

Donkey Kong Country FAQ/Walkthrough

by Super Slash

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This walkthrough was originally written for Donkey Kong Country on the SNES, but the walkthrough is still applicable to the GBA version of the game.

Donkey Kong Country
FAQ/Walkthrough
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VERSION HISTORY
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- v 1.0 - Submitted the guide
- v 1.1 - Added something to the Copyrights section of the guide
- v 1.2 - Updated the Story section

NOTE: To find what you're looking for, hold Ctrl and press F, and type in, for example "III. Walkthrough", without the quotations. Do this for any section you may be looking for.

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I. Story
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NOTE: The story came directly from the instruction manual. Credit goes to Charizard06 for giving me the story from the manual.

Storms lashed the rugged terrain of Donkey Kong Island, home of the famous video game ape and his family and friends. Near Donkey Kong's tree house, a small monkey named Diddy cowered in fear of the savage lightning which periodically illuminated the lush, dark jungle that covered most of the island. Donkey Kong had assigned Diddy to guard duty on this awful night, and he was not happy about his fate.

Donkey Kong's earlier pep talk kept creeping back into Diddy's mind. "OK, little buddy," Donkey had said in this patronizing voice. "As part of your hero training, you've got to stand guard tonight over my bananas... I'll relive you at midnight, so try and stay awake until then!"

Buddy? Yeah, right. Now he was alone. Alone unless you counted the unknown threats which lurked behind every tree that he glimpsed during the lightning flashes. The Kremlings were out there, this much was certain. They coveted Donkey Kong's Banana stockpile, the largest on the island, and probably in the world. A treasure in potassium and Vitamin A. The perfect food. "Ahhh... delicious Bananas..." The thought of DK's golden horde almost made Diddy forget his uncomfortable situation. But a rustling in the undergrowth and the sound of several snapping twigs brought him out of his reverie.

"W-w-who goes there?!" Diddy challenged the sounds in the darkened, dripping foliage. There was no answer but the flashing of claws and teeth, followed by a fleeting vision of many reptilian eyes and a crack of thunder. Diddy somersaulted into the fray with his signature cartwheel attack, but he was quickly overcome by the weight of many scaly assistants. The enormous bulk of Klump the Kremling landed on top of Diddy, knocking him senseless. His last memory was of a hissing voice... "It'ssss the ssssmall one... Ssseal him inssside thissss barrel and tosss it into the bussshesss... Donkey Kong'ssss Bananasss are oursssss!"

The barrel closed on Diddy, blotting out even the fleeting light of the storm. Seconds later, the barrel flew through the air, courtesy of Klump's army boot-assisted punt, and landed roughly into the jungle foliage. Diddy Kong knew no more. The entire Donkey Kong clan was oblivious as the Kremlings then loaded the Banana Horde into their Kremling karts and wheeled them off through the jungle, leaving an obvious trail of dropped fruit from their overloaded conveyances.

The next morning, Donkey Kong was awakened by frantic shouting of his name. "Keep it down!!" he growled. He suddenly realized what time it was. "Morning already... I slept through my watch!" Falling out of bed and through his tree house door, Donkey Kong slid down the tree house ladder without using any of the rungs, and assumed his characteristic fighting pose, with sun-blinded, squinting eyes! One swift blow was all that was needed to leave him sprawled on the floor, face down! He groggily rolled over to see the familiar wrinkled, white-bearded, grouchy face of his old granddad "Cranky Kong" peering down at him.

In his heyday, Cranky was the original Donkey Kong who battled Mario in several of his own games. "What 'cha do that for?!" Donkey Kong asked, knowing full well that Cranky was prone to cuffing him at every whim. "Take a look inside your banana cave. You're in for a big surprise!" Cranky cackled. Donkey's mind raced as he vaulted to the cave and peered inside. Instead of the dull golden glow of thousands of Bananas, there were only a few discarded peels. These had been trampled into the dirt by hundreds of reptilian feet, judging from the many three-toed footprints that covered the damp cavern floor. But what about...

"Diddy's gone, too!" Cranky laughed. "That's what you get for shirking your responsibility, your good-for-nothing bum! In my days we would have been happy to stand guard in the rain, 'cause that might have meant having an extra frame of animation! Of course, having rain would have been impossible, given our pitiful processing power, but..." Donkey Kong stood there in stunned disbelief and hadn't heard most of what Cranky said. "Diddy... gone... My little buddy..." he murmured to himself.

Donkey Kong was suddenly filled with conviction. "The Kremlings will pay!" he raged. "I'll hunt them down through every corner of my island, until I have every last Banana from my horde back!!" "Find your little buddy and retrieve a bunch of Bananas?!" Cranky snorted. "What kind of game idea is that?! Where's the screaming damsel in distress?!"

"Diddy's obsession with being like me has gone too far! He may be a long way from being a true video game hero, but he had the guts, the reflexes, the heart..." "If you ask me, neither of you are ready for prime time," Cranky interrupted. "You'll never be as popular a character as I was! Why, in my heyday, kids lined up to play my games! The quarters were stacked on the machine as they waited for their turn! If you go on this ridiculous adventure, you'll be lucky to sell ten copies!"

Donkey Kong fumed. He usually let Cranky's rambling roll off his back, but this time was different. "What do you know about adventuring, you flea-bitten old ape?" yelled Donkey Kong, edging closer and closer, braving Cranky's cane, until he was totally in his face. "I'm sick of hearing about your boring, single screen adventures! Diddy's in trouble, my Banana Horde is gone, and I'm going to get them all back!"

Donkey Kong stormed off in search of his missing buddy, following the trail of Bananas the Kremlings had dropped.

"Well, it's not exactly rescuing a Princess, but it'll do in a pinch," Cranky snorted as DK disappeared into the lush jungle. After a moment's hesitation, Cranky followed him. "The lad may just need my help..." he mumbled to himself. "Kids today... they just don't have any respect for their elders..."

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II. Controls
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Kong Controls

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"A" Button: Enters levels. Also allows you to make Diddy the leader (if DK is the current leader), and allows you to make DK the leader (if Diddy is the current leader).

"B" Button: Jumps.

"X" Button: Does nothing.

"Y" Button: If this button is held while walking, the Kong runs. Also rolls. Press this button while DK is ducking to do a slap to the ground. If pressed while running with DK in the lead, rolls. If pressed while running as Diddy, cartwheels.

"Start" Button: Pauses the game (while in a level).

"Select" Button: Pause the game and press this button if a level has already been cleared to be returned to the World Map. Also allows you to make Diddy the leader (if DK is the current leader), and allows you to make DK the leader (if Diddy is the current leader).

D-Pad: Moves Kong. If you hold the D-Pad Down, the Kong ducks.

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Animal Buddy Controls

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"A" Button: Dismounts animal buddy.

"B" Button: Makes Rambi/Espresso/Winky jump.

"X" Button: Does nothing.

"Y" Button: Makes Rambi attack with his horn, and makes Enguarde peck.

"Start" Button: Does nothing.

"Select" Button: Does nothing.

D-Pad: Moves animal buddy.

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III. Walkthrough

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NOTE: I will not say the true name of every enemy; I will just call the enemy by what they appear to look like. Some of them will likely be correct, however. Also, I will not list how to get the Bonuses in each level; read the Bonuses section to see how to get those. Finally, I will not list where each and every Banana Bunch hidden in the ground is, because there are far too many to find altogether. Simply duck with DK as the leader, and press Y to do a ground slap. A Banana Bunch may come out of the ground!

In this section is a complete walkthrough of the game, from the beginning to the end of the game. You start the game on DK Isles (the World Map).

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World Map
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Select Kongo Jungle, the very first world.

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World #1: Kongo Jungle
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Enter the very first level of the game, and this world.

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Level #1: Jungle Hijinx
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You'll start the level with DK busting out of his hut, and landing on the ground. Feel free to get used to the controls of the game, then let's begin. If you enter the cave to the left, you'll be in DK's Banana Hoard, but it is empty due to the Kremlings stealing the Bananas from DK! Anyway, jump up the ledges behind you at the start, then enter DK's Hut. Inside, bounce on the tire to reach the 1-Up Balloon, then exit the hut. As you bust out again, jump up to the ledge with DK's Hut on it, but don't go inside. Simply jump on the nearby tree, then jump to the next tree. Follow the Bananas in the shape of an arrow pointing down, and you'll land on a patch on the ground. A steel keg will come out, so throw it at the enemies ahead, then get the DK Barrel to get Diddy! Proceed east, and kill the enemies on the ledges and on the ground. Get the K along the way, and you'll see two nearby trees (one IS reachable if you jump high enough). Get the 1-Up Balloon floating above the tree if at all possible.

As you continue, kill the Kremling and jump on the nearby ledge. Get the three Bananas, and jump over to the other platform, collecting the Banana Bunch. Get the Bananas here, too, then continue east. Kill the two Klumps (cartwheel them as Diddy, and jump on them as Donkey), then grab the Half Way Barrel. Continue going east, and get the O. Use the DK Barrel if needed, and as you continue, you'll find a bird throwing nuts! Kill him with the nearby barrel or by jumping on him, then get the Espresso Token nearby. Go east, and break open the Animal Box to get Rambie! Jump on him, and go east. Kill the three Gnawties, and then jump to the next ledge. Jump to the ledge above, and as you continue, bash the three Kremlings you'll come to. Jump onto the tree, then get the G. If you spelled K-O-N-G, you'll gain an extra life! Go east and bash the Klump, then jump over the gap, collecting the Banana Bunch. Then, continue east and head through the exit to complete this level. Head onto the next level.

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Level #2: Ropey Rampage
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This is a rainy level. Start by heading east. Kill the Army-Dillo by jumping on him as DK. With Diddy, wait until he stops rolling, then jump on him. Keep heading east, and grab the TNT Barrel. Throw it at the Army-Dillo, then go west and jump on the next two ledges. Kill the Kremling, and get the K in mid-air.

Go east, then jump on the nearby rope. Climb it up, then jump to the trees. Defeat the Army-Dillo, then continue. Jump to the next ledge, and kill the three Kremlings. Climb up the nearby rope and get the DK Barrel on the high ledge if needed, then continue east. Jump on the rope, then quickly jump back to the nearby tree and get the Rambi Token. When the rope comes back to you, jump on it. As it carries you east, jump to the next ledge, then defeat the nearby Army-Dillo. Jump onto the next swinging rope, then jump to the trees. Grab the O nearby, and jump to the next couple of trees, bashing the Kremlings.

Jump onto the next swinging rope, then jump to the high ledge. Go east and get the Half Way Barrel, and continue. Pick up the TNT Barrel and throw it at the nearby Kremling, then drop down to the lower ledge. Go east and follow the path, killing the two Army-Dillo enemies. Then, grab the TNT Barrel at the end and jump to the next ledge. As an Army-Dillo comes down, use the TNT Barrel on it, then get the DK Barrel if needed. Jump to the next ledge, and kill the Kremling. Jump onto the next swinging rope, then kill the Kremling on the tree. Jump to the next swinging rope, then when you see another one, jump to it, getting the N on the way. When the bee moves, jump to the next ledge. Get the Bananas, then go east and defeat the Army-Dillo enemy. Jump onto the ledge he was on, then run and jump onto the tree to the left.

Now, jump onto the patch on the ground, and grab the Winky Token that comes out. Go east, and jump from each swinging rope, avoiding the bees until you make it to the next ledge. Go east, and defeat the Kremling. Continuing, kill the Army-Dillo, and then go east. Jump onto the cave, then get the G that is on the tree. Go east and head through the exit to complete this level. Now Cranky's Cabin is open. If you head there, he'll give you tips about this game (like tips for certain levels and such). Regardless, head to the next level.

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Level #3: Reptile Rumble
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At the start, pick up the barrel and throw it at the snake nearby. Head east, and use the DK Barrel if needed. Continue, and throw the barrel nearby down the steps. Follow it down to kill the blue Kremlings. Jump onto the next ledge and grab the K in the air. Continue east, and pick up the nearby barrel. Throw it at the Kremlings (follow the barrel east to kill them), then jump on the tire and make it up to the next platform. Now, use the next tire to reach the higher platform, then get the DK Barrel if needed. Continue east, and go down the steps. Bash the Kremlings, then use the tire at the end to reach the next platform. Go east and jump onto the tire in between the bees, then collect the O. Ignore the Banana Bunches under the bees; you don't wanna risk losing a life! Use the tire to make it to the next platform to the east, then continue.

You'll crawl through a small area, so head east, collecting the Bananas. Now, when you can walk and run again, use the tire to reach the high platform. Get the Half Way Barrel, then head east. Use the tires to jump over the bee and to make it to the next set of tires, collecting the N along the way. Now, use the tires to bounce to the next platform. Use the next tire to get to the high platform, then get the DK Barrel if needed. Hold the barrel you'll see in front of you, then go east, and throw the barrel at the snakes. Now, go east and jump up to the next platform, and collect the Bananas on the next ledge if you wish. Head east, and use the tire to bounce up onto the next platform, avoiding the bee. Now, continue east, and crawl into the small area.

Bash the two blue Kremlings, and collect the Enguarde Token in the air. Head east, and crawl through the next crack. Kill the four snakes to the east, and continue. Go up the steps and kill the Kremlings, and get the G in the air.

Then, head through the exit to complete this level. You'll go to a new section of this world, so head to the next level (go past the second Reptile Rumble, as it is the same level as the one you just cleared; Nintendo put it there for some reason, but I'm not sure why).

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Level #4: Coral Capers
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This is the first water level in the game, but it isn't really difficult. Start by heading east, grabbing the Bananas in the water. Avoid the fish and get the DK Barrel if needed, then continue. Avoid the fish, and follow the path. Then, head directly north, and continue swimming north until you get the K. Head east, and you'll see a Croctopus swimming in circles! Avoid him, and swim to the southern area. Follow the single Banana down into a secret area. Grab the tons of Bananas, then exit the secret passage and head east. Follow the Bananas in the shape of an arrow pointing down, then break open the Animal Box to get Enguarde! Get on her, and head north. As you keep heading north, kill the fish. You'll come to another Croctopus, and you'll see a 1-Up Balloon. Head to the east and grab it, because if it's out of sight, it'll be gone! Head west and avoid the Croctopus. Get the DK Barrel if needed, then head southwest.

Kill the fish you will come to, and continue. Head west, and get the Half Way Barrel. Go north and kill the shark, then continue north. Collect the single Banana, the O, and the Banana Bunch, then head south and follow the Banana arrow down. You'll see yet another Croctopus. In the southeastern corner is an Animal Box which holds another Enguarde, so if you lost her before, get her back here. Head west, and kill the shark, then get the DK Barrel if needed. Go north, and kill the next shark, then go to the eastern wall. You can go through it to a secret passage! Go north and collect the Espresso Token, then head west and kill the next shark. Continue north, and swim all the way to the top and collect the N.

Now, head east, and kill the fish. Follow along the path, and avoid the two white balls the clamshell will spit out! Continue, and avoid the Croctopus. Get the G in between the two rock things, then head east and past the Exit sign to complete the level. You can now go to Funky's Flights. You can take his barrel for free, to travel back to any world you've visited already. However, you're only on the first world, so he serves no purpose now. Head to the next level.

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Level #5: Barrel Cannon Canyon
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Take note that if you jump on top of the entrance and enter the barrel nearby, you can skip half of the level, but this walkthrough is going to assume you do not do that. Start by heading east and killing the Kremlings, then enter the barrel nearby. Shoot up, and you'll get the K, then land on the patch on the ground. A DK Barrel will come out, so use it on the blue Kremling. If you head east and go to the edge of the platform, do a roll/cartwheel off of the cliff, and jump. If you do it just right, you can land on a platform with a barrel. Enter it to be shot up to the next ledge. Either way, continue east, and kill the Kremlings. Then, jump on the tree, and follow the Bananas down, directly into a barrel. Shoot out, then head east, killing the Kremlings you'll come across. Continue east, and kill the next Kremling, then hop in the barrel you will see. Shoot to the next barrel, and after collecting the Bananas, shoot back down. Continue east, and jump into the next barrel.

Then, shoot from barrel to barrel. When you get to the last barrel, shoot up, then land on the tree and get the DK Barrel if needed. Drop down, and then go east. Kill the three Kremplings and land on the higher tree, then jump to the next one and get the Rambli Token. Drop back down, and continue east. Shoot from each barrel, getting the O while doing it. When you get to the last barrel, wait until it moves down, then shoot into it, and onto the next ledge. Head east and kill the Kremling, then jump onto the next ledge and get the Half Way Barrel. Follow the path, and kill the next Kremling. Get the DK Barrel if nessecary, and continue. Bash the next Kremling, and as you continue, bash the few Kremplings you'll come across. At the end, jump over the gap and to the next ledge. Now, go east and kill the two Kremplings, then jump into the barrel.

Shoot into the next barrel when possible, and you'll be shot to a dirt patch, and the N will come out. Grab it, and jump to the next ledge. Kill the Kremling and continue. At the end, kill the next Kremling and jump into the barrel. Shoot from barrel to barrel, avoiding the bees until you make it to the next ledge. Continue east and kill the Kremplings, then kill the Kremling guarding the exit. Jump onto the cave, then jump to the next couple of trees and get the G. Go east and through the exit. Now, you can go to Candy's Save Point and save your game! After saving your game, enter the boss level.

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Boss Stage: Very Gnawty's Lair
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You'll spot the first boss of the game: a huge Gnawty! Read the Bosses section to see how to pound it. Then you'll gain access to the next world, so let's go there now.

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World #2: Monkey Mines
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Enter the first level.

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Level #1: Winky's Walkway
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At the start, head east and kill the Kremling. Bounce on the bird and get the K, then continue. Get the DK Barrel if needed, then bash the next two enemies. Kill the bird to make it on the next platform, then continue east. When one of the birds lower, jump on it, then land on the high platform. Break open the Animal Box to get Winky, then jump on him and drop off the platform. Kill the Kremling ahead, then jump to the next platform, getting the O on the way. The N is only obtainable through a bonus. Jump to the next platform and get the Half Way Barrel, then continue east. Get the DK Barrel if needed, and you'll see Gnawties spawn out of the small oil drum. It's an infinite spawn, so just keep bashing them until you see the next ledge, then jump onto it. Go east, and bash the Gnawties and land on the next platform. Collect the Bananas, and kill the bird and make it on the next platform. Jump in the air and collect the Espresso Token, and continue. Jump to the next platform when you can, and get the G in the air. Go east and jump onto the next platform, then go through the exit at the end to complete this really short level. Head to the next level.

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Level #2: Mine Cart Carnage

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This'll be your first mine cart level. Use the DK Barrel at the start if you need to. If you want to immediately skip to the end of the level, jump over the nearby barrel, and hug the left wall to enter a Warp Barrel, which will carry your Kongs over towards the end of the level. However, if you wanna do this the better way, enter the nearby barrel to be shot into a mine cart. As you go down the track, collect the Bananas, and you'll fall down to another track soon. When you come to a gap, jump over it, collecting the K along the way. Land on the next track. Fall down to the next track you'll see, then jump up to the next one. Jump from track to track, and you'll eventually come to the O. Grab it, and when you see a Banana Bunch in between the tracks, don't grab it; it's not worth it. Continue the same pattern (jumping to each track), and get the Enguarde Token when you see it. Jump to the higher track you'll see to get the Half Way Barrel (and a DK Barrel). Continuing, you'll come to a mine cart lying on the track. Jump over it and to the next track.

Jump over each mine cart and jump to each track, and get the N if you can. Then, you'll soon come to a high track again. Jump to it to avoid the Kremling riding a mine cart, then get the Banana Bunch in the air. Try to get the 1-Up Balloon. Jump over each cart and each Kremling, and get the G along the way. After lots of jumping, you'll go through the exit and clear the level. Now onto the next level of this world.

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Level #3: Bouncy Bonanza

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Head east, and bash the Kremling there. Continuing east, pick up the barrel and throw it at the bee nearby. Push the tire off of the ledge, then push it left, all the way back to the start of the level. Bounce into the northwest corner, and snag the Rambi Token, then continue east. Kill the Kremling, then get the K hovering above the middle platform. Kill the next Kremling, and continue east. Jump on the tire in the middle and go to the next platform. Pick up the nearby barrel, then jump on the tires to get the DK Barrel if needed. On the next platform, throw it at one of the bees ahead. Go east and onto yet another platform, and continue. Jump on the tires and get on the next platform, then continue east. Bash the Kremplings, and collect the O on the way. Push the tire through the small crack as you crawl through it, and when you and the tire are in the small area, use the tire to get the Half Way Barrel. Push the tire through the next small crack, and crawl through it.

When a platform lowers to you, push the tire onto it and when the platform reaches the top, bounce, and hug the right wall to go through a passage. Then, crawl through the small crack and get the N. Continue east, and bash the Kremling. Get the DK Barrel in the air if you need it, then continue east. Bash the next Kremling, and drop off of the platform. If you need a DK Barrel, you can go west through the cracks to get one. Anyway, use the tire nearby to reach the platform with a hole in the wall. Enter the hole in the wall. In this area, break open the Animal Box to get Winky, then hop on him. Exit this area through the eastern part of the room. Now, when you get spit out onto the ground, go east. Bounce on the Kremling you'll come across, then bounce on the next two Kremplings.

Now, jump to the tires on the small ledges, then to the next platform. Go east, and jump onto the next two tires. On the next platform, use the tire nearby to get a DK Barrel if needed, then continue east. Jump on the tire and avoid the two bees, then jump to the next platform. Head east, and bash the Kremplings,

and get the G under one of the Kremlings. Jump to the next platform, and then head east. Avoid the bee, and when the platform floats to you, get on it. When it carries you to the other side, go east, and then go through the cave by the Exit sign to complete this level! Head to the next level.

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Level #4: Stop & Go Station
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If you want to skip the level to near the end, just head left through the entrance to be warped near the end of the level. Otherwise, head east, and bash the Klaptrap. Touch the Go Barrel in the air, and the brown guy will hide for a moment, allowing you to pass without getting hurt. Head east, and get the DK Barrel if needed, then touch the Go Barrel. Jump up the next couple of ledges, and then bash the Klaptrap. Head east, and jump off the ledge, getting the K. Continue east, and use the tire to touch the Go Barrel, and land on the next ledge. Head east more, and kill the next Klaptrap. Continue, and touch the next Go Barrel. Jump to the ledge ahead, then to the next platform. Touch the Go Barrel, and continue east. Kill the two Klaptraps, then jump to the next platform, and head right. Jump over the gap and touch the Go Barrel, and land on the next platform. Jump onto the ledge when it lowers, then to the next platform. Touch the next Go Barrel, then jump to the next platform.

Kill the Klaptrap, and jump up the next couple of ledges, then kill the next Klaptrap you'll come across. Try to get the O by doing a roll/cartwheel off of the cliff, followed by a jump to make it across the gap and to the platform. Then, head east. and break the Half Way Barrel. Continue east, and drop off of the platform, onto a lower platform. Continue, and touch the next Go Barrel. Jump to the higher platform, and continue east. Kill the three Klaptraps, and jump onto the next platform. Get the DK Barrel if needed, then head east. Kill the Klaptrap, and push the tire to the right. Jump on the tire and touch the Go Barrel, then bash the Klaptrap, and jump on the nearby ledge. Jump from the next three or so ledges, and then jump to the platform ahead. Go east and bash the Klaptraps, and get the N in the middle.

Continue east, and when the ledge comes to you, touch the Go Barrel. Jump to the next ledge, then to the next platform. Drop off the platform, then touch the Go Barrel. Quickly head east and touch the next Go Barrel, then use the tire to touch yet another Go Barrel. Quickly push the tire to the east, then get the Go Barrel via the tire. Continue east, and jump onto the next two platforms you'll come to. Get the G, and head through the exit to complete this level. Save your game at Candy's Save Point, then head into the next section, past Funky's Flights, and into the next level.

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Level #5: Millstone Mayhem
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NOTE: The letter K is only obtainable through the first bonus in the level.

At the start of this level, use the nearby tire to bounce on top of the ledge nearby to the right. Head right, and use the two TNT Barrels to kill the Krusha enemies ahead. DK can just jump on their heads to kill them; Diddy can't kill them except with barrels. Anyway, continue right, and get the DK Barrel if needed. Then, continue, and run under the Millstone when it goes up. Drop off of the platform to enter a barrel, which shoots you up. Land on the dark piece of the floor nearby, and you'll break it, causing a tire to come out. Push it to the east if you wish, and bash the Kremling. Continuing, run under the next

Millstone, then bash the two Kremlings there. Get the O, and jump to the next platform. Go east, and go under the Millstone, and jump to another platform. Drop to the lower area, and go east. Pick up the TNT Barrel, and jump to the next platform. Throw the TNT Barrel at the Krusha ahead, then defeat the next Krusha if you can. Continue east, and drop to the area below the Millstone. Jump up to the next platform, and head east.

Bash the four Kremlings you'll see, then continue east and jump to the next platform. Continue, and use the DK Barrel if needed. Jump to the next ledge, and get the Half Way Barrel, then jump to the next platform. Pick up the TNT Barrel, and throw it at the snake you'll see. Run under the Millstone, and as you continue, jump across to the next ledge, and follow the Bananas down onto a patch on the ground. Push the tire that comes out all the way to the east, then bash the snakes along the way. When the ledge comes to you, push the tire onto it, then use the tire to bounce to a top ledge. Before the nearby Millstone can get you, quickly jump across the two ledges onto a platform. Go east, and break open the Animal Box to get Winky. Ride him, then go east and drop off of the ledge, grabbing the N.

You can kill some snakes to the left if you want, but there's no reason to. Go east and jump across the gap and onto the next ledge, then continue. Drop off to the lower area and avoid the Millstone, then use the DK Barrel if needed. Keep heading east, and avoid the nuts the bird throws. Cartwheel or roll into the small area below the Millstone to kill the snake, then try to make your way past the Millstone, without dying. It's hard to do, but possible. Winky is useful here. Anyway, continue east, and kill the next snake. Jump to the next platform, and head east. Kill the bird in the middle and get the G, then continue east. Drop to the lower area and kill the three snakes, and when the Millstone is out of the way, go to the other side of the platform. Go east, and when the Millstone goes up, jump to the next platform. Continue, and use the tire to bounce over the Millstone. Ignore the two Banana Bunches, and jump over the gap and to the next platform. Go east and through the exit to complete this level. Visit Cranky's Cabin if you wish, then head to the boss of this world.

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Boss Stage: Necky's Nuts
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You'll see a long Necky, and a tire in the middle. Read the Bosses section to see how to kill this big Necky, then head to the next world.

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World #3: Vine Valley
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Enter the first level of this jungle world.

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Level #1: Vulture Culture
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At the start, pick up the nearby barrel and jump on the platform. Throw it at the Mini-Necky you'll see, then enter the barrel. Launch onto the bird, then land on the platform. Get the DK Barrel if needed, then head east. Enter the next barrel, then when the bird is below the Bananas, shoot at it and land on the platform. Now, bash the bird that's throwing nuts, then bounce from the tire. Land on the patch on the floor, and the K will come out, so grab it. Now,

head east, and jump into the barrel to be shot to another one. Shoot to the bird and land on the next platform. Now, throw the nearby barrel down the steps, then follow it down to kill the Mini-Necky. Jump into the barrel, and shoot onto the first bird, then hit the next one and land on the platform. Head east, and kill the Mini-Necky, then jump into the barrel. Shoot to both birds and land on the platform. Kill the Mini-Necky, then jump into yet another barrel.

Shoot to the three birds, then land on the platform. Go east, and hop into the barrel, then shoot up and you'll get the Half Way Barrel. Shoot to the right, and onto the next platform. Continue east, and avoid the nuts the two birds will throw. Get the DK Barrel if needed, then enter the barrel at the end. Shoot to each barrel until you get to the next platform. Jump onto the ledge and kill the Mini-Necky, then jump to the next ledge and get the O. Also, the N is only obtainable through a bonus. Now, jump into the barrel, and shoot to the birds and land on the next platform. Go east, and pick up the nearby barrel, and throw it to the right, killing the two Mini-Necky's. Jump into the nearby barrel, then when the bird is hovering above the bee, shoot to the right, hit the bird, and land on the platform.

Now, enter the barrel, and shoot from barrel to barrel, avoiding the bee until you get to the next platform. Now, go east, and avoid the bird that is throwing nuts. Then, enter the barrel at the end. Shoot to the next barrel, avoiding the bee, then shoot to the next platform. Continue, and jump to the next ledge, then to the next barrel. Shoot from each barrel, avoiding the bees and collecting the G. When you enter the last barrel, shoot directly east to bash the Mini-Necky. Go directly east and through the exit to complete this level. Let's move on to the next one.

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Level #2: Tree Top Town
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When this level begins, go east and kill the Gnawty and the bird you'll see. Enter the barrel you'll come to, then shoot to the DK Barrel if needed, and land on the next platform. Kill the Gnawty that you'll find, then enter the next barrel. Shoot from barrel to barrel until you get to the next platform, then go east and kill the Gnawties. Jump into the barrel, then shoot from each barrel until you are on the next platform. Now, go east and jump to the next platform, getting the K. Jump into the next barrel, and shoot from each one until you're on the next platform. After you get the Half Way Barrel, go east, and pick up the barrel. Jump to the next platform, and throw the barrel at the blue Kremling. Now, enter the barrel nearby to be shot into one above. When the barrel moves to the O, fire out to get it. Take note that the N is only inside a bonus. Proceed east, and use the DK Barrel on the blue Kremling. Continue, and when the second barrel is going down, quickly enter the barrel in front of you, and you'll be shot to the other side.

Head east, and bash the Gnawty there, then enter the barrel. Shoot from each barrel until you make it to the next platform. Go east and kill the Gnawty, then enter the barrel. Shoot from each barrel until you're on the next ledge. Now, pick up the barrel nearby, then go east. Throw it at the many Kremplings you'll see, then continue east. Jump into the barrel, and shoot from each one until you get on the next platform. Enter the barrel you'll see, and start shooting from each one again. In the last barrel, wait until the bird lowers a bit, then fire. Get the G in the air, and land on the next platform. Use the tire to get to the higher ledge, then jump down to the next platform. Try to get the Espresso Token above the bee by doing a roll off of the cliff. When you collect it, quickly jump back to the platform to avoid the bee. Go east, and

through the exit to complete this level. Funky's Flights is now open, but head to the next level.

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Level #3: Forest Frenzy
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Start by heading east. Bash the black Kremling, then get on the rope when it comes to you. When it carries you to the other side, jump to the platform. Now, kill the two black Kremlings you'll see, and use the DK Barrel if needed. Jump onto the next rope, and jump to the next ledge. Do a roll off the cliff, grab the K, then jump back onto the platform. Kill the black Kremling, and go on the next rope. Avoid the bee, then jump to the next rope. Climb to the top, then jump and land on the patch on the floor that you'll see. A DK Barrel will come out, so use it if you need to. Kill the two Kremlings, then jump onto the upper ledge. Jump to the next rope, and get the O by the bee. When you're on the next platform, kill the two Kremlings, then go east. Jump on the rope, and as it carries you to the other side, avoid the bees. When you're at the other side, jump to the next ledge and break the Half Way Barrel.

Now, jump to the next rope, and go to the highest point. You'll get a DK Barrel. Jump to the next ledge and kill the Kremling, then go on the nearby rope. Avoid all of the bees, and when you're carried to the other side, bash the Kremling, then the bird, then the next Kremling. Get on the rope, and hang to the lowest point to get the N. Jump to the next rope, and when you see the DK Barrel, get it if needed. Get the G coming up, and the 1-Up Balloon if you can. You'll eventually come to a hoard of birds! Avoid them all! After you get through it, jump to the next platform and kill the Kremling. Jump up the ledges, killing the Kremlings. Then, go down the next set of ledges, killing those Kremlings as well. Go east, and through the exit to clear the level. Now, go to the next section of this world, and enter the next level.

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Level #4: Temple Tempest
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At the start, go east, and you'll see a trail of Gnawties coming down. Lure one to the start of the level, then bash the Gnawty and land on top of the starting ledge. Jump again to get a Rambi Token, then continue east. Jump on the rope, and get the K by climbing to the bottom. Jump to the next platform, and bash the Gnawty. Head east, and a Millstone will chase you. Head east and bash the Gnawty, then jump across the gap to the next ledge. Go east, and jump on the rope, then jump to the next platform. Go east and yet another Millstone will chase you, so continue, and bash the three Gnawties. Jump to the rope, and then jump to the next ledge. Quickly jump to the platform above before the Millstone can get you. Continue east, and yet another Millstone will chase you. Bash the Gnawties, then jump to the rope. Jump to the next rope, getting the O. Continue east, and bash the three Gnawties, then jump on the rope at the end. Climb it to the top, then jump to the top ledge and get the Half Way Barrel.

Drop down, and get the DK Barrel if needed. Go east, and kill the Kremlings, then jump on the rope at the eastern side. Jump over the Millstone, and head east. As it follows you, jump to the rope, then to the next ledge. Make your way over the ledges, avoiding the pit with the bees, then continue east. Jump to each rope until you make it to the next ledge. Use the tire to jump to the next platform, then jump off of the high ledge and land on the black patch on the ground. The N will come out, so grab it, and continue east. Bash all of the Kremlings as you go along the path, then jump on the tire, and to the next

platform. Go east and use the tire to bounce to the platform hovering above the Millstone. Go east, and the Millstone will begin chasing you. Follow down the path, and use the tires at the end to make it to the next platform.

Continue east, and get the Banana Bunch in the air by using the tire. Then, continue, and use the tires at the end of the platform to reach the next ledge. Jump off the ledge and get the Banana Bunch in the air, then use the tire to reach the next platform. Go east, and jump over the Millstone and it will begin chasing you. Follow down the path and kill the Kremlings, and then jump on the rope. When it takes you to the next platform, go all the way down the rope, and drop off of it to get the G. A barrel will shoot you back up, so when you're on the next platform, go east and through the exit to complete the level. Now, save your game at Candy's Save Point, then head to the next level of this world.

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Level #5: Orang-utan Gang
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When the level begins, head left, and you'll see a steel keg and a bee. Get the steel keg, then throw it at the left side. Jump on it as it comes to you, and you can ride it to kill some enemies! When you get to a platform, you'll see a DK Barrel, so only jump off the barrel if you need it. Otherwise, don't stop the steel keg ride, as it rides you over to the next tree set. Jump off of it when you see a cliff, then continue east. Jump to the next set of trees, and get the K. Continue, and defeat all of the Kremlings you'll come to. At the end of the path, jump onto the next platform. Jump up the few ledges and kill the Klaptraps. At the top ledge, you will see an Animal Box, so break it open and Espresso will appear. Get on her. Now, go to the ledge before the lowest one, then go to the eastern edge. Jump across to the next platform, and get the O. Then, jump east to another platform and get the Banana Bunch by dismounting Espresso. Make your way back to the ledge where Espresso's box was, and then jump to the trees to the right.

Break the Half Way Barrel, and continue following down the path. Ignore the Klaptrap, because Espresso's legs cause her not to be hurt by it. Jump to the next set of trees, and go down the path. Dismount Espresso, and avoid the barrels, then bash the Manky Kong at the end of the path. Mount Espresso once more, and continue east. Pick up the barrel on the next ledge if you wish, then throw it down the next set of trees. Follow it down while on Espresso to kill the next Manky Kong. Jump to the next tree, and avoid then kill the Manky Kong. Jump to the next platform, and ignore the Klaptrap and proceed. Go to the eastern edge of the platform, and get the N. Take note the G is only obtainable through one of the many bonuses in this level. Jump up to the next platform, then head east and jump on the tree. Get the DK Barrel if needed.

Follow down the path, and kill the Kremlings and Manky Kongs you'll come to. After you kill the last Manky Kong, if you still have Espresso, fly up to the very top ledge. Use the tire to jump high, then land on the patch of dirt to the left to get an Enguarde Token. Jump on the tire again and land on the dirt patch to the right to cause a DK Barrel to fall down. Drop down, and use the DK Barrel if needed. Now, take the barrel nearby and throw it on the next tree. Follow down the path while following the barrel to kill a Manky Kong. Jump to the next platform, and go east. Kill the Kremling and continue down the path. If you still have Espresso, fly onto the nearby tree, then to the tree to the left to get a Banana Bunch. Continue east, and go through the exit to clear this level. Cranky's Cabin is now open, so head to him if you wish. Then, head to the last level of this world.

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Level #6: Clam City
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This is another water level. Start by heading east. You'll see a clam, so get the Banana Bunch by him without getting hit. Now, swim directly north, and then go west, and you'll go through a secret passage. Get the K, and break open the Animal Box to get Enguarde! Hop on her, and head out of the secret passage. Go east and get the DK Barrel if needed, then swim down the path and kill the fish. Continue down, and avoid the clam, then head east. Kill all of the fish in this area, then head directly north in the middle of the area to find the O. Grab it, and head east. Go to the southeast corner and get the Banana Bunch. Swim north and avoid the clams while going up. Kill the shark at the top, then go east and get the DK Barrel if needed. Go west, and kill all of the sharks in this area. Head southwest, then get the Half Way Barrel.

Continue west, and then go north and avoid the clams. Then, head west, and south and continue to avoid the clams. Head west and get the DK Barrel if needed, then go up, killing the sharks on the way. When you reach the top, go west and into the corner and grab the N, then head east. Head south and grab the Winky Token, then follow the path, avoiding the clam. Continue east, and make your way through the pack of Croctopus. They're hard to avoid, so beware! Then, continue east, then head southeast and avoid the clam. Snag the G, then head east and through the exit to clear the level. Now, save your game if you wish, then head to the boss stage.

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Boss Stage: Bumble B Rumble
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You'll immediately enter combat against a huge bee, so read the Bosses section to see how to kill it. Then, head to the fourth world.

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World #4: Gorilla Glacier
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Enter the first stage.

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Level #1: Snow Barrel Blast
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This is the first snow level. Head east, and ignore the birds. Enter the nearby barrel, then shoot northeast onto the next platform. Now, jump from the three birds and get the 1-Up Balloon in the air. Continue, and kill the two Klaptrap enemies, then jump to the ledge ahead. Pick up the DK Barrel and kill the bee nearby with it, then jump east to the next platform. Go down the hill and kill the two birds, then enter the nearby barrel. When the bee lowers, shoot to the northeast direction to get on the next platform safely. Go down the hill and kill the bird and the Klaptraps, then jump to the next barrel, getting the K. The O is only gotten through a bonus. Shoot from barrel to barrel until you make it to the next platform, then go east and kill the Klaptraps. Enter the nearby barrel, and then shoot to each one, avoiding the bees. When you're on the next platform, kill the Klaptrap, and drop down off of the ledge. Toss the steel keg to the wall, then jump on it as it comes back to you, as you roll

down the hill, killing the Gnawties.

Kill the bird above the barrel, then enter it. You'll be shot to yet another platform, so go down the hill, killing the birds. Enter the next barrel you will see, and you'll be shot through a chain of barrels, and you will break the Half Way Barrel on another platform. Now, go east and jump to the next ledge, and kill the Klaptrap. Hop in the nearby barrel and shoot directly right, and you'll get a DK Barrel. Go down the hill, and avoid or kill the birds. Jump from each ledge until you see a barrel, then enter it. Shoot directly right, and to the next barrel, then you'll get the N and be shot to a platform. Now, enter the barrel nearby and shoot directly up to get the Rambi Token, then you'll be back down on the platform.

Now, go east, and enter the nearby barrel (bash the bird nearby, then enter it). Shoot from barrel to barrel until you make it to the next platform. Also, take note that when you're in the lowest barrel that's beside two other ones, you can shoot directly down to enter a chain of barrels that will skip you to the end of the level. You'll collect the G regardless of the route you take. Anyway, when you make it on the next ledge, jump across each ledge, collecting the Bananas. Jump to the next platform, then go east and kill the Klaptrap. Continue, then jump to the small ledge and enter the igloo to clear the level. Now to move onto the next level.

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Level #2: Slipslide Ride
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This level is an ice level. Head east, and kill the Kremlings. Jump on the icy rope that will make you rise up, then jump to the next platform. Use the DK Barrel if needed, then head east. Kill the Army-Dillo, then jump onto the next icy rope. When you're almost at the top, jump and get the K in the air. Go east and jump on the red rope to be carried directly down. Then, go east and jump on the ledge. Kill the Army-Dillo, then jump on the blue icy rope. Jump left to the next rope, then jump to the left and right rope, alternating between left and right to avoid the bees. Then, when you make it, jump to the right ledge and get the DK Barrel if needed. Either way, continue by going west, then bash the bird to get the Banana Bunch in the air. Drop off of the platform, then go west down the hill. Kill the Army-Dillo, then jump on the red rope and to the next platform. Continue west, and bash the two Kremlings, then jump on the red rope. Jump to the blue rope, then quickly to the red rope, then to the next platform, then break the Half Way Barrel.

Collect the nearby Bananas, then head west. Bash the Klaptrap, then jump on the rope. You'll get a DK Barrel. Jump onto the hill, then bash the Klaptrap and enter the next barrel to be shot to the next platform. Land on it, then go east. You'll notice a blue Kremling, so when you spot him, go west so he'll follow you. You will see an icy rope in the air, so bounce on him so you can reach the rope. When it carries you to the top, jump left and get the O and the Banana Bunches. Drop off of the ledge, and land on the patch in the ground to get an Enguarde Token. Proceed east, and bash the Klaptraps. When you're at the edge of the platform, jump to the icy rope, then quickly jump from each one to avoid the bees. When you see a bird, bash it and land on the ledge. Jump to the red rope, then let it lower you. When you get the Banana Bunch, quickly jump to the next platform.

Now, go all the way east, and jump on the icy rope. You'll likely have to sacrifice a Kong to get up to the top, but this part is optional. If you take this path, jump to the east ledge and get the N, then take the DK Barrel and throw it at the bottom bee on the left ledge. Proceed left, and bash the next

two Klaptraps. Jump on the icy rope and avoid the bee. When you reach the top, jump to the small ledge, then jump to the red rope. Jump to each red rope until you get to the next ledge. Then, jump to the next red rope, then to the next ledge. Now, jump to the red rope, then jump to the red rope to the left. Keep jumping from the left and right rope, making your way up, then jump to the red rope at the top. Jump to the platform. Jump repeatedly on the next red rope and get the G, then go east and through the exit to clear the level. Move on to the next level.

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Level #3: Ice Age Alley
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In this snow level, you'll see a Mini-Necky spitting nuts at the start. Bash it, then go west to a ledge. Get the DK Barrel if needed, then go west and jump on the platform. Grab the K to the left, then break open the Animal Box to get Espresso. Jump on her, and use the tire to get out of this area. Now, go east, and as you follow down the path, you'll see a Mini-Necky. Ignore it, and continue east. Bash the upcoming blue Kremling, then get back on Espresso. Fly all the way to the right, then land on the next ledge. Drop off of the ledge, then go east and bash the Mini-Necky. Mount Espresso again, then continue east. When you get to the edge, fly all the way east to the next platform. Bash the Mini-Necky, then use the DK Barrel if needed. Mount Espresso once more, then continue down the path. Jump to the small hill and ignore the Klaptrap, then jump to the next hill.

Go to the edge, and fly all the way east to the next platform. Roll off of the cliff and get the O, then quickly jump back on the platform. Take note that the N is only obtainable by going towards a bonus. Bash the Necky on the top ledge, then leave Espresso behind (since it's a bit hard to get her to stay with you at the next point). Go east to the edge, and use the rope that will come to you. Jump to the Half Way Barrel and you'll enter another barrel, and be shot to the next platform. Go east and jump to the ledge. Bash the Klaptrap and get the DK Barrel if needed, then jump to the next platform. Go down the hill, and kill the Manky Kong at the edge. Jump on the rope, and when you swing to the ledge with a tire, jump to it. Use the tire to reach the next rope, then jump to the next ledge.

Go east and jump to the next ledge, then kill the Klaptrap. Jump to the next ledge, then drop off to a platform. Throw the steel keg against the wall, then jump on it as it comes back to you. You'll ride down the next few ledges, killing the Klaptraps! Jump off when you get to the platform, and use the DK Barrel if needed. Go up the hill and kill the Manky Kong, then go east and jump to the rope when it comes to you. Jump to the bird, then land on the next ledge. Jump to the ledge ahead, getting the G in the air, then jump to the next few ledges. When you see the arrow sign, go east and jump to the hill the Manky Kong is on. Kill the Manky Kong, then jump to the next platform. Go down the hill, and kill the Klaptrap. Try to get the Banana Bunch by running off of the cliff, then jump to the next platform. Go east and straight through the igloo to clear the level. Now let's head to the next watery level.

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Level #4: Croctopus Chase
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This is, by far, the longest water level in the game. Head east, and avoid the Squidge. Swim directly northeast, and a Croctopus will begin chasing you! Head east, and get the DK Barrel if needed. Continue, and avoid the next enemy. You

will see another Croctopus that'll chase you, so swim northeast, and ignore the Banana Bunch, because the Croctopus could kill you. Head southeast, and another Croctopus will chase you. Begin swimming north, and grab the K, then swim west. Continue down the path and avoid the shark, and get the DK Barrel if needed. Go west, and avoid the enemy, as another Croctopus chases you. Then, swim north, then east, then northwest, then continue following the path west until you come to two barrels. Enter one, and you'll be shot to a lower area. Go directly east and hug the right wall to go through it. Go northwest and get the DK Barrel if needed, then get the O. Go east, then south and into the barrel again. Now, go west, and avoid the shark.

Another Croctopus will begin chasing you, so head west, then north, then east at the end of the path. Break the Half Way Barrel, and head east. Avoid the Croctopus that'll chase you, then get the DK Barrel if needed. Continue east, and then head north, as another Croctopus chases you. Then head east, then avoid the shark and head south. Head east and another Croctopus will chase you! Head slightly north, and wait until the Croctopus goes east. Follow it, and then go southwest and get the Winky Token, then swim directly north. Go east and avoid the shark, then enter the barrel. You'll be shot to another side of the area. Go down the path and avoid the sharks you'll come to, then you'll see a Croctopus. Follow down the path going south, then go west. Avoid the two sharks, then get the DK Barrel if needed.

Now, you'll see another Croctopus, so go north up the path, then go east. Then, go north, and you'll see a Croctopus. Go west, then north, then go west when you see a wall. You'll go through a crack into a secret area! Go west, and get the 1-Up Balloon, then go to the southwestern corner and break open the Animal Box to get Enguarde. Ride her, then kill the shark, and head northeast of out this area. Head east down the path, then you'll see a Croctopus. Go east, then go south, then east. Another Croctopus will chase you, so head east, then go northwest, then north, then go up the path and go east. Kill all of the enemies in this area, then go east and through the exit to clear this level! In the new section, go visit Cranky's Cabin if you wish, then head to the next level.

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Level #5: Torchlight Trouble
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At the start, you'll notice this place is very dark. Bust open the Animal Box nearby, and Squawks will come out to light your way throughout the entire level! Anyway, if you need a Kong, go back to the start of the level and break the nearby DK Barrel. Otherwise, head east, and kill the Klump. Jump over the oil drum, then land on the lower platform. Kill the next Klump in between the oil drums, then get the K by rolling off of the cliff. Jump back onto the ledge before you fall off, then go east. Jump to the next platform, and kill the Klump, then jump to the floating ledge when it comes to you. Get the O in the air, then jump to the next platform. Kill the Klump, then go east, and jump to the next floating ledge. Jump to the next platform, then kill yet another Klump. Jump to the floating ledge, then jump to the next ledge. Jump down to the next platform, and break the Half Way Barrel. Go east and crawl through the crack, and get the DK Barrel.

Now, go east and jump to the next platform. Throw the nearby barrel at the Krusha, then proceed east. Jump over the spiked wheels as you go along the path, then jump to the next platform. Go east and kill the Krushas, then jump down to the next ledge. Kill the Krusha in between the spiked wheels, then jump to the platform ahead. Go east and you'll see another spiked wheel. Jump to the floating ledge when possible, then get the N the same way you did the O. Take note that the G is only gotten through a bonus. Jump to the next platform, then

kill the Krusha. Jump over the spiked wheel and go east, then jump to the next ledge. Jump over the spiked wheel and land on the bottom floor, then go east and through the exit to clear this level! Head to Candy's Save Point and save your game, then go to the new section. Go past Funky's Flights, and enter the next level.

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Level #6: Rope Bridge Rumble
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You will see a DK Barrel to the left of the entrance. Use it if needed, then head east. Jump to the tire, then to the next platform, then kill the Kremling. Go east, and jump down to the next platform. Kill the Army-Dillo, then begin heading right more. Kill the next Army-Dillo, then use the tire to reach the upper ledge. Drop down to the tire and avoid the bee. Get the K, then bounce up to the eastern platform. Go east and jump down to the next platform. Use the tire to make it to the next ledge, then kill the Kremling. Continue, and use the next tire to reach the tire on the ledge. Use that tire to reach the next platform, then use the DK Barrel if needed. Go east and jump from tire to tire while avoiding the bees until you make it to the next platform. Jump over to yet another platform, then break the Half Way Barrel. Kill the Kremling nearby, then roll/cartwheel off of the cliff, get the O, and jump to the eastern ledge.

Continue east, and bounce on the tire and to the top floating ledge. As it moves across to the left and right, get the Bananas, then drop down. Kill the Kremling, and head right. Kill the two Kremlings, then get the Banana Bunch the same way you got the O. Head east, and kill the Kremling, then use the tire to get the N. Land on the next platform, and continue east. Jump on the ledge and use the tire to jump over the bee, then use the tire to get on the next ledge, getting the DK Barrel. When the next ledge comes to you, jump on it and use the tire to bounce over the bees. When you make it on the next platform, kill the two Kremlings and get the G the same way you did the O.

As you continue, jump to the next platform. Hold the barrel nearby, and when the ledge comes to you, jump on it. Jump to each tire you'll see until you get on the next platform. Throw the barrel at the Army-Dillo, then use the next tire to bounce over the bees. Jump to the next platform, then go east and straight through the exit. Now we head to the boss.

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Boss Stage: Really Gnawty Rampage
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When you begin this boss stage, you'll notice that the huge Gnawty you fought in the first world is back! See the Bosses section to see how to pound him to the ground once more, then head to the next world.

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World #5: Kremkroc Industries Inc.
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In this factory world, enter the first level.

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Level #1: Oil Drum Alley
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At the start, go east and kill the Gnawty. Follow down the path and jump over the Oil Drum, then kill the two Kremplings and use the DK Barrel if needed. Jump off of the platform, and land on the nearby ground. Kill the two Kremplings, then jump to the next ledge, getting the K. Use the tire to bounce onto the next platform, then continue east. Bash the Gnawties as you go up the ledges, then drop down off of the ledge and land on the black patch on the floor. A TNT Barrel will come out, so throw it at the nearby Oil Drum. Jump up to each ledge using the tires, then continue east. Drop down the ledges, killing the Gnawties and avoiding the fire on the Oil Drums. Land on the black patch on the floor to get a DK Barrel, then use it if needed. Bash the Krempling nearby, then go east and jump into the barrel to be shot up to the upper platform.

Land on the black patch for a tire to come out. Push it to the east, killing the Kremplings and avoiding the fire out of the Oil Drums. As you keep pushing the tire, use it to collect the Banana Bunch and the O in the air. Take note that the N is only obtainable through a bonus. Continue, and jump on the ledge and break the Half Way Barrel. Go east, and jump on the ledge with the Oil Drum. When the fire goes in, jump on the Oil Drum, then jump off and land on the black patch to get a DK Barrel. Use it if needed, then head east and drop down the ledge, and fall down the cliff. It leads to a secret area where you'll break an Animal Box and reveal Rambi! Get on him, and use the tire to get on the eastern platform.

Head east, and bash the Manky Kong, then jump to the next platform. Go up the stairs and defeat the Kremplings, then drop down and kill the Manky Kong on the ledge. Proceed, and kill the two Kremplings. Now, jump on the Oil Drum when the fire goes in, then jump on it, and to the next platform. Go east, and defeat the Manky Kong on the ledge. Jump to the next ledge and kill the Manky Kong, getting the Banana Bunch in the air. When you kill the second Manky Kong, land on the black patch on the floor to get a barrel. Not exactly sure what its use could be, but whatever. Jump on the Oil Drum ahead when you can, then to the next platform. Kill the blue Krempling, then jump to the Oil Drum when possible. Then jump to the next ledge.

Use the DK Barrel if needed, then jump to the first Oil Drum when possible. Ignore the second one, and jump to the next platform. Kill the two Kremplings, and then jump on the Oil Drum when there's no fire, then to the next platform. Go east and avoid the barrels, then kill the Manky Kong at the end. Drop off of the platform, then go east. This is a tricky part. You'll notice a flame in the Oil Drum is constantly going in and out of the Oil Drum. DO NOT jump to it when it is doing this. Instead, wait until the fire stays up for a few seconds, then it'll go back in. Now, jump to it, then to the next one, and quickly jump to the tire in midair. Do the same thing for the next two Oil Drums, then jump to the next tire, then to the next Oil Drum when you can.

Jump, and land on the black patch on the ground to get the G. Grab it, and go east and down the path. Then, go past the Exit sign and through the exit to complete this level. Move onto the next one.

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Level #2: Trick Track Trek
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Head east from the start, and avoid the nuts the bird throws. Jump onto the elevator platform, and it'll begin moving around the brown line throughout the level. Get the DK Barrel that is coming to you, and kill the bird. As you keep going along, you'll come to a Banana Bunch in the air. Kill the bird and get it. Now, get the K you'll come to, and avoid the nuts the bird throws. Going

along, kill the birds that will come up. Eventually, you'll see a DK Barrel, so get it if needed, and land back on the platform. You will come to yet more birds, so kill them, then kill the Mini-Necky that's coming up. When you see another bird, jump on it, then the other two, and get the O in the air. Then, you'll come to a Mini-Necky on the far right side you cannot kill.

Jump over its nuts, and when you come around to it, kill the two Mini-Neckys you'll see. When the platform comes to an end, jump to the ramp. Go up it, and kill the Gnawty, then jump to the elevator platform, and get the Half Way Barrel. Now, as you ride, a Gnawty will drop from a high ledge, but might miss the platform you're on, falling off of the cliff. Jump over the bee, getting the DK Barrel. Get on the western edge of the platform, and you won't die by the Gnawties! When you get to the Mini-Necky, kill it, then jump over the bee. Now, two more Gnawties will drop onto the platform, so dispose of them quickly!

Kill the Kremling that'll come down to you. Then, kill the Klump that will come down to you, and get the DK Barrel if needed. Kill the Mini-Necky you'll come to, as well. Then, kill the Klump that will drop onto the platform. Get the N while avoiding the nuts the bird throws. Kill the Klaptrap that will also come down onto your platform, then get the upcoming G while avoiding the bee. Kill the two Klaptraps that will go on the platform, then you'll see a Manky Kong! It'll throw barrels, so stay on the eastern edge of the platform to avoid them. Jump over the upcoming bee, then kill the upcoming Krusha.

When the platform comes to an end, jump to the next platform, and go down the path. Avoid the barrels, then kill the Manky Kong. Jump to the upper ledge, and go east through the exit to clear this level! Now, let's head to one of the most difficult and annoying levels in the whole game.

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Level #3: Elevator Antics
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When the level begins, drop off of the ledge you're on. Now, head east, and kill the snakes. Jump up on the nearby rope, then jump to each rope and get the K. Take note that the O is only obtainable through a bonus. Drop down and kill the Mini-Necky, and the snake. Continue east, and jump to the next platform. Go east and kill the snakes that'll come, while crawling through the two cracks. Then, go east by the small oil drum, and get the Banana Bunch, then jump on the nearby rope. Climb it up, and jump to the next platform, killing the Mini-Necky. Go east, and get the DK Barrel if needed. Kill the snakes that might spawn out of the small oil drum, then jump to the rope. Jump from rope to rope, avoiding the bee, then drop down to the next platform. Kill the nearby snake, and crawl through the cracks, avoiding the bees. Then, jump to the rope, and jump from rope to rope, avoiding the bees! Drop down on the last rope, then crawl through the crack.

Get on the rope and crawl down, avoiding the bee. Get the DK Barrel in the left side of the area if needed, while avoiding the snakes coming out of the small oil drum. Then, jump back on the rope and climb it to the top. Jump to the right onto the platform, then go east, and crawl through the crack. Then, jump to the ropes, avoiding the bees. Drop down to the next platform, and kill the snakes the small oil drum ahead may spawn. Crawl through the crack, then go past the oil drum, and climb up the rope. Kill the Mini-Necky at the top, then go east and break the Half Way Barrel. Head east and drop off of the platform, and kill the Klump. Jump to the first elevator ledge, and let it carry you down until you see a small ledge with a Banana Bunch. Jump to it and grab it, then jump to the elevator ledge going up.

Now, jump to the next platform, and toss the steel keg to the right. Follow it, and it'll kill a Mini-Necky! Drop off the ledge and hug the left wall to land on a small ledge, getting the N. When you see an elevator ledge, jump to it, then to the one on the right. When you're rose up, jump to the next platform, and kill the Klump. Head down the steps, and toss the next steel keg at the bee to kill it. Jump on the elevator ledge, and when you're rose up, jump to the next platform and kill the two Klumps. Drop down to the lower platform, and jump on the elevator ledge. Jump to each elevator ledge until you get to the last one, then you'll be rose up. Jump to the next platform and kill the Klump, and get the DK Barrel if needed.

Head east, and kill the next Klump, then jump on the elevator ledge. Jump from each one until you get on the next platform. Now, go east, and avoid the nuts the Mini-Necky will spit out. Then, kill the Mini-Necky. Now, jump on the next elevator ledge and avoid the bee, then jump to the platform. Go east and get the G, then avoid the Mini-Necky's nuts. Kill it, and jump on the elevator ledge. When it lowers to the bottom, jump to the next platform. When you can, jump over the bee and to the next elevator ledge. When you go down all the way, jump to the next elevator platform. When you see the next platform, jump to it, then use the tire to reach the last platform and to bash the Mini-Necky.

Continue east, and jump on the elevator ledge. As you go down, jump to the next platform, and continue through the exit to complete this level. Now, defenitely save your game at Candy's Save Point, then head into the next section of this world, and enter the next level.

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Level #4: Poison Pond
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This is the last water level, and it's a bit hard. Start by swimming directly southwest from the start, then break open the Animal Box and hop on Enguarde. Now, go directly north from the start to get the K. Now, head east, and avoid the fish. Keep swimming east, and get the DK Barrel if needed. Go east, and swim above the shark to reach an area with a Banana Bunch. Now, head west, then swim directly north. Then, go west and avoid the shark, and get the Banana Bunch. Now, head east, and keep swimming east, past the fish. Then, swim past the Mincer in the water, and continue. Go past the Squidge, and swim past the two Mincers. Head east, and past the Mincer. Grab the Banana Bunch, the go past the Mincer again and swim north, past the Mincers and fish. Then, head west, and avoid the two Squidges. Now, continue, and get the DK Barrel if needed. Now, head above the Mincer, then head south, in between the two Mincers.

When the Mincer moving heads right, go west while you can. Head west, and avoid the fish, then you'll come to two moving Mincers. To get past this part, simply just swim directly up, while going west to avoid being hit. Avoid the three Squidges, then swim north. Avoid the Squidges, and grab the O. Continue heading north, then head east and avoid the Squidges. Now, when the Mincer begins to move right, follow it, and swim up while doing so. Break the Half Way Barrel to the east, and continue, grabbing the many Bananas. When the Mincer moves up, take the path down directly to a Banana Bunch. Make your way back up, and head east some more. When you see the next Mincer, go up when it goes down, and get the Banana Bunch.

Continue east, and avoid the fish. Either go east or south. If you go east, swim directly up to avoid the shark. If you go south, go past the two Mincers. The eastern path is easier. Either way, break open the Animal Box to get Enguarde (if needed). Hop on her, and head west, then north. Head east, and kill the fish you'll see, then go to the southeast corner and get the DK Barrel

if needed. Swim north, and go in the middle of the three spinning Mincers. Then, go west when one is out of the way. Go down the small pit, and wait until the Mincer passes by. Then, when it goes west, go up, and then go to the next hole and get the N. When the Mincer passes by, go down to the next hole. Then, when it goes east, head west.

Go in the middle of the Mincers, then go south when you can. If you want to, go west to the wall, and in the middle of it, you can go through it. Go down the path and get the Espresso Token, then enter the barrel to be shot to the other side. Otherwise, go past the fish, and head south. When the Mincers move west, go east and south in the corner to get a Banana Bunch. Swim west when possible, and you'll see a spinning Mincer. Go in the southwest corner and get the DK Barrel if needed, then head west. Head northwest past the spinning Mincer. When the next Mincer heads down, quickly head northwest, to a small hole. When you see the next Mincer go up, quickly follow it up, then head east. Go down the path and avoid the many fish that'll come. Enguarde is a great help here. Get the G along the way, then swim in between the two Mincers when possible, then go east and through the exit to complete the level! Cranky's Cabin is now open, so head there if you want. Otherwise, enter the next level.

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Level #5: Mine Cart Madness
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At the start of this level, head east down the path, killing the Gnawties that drop down. Get the DK Barrel if needed, then jump to the mine cart. As you go down the track, jump over the birds, then when the track comes to an end, jump to the next mine cart. Get the K, as well. When you see a rope, jump to it, and get in the next cart. When you see two birds, jump on them and get the O. When the next track comes to an end, let your mine cart drop, then jump to the next one. You'll get an Enguarde Token as you ride. Continue jumping to other carts when needed, and eventually you'll break the Half Way Barrel. As you go along, you'll eventually see the N. Let your mine cart drop until you get it, then jump to the next one. Eventually, you'll come to a tire on a ledge, so jump to it.

Bounce to the next mine cart, and jump in between the bees. Jump to the next tire and get the G, while avoiding the bee. Jump to the next mine cart. You'll come to a few more mine carts and tires, so use the tires to enter the mine carts, and avoid the bees. Bash the Kremlings in the carts to take them as your own. As you keep going along in one mine cart, you'll see bees going up a ramp, so you must jump over them to avoid being hit! After some more jumping into mine carts, you'll see a Banana Bunch in the air, so jump to get it. Then, use the next tire to follow the Bananas down into another mine cart. When you start going down a ramp, jump to the right and you'll land on a platform. Kill the Gnawty, and go east through the exit to complete this level. Funky's Flights is now open, but head to the next level.

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Level #6: Blackout Basement
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In this factory level, you'll notice that the place will go from light to dark, and dark to light every few seconds! You won't be able to see much when it is pitch dark, so I suggest standing in a safe area at times. Anyway, to start, head down the stairs and use the DK Barrel if needed. Go up the stairs, and kill the Kremling. Jump to the next platform, and head east. Kill the Kremling and jump to the next platform, getting the K. Go down the path and kill the

Kremlings, then jump on the floating ledge. Jump to the next platform, and continue. Jump to the next three ledges, then on the last ledge, roll off of the cliff, get the Enguarde Token, and jump back on the ledge. Jump to the next platform, and follow the path. Kill the Kremlings, and jump to the tire. Jump to the next platform, and kill the Kremlings up the path. Use the DK Barrel if needed, then proceed.

Jump to the tire, then jump from each tire until you get on the last one. Use the last tire to land on the nearby platform (land on the black patch on the floor). Breaking the black patch will make the O come out, so grab it. Take note that the N is only in a bonus. Jump to the tire ahead, and use it to get the Half Way Barrel. Jump to the next platform, and kill the Klump. Jump on the rope, and jump to the next platform. Kill the Klump, and jump on the moving platform when possible. Jump to the next platform when possible, then jump to the next moving ledge. Jump to the next platform, and kill the two Klumps. Jump to the swinging rope when it comes to you, then jump to the next platform.

Now, use the next two moving ledges to get to the next platform. Kill the Klaptrap, then jump on the arrow platform. Try to get the Banana Bunch, and get on the next platform. Kill the three Klaptraps, and go down the path. Jump on the arrow platforms until you reach the next platform. Go east, and jump over the Manky Kong's barrels as you make your way up to him. Then, kill him, and continue. Kill all of the Kremlings and get the G, then continue east. Drop off of the ledge, and follow down the path. Kill the Klaptrap, and go through the exit to complete the last level of this world! Now, head to the boss.

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Boss Stage: Boss Dumb Drum
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You will immediately enter combat against a huge Oil Drum! Read the Bosses section to see how to defeat this boss, then enter the next world.

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World #6: Chimp Caverns
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Enter the first level.

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Level #1: Tanked Up Trouble
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At the start, jump to the platform ahead, and go east. Jump to the next ledge, and get the DK Barrel if needed. Kill the Kremling, then jump onto the elevator platform. This time around, you'll see five green lights on your platform, and if those lights get down to two, they'll turn red. Each light cuts off after a couple of seconds, and if it has no lights, the platform'll fall! You have to collect fuel throughout the level to keep the lights on. Anyway, as you ride, stand there, and you'll collect the Fuel Tank. As you ride, bash the bird that you'll see, and get the next Fuel Tank. Jump to the ledge you'll come to, then get the Fuel Tank in the air, and land back on the platform. Bash the bird you will see, and get the K. Then, get the Fuel Tank by using the arrow platform.

Jump to the next ledge you'll see, then to the platform with the Kremling on it. Jump and get the Fuel Tank, and land back on the platform. As you go along, get the Fuel Tank and Banana Bunch in the air by using the two arrow platforms.

Then, bash the upcoming Kremling to the right, and get the O, then get back on the elevator. Jump to the left platform and get the Fuel Tank, then jump on the platform again. Jump to the next arrow platform you'll come to, and get the Banana Bunch. Land on your platform again. Jump on the bird and get to the next platform, then when the elevator comes under the bird, jump to the Fuel Tank, and bash the bird. Land back on your platform.

As you continue riding, you'll see a Fuel Tank you cannot reach. Jump directly under where the three Bananas are, and you'll enter an invisible barrel. You will shoot out of it, and collect the Fuel Tank! Don't be fooled; stay on the elevator platform. It'll go up, then northeast, and you'll collect an Enguarde Token! Jump to the next platform, and break the Half Way Barrel. Jump on the next elevator platform, and get the DK Barrel if needed. Use the tire to get the Fuel Tank, then land back on your platform. Bash the bird you'll come to, and get on the platform. Use the tires to get the next Fuel Tank, then land on your platform again.

Now, get on the tire in the air, and get the Fuel Tank, and avoid the bee. You will come to another tire, so use it to get the Fuel Tank you'll see. Jump on the next ledge, and use the tire to get the next Fuel Tank, while avoiding the bee. Land back on the platform. Jump on the next platform, and kill the two Gnawties, while pushing the tire to the right. Have it drop onto the elevator platform, then use it to reach the Fuel Tank. Enter the barrel you'll come to, and you'll be shot into a DK Barrel and a Fuel Tank. As you go under the next platform, don't jump on the next platform yet. Wait until you get the N, then jump, and you'll land on it.

Jump in between the bees and get the Fuel Tank, then you'll come to a barrel. Enter it, then when the elevator platform is under the second barrel, shoot out and you'll collect a Banana Bunch and land on the platform. Jump over the bees you'll come to, and collect the Fuel Tank that restores one light on your platform! Keep jumping over the bees you'll come to, collecting the few Fuel Tanks. Get the Fuel Tank that the bee is spinning around, as well. Jump over the bees you'll come across, and get the Banana Bunch above one of them. If you want to skip to the end of the level from here on, use the barrel above the nearby platform. Otherwise, stay on the elevator as you collect yet another Fuel Tank. Jump over the bees and collect the G, then when the platform comes to an end, quickly jump to the next one.

Jump across the ledges, and kill the Gnawties. Then, you will see the Exit sign, so go past it to complete this level! Now, move on to the next level.

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Level #2: Manic Mincers
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When you begin, you'll immediately see a Gnawty, so kill it, and proceed east. Jump over the Mincer, and use the DK Barrel if needed. Go past the next Mincer, and kill the Gnawty, then get the K and jump on the platform. Jump across the gap, and avoid the Mincer. Proceed, and break open the Animal Box to get Rambi, then ride him. When the Mincers move up, jump across the gap. Head east, and kill the Gnawties, then jump to the next platform. Kill the Gnawty, and jump up to the next ledge. Kill the Gnawty, and proceed. Jump in between the Mincers, and collect the O, then continue east. Jump in between the Mincers, and get the Banana Bunch, then get on the next platform. Kill the Gnawties as you jump across the Mincers. Then, you'll see two Mincers, and one moving one. Avoid the moving one by jumping around until you make it past the Mincers.

Head east, and break the Half Way Barrel. Head east, and if you have Rambi,

ignore the TNT Barrel. Otherwise, pick it up and continue east. Kill the nearby Krusha, and use the DK Barrel if needed. Jump over the gap and avoid the two spinning Mincers. Pick up the barrel nearby, and throw it at the Krusha in the pit. Continue east, and jump on the next platform. Avoid the Mincers, and get the Banana Bunch in the middle of them. Continue east, and jump to the floating ledge when it comes to you. Jump over the Mincer, then get on the next ledge. Pick up the TNT Barrel, and throw it at the Krusha, then continue east. Jump on the floating ledge, and get the N, then jump over the two Mincers. Take note that the G is only obtainable in a bonus. Then, jump to the platform.

Use the DK Barrel if needed, then jump to the floating ledge when the Mincer is out of the way. Jump across the gap to the next platform, and drop down. Kill the Krushas ahead if you can, then continue east. Jump to the ledge when the two Mincers are out of the way, then jump to the next platform. Roll through the three Gnawties, and continue east. Go next to the Mincer that isn't moving, then jump across. Continue east, and roll through all of the Gnawties ahead. Jump on the tire, then go over the Mincers. Then, go east and through the exit and this level will be complete! Head to the next one.

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Level #3: Misty Mine
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NOTE: The letters K, O, N, and G are only obtainable in one bonus.

Head east, and pick up the TNT Barrel. Throw it at the snake nearby, and then go east. Jump on the next platform, and use the DK Barrel if needed. Continue east, and defeat the snakes along the way, then jump to the next platform. Drop down the ledges, and pick up the TNT Barrel. Throw it at the nearby small oil drum, and get the Banana Bunch, then head west and back up the ledges. Jump to the rope, and to the next platform. Pick up the TNT Barrel and throw it at the small oil drum, then drop down. Go past the snakes that'll spawn, and then jump up the ledges. Pick up the TNT Barrel and jump over the small oil drum. Go east down the steps, and throw it at the oil drum in the floor. Drop down the hole and get the Rambi Token, then continue east. Ignore the next small oil drum, then jump on the rope. Hang on the bottom to get the Banana Bunch.

Now, jump to the next platform, and go down the path, past the oil drum. Use the DK Barrel if needed, then take the TNT Barrel, and go east. Throw it at the small oil drum ahead, then go east and past the next oil drum. Jump on the rope, and jump to each one until you're carried to the next platform. Jump to it, and go past the oil drum. Go east and break the Half Way Barrel, then continue. Jump past the oil drum, and get on the rope. Follow the Bananas down and get the DK Barrel if needed, then jump to the next platform. Go east past the oil drum, then roll through all of the Gnawties in the area. Jump up the ledges, and go east past the oil drum. Take a roll off of the cliff while on the oil drum, then jump and get the Espresso Token in the air.

Continue east, and bash the Klaptraps you'll find. Go past the oil drum, and then continue. Use the tire to bounce on the oil drum, then jump to the next platform. Pick up the TNT Barrel nearby, and go east. Throw it at the oil drum you'll come to, then continue down the path. Jump over the oil drums and kill the Klaptraps, then when you see a DK Barrel in the air, jump on the oil drum and jump to the DK Barrel if you need one. Otherwise, continue east, and jump onto the oil drum, and to the platform. Defeat the Army-Dillos as you head east, and ignore the oil drum. Keep following the path, and eventually you'll come to a gap. Jump over to the next platform.

You'll see several oil drums in the ground spawning snakes, so roll straight

through this area to get past it with no trouble. Then, proceed through the exit to complete this level! In the new section, head to the next level.

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Level #4: Loopy Lights
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NOTE: The letter K is only obtainable through a bonus.

This level is gonna be a little tough. You have to touch Light Barrels (they have an On/Off sign on them) and get light in the area to even be able to see at all. And, there are Klaptraps everywhere that jump when you jump! Anyway, to start, touch the nearby Light Barrel, and kill the Klaptrap (trust me, it is possible). Proceed east, and jump on the ledge there. Touch the next Light Barrel, then jump over the gap. Touch the Light Barrel, then head east and kill the Klaptrap, and use the nearby DK Barrel if needed. Kill the next Klaptrap, and touch the Light Barrel. Jump on the floating ledge, and then to the next platform. Kill the Klaptrap, then touch the Light Barrel. Jump to the next floating ledge, then you'll be carried to yet another floating ledge. Jump to it, then to the next platform.

Kill the Klaptrap, then touch the Light Barrel. Jump to the tire ahead, then to the next platform. Kill the two Klaptraps, then use the nearby tire to touch the Light Barrel. Go east and jump on the floating platform, then jump to each one until you make it to the next platform. Touch the Light Barrel nearby, then drop off of the ledge. Kill the two Klaptraps, and head east. Jump to the next platform as you touch the Light Barrel, then jump to the next platform. Roll off of the cliff and get the O, then jump to the next platform. Take note that the N is only obtainable through a bonus. Kill the nearby Klaptrap, and jump to the next ledge. Kill the Klaptrap there, too, then jump to the next platform.

Touch the Light Barrel, and head east. Break the Half Way Barrel, then touch the Light Barrel to the east. Drop off the ledge, and then kill the Kremling. Drop into the nearby pit and use the DK Barrel if needed, then get out of the pit and continue east. Touch the Light Barrel, then jump to the platform ahead. Kill the Kremling, then push the tire off of the eastern side of the platform. Push it under the Bananas, then use it to touch the Light Barrel. Push the tire on the floating ledge that will come to you, then use it to get the Banana Bunch in the air. Jump to the ledge and kill the Klaptrap, then drop off of the ledge. Kill the two Klaptraps, then touch the Light Barrel. Jump to the next platform, and continue east. Jump up the few ledges, and touch the Light Barrel nearby. Then, pick up the nearby barrel and kill the bird with it.

Now, drop off of the ledges, and then jump to the next platform. Touch the next Light Barrel, then kill the upcoming Klaptrap. Jump onto the high platform, then go east and drop down. Kill the Klaptraps, then touch the Light Barrel nearby. Jump to the floating ledge, then jump to each one until you reach the next platform. Kill the Kremling, then touch the Light Barrel. Jump to the tire, then bounce from each tire until you make it to the next ledge. Jump off to the floor, touching the Light Barrel. Now, head east, and jump over the bee. Then, when the next bee moves down, jump over it, touching the Light Barrel.

Jump over the next bee, then go east and jump over the next one. Get the G when you can, then jump to the next platform when the bee is out of the way. Then, jump to the next platform, touching the Light Barrel. Go east, and jump up the ledges, avoiding the barrels the Manky Kong throws. At the top, kill the Manky Kong, and touch the Light Barrel. Jump to the platform, then drop off of it, and touch the Light Barrel. Head east, and kill the Klaptrap, then head through the exit to complete this level. Now, save your game at Candy's Save Point, and

head to the final level in the game!

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Level #5: Platform Perils
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At the start of this level, pick up the nearby barrel and throw it at the grey Krusha (this is the ONLY way to kill him; no jumps or any kind of roll will work) to kill it. Now, proceed east, and jump on the arrow platform. Jump to the next platform before the arrow platform goes down, then head up the hill. Kill the Army-Dillo, then use the nearby barrel on the other one. Get the DK Barrel if needed, then jump to the arrow platform. As it carries you east, jump to the next arrow platform, then to the next platform. Rool down the hill, and you'll kill the three Klumps. Follow the Bananas down, and you'll get the K and land on an arrow platform. It'll carry you up, so jump to the next arrow platform, then immediately to the next one beside the bee.

Jump to the next platform and avoid the bee, then jump to the ledge ahead. Kill the two Army-Dillos, then jump to yet another ledge. Jump to the next arrow platform, then to the next ledge. Jump to the arrow platform, then to the next one, then to yet another platform, and avoid the bees. Jump to the above ledge and kill the Army-Dillo, then jump on the arrow platform, and bash the bird, then land on the platform. Two Army-Dillos will come from a higher platform, so use the nearby barrel on one of them, then kill the second one manually. Go east, and jump on the arrow platform, then jump from each one, avoiding the bees, until you get on the next platform.

Hold the nearby barrel in your hands, and jump to the platform ahead. Go east, and throw the barrel at the Army-Dillo, then jump to the next two platforms, killing the Army-Dillos. Then, jump to the arrow platform, and stay on it until you see the O. Cartwheel or roll to it, then jump to the next platform. Break the Half Way Barrel the bee is circling around, then go east and jump to the arrow platform, killing the Gnawty. When you get to it, jump to the above arrow platform and get the DK Barrel if needed, then jump back on the previous platform. Jump to the next ledge, and kill the Army-Dillo. Then, jump to the next arrow platform, and you'll kill the Gnawty. Get the N you'll see, then as you continue, jump to the arrow platform ahead and kill the Gnawty.

Then, jump to yet another arrow platom and kill the Gnawty, then jump to an arrow platform you'll see, killing yet another Gnawty. Jump to yet another platform, killing the next Gnawty. You'll see a Klump, but just roll and jump to the next platform, ignoring the Klump on the arrow platform. Now, roll through the next Klump up ahead, then use the tire to bounce to yet another tire. Bounce to the next arrow platform, and kill the Gnawty. Jump from each arrow platform, killing all of the Gnawties until you reach the last arrow platform. When you collect the Banana Bunch while going down, jump to the next platform before you die!

Now, jump over the bee and to yet another platform, then pick up the barrel and throw it at the Krusha on the arrow platform. Jump on the arrow platform, and then to the small ledge. Jump over the bee, and get on the arrow platform. When you're carried to another platform, jump to it and hold the barrel. Throw it at the Krusha immediately when you see him, then jump on the platform fast. Jump to the tire in the air, then bounce up to the arrow platform and hold the barrel. Move to the left side and throw the barrel at the Krusha, then get on the platform. Jump over the bee and land on the arrow platform, then hold the barrel and throw it at the Krusha when you see him. Jump to the platform, then to the platform above and grab the barrel.

Quickly get back on the previous arrow platform, and throw the barrel at yet another Krusha. Get on the platform he was on, and then jump to the tire in the air. Bounce to yet another arrow platform, then you'll come to another arrow platform. Jump to it, and hold the barrel. Grab the G in the air, then throw it at the Gnawty. Get on the arrow platform, and jump to the next platform, over the Klump. The hard part is over now, so simply kill the Klump if you wish, then go east and straight through the exit, and this level will end. Now, visit Cranky's Cabin if you wish, then head straight to the boss!

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Boss Stage: Necky's Revenge
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When you enter here, you'll notice that another big Necky is back! This must be another Necky to get revenge on the one you killed in the second world, so see the Bosses section to see how to defeat this one. Then, save your game if you wish, by traveling back to a previous world. Then, use Funky's Flights to get back on DK Isles, then head to K. Rool's boat, your final destination.

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World #7: Gang-Plank Galleon
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There are no levels to complete here; it's just the showdown versus the Kongs and King K. Rool himself. Head east until the screen stops moving, then you'll see a green crocodile slam onto the deck of the ship, which is King K. Rool himself. Read the Bosses section to see how to win the last battle. After you defeat him, congratulations on beating one of the most fun and great games ever created! Enjoy the ending. If you haven't already, try and find all of the bonus rooms (see the Bonuses section for a complete list of each and every bonus room in the game) to net a full 101%!

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IV. Bosses
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In this section, I will list all of the Bosses in the game, along with info about how to defeat them and such.

Very Gnawty

Found: Kongo Jungle
Times To Hit: Five
Difficulty: Very Easy

Boss Strategy: Simply jump on his head near his eyes, and he'll giggle. He'll then begin hopping around the area, higher and faster! Keep up the same process, and eventually he'll go really high and far. Keep it up until you win, and get a Banana back for your hoard!

Master Necky

Found: Monkey Mines

Times To Hit: Five

Difficulty: Very Easy

Boss Strategy: This is another VERY simple boss. It'll come from the right side and spit a single nut at you. Jump on the tire in the middle, and land on its beak to hit it. It'll either go to a higher or lower altitude, and spit another nut at you. Land on its beak, and it will repeat the process. Land on its beak five times to end this extremely easy battle.

Queen B.

Found: Vine Valley

Times To Hit: Five

Difficulty: Easy

Boss Strategy: This boss isn't very hard, but she's the hardest of the two you have fought so far. There are two barrels on the left and right side. Pick one of these up, and throw it at the bee. She'll turn red, and move in a zig-zag direction, in an attempt to hit you. She cannot be hurt in this state. When she turns yellow again, throw another barrel at her. Repeat this process, and after five hits, she'll fall.

Really Gnawty

Found: Gorilla Glacier

Times To Hit: Five

Difficulty: Normal

Boss Strategy: This is finally a somewhat challenging boss. Jump on his back to hit him, then he'll chuckle, and take one leap. He'll then begin hopping around the area again, so hit his back again. He will leap twice, then start hopping around. Hit him once more, and he'll leap three times. Hit him again, and he'll leap four times. After one more hit, he will be defeated.

Dumb Drum

Found: Kremkroc Industries Inc.

Times To Hit: N/A

Difficulty: Very Easy

Boss Strategy: When the battle starts, look closely at the top of the screen. You should see the boss slightly. Don't stay under where the boss is, for it'll slam down at you once. Then, it'll spit out two green Kremlings. Kill them, and it'll attempt to smash you two times! Then, it'll spit out two snakes. Dispose of them, and it'll repeat it's smashing pattern, only it'll smash you three times. It'll then spit out Klaptraps (two), so kill them. You should know the pattern by now; it'll smash you four times. Then it will spit out two Klumps (cartwheel through them as Diddy, and jump on them as DK). After you kill those, it'll smash you five times, and spit out two Army-Dillos. After those are dead, he'll fall down once, and explode.

Master Necky Snr.

Found: Chimp Caverns

Times To Hit: Five

Difficulty: Easy

Boss Strategy: This boss battle can be a little tough, but after the first couples of tries, you should get the hang of it. This Necky will start by shooting a single nut at you. Avoid it, and use the tire in the area to land on its beak. This'll hit it. Then, it will spit two nuts at you. After that, use the tire to hit its beak again. It'll then spit three nuts at you, so after you avoid those, hit it again. Then, it'll spit four nuts at you, so hit it again after this. Finally, it'll spit five nuts at you, then stop again. Hit its beak one final time to knock it out, and win the battle.

King K. Rool

Found: Gang-Plank Galleon

Times To Hit: Nine

Difficulty: Normal

Boss Strategy: The final battle CAN be a bit hard, if you don't know how to win. After K. Rool lands on the deck, he'll immediately throw his crown, in an attempt to hurt you. Jump on his head while he has his crown thrown to hit him. He'll then dash at you once, so jump over him to avoid this. He'll go to the other side of the ship, and throw his crown again. Jump over his crown and bash him on the head again. He'll then dash at you twice, and the second dash is faster! Jump over the dashes, and he'll throw his crown again, so jump on his head again when he does this. He will dash at you, three times this time! The third dash can be a pain to avoid, for he is very quick. When he throws his crown again, bash him on the head. He'll then stomp the deck a few times, and hop all the way to the left side of the boat.

Cannonballs will now fall onto the deck of the ship, so roll in between these to avoid them. After the cannonballs go to the right side of the deck, he'll throw his crown again. Jump on his head once more, and he'll jump to the right side of the deck. More cannonballs will fall, only this time, two different sets! Avoid these, and he'll throw his crown yet again. Jump on his head, and he'll jump to the other side of the boat again. This time, three sets of cannonballs will drop from the sky! Avoid these, and when he throws his crown, jump on his head yet again. He will fall down, and some 'kredits' will be shown. DO NOT be fooled; after it says "The End?", and it rolls off the screen, he will wiggle a few times, and get right back up for more!

This time, he will leap really high in the air. Roll under his feet to avoid this. When he makes it to the other side of the boat, he'll throw his crown. Jump on his head, and he'll leap to the other side, then take shorter leaps to the same side he was just on. After these are avoided, he'll throw his crown again. Jump on his head, and he'll leap to the left side, then again to the right side, and take very short leaps to the left side once more. He'll then throw his crown, so jump on his head one more time, and falls for good. You will get the last Banana back for Donkey Kong's Banana Hoard! Congratulations on completing one of the greatest games ever created! Enjoy the ending.

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V. Bonuses
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In this section, I will list all of the Bonuses in the game, along with info about how to get them and such. Bonuses can be found in every level, and as you find more, you get more percent added to your game completion. Find every Bonus Room in the game, and beat the game to get the full 101%. Getting 101% does nothing, but it's still a good feel. Also, you don't have to beat every Bonus to get added percentage; you can just on purposely fail the bonus and such. Also, some levels have no Bonus Rooms, so the levels that don't have a Bonus Room will not be listed, so take note of that.

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Kongo Jungle Bonus Locations
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Jungle Hijinx Bonuses

Bonuses: 2

Bonus Room #1
Location: Jungle Hijinx
Difficulty: Very Easy
How To Find: After getting Rambi, carry him over to the next ledge, and you'll

see a wall. Run into it, and Rambi will bust the wall open, where you can enter it to be carried to a Bonus Room.

How To Complete: This bonus is impossible to fail. Go east and collect all of the Bananas, then get the 1-Up Balloon at the end. Proceed through the cave to clear the bonus.

Bonus Room #2

Location: Jungle Hijinx

Difficulty: Easy

How To Find: After you find the first Bonus Room and clear it, you'll be spit out onto a tree, with the G. Drop off of the left side of that tree, then go east and run into the wall to break it open, which leads to the next bonus!

How To Complete: There are three barrels. Jump to the first one to stop it. Try to stop all the barrels to have them show the same Animal Token, then as a reward, you get the Animal Token you matched. If you get an uneven match, you fail the bonus.

Ropey Rampage Bonuses

Bonuses: 2

Bonus Room #3

Location: Ropey Rampage

Difficulty: Very Easy

How To Find: After getting the O, drop off of the tree that the O was above, and you'll land into a barrel. It will shoot you to a wall and break it open, and you'll automatically enter it. This leads to another bonus.

How To Complete: Just jump on each rope until you reach the end, collecting the Bananas on the ropes. When you reach the end, collect the N, and exit the bonus. You'll shoot onto a patch on the ground that has a tire inside. You can push it, but it's really for, uh...nothing.

Bonus Room #4

Location: Ropey Rampage

Difficulty: Normal

How To Find: When you see the arrow sign pointing east, just before you go past it, drop off of the ledge the Kremling was on. You'll enter a barrel, which shoots you into a bonus.

How To Complete: Watch the 1-Up Balloon move to each barrel. It goes faster and faster and eventually stops at one barrel, so watch very closely! Touch the barrel that you think the 1-Up Ballon stopped at, and if you guessed it right, you'll get it as a reward. If you guess the wrong barrel, you'll fail.

Reptile Rumble Bonuses

Bonuses: 3

Bonus Room #5

Location: Reptile Rumble

Difficulty: Very Easy

How To Find: At the beginning of the level, after you come to the first DK Barrel in the level, you'll see a barrel nearby. Grab it, and throw it down the steps. Quickly follow it down, and it'll bust the wall at the end open. Walk in to enter a bonus.

How To Complete: Go east and crawl into the little area, and grab the 1-Up Balloon. Continue east and crawl through the next crack, then go through the exit at the end.

Bonus Room #6

Location: Reptile Rumble

Difficulty: Very Easy

How To Find: After getting the K, continue heading east. Kill the few Kremplings you'll come across, and use the tire at the end to reach the next ledge. You'll see yet another tire, so use it to reach the higher platform. From there, jump off of the west side and you'll enter a barrel that shoots you up into a bonus.

How To Complete: This is a VERY easy bonus. Seriously, you can't fail it unless you fail it by purposely jumping off of the cliff. Anyway, just jump into the first barrel, and you'll be shot through a chain of barrels, collecting all of the Bananas. When you're shot to the other side, exit this bonus by going through the cave you'll see.

Bonus Room #7

Location: Reptile Rumble

Difficulty: Very Easy

How To Find: Once you get the Half Way Barrel and after you get the N, you'll soon see a high ledge with a DK Barrel, and a normal barrel. Use the tire to reach the ledge, then take the normal barrel to the east. Throw it at the eastern wall to break open the wall, then walk in to enter a bonus.

How To Complete: Just use the tire on the platform that alternates from left to right. Bounce on it, collecting all of the Bananas in the air. If you fall, go west and use the tire in the ground to get back up, then continue. The exit is all the way over to the right side of the area.

Barrel Cannon Canyon Bonuses

Bonuses: 2

Bonus Room #8

Location: Barrel Cannon Canyon

Difficulty: Easy

How To Find: After getting the O, wait until you get into the last barrel (not the one that shoots you up; the one before that). When the next barrel moves up, shoot, and you'll bust open the wall and enter the next bonus.

How To Complete: Just shoot from barrel to barrel, collecting the items until you reach the end. Go through the exit at the end.

Bonus Room #9

Location: Barrel Cannon Canyon

Difficulty: Easy

How To Find: When you come to a TNT Barrel, pick it up, and jump back to the previous ledge. Throw it at the wall to the right to break it open, then walk in to enter the bonus.

How To Complete: You'll be in a barrel that'll move from left to right. If you want a Banana Bunch, shoot up when the barrel is on the far right. In the middle is a 1-Up Balloon, and to the far left is an Enguarde Token. Try to land back in the barrel each time to get all of the prizes! Simply fall to complete this bonus.

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Monkey Mines Bonus Locations
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Winky's Walkway Bonuses

Bonuses: 1

Bonus Room #10

Location: Winky's Walkway

Difficulty: Very Easy

How To Find: This bonus is in plain sight. Shortly after the Half Way Barrel, you'll come to a bird flying under a barrel. If you have Winky, just jump directly into the barrel. If you don't have Winky, jump on the bird and enter the barrel to be shot into a bonus.

How To Complete: With Winky, just jump around, collecting the Bananas, and the N. Exit through the eastern part of the area.

Bouncy Bonanza Bonuses

Bonuses: 2

Bonus Room #11

Location: Bouncy Bonanza

Difficulty: Easy

How To Find: Shortly after the beginning of the level, you'll see a barrel on the ground, followed by two bees up ahead. Pick up the barrel, and when the bee on the left is going up, drop off of the platform and below the bees. Go directly east and throw the barrel at the wall to break it open, so enter it to enter a bonus.

How To Complete: Just jump to the first barrel to stop the icon from moving. If you get a 1-Up Balloon on the barrel, for example, match the last two barrels with the first barrel to get the prize! If you get it out of order, you lose the bonus.

Bonus Room #12

Location: Bouncy Bonanza

Difficulty: Easy

How To Find: Right before you come to the exit, you'll see a tire nearby on the ground. Push it all the way to the right, and when the floating ledge comes to you, push it on there. Then, jump from the tire, and enter the barrel directly above you to enter a bonus.

How To Complete: When the rotating barrel goes up, shoot up, and land on the tire, bouncing from several tires, collecting the Bananas. Do this on the left and right side, then fall off and miss the barrel to end the bonus.

Stop & Go Station Bonuses

Bonuses: 2

Bonus Room #13

Location: Stop & Go Station

Difficulty: Easy

How To Find: Just after the Half Way Barrel, you'll find a barrel sitting on the ground. Grab it, and head east. Touch the Go Barrel to stop the brown enemies, then go all the way east and throw it at the bottom part of the wall to break it open. Enter it to be carried to a bonus.

How To Complete: Jump into the first barrel, and shoot to each barrel, so you will collect all of the Bananas. There is a Banana Bunch you can get by shooting towards the middle. Exit through the eastern side.

Bonus Room #14

Location: Stop & Go Station

Difficulty: Easy

How To Find: Right after you get the first bonus, you'll see three Bananas going up (you'll see three Klaptraps in a small pit nearby). Go east like normal, and you'll find a tire. Push it all the way to the left until you can't push it anymore, then jump on the tire, and move around until you enter an invisible barrel, which will shoot you into the bonus.

How To Complete: Just shoot out of the barrel on the right, left, or middle part of the area. The left and middle side has a Banana Bunch at the top, and the right side has a Winky Token. Land back in the barrel so you can collect more prizes! Just fall down and avoid the barrel to end the bonus.

Millstone Mayhem Bonuses

Bonuses: 3

Bonus Room #15

Location: Millstone Mayhem

Difficulty: Easy

How To Find: At the very start of the level, use the tire nearby to bounce to the left. Land on the ledge on top of the entrance, then jump to enter a barrel leading to a bonus.

How To Complete: If you shoot out from the middle, you'll get a Banana Bunch. The right side has the K, while the left side has a DK Barrel. Just fall off to complete and end this bonus.

Bonus Room #16

Location: Millstone Mayhem

Difficulty: Easy

How To Find: When you come to the edge of the first platform, drop off of it and you'll enter a barrel, and be shot up. Land on the black piece of ground to the right, and a tire will come out. Push it all the way to the right, and push it to the edge of the platform. Jump on it, and go directly above the Millstone to enter a barrel, which shoots you directly into a bonus.

How To Complete: You have to spell Rare to complete this bonus. First, jump to the letter R when it comes under you, and do the same for the letters A, R, and E. If you touch a crocodile head, the circle will spin in the opposite direction, and go faster! If you touch the crocodile heads too many times, you'll fail! You get an Enguarde Token for winning the bonus.

Bonus Room #17

Location: Millstone Mayhem

Difficulty: Normal

How To Find: You'll eventually come to a TNT Barrel, below a Millstone. I really recommend having both Kongs for this one. Switch to DK, and

bash the Krushas on the platform to the east. Go back to the TNT Barrel, and switch to Diddy. Take the TNT Barrel all the way to the east, and drop into the small area below a Millstone. Throw the TNT Barrel at the right part of the wall to break it open, then enter it to enter a bonus.

How To Complete: Watch the 2-Up Balloon as it moves to each barrel, and when it stops, jump to the barrel you think the balloon stopped at. If you guessed the right barrel, a 2-Up Balloon will be your reward! Guess the wrong barrel, and you'll fail the bonus.

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Vine Valley Bonus Locations
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Vulture Culture Bonuses

Bonuses: 3

Bonus Room #18

Location: Vulture Culture

Difficulty: Easy

How To Find: When you come to a tire with a bird on it that throws nuts, kill the bird, and push the tire off of the left side of the platform. Push it to the right, near the edge of the platform, then bounce on it, and follow the three Bananas up to enter an invisible barrel, which shoots you up into the bonus.

How To Complete: Touch the letters in this order: K, O, N, G. If you spell the word Kong out, you'll win an Espresso Token for your prize. If you touch the crocodile heads, the circle will go faster! If you touch them too many times, the bonus ends. If you touch a letter out of order (like K, then G, for example), you'll fail the bonus that way, as well.

Bonus Room #19

Location: Vulture Culture

Difficulty: Normal

How To Find: Before you get the Half Way Barrel, you'll have to shoot from a barrel to some birds, then you'll see a Mini-Necky on the next platform. Bash the Mini-Necky, then land onto the yellow patch on the ground to get a barrel. Throw the barrel at the wall to the left to break it open, then enter it to enter a bonus.

How To Complete: Bash the two Klaptraps to get a Banana Bunch that's worth only one Banana. Bash them again to get a Banana Bunch worth two, and so on and so on. The more you bash the Klaptraps, the faster they get! Bash them a certain amount of times to win the bonus. Get bit by them to fail it. You get a 1-Up Balloon for successfully winning the bonus.

Bonus Room #20

Location: Vulture Culture

Difficulty: Easy

How To Find: After getting the O, you'll find a bird that's throwing nuts from a really high ledge. However, you'll also notice a lower ledge that's connected to the high ledge the bird is on. Jump on the lower ledge, then to the high ledge and kill the bird. Jump off, and land on the yellow patch on the ground to get a barrel. Throw the barrel at the wall on the lower ledge to break it open. Enter it to enter the next bonus.

How To Complete: Jump into the first barrel, and shoot from barrel to barrel to get some Bananas, a DK Barrel, and the N. The exit is at the far right side. If you fall off of the cliff, you'll fail the bonus, so be careful!

Tree Top Town Bonuses

Bonuses: 2

Bonus Room #21

Location: Tree Top Town

Difficulty: Easy

How To Find: At the very beginning of the level, you'll see a barrel you cannot reach in the top-left corner. Go east, and you'll see a bird fly. Follow it back to the beginning, then jump on it, and you will gain enough height to enter the barrel, which shoots you into the next bonus.

How To Complete: Start from the first barrel to the left. After the single Banana appears, wait one second, and jump. You'll stop the barrel with the K. Go to the next one, and jump a second after the K appears to get the O. Then, jump one second after the O appears to get the N, and finally, jump one second after the N appears, and you should get the G. For winning, you will get a 1-Up Balloon. If you get the wrong letters and the like, you will lose the bonus.

Bonus Room #22

Location: Tree Top Town

Difficulty: Easy

How To Find: After you get the O, you'll come to another barrel-blasting part. After that one, enter the next barrel to the east, and blast from each one until you enter the last barrel. You should see a single Banana in the bottom-right corner. When the barrel moves all the way down, fire, and you'll shoot from two barrels into the bonus.

How To Complete: Simply shoot directly up in the middle to get the N, then land back in the barrel so you can collect all of the Bananas. Fall down past the barrel to end the bonus.

Forest Frenzy Bonuses

Bonuses: 2

Bonus Room #23

Location: Forest Frenzy

Difficulty: Easy

How To Find: Near the end of the level, you'll see two rows of Bananas, and a ton of birds flying about. Avoid the birds. After you see no more rows of Bananas, look all the way down, very carefully. Under one bird that'll fly, you should see a small brown spot (it blends in with the background). This is really a barrel, so go down to it very fast, to enter a barrel leading to a bonus

How To Complete: Watch the Rambi Token as it moves to different barrels. When it stops, touch the barrel you think the Rambi Token stopped at. If you got it right, you'll get the token as a reward. If you guess the wrong barrel, you'll fail the bonus.

Bonus Room #24

Location: Forest Frenzy

Difficulty: Very Easy

How To Find: This one can be a little tough to find, like the last one. After you get through the hoard of birds, climb to the very top of the rope, and jump on the Kremling's head. Land on the yellow patch of grass on the ground to get a barrel. Leave it there, and kill the next Kremling. Take the barrel up one ledge, and put it down again. Kill the Kremling on the next ledge, and pick up the barrel again. Take it to the right side, and do the same thing you did for the left side. Don't let the barrel out of your sight, or it will disappear! After all of the Kremlings are dead, pick up the barrel, and go to the bottom ledge. Throw it to the left wall and it will break open, so enter it to enter a bonus.

How To Complete: Just jump on the rope, that will go to the right side at a fast speed when you're on it. Collect the Bananas. It'll alternate to the left and right side. After all of the Bananas are collected, jump down to the right side, and grab the Enguarde Token, then take the eastern exit.

Temple Tempest Bonuses

Bonuses: 2

Bonus Room #25

Location: Temple Tempest

Difficulty: Very Easy

How To Find: At the beginning of the level, proceed like normal until you see the first DK Barrel. Kill the Gnawty near it, then pick it up, and

hold it (do not throw it). Go all the way east, and when you make it to the next platform, throw the barrel at the eastern wall to break it open. Enter it, as it leads to a bonus, obviously.

How To Complete: Simply jump from each bird in the area until you get to the eastern side. Break open the Animal Box at the end, and you will get Espresso. Ride her, then exit the bonus.

Bonus Room #26

Location: Temple Tempest

Difficulty: Hard

How To Find: At one point in the level, after the Half Way Barrel, you'll come to a rope with an arrow of Bananas pointing down. Drop down from that rope to enter a barrel that will shoot you into a bonus.

How To Complete: This bonus can get really ugly. Bash the Klaptrap, and it'll spit out a Banana Bunch worth one Banana. The count increases as you hit him more. Hit him over and over, and he'll go very, very fast after awhile. If he bites you, you fail the bonus. However, if you manage to win, you get a lousy Rambi Token for all your efforts.

Orang-utan Gang Bonuses

Bonuses: 5

Bonus Room #27

Location: Orang-utan Gang

Difficulty: Normal

How To Find: First, get to the point where Espresso's Animal Box is located. Break it open, and get on her. Have her travel all the way back to the beginning, where the first set of trees are. Get on the next platform with the two Klaptraps, then go to the lower platform, and go to the edge. Fly all the way to the left, to a very secret area with an entrance. Enter it to be in the bonus.

How To Complete: Start by touching the W letter, followed by I, N, K, and then Y. If you spell Winky, a Winky Token will be yours. Get it, then you'll have to spell Rambi. Do so to get a Rambi Token. Spell Enguarde next to get an Enguarde Token, and finally, spell Espresso to get her token, and to complete the bonus. If you touch the wrong letter, you lose.

Bonus Room #28

Location: Orang-utan Gang

Difficulty: Very Easy

How To Find: You must have Espresso to get this bonus. After you find the N, go to the edge of that platform, and begin flying all the way to the right. You'll be on a secret platform (jump to the left ledge to find a Banana Bunch). Dismount Espresso, and pick up the nearby barrel. Throw it at the wall to break it open, then enter it to be carried to the bonus.

How To Complete: Use the floating tire in the area, and then land on the three dirt patches in the area to find two Banana Bunches, and a DK Barrel. Go through the eastern exit to end the bonus.

Bonus Room #29

Location: Orang-utan Gang

Difficulty: Very Easy

How To Find: After you find the N, you'll shortly come to a lone barrel by the edge of the platform. Hold it, and drop down off of the ledge to be on a lower platform. Go east, and drop down the gap you'll see, to be in a small area surrounded by walls, and a tire will be in the middle. Throw the barrel at the left wall to break it open. Enter the wall to be in a bonus.

How To Complete: Just jump on the floating tire, and land on the two dirt patches on the ground to get two Banana Bunches. Then go through the eastern wall to complete this bonus; it is really impossible to fail it.

Bonus Room #30

Location: Orang-utan Gang

Difficulty: Very Easy

How To Find: Just after you get the second bonus in the level, you'll spawn by the barrel on the ground again. Pick it up, and drop off of the platform. Go east and jump across the gap, then throw it at the wall to break it open. Enter it to be carried to another bonus.

How To Complete: This bonus is just like the last one. Jump on the tire in the air, and land on the single dirt patch to get the G. Go east and through the exit to clear the bonus.

Bonus Room #31

Location: Orang-utan Gang

Difficulty: Easy

How To Find: To find the last bonus in this level, get to the last Manky Kong (it's right before the end of the level). Jump over it and to the next platform, then have the Manky Kong in sight. It'll turn to you, then throw a barrel at you. Jump over the barrel and follow it, and it will break open the wall at the end. Enter it to find the last bonus in this place.

How To Complete: Break open the Animal Box to get Espresso, then have her fly all the way to the right, following the Banana arrows. Tap A really fast, and you'll make it to the other side on a ledge, where you'll find a 1-Up Balloon. Grab it, and exit through the eastern wall. If you happen to fall off, you lose!

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Gorilla Glacier Bonus Locations
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Snow Barrel Blast Bonuses

Bonuses: 3

Bonus Room #32

Location: Snow Barrel Blast

Difficulty: Easy

How To Find: At the very start of the level, you'll immediately notice a bird that flies towards the igloo slowly. Wait until he's right almost at the igloo, then bounce on him, and go to the northwest corner while in the air to enter a barrel. It leads to a bonus.

How To Complete: Watch the Winky Token as it moves across the four barrels. When it stops, touch the barrel you think the Winky Token stopped at. If you guessed it correctly, you'll get the token as a reward. If you get the wrong one, you fail the bonus.

Bonus Room #33

Location: Snow Barrel Blast

Difficulty: Easy

How To Find: Right after you break the Half Way Barrel, turn around and go to the west side of the platform. You'll see a Krusha near the edge, so jump over the Krusha and go off of the ledge to enter a barrel, which carries you to a bonus.

How To Complete: Just shoot directly up from the middle to get the O, then land in the barrel again and keep shooting to collect all of the Bananas. If you miss the barrel, the bonus ends.

Bonus Room #34

Location: Snow Barrel Blast

Difficulty: Normal

How To Find: Just before the N, you'll eventually be in a barrel right next to a red bee. Shoot directly down in that barrel to land on a small ledge. The platform to the right has a barrel on it, so enter it to be shot into the bonus. There's also a DK Barrel on the second platform to the east.

How To Complete: Enter the first barrel, and shoot from barrel to barrel, collecting the Bananas. When you reach the end, head through the exit to clear this bonus. If you fall off, you'll fail this bonus.

Slipslide Ride Bonuses

Bonuses: 3

Bonus Room #35

Location: Slipslide Ride

Difficulty: Easy

How To Find: At the very start of the level, go east down the hill, and you will spot a Kremling. Go west, and it'll follow you. You'll see an icy rope above you somewhere, so lure him under it, then jump on him and land on the icy rope. When it takes you up, jump left to the next ledge, then pick up the nearby barrel. Throw it at the western wall to break it open, then enter it and you'll be carried to the bonus.

How To Complete: Go to the last barrel on the left, and when you see the letter K, jump to stop the barrel at K. Do the same for the next barrel, only make it have an O. For the last two, put N and G, and you'll get a 1-Up Balloon as a reward for spelling Kong! If you touch the wrong letter or the Banana on the barrel, you lose the bonus.

Bonus Room #36

Location: Slipslide Ride

Difficulty: Normal

How To Find: After getting the K, you'll come to a red rope that carries you down when jumped on. Jump on it, and while going down, you'll notice an opening with two bees on the bottom and top side. Jump to that opening to find a barrel. Avoid hitting the bees with it, and drop down. Throw the barrel at the left wall to break it open. As always, enter it to enter a bonus.

How To Complete: Jump to the letter N when it is below your head, then jump to I, then N, then T, then E, then N, then D, then O. This spells "Nintendo". If you did it, you'll get a 1-Up Balloon for a prize. If you touch the wrong letter, the bonus is failed!

Bonus Room #37

Location: Slipslide Ride

Difficulty: Easy

How To Find: After the O, get to the edge of the hill you'll be on. Jump from each icy rope until you make it to the next ledge, then jump back to the last icy rope. When you go up a bit, jump left to the other one, and you'll be carried straight to a barrel, which will shoot you up into the bonus.

How To Complete: Simply jump on the ropes, collecting the Bananas. Jump on the ledge at the end, and get the Espresso Token, then exit the bonus to clear it.

Ice Age Alley Bonuses

Bonuses: 2

Bonus Room #38

Location: Ice Age Alley

Difficulty: Easy

How To Find: Shortly after the start of the level, you should see a brown bird floating in midair. Jump on it, then move to the next one, then

land directly in the barrel on the ledge to enter a bonus.

How To Complete: Enter the first barrel, and shoot to each barrel, collecting the Bananas. If you shoot towards the middle of the area, you will find an Espresso Token. The exit is at the eastern side of the bonus. There is an Animal Box containing Espresso at the end, as well.

Bonus Room #39

Location: Ice Age Alley

Difficulty: Easy

How To Find: You must keep Espresso even after getting the O to reach this bonus. Keep flying with her, tapping A constantly, and landing on ledges and platforms when needed. After a lot of flying, you'll find a lone platform in the sky with the N, and a barrel. Enter the barrel to enter a bonus.

How To Complete: Match the balloons on all three barrels. For example, if you get a match of three 1-Up Balloons (red balloons), you'll get a 1-Up Balloon as a prize. Get the wrong match, and the bonus will end!

Torchlight Trouble Bonuses

Bonuses: 2

Bonus Room #40

Location: Torchlight Trouble

Difficulty: Easy

How To Find: Just after you get the Half Way Barrel, crawl through the nearby crack. Go east and you'll see a barrel on the upper ledge. Pick it up, and drop down to the floor. Throw the barrel at the eastern wall to break it open, then walk in to enter a bonus.

How To Complete: Touch the barrels to make all three of them match the same thing. For example, if you get a Banana Bunch on all of the barrels, the Banana Bunch will be your reward. If you touch a barrel and make it not match the others, you lose.

Bonus Room #41

Location: Torchlight Trouble

Difficulty: Normal

How To Find: Before the Exit sign, you will see a barrel by a spiked wheel. Pick up said barrel, and drop down to the floor. Throw the barrel at the left wall to break it open, then walk in to enter a bonus.

How To Complete: Use the tire in the area to get the G at the eastern side, then bounce on the Klaptrap. It'll spit out a Banana Bunch worth one Banana, then spit one out worth two, and so forth. The more you hit him, the faster he gets, and the more Bananas you obtain for collecting the bunch he spits out. If he bites you, the bonus ends! For winning, you get a Rambi Token.

Rope Bridge Rumble Bonuses

Bonuses: 2

Bonus Room #42

Location: Rope Bridge Rumble

Difficulty: Easy

How To Find: When you come to the second cliff in the level, drop off of the cliff, and go directly down. You'll land inside a barrel, and be shot into a bonus.

How To Complete: Bounce from each tire, collecting the Bananas until you reach the end. Break open the Animal Box to get Winky, then go through the exit to clear the bonus.

Bonus Room #43

Location: Rope Bridge Rumble

Difficulty: Easy

How To Find: Just before the end of the level and after getting the G, you will have to bounce on several tires until you make it across to the other side. If you look up while bouncing on said tires, you will see a single Banana in the air. Use the tire to bounce up to the Banana, and you'll enter a barrel, which leads to the bonus.

How To Complete: Touch the barrels to make them stop at a certain Animal Token. Make all three of them match the same Animal Token to get that token. For an example, if you stop all three barrels and they all have Winky Tokens, you get the Winky Token as a reward. Make the wrong match, and you'll fail the bonus.

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Kremkroc Industries Inc. Bonus Locations
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Oil Drum Alley Bonuses

Bonuses: 4

Bonus Room #44

Location: Oil Drum Alley

Difficulty: Easy

How To Find: At the beginning of the level, when you see the first black ledge, get on it and kill the Gnawty. Jump over towards the left to hang on to a rope. You'll be carried to the top of the entrance, so jump directly down onto the black patch on the floor to get a TNT

Barrel. Take it, and head east. Throw it at the Oil Drum you'll find to blow it up, then drop down off of the ledge and into a barrel, to enter a bonus.

How To Complete: Shoot directly up from the middle to get a 1-Up Balloon, then collect the Bananas and land into the barrel again. Keep shooting and collecting the Bananas, then fall down and miss the barrel to end the bonus.

Bonus Room #45

Location: Oil Drum Alley

Difficulty: Easy

How To Find: Shortly after the first bonus in the level, you'll come to another black patch in the ground. From the high ledge, jump down and land on the black patch to get a TNT Barrel. Pick it up, and throw it at the left wall to break it open. Enter it; it carries you to the next bonus.

How To Complete: Touch the barrels to get them to stop on a certain item. Get a match on all three barrels to win that item! For example, if you get a Winky Token on all three barrels, you'll get the Winky Token as a prize. Make a wrong match, and you'll fail the bonus.

Bonus Room #46

Location: Oil Drum Alley

Difficulty: Normal

How To Find: You have to get in the second bonus of this level to reach this one! There's a bonus within another bonus! Anyway, when you enter the second bonus, get a match of three single Bananas. You may think you're just going to get a single Banana as a prize, but a regular barrel falls instead! Have Diddy pick up the barrel, then jump, and while in the air, hug the right wall to break it open, and immediately enter the bonus. If you throw it at the wall without hugging the wall, the bonus will end before you can head through the entrance!

How To Complete: First, jump to the letters D, O, N, K, E, and Y. Then, you will get a 1-Up Balloon, but there's more! Now you'll have to jump to the letters K, O, N, and G. You'll get a 2-Up Balloon, then you'll have to jump to C, O, U, N, T, R, and Y. This spells "Donkey Kong Country". If you get that spelled, you'll get a 3-Up Balloon as the final prize, and the bonus will end. If you spell any of the words incorrectly, you'll fail.

Bonus Room #47

Location: Oil Drum Alley

Difficulty: Easy

How To Find: After getting the Half Way Barrel, proceed as normal. Kill the Manky Kong you'll come to, and you'll notice a barrel that was behind him. Grab it, and head all the way east. Drop down the pit under the Oil Drum, and throw it at the eastern wall to break it. Walk inside to enter a bonus.

How To Complete: Enter the first barrel, and shoot from barrel to barrel, collecting the Bananas and the N. Go through the eastern exit to clear the bonus. If you fall off, you'll fail the bonus!

Trick Track Trek Bonuses

Bonuses: 3

Bonus Room #48

Location: Trick Track Trek

Difficulty: Very Easy

How To Find: Right when the first elevator platform comes to an end, don't jump off of it. Instead, roll/cartwheel off of the cliff, then jump to the right to enter a barrel, which will lead you to a bonus room.

How To Complete: Jump on the elevator platform, and it'll ride you around the whole area, letting you collect the Bananas. Collect all of the Bananas, then go through the eastern exit. Fall off, and you'll lose!

Bonus Room #49

Location: Trick Track Trek

Difficulty: Normal

How To Find: Shortly after getting the Half Way Barrel, you will come to a DK Barrel in a corner. After that, wait until you get to the east corner, then immediately roll/cartwheel off of the platform, and jump to a high ledge with two Gnawties. Kill them, then jump east into a barrel that shoots you into a bonus.

How To Complete: This is another bonus where you have to jump on a Klaptrap to get a certain amount of Bananas each time. However, this new Klaptrap is purple, and jumps when you jump! So, jump, and it will. When it lands, land on its back for it to spit out a Banana Bunch worth one Banana. Keep doing this to get more and more Bananas. The more you hit him, the faster he goes! If you win the bonus, you'll get a 1-Up Balloon. Get bit by the thing, and the bonus ends.

Bonus Room #50

Location: Trick Track Trek

Difficulty: Easy

How To Find: At the very end of the level, you'll find a Manky Kong. Kill him, and drop off the edge it was by. You'll fall to a small platform with a Winky Token, so grab it, then head west into the barrel, which leads to the bonus.

How To Complete: Make a match on all three of the barrels in the area. For an example, touch the barrel, and if it has a 1-Up Balloon on it, make all the other barrels have a 1-Up Balloon on it to get it as a prize. If you make a wrong match, the bonus ends.

Elevator Antics Bonuses

Bonuses: 3

Bonus Room #51

Location: Elevator Antics

Difficulty: Easy

How To Find: At the very beginning of the level, when you are on that high platform, take a roll/cartwheel off of the cliff, then quickly jump to hang on a rope. Climb directly up, then go east and go through the wall, into a bonus.

How To Complete: Start with the last barrel to the left, and touch it when it shows a K. Move onto the next one, and make it have an O, then on the next one an N, and the last one a G. You'll get a 1-Up Balloon as a prize if you get it right. If you spell the word incorrectly, you'll fail the bonus!

Bonus Room #52

Location: Elevator Antics

Difficulty: Easy

How To Find: In one area, you'll be climbing ropes (there are three total in the area), and you'll see bees moving up and down on each one. Get to the second rope, then jump to the last rope. Climb it to the top, and jump in the northeast corner, and you'll be standing. Run east to enter a bonus.

How To Complete: Just shoot from barrel to barrel, collecting the items like the O and the Espresso Token until you reach the end, then leave through the eastern exit. If you fall, you lose.

Bonus Room #53

Location: Elevator Antics

Difficulty: Easy

How To Find: On the very last set of elevator ledges, get on one of them. As you're carried down, ignore the platform you'll see, and then you will see an opening with a hole in the wall. Jump to the said opening, and enter the wall to enter the bonus.

How To Complete: Simply shoot out of the barrel, collecting the Bananas. Land back inside, and get some more Bananas! If you fall and miss the barrel, the bonus will end.

Mine Cart Madness Bonuses

Bonuses: 3

Bonus Room #54

Location: Mine Cart Madness

Difficulty: Normal

How To Find: When you jump to the high rope shortly after getting the K, you will go on a high track in a mine cart, collecting a bunch of Bananas. When you see that the line of Bananas breaks up, and you see two lines of Bananas, jump in between the two lines of them to enter an invisible barrel leading to the bonus.

How To Complete: Enter the first barrel, and shoot from barrel to barrel, as you collect the prizes like Bananas, a Rambi Token, and a 1-Up Balloon. If you miss a barrel and fall, you'll lose the bonus. Go through the eastern exit to clear it.

Bonus Room #55

Location: Mine Cart Madness

Difficulty: Easy

How To Find: Right after you get the N, you'll see a tire in midair while going down a ramp. Jump on said tire, then bounce into the barrel, which takes you to a bonus.

How To Complete: Have the three barrels match the same Animal Token, by jumping to them. For example, if you stop the barrels at three Rambi Tokens, you get the Rambi Token as a reward. Make the wrong match, and you get no prize!

Bonus Room #56

Location: Mine Cart Madness

Difficulty: Very Easy

How To Find: When you get off of the very last mine cart in the level, go back to the left edge. Under the track, you'll notice some tires. Jump to the tires (you'll go through the track, don't worry), and then bounce your way into the barrel to be shot to a bonus.

How To Complete: Jump on the floating ledge, and use the tire to collect the Bananas in the air. Then, go to the eastern platform and head through the exit to complete the bonus. If you fall off of the cliff, you'll fail the bonus.

Blackout Basement Bonuses

Bonuses: 2

Bonus Room #57

Location: Blackout Basement

Difficulty: Easy

How To Find: Shortly after you get the Half Way Barrel, you'll come to three arrow platforms pointing down. Jump until you get on the last one, then stay on it as it goes directly down. You'll enter a barrel, and enter a bonus.

How To Complete: Enter the first barrel, and shoot towards the middle to get the N, then shoot from each barrel, collecting all of the Bananas. If you fall off, you lose. Go through the eastern exit to complete the bonus.

Bonus Room #58

Location: Blackout Basement

Difficulty: Easy

How To Find: You must enter the first bonus, and either lose it or beat it. You will land on a black patch when you appear back in the level. A steel keg comes out, so take it, and drop to the floor ahead. Then throw it against the wall, and jump on it as it comes back to you to ride it. Keep riding, and you'll drop off of a ledge, ride back towards the wall, and break it open. Jump off the steel keg, and enter it, as it leads to the bonus.

How To Complete: Watch the 1-Up Balloon as it moves across each barrel. When it stops, touch the barrel you think it stopped on. If you got it right, you'll get the 1-Up Balloon as a reward. If you guess the wrong barrel, you'll fail the bonus.

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Chimp Caverns Bonus Locations
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Tanked Up Trouble Bonuses

Bonuses: 1

Bonus Room #59

Location: Tanked Up Trouble

Difficulty: Easy

How To Find: At the start of the level, get on the first elevator platform. Purposely jump over the first Fuel Tank, and stand in the middle of the elevator platform. When the fuel runs out of the platform, stay on the platform, and you'll fall directly into a barrel, that leads to a bonus.

How To Complete: Simply watch the 1-Up Balloon as it moves across the three barrels. When it stops, touch the barrel you think the 1-Up Balloon stopped on. If you guessed the correct one, you'll get the 1-Up Balloon for a prize. If you guessed the wrong one, the bonus will end.

Manic Mincers Bonuses

Bonuses: 3

Bonus Room #60

Location: Manic Mincers

Difficulty: Normal

How To Find: After you get the Half Way Barrel, you'll come to a barrel above a pit. Pick it up, and jump down to the pit. Avoid hitting the Krusha with it, and avoid being hit by him, then throw it at the eastern wall to break it open. Enter it; it's a bonus.

How To Complete: Bash the three Klaptraps in the area, as they spit out some Banana Bunches that are worth one, then two, and so on and so on. After you hit each one a few times, they disappear, and you'll get a 1-Up Balloon for a prize. If they bite you, the bonus ends!

Bonus Room #61

Location: Manic Mincers

Difficulty: Easy

How To Find: This is in plain sight. When you come to a trail of Gnawties, you will notice a small ledge with a hole in the wall, and another hole in the wall you can't reach. Enter the hole in the wall you can get to, and you'll enter a bonus (with no bonus music).

How To Complete: Go in between each of the Mincers, and make your way to the end. Then, grab the G, and go through the exit. Get hit by a Mincer, and the bonus will end! Outside, use the DK Barrel if you need it, then jump on the high ledge and jump off of the left side to get a Winky Token.

Bonus Room #62

Location: Manic Mincers

Difficulty: Easy

How To Find: You must enter the second bonus to get this one. When you exit the bonus, pick up the TNT Barrel, and jump off of the right side. Throw the TNT Barrel at the right wall to break it open, then walk in to enter the bonus.

How To Complete: Watch the 1-Up Balloon as it moves across the barrels, then guess which one you think it stopped at. If you guessed it right, you will get the balloon as a prize. Guess the wrong one, and you'll fail the bonus!

Misty Mine Bonuses

Bonuses: 2

Bonus Room #63

Location: Misty Mine

Difficulty: Very Easy

How To Find: Shortly after the Half Way Barrel, you'll come to an area where you must jump on a rope that'll take you to another rope. Jump to each rope until you get to the last one. When it carries you to the next platform, jump off the rope, and hug the right wall to be on a small ledge with an entrance. Go through said entrance to find this bonus.

How To Complete: Jump on the rope, and to get the K, O, N, and G letters, take this path while on the rope: up, down, up, down. You'll get the four letters. At the end, break open the Animal Box to get Espresso, then hop on her and go through the exit.

Bonus Room #64

Location: Misty Mine

Difficulty: Easy

How To Find: When you come to a TNT Barrel where Klaptraps will come out of a small oil drum, pick up the TNT Barrel as DK. Make your way east, and jump over the Klaptraps and the oil drum. Then, head all the way east until you drop down a pit. Drop the barrel at the right wall to break it open, then enter it to get in the bonus.

How To Complete: Touch the barrels to make them stop at a certain Animal Token. Have all three barrels match the same Animal Token to get that token as a prize. For an example, if you get a Rambi Token on all three barrels, one will be your prize. Make the wrong match, and the bonus ends.

Loopy Lights Bonuses

Bonuses: 2

Bonus Room #65

Location: Loopy Lights

Difficulty: Easy

How To Find: At the very beginning of the level, when you come to the first gap, drop down and you'll enter a barrel leading to a bonus.

How To Complete: Jump into the first barrel, and shoot from barrel to barrel, collecting the prizes like Bananas, and the K. Then, go through the eastern exit to complete the bonus. If you fall off, you fail the bonus!

Bonus Room #66

Location: Loopy Lights

Difficulty: Easy

How To Find: After the Half Way Barrel, you will see a barrel under a Light Barrel, with a bird on the Light Barrel. Wait until the bird is done throwing nuts, and it will pause itself for a second. Use this time to quickly grab the barrel with Diddy, and drop down the ledges. Jump to the next platform, and then go east and break the eastern wall in the small pit by using the barrel. Walk into it, and you'll enter a bonus.

How To Complete: Touch the Light Barrel, and jump up the platforms, collecting the various items like the N. Then, grab the Espresso Token and the 1-Up Balloon, and use a tire at the end of one of the platforms to bounce up to the last platform. Run through the exit to clear the bonus. If you fall off, you lose.

Platform Perils Bonuses

Bonuses: 2

Bonus Room #67

Location: Platform Perils

Difficulty: Easy

How To Find: At the very beginning of the level, you'll notice a barrel in the southwestern corner of the area, in midair. You cannot reach it, or so you may think. Kill the Krusha using the barrel at the start, then get on the first arrow platform. Immediately drop off of the left side, and you should land on an off-screen arrow platform. Let the platform ride you straight into the barrel, which leads to a bonus.

How To Complete: Go to the last barrel on the left, and touch it when you see a K. Go to the next one, and make it have an O, then on the next one, an N, and on the last one, a G. If you spelled Kong the right way, you'll get a 1-Up Balloon as a prize. If you spell it the wrong way, the bonus ends.

Bonus Room #68

Location: Platform Perils

Difficulty: Easy

How To Find: On the very last arrow platform, let it take you down, and you'll see a platform to the right. Roll and jump to it, then go east and jump inside the barrel, which shoots you into the final bonus!

How To Complete: Watch the Enguarde Token as it moves across each barrel. When it stops, touch the barrel you think it stopped at. If you touched the right barrel, the Enguarde Token will be your reward. If you touched the wrong barrel, you'll fail.

VI. Enemies

In this section, I will list all of the enemies in the game, along with info about them and such. Also, take note that this list is from A-Z.

Kremling Enemies

Klaptrap

Description: These things come in two colors: blue and red. The most common

ones are the blue ones, and they are found in tons of levels. The red ones are only found in one bonus, and in the last world, in the Loopy Lights level. They clap their jaw back and forth, and they move back and forth on one platform. Sometimes, they come in packs! If they bite your Kong, you lose the Kong. Jump on their backs to kill them. Do not roll through them, or your Kong will run away!

Attacks: Bite

Klump

Description: Klump is a general with a metal helmet on. This enemy walks around on a platform, and can fall off of it if you let them. Sometimes, they come in packs. Donkey Kong can kill them with a single jump on the head, but Diddy cannot kill them except by rolling through them. If you bump into this enemy, you'll lose a Kong. If you hit their head as Diddy, you'll be knocked back a bit!

Attacks: Walk, Knockback

Krash

Description: These Kritters can only be found in mine cart levels. They will ride in your direction, and if they bump into you, you lose a Kong, and this enemy dies. Jump on them to kill them, or simply just jump over them to avoid them altogether.

Attacks: Suicide

Kritter

Description: One of the most common enemies in this game are the Kritters. There are four types: ones that walk, ones that bounce up and down in one direction, ones that leap across one or two platforms, and ones that just ride off of a cliff in mine cart levels. A simple jump or a roll is all it takes to defeat these (the mine cart ones cannot be killed by a roll, obviously). If the leaping ones land on you, you lose a Kong. If the others bump into you, you'll also lose a Kong.

Attacks: Walk, Leap, Suicide

Krusha

Description: A big, bulky Kritter that is found in various levels. They come in two colors: blue and grey. The blue ones are the most common, while the grey ones can only be found in Platform Perils. Diddy cannot kill these guys by a roll or a jump, but Donkey Kong can kill the blue ones by a jump to the head. The grey ones cannot be killed at all, except by a barrel. Like the Klumps, these enemies walk around, and if you bump into them or roll into them, you will lose a Kong.

Attacks: Walk

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Water Enemies

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Bitesize

Description: A green fish that is found in all water levels. They swim in one direction, and if you touch one, you lose a Kong. Donkey Kong and Diddy Kong cannot kill them, but Enguarde can. These are usually found in packs, swimming towards you, to try and take you down.

Attacks: Swim

Chomps

Description: This is a big shark that is blue, and they are usually in packs, swimming back and forth in one direction. If you touch them, they will chomp you, and you'll lose a Kong. They are found in almost all water levels, and they cannot be killed by Donkey Kong or Diddy Kong. Only Enguarde can kill them.

Attacks: Swim, Bite

Chomps Jr.

Description: This shark is just like the Chomps, but a smaller version. They also come in packs a lot, and are also a bit dangerous. If you swim into them, you lose a Kong! Donkey and Diddy Kong cannot kill them, but Enguarde can. These can be found in various water levels throughout the game.

Attacks: Swim, Bite

Clambo

Description: A clamshell that can be found in some water levels. A lot of these are found in Clam City (hence the level name). They stay inside their shells until you get close to them, then they open up, and shoot out white pearls to attack you! Swim past these or stay in between these to avoid them. If your Kong gets hit by a pearl, you lose the Kong. This enemy cannot be killed, even with Enguarde.

Attacks: Pearl Shoot

Croctopus

Description: An octopus that can be found in a few levels. They come in two different colors: purple, and blue. Purple ones are the most common, and when you find them, they spin around a platform, or swim in a square-like direction. If you touch them, they will make you lose a Kong! The blue ones are only found in Croctopus Chase, and when you pass them, they begin chasing you until they find an opening to stop at. They cannot be killed by Donkey Kong, Diddy Kong, or Enguarde.

Attacks: Spin, Chase

Squidge

Description: This enemy can be quite annoying. It's a small squid-like enemy,

and they move in a zig-zag direction, sort of. They move up or down, even after they go off-screen. If they touch you, you'll lose a Kong! Donkey Kong and Diddy Kong cannot kill this enemy, but Enguarde is able to. These enemies are almost always found in a pair of two, or a pack.

Attacks: Swim

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Miscellaneous Enemies
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Army

Description: An armadillo found in various levels. They roll into a roly-poly kind of thing when you get near them, then they roll to the left and right, in an attempt to kill you. They will stop rolling after awhile, then you can jump on them to kill them. It takes two roll attacks to defeat these enemies, but Donkey Kong can simply jump on them to kill them. Diddy has to jump on them twice to finish this annoying enemy.

Attacks: Roll

Drum

Description: These are not really enemies, but they DO spawn enemies such as Slippas, Gnawties, and Armies. They are a really small version of the Oil Drum. They cannot be killed by any Animal Buddy, or Donkey Kong and Diddy Kong. Only a TNT Barrel will finish it.

Attacks: Spawn Enemy

Gnawty

Description: This is probably the most common enemy in the game, next to the Kritter. They are just little beavers that walk about in one area. They usually come in packs, like a lot of enemies. Either roll through them or jump on their heads as either Kong to kill them. If you bump into them, they'll make you lose a Kong.

Attacks: Walk

Manky Kong

Description: This is a brown ape that can be found in various levels. They throw barrels down a ramp or down a platform, in an attempt to knock out a Kong. Either jump on their heads or roll through them as either Kong to kill them.

Attacks: Throw

Mincer

Description: Not really an enemy, but it's still obviously listed here. These are wheels that spin around and either move up and down, or remain

stationary in one area. They have spikes on them, and if you touch them, you'll lose a Kong. Jump over these to get past them. These things cannot be killed in any way, and can only be found in a couple of levels.

Attacks: Spin, Move

Mini-Necky

Description: A little bird found in several levels. When you get near one, it will spit nuts at you. They are always stationary in one area, and shoot nuts from there. They are almost always alone, with no other Mini-Necky with them. Jump on them, or roll through them to finish this enemy. If you get hit by a nut or touch this enemy, you'll lose a Kong.

Attacks: Spit

Slippa

Description: This enemy is a snake enemy that is red, and has stripes on its back. They crawl around in one direction (sometimes back and forth), in an attempt to stop the Kongs. Touch one of these, and you'll lose a Kong! Roll through them or jump on them to defeat these baddies.

Attacks: Crawl

Vulture

Description: Found in various levels, these brown birds can be pretty darn dangerous, and highly annoying at times. There are some who sit on a single platform, and throw nuts in certain directions. If you get hit by these nuts, you'll lose a Kong. These also can often be found flying in a single spot, or flying in a certain direction. Jump on the flying ones to kill them, and either jump or roll through the ones on platforms to kill them. If you touch the ones that fly, you lose a Kong.

Attacks: Fly, Throw

Zinger

Description: A common enemy, but not as common as some of the other enemies in the game. These also come in different colors. The red ones cannot be killed. The other ones can be killed by Animal Buddies, or by throwing a barrel at them. They're usually found moving around one area. They're also found stationary in one position. Touch one of these, and you lose a Kong.

Attacks: Sting, Fly

===== VII. Animal Bonuses =====

In this section, I will list all of the Animal Bonuses in the game, along with a strategy for each one and such. If you get three of one Animal Token (Rambi,

Enguarde, Espresso, Winky), you'll enter some sort of bonus stage, where you must play with the animal and collect the tokens throughout the level. Every 100 tokens earns you an extra life at the end of the bonus. Also, look below for the strategies and such. When I say "Time Scroll", I mean how fast the time goes down as you play the bonus. Also, in each Animal Bonus is a Large Token hidden in an area. When collected, the amount of tokens you have will double two times as much as your current tokens (for an example, if you have 100 tokens and got the Large Token, you'd get 100 more tokens). Then, some regular tokens appear in the shape of an "x2", so be sure to collect those as well.

Rambi Bonus

Requirements: Three Rambi Tokens

Time Limit: 99 Seconds

Time Scroll: Very Fast

Difficulty: Hard

Strategy: Rambi's bonus is by far the hardest out of all of the Animal Bonuses, because the time goes by so fast, you don't hardly have any chance of getting the Large Token before the time runs out. Start by jumping the few middle platforms, snagging the many tokens there. Drop down instead of going all the way to the right (I suggest dropping off of the ledges when you have around 110 tokens). Then, go all the way back to the start. By now you should have 200 or more tokens. Then, jump on the igloo, then to the very top platform. Jump from each one, and be careful not to fall off. Then, when you get to the last one, jump to the right side to get on a platform. From there, go down the hill and touch the Large Token. Collect the tokens the large one will form into, then if you still have time, go back to the main area and collect some more tokens. You should finish this bonus with around 430 or 500 tokens.

Enguarde Bonus

Requirements: Three Enguarde Tokens

Time Limit: 99 Seconds

Time Scroll: Fast

Difficulty: Normal

Strategy: This bonus is slightly difficult, but if you use the right strategy, you should net around 530-550 tokens every time you try this. Start by heading directly up (you can speed up this bonus by rapidly pressing Y while you go in any direction other than up or down), then when you think it's a dead end, keep going straight up, into a secret room with many tokens. Collect all of these, then go south and back to the start. Then, go left through that wall, and into another secret room with many tokens. As you probably know, collect these, then go directly east. Continue going east until you get to the next wall, then go through that one. Collect the tokens there, then head back to the start. By now you should have 200 or more tokens, so head directly down, and through the bottom, collecting around 30 more tokens on the way. Touch the Large Token, and get the tokens forming an x2. Get any other tokens in the area. You should finish with 530 or more tokens!

Espresso Bonus

Requirements: Three Espresso Tokens

Time Limit: 99 Seconds

Time Scroll: Fast

Difficulty: Normal

Strategy: Begin by running off of the first platform, then tap A to fly. Keep flying, collecting the tokens, then get on the next platform. Run off of the edge and fly some more, to yet another platform. Continue flying more, until you reach what appears to be a dead end. Jump up the small rocks on the wall until you reach the last one. Then, jump, and tap A as fast as possible, and tap to the right on the D-Pad. If you did it correctly, you'll be on a platform off-screen. Go all the way right, and down into a secret area with the Large Token. Snag it, then get the tokens forming an x2. Exit this area by using the rocks as ledges, then keep flying left until you get back to the start. Jump, and tap A and left on the D-Pad until you get on yet another platform off-screen. Collect the tokens in the hidden area to the left, then the bonus should end with you having around 500 tokens.

Winky Bonus

Requirements: Three Winky Tokens

Time Limit: 99 Seconds

Time Scroll: Fast

Difficulty: Easy

Strategy: Winky's bonus is probably, by far, the easiest of them all. Start by heading directly left, then use the tire to reach the floating ledges in the air. Jump around on the several ledges, collecting the tokens. There are also a few openings with several tokens in them, to the right. Head left, and collect all of the tokens and get on top of the floating platforms. Keep doing this, then head all the way left and get to the top floating platform. Jump to the left to a platform, then head down the platforms, collecting the tokens. Get the Large Token in that area, then get the tokens forming an x2. Go east and use the tires to bounce back up to the main areas, then get some more tokens before the time runs out. You should finish with as much as 570-600 tokens!

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VIII. Items
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In this section, I will list all of the items in the game, along with info about them and such.

=====
Regular Items
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Animal Token

Description: These items are found in various levels, and when you collect three of one Animal Token, an Animal Bonus will begin. There are four different tokens: Rambie, Enguarde, Espresso, and Winky.

Balloon

Description: This is an item that, when collected, will increase your live count. Red Balloons increase your live count by one. Blue Balloons increase your live count by two. Green Balloons increase your live count by three. The most common one is the Red Balloon, and the most rare one is the Green Balloon.

Banana

Description: A single banana found in every level. When collected, your Banana count goes up by one. Collect 100 of these to gain an extra life.

Banana Bunch

Description: Just like the Bananas, only when you collect them, your Banana count increases by ten. Collect 10 of these to gain an extra life. They're found in every level.

"K O N G" Letters

Description: There is one K, O, N, and G letter in each level, found throughout the level, or sometimes even in bonuses. Collect all four letters to gain an extra life.

Large Token

Description: These are only found in Animal Bonus stages. When collected, your amount of tokens double by the amount you already have. Then, this forms into many tokens forming an x2 shape.

Tire

Description: Tires are found in a lot of levels, and you can jump on these and bounce up to a high platform you can't normally reach. These can also be used to find certain bonuses.

Fuel Tank

Description: This item is only found in the Tanked Up Trouble level, and when touched, some more fuel is added to your elevator platform. Grab these whenever you see one, because you'll really need it!

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Barrels

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Barrel

Description: A normal, brown and wooden barrel found in various levels. These can be picked up and thrown at a wall or an enemy. Throw it at suspicious walls, and you may open up a path leading to a bonus!

Cannon Barrel

Description: This barrel is found in a lot of levels, and when there's one around, there's usually many around. When you hop into this, it can either spin around and rotate at a slow or fast speed, or it will move diagonally, or up and down in a straight line. Fire out of the barrel at the right time to enter another barrel, or to land on a platform.

DK Barrel

Description: This barrel is found in literally every level, and if you are missing a Kong, throw this barrel at the ground, wall, or an enemy to get the missing Kong.

Flight Barrel

Description: This barrel belongs to Funky Kong, and you can find this barrel only at Funky's Flights, in every world. When you jump inside it, you can travel back to previous worlds you've visited already.

Half Way Barrel

Description: This is found in literally every level in the game. When you touch this barrel, it instantly breaks, and acts as a half way point. If you happen to get killed, when you restart the level, you'll start the level at the same point the barrel was at.

Launcher Barrel

Description: This barrel is like the Cannon Barrel, but when entered, you will automatically be shot in a certain direction, and enter another barrel or land on another platform.

Light Barrel

Description: This can only be found in the Chimp Caverns world, and in the Loopy Lights level. Touch this to turn the lights in the level on for a really short time.

Metal Keg

Description: A steel barrel that doesn't break. Throw it at a wall, then jump on it as it comes back to you, and you can ride it, killing some enemies while going down a path. This barrel can also be used to find a certain bonus. The only way you'll lose it is if it falls off of a cliff. This barrel can be really useful.

Steel Rimmed Barrel

Description: Much like the Metal Keg, only this barrel breaks, and you cannot ride it. They're always thrown by a Manky Kong and the like, and it breaks if it hits a wall. You'll lose it if it falls off of a cliff, so beware!

Stop & Go Barrel

Description: This barrel is only found in one level: Stop & Go Station. When you touch this barrel, the barrel will switch from Go to Stop, causing the Rockkrocs in the area to stop moving for a short time.

Save Barrel

Description: This one is only found in one area: Candy's Save Point. She will offer you to jump in to save your game progress, so defenitely do so when you encounter Candy Kong.

TNT Barrel

Description: A barrel that has the letters "TNT" imprinted on the front. When thrown, this barrel explodes, killing any enemies nearby. Throw this at a wall, and you might break it open! Also, if you put this barrel down, it'll explode a few seconds later.

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IX. Game Modes
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In this section, I will list all of the game modes in the game, along with info about them and such. You have to select a game mode when you start a new file, so take note of that.

One Player

Description: Basically a normal game. You get to use both Kongs by yourself, and you get to play the whole game alone.

Two Player Team

Description: Two players get to control one Kong at a time. For example, if 1P loses Donkey Kong, 2P gets to use Diddy Kong. This game mode requires two controllers.

Two Player Contest

Description: Two players have to beat the same level in order to proceed to the next one. For an example, if 1P completes the first level in the

game, 2P must also beat that level. 2P also gets different costumes for each Kong! This game mode requires two controllers.

=====
X. Animal Buddies
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In this section, I will list all of the Animal Buddies in the game, along with information about them and such. An Animal Buddy is gotten by breaking open an Animal Box found in various levels. You will know what Animal Buddy will come out by looking at the front of the Animal Box.

Rambi

Type: Rhino

Description: This big bad rhino can be really useful in some cases, but is only found in three levels in the game. He can just walk up to an enemy and he'll immediately bash them to death! A really useful partner this animal can be.

Enguarde

Type: Swordfish

Description: This is a swordfish that you'll find in every water level. She is really useful for the water levels, and she can stab through enemies to kill them! She cannot kill all enemies, however.

Espresso

Type: Ostrich

Description: A really fast and useful partner. She can't literally fly, but she flutters around the area. She is very useful for getting to hard to reach platforms and ledges. She can also step on Klaptraps without getting hurt, but you lose her if they bite her.

Winky

Type: Frog

Description: This thing can be useful, as well. Probably almost the most useful Animal Buddy in the game. When you jump while on him, he can jump pretty far and high. He hops, however, which CAN get you killed in certain situations. He can jump on enemies, killing them easily.

Squawks

Type: Parrot

Description: Squawks can only be found in one level, which is Torchlight Trouble, in the Gorilla Glacier world. He is at the very start of the level, in an Animal Box. When broke open, he comes out, and has a flashlight in his hand. He'll light your way throughout the whole level! He's a pretty useful Animal Buddy for that level.

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XI. Secrets & Glitches
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In this section, I will list all of the Secrets and Glitches in the game, along with information about how to do them and such.

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Secrets
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Secret #1 - Hidden Warp in Slipslide Ride

There IS a warp in this level, and it skips you to almost the end of the level. Not quite, but close. Anyway, at the very start of the level, you'll notice a high pole that you cannot reach with your typical jump. So, head east, and you will spot a blue bouncing Kremling, headed your way. Head back west, and have him follow you until he's directly under the rope. Then, jump on him, and land on the rope. When it takes you to the top, jump to the platform ahead, then look in the northwestern corner. You will notice a Launcher Barrel. Simply just jump inside, and you'll be shot near the end of the level, where all you have to do is climb a few ropes to reach the end!

Secret #2 - Hidden Warp in Stop & Go Station

This is the easiest and quickest warp to find. At the very start of the level, walk back towards the left, and go through the entrance. The screen will fade, and you'll be next to the end of the level, where all you have to do is touch a few Go Barrels to reach the end.

Secret #3 - Rambi in Oil Drum Alley

Rambi isn't very useful for this level, but he's in there. After getting the Half Way Barrel, head east, and drop down the gap you'll see. You'll land in a secret area and automatically bash the Animal Box. Get on Rambi and use the tire to get out of the area, and continue on with the level.

Secret #4 - Skip to the End of the Level in Snow Barrel Blast

After getting the Half Way Barrel, continue until you get to another set of barrels, where you must shoot to each one until you reach the other side. Get in the third barrel in that area, and shoot directly down. You'll enter a Launcher Barrel, and be shot all the way to the end of the level! This trick is really useful, because the last part of the level will get ugly otherwise.

Secret #5 - Start Game with 50 Lives

Go to the File Select screen, and highlight the Erase Game option. From there, press B, A, R, R, A, and L. If you did it right, you'll hear the sound of a wall breaking, indicating that the trick worked. Then, select a file, and you will have fifty lives! If you get Game Over, you'll start with yet another fifty lives!

Secret #6 - Music Test

Head to the File Select screen, then highlight the Erase Game option. With it highlighted, press Down, A, R, B, Y, Down, A, and Y. If you did it right, you will hear a noise, indicating that the trick worked. Then, press Select, and the screen will fade, and go back to the File Select screen with a different track. Keep pressing Select until you get to the desired track.

Secret #6 - Bad Buddy Code

Go to the File Select screen, then highlight the Erase Game option. Press these buttons: B, A, Down, B, Up, Down, Down, and Y. If you do it right, you'll hear a chime, indicating it worked. Then, start up a Two Player game. Player 2 or Player 1 can switch to another Kong and control it at any time!

Secret #7 - Play Animal Bonuses at Any Time

To do this trick, wait until the intro starts where Cranky is playing his music box. Then, press these buttons while he's doing it: Down, Y, Down, Down, Y. If you did it right, the screen will fade, and you'll be transported to a narrow cave area, where there is three Animal Tokens for each animal in a straight line! Simply grab three of one of the tokens, and you'll teleport to the Animal Bonus. After you do it, you'll be back in the cave, with a new set of tokens there again! However, as far as I know, you cannot save the amount of lives you obtain from the bonuses, but this IS still good for practice if you need it.

Secret #8 - Gain Extra Lives Quickly

Start up the first level, Jungle Hijinx. If you've already completed it, then enter the level, and go up to the treehouse and enter DK's Hut. Use the tire in the middle of DK's room, and get the 1-Up Balloon. Then, press Start and Select to transport back to the map. Enter the level again, get the 1-Up, and exit the level. Repeat this process as many times as you want until you have as much lives as you want!

Secret #9 - Exit Previously Beaten Levels

If you enter a previously cleared level, and if you want to exit it without clearing the entire thing over again, press Start, then Select to exit the level without any problems!

Secret #10 - Go from Jungle Hijinx to Orang-utan Gang

This is a REALLY useful trick if you want to complete the game fast. After clearing the first level in the game, tap the B button VERY fast, rapidly. If done correctly, by the time you go to turn to Ropey Rampage, the screen will fade, then you'll appear near the end of the level in Orang-utan Gang! There are two more warps. From Cranky's Cabin in the first world, head towards Reptile Rumble. Tap the B button rapidly, and if you did it right, you'll be transported back to Ropey Rampage. Pretty useless, but I mentioned it anyway. You can also warp by tapping B while moving from Coral Capers to Funky's Flights, which will take you half way through Orang-utan Gang. Killing off one Kong makes this trick work more often, for some reason.

Secret #11 - Gain Extra Lives Quickly - The Faster Method

Head to the Manic Mincers level, in the Chimp Caverns world. Now, get the Half Way Barrel, then proceed until you see a Krusha in a pit. It'll walk back and forth. Get on the eastern platform, and wait until the Krusha walks towards the eastern wall. Drop down, and land on his head (do this with Diddy, or DK will kill him). Hold Right when you drop on his head, and you'll land on it several times, VERY quickly! Your live count will begin increasing at a fast speed, and you'll get 99 lives very fast!

===== Glitches =====

Glitch #1 - Control Donkey Kong and Diddy Kong At the Same Time

This glitch is hard to do, and it takes lots of practice. Using this glitch, you can control Donkey Kong and Diddy Kong at the same time! So, to do this the easiest way, head to Oil Drum Alley (it CAN be done in other levels). Now, from the beginning of the level, play as normal until you get to a Launcher Barrel on a small platform. Have both Kongs, and have DK be the leader. Jump on the western edge of the platform that the barrel is on (it will work, but be careful not to fall). Now, press Select to switch Kongs. IMMEDIATELY press Select again (you can tap it if you want; it always ends up working for me). If done correctly, you'll see DK switch places with Diddy, and then you'll see that you've entered the Launcher Barrel. When you hear one blast, hold Right on the D-Pad to land on the higher platform. Do the same for the next Kong.

Now you can control both Kongs at once! Diddy can kill all enemies, but cannot get hurt. He can also run through Oil Drums in the level. Anything you do will make both Kongs react. For an example, if you jump, both Kongs jump at once. Diddy will ALWAYS be ahead of DK, because he is much faster. If you don't want him to get ahead of DK so much that he ends up out of sight, hold Down and the direction you want Diddy to move in on the D-Pad. Then, press Y. DK will do a Ground Slap, but Diddy will cartwheel. Keep doing this until he's beside DK again. This glitch leads to another glitch that can be very, VERY glitchy. So, use it wisely! Also, take note that if you press A or Select while both Kongs are in control, you'll break the glitch, controlling only one Kong once more.

Glitch #2 - Fly in Mine Cart Carnage

First, you must get the Half Way Barrel in the level. Then, get killed. When you start breaking out of the Half Way Barrel, tap Y, then B. Keep alternating from Y and B, and be sure to tap it! When you break out of the barrel, keep tapping, and your Kongs will be doing a roll and jump in the air! Continue tapping, and hold the D-Pad in any direction you want your Kongs to go in. You can fly back to the beginning of the level, or even the end of the level using this glitch! If you stop tapping Y and B, you'll fall and die (unless you are under a mine cart you can enter).

Glitch #3 - Take Rambi to Other Levels

You have to do the "Control Donkey Kong and Diddy Kong At the Same Time" glitch before you can attempt this. Now, with that glitch in effect, proceed as normal until you pass the Half Way Barrel in the level, and reach a gap between two platforms. Have Donkey Kong drop down the gap, but make sure Diddy remains on the higher platform. Get on Rambi, and use the tire to get to the other ledge. Have Diddy jump over the gap, and land on the platform DK is on. Proceed, and kill the Manky Kong ahead. Now, have Diddy drop off of the cliff you'll come to, and have DK stay on the platform. When Diddy drops off, you'll lose a life, and the level will exit, like normal. Back on the map, head to any level that has an Animal Buddy in it (you can use Funky's Flights to travel to other levels in the different worlds). When you enter the level, DK will be riding Rambi! You can even take him in water levels!

However, if you take Rambi into a water level, DO NOT press Y to do Rambi's attack. If you do so, he'll attack, but his head will stay up forever, and he will go slowly to the right, and eventually bump into the coral, forcing you to either reset the game, or press Start + Select. If you go into a level with no Animal Buddy in it first, then go to a level with an Animal Buddy, the glitch will not work. Also, to move Rambi in a water level, simply press Up on the D-Pad, and he'll float up. However, for some reason, in Poison Pond, if you take the first path going up, he'll immediately drop down, and act as if it is just dry land. If Rambi gets hit in a water level, you'll lose him, and DK will drop down, and you can walk in the water as if it is dry!

Also, in Coral Capers, every time I get to the first Croctopus, Rambi drops down there, and cannot proceed much further into the level. If you want him to bash water enemies without getting stuck, have him swim up to a water enemy, and he'll bash it. This glitch could possibly lead to other weird things, so try it out!

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XII. Email Info
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If you wish to email me about this guide, whether it be about comment or a typo, or even a big error in the guide, then email me at my email listed at the top of this guide. For those who are lazy, my email is:

ganonpuppet@yahoo.com

Email me there, and I'll add whatever it is I missed, or fix whatever it is

I messed up on as soon as possible.

=====
XIII. Credits
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Credit goes to you for reading this guide.

Credit goes to me for making this guide.

Credit goes to Charizard06 for giving me the story of this game, straight from
the manual. Thanks!

Credit goes to Rareware/Nintendo for making such a fun and fabulous game!

=====
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