.

Run left at the start of the level to find Scar pouncing to the right. Quickly swipe him as soon as he gets near, and then press X to throw him. After Scar has been thrown two times, he'll run off to the left. Jump off the left side of the path and land on the hold below the plain beetle. Swing over to the hold on the left, and then swing left again to land on a rock. Defeat the two hyenas, jump right up the rocks and defeat the hyena on the top rock.

Jump over the two gaps on the right and leap right to land on a small rock. Do a running jump right to land on a small hold, swing across the two holds on the right, and jump right to land on the lowest ledge. Jump up to the third ledge, and then jump left to land on the path. Jump up to the path high on the left and defeat the two hyenas. Jump over the two gaps on the left and jump onto the hold to collect the plain beetle.

Swing over the two holds on the left, then jump left and hold right to land on a small hold below the edge of the path. Swing up to the path and use the same method as earlier to throw Scar. After Scar has been thrown three times, he'll run off to the right. Jump up the small ledges on the right to collect the patterned beetle, then drop back down to the path and continue right. Jump over the hyena and swing across the hold to land on the next path.

Defeat the two hyenas on the right and jump up to the top of the flat rock. Jump over to the small ledges on the left and jump up to the path at the top. Run left and jump up and left onto the highest rock, then jump up and right to land on the top of Pride Rock. When Scar appears, swipe him until he starts to pant, then throw him. After four throws, walk to either side of the path and throw Scar off the edge of Pride Rock to complete the game.

**BAT**

Found on level 8, the bat is a small enemy that flaps down from the ceiling and flies near Simba. They are especially dangerous on sections involving small platforms, as they can easily push Simba off the edge of the platform. Bats are defeated with a single swipe.

**BOMBARDIER BEETLE**

Found on levels 1 and 5, this is a small blue beetle that scuttles quickly along any surface it walks on. It cannot be stunned by Simba's roar, but will flutter up into the air and explode after being rolled or jumped on.

**FROG**

Found on level 6, the frog frequently spits out arrows when Simbs gets near. It can be stunned by the roar, and defeated by being jumped on.

GORILLA

The boss of level 6, the gorilla is defeated by being jumped on seven times.

HEDGEHOG

Found on levels 1 and 5, the hedgehog is a slow-moving enemy that can be knocked over by Simba's roll and then defeated by being jumped on.

HYENA

The boss of level 1 and enemies in levels 3 and 8, the hyenas frequently launch themselves into the air in an attempt to land on Simba. After two jumps, the hyena will start panting and it can then be jumped on. Two jumps are required to defeat hyenas.

LEOPARD

Found on levels 7 and 8, leopards will jump and swipe at Simba, and will then rest for a few seconds like the hyena. They can be defeated with five swipes or one throw when they rest.

LIZARD

Found on levels 1 and 5, this is a small green lizard that walks slowly across paths and rocks. They are defeated with a single jump.

MONKEY

The monkey can be found throwing nuts toward Simba on level 7. They can be defeated with a roar and a single swipe.

SCAR

Scar is found on level 10, and can be defeated by being thrown twice in the first section of the level, three times in the second section and four times in the third and final section.

SPIDER

The spider is an extremely fast enemy that appears often in level 6. It can knock Simba off platforms, so the best way to avoid the spider is to hang off the edge of the platform until it has gone. Spiders can't be stunned, and can only be defeated with a single jump.

VULTURE

Found on level 1, the vulture is a flies above Simba for a few seconds and then swoops down to attack. Two jumps are required to defeat vultures.

=====

4. Copyright Information

=====

This file is Copyright 2003-2008 Tom Hayes. As it can be difficult to keep track of websites that haven't posted the latest version of this file, please do not distribute it without my permission. Send an e-mail to me if you would

like to post this file on your website and you will likely receive a positive response. If you do post the file, please keep it in its original form with all of the sections intact and credit the author (Tom Hayes) as the writer of the file. The latest version of the file can be found at [www.gamefaqs.com](http://www.gamefaqs.com).

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