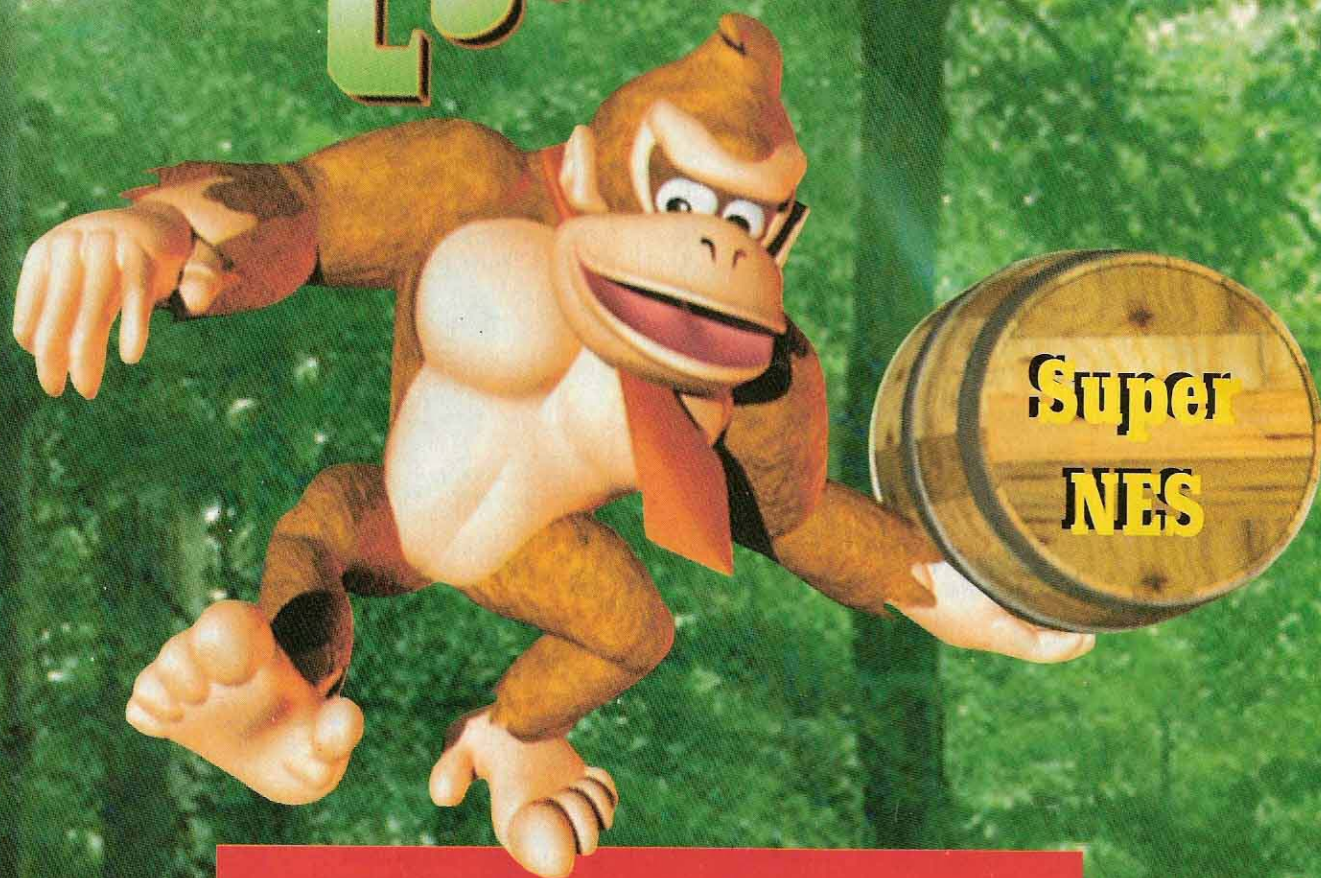




GAMEPRO PROSTRATEGY GUIDE

DONKEY KONG COUNTRY



- Tons of Maps and Screens
- Secret Areas and Hidden Bonus Rounds Exposed
- Donkey and Diddy's Survival Moves to Conquer this Monster Adventure
- Tips on Beating Every Boss in the Game, Including Kommander K. Rool

DONKEY KONG COUNTRY

To beat the game, Donkey Kong has to find all of his missing bananas. This ProStrategy Guide breaks down each main area on the island and maps out the location of more than 80 percent of the hidden areas (hey, we can't give it all away!). We've even outfitted you with tips on beating all the bosses – including the Supreme commander, King K. Rool.

By Bruised Lee

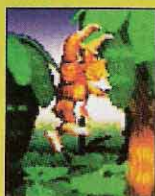


DONKEY KONG

Use this list to master the king of the jungle's moves.



Barrel Roll



Jump



Swim



Swing



Run



Throw Barrel

HELPFUL ICONS

Watch for these items. They're everywhere in the levels.



1-up.



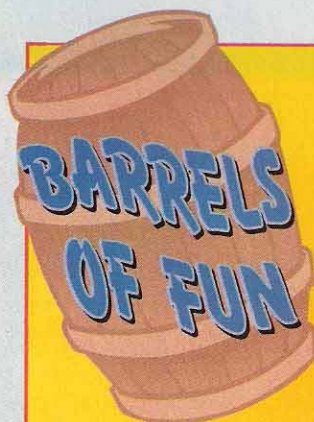
Collect 100 bananas for a 1-up.



A bunch is worth ten bananas.



Find all the letters in "KONG" for a 1-up.



Your partner's hidden inside. Break the barrel to release him.



The keg won't break when you throw it, and you can ride on top of it.



This barrel is a continue point.



Use this barrel as a projectile or to find hidden doors.



Once inside this barrel, you control when you get shot out of it.



This barrel explodes on impact. It's highly effective for wasting enemies and finding hidden rooms.



Once inside this barrel, you're automatically shot out of it.

DIDDY KONG

Diddy has the same basic moves as Donkey Kong, but he's smaller and quicker, and he can jump farther and higher. Diddy's not as strong, though, and can't defeat some of the tougher enemies.



Cartwheel Attack



Jump



Swim



Swing



Run



Throw Barrel

EXPRESSO



To find the large token, fly to the far right of the level. Jump over the top of the ledge and continue to the right until you fall next to the token.



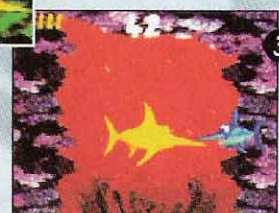
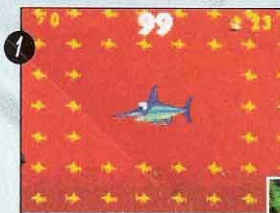
BONUS LEVELS

To play as the animals in the bonus levels, you must find three identical golden animal tokens. They're hidden in many tricky locations. Once you find the golden tokens, you automatically warp to the animal bonus levels. In each bonus level, you collect more small animal tokens. Collect 100 to receive a 1-up. You can also look for a large animal token that doubles the number of tokens you grabbed during the level.

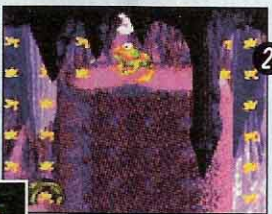
ENGUARDE



To find the large token, head straight down from the beginning of the round. Swim through the reef that appears to be the bottom of the level. The token is hidden here.



WINKY



Hop to the top-left area of the bonus round. Jump from the small platform to the left part of the ledge, which leads directly to the token.

RAMBI



At the beginning of the round, jump to the top of the igloo. Then jump across the platforms and head all the way to the right. You come to a ledge that takes you down to the token.

DONKEY KONG ISLAND

Kremkroc Industries, Inc.



Chimp Caverns



Kongo Jungle



Gorilla Glacier



Vine Valley



Monkey Mines



KONGO JUNGLE

In the Jungle, you'll learn the game's controls and find a lot of hidden rooms. Good luck!



Jungle Hijinks

Just after the continue barrel, jump on top of Rambi and plow through the wall. The hidden area is just past the small jump to the right.



Inside this cave, collect bananas and a 1-up.

Ropey Rampage



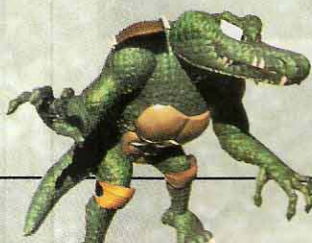
Walk on top of the second set of trees, then fall straight off them after you pass the letter "O." You land in a barrel that shoots you to a hidden area.

Jungle Hijinks

When you come out of the first bonus-round cave, drop straight down and to the right to find another hidden room.



Snag three identical animal tokens in this area.



Jump from vine to vine to collect all the bananas.



Ropey Rampage



Fall into the hole at the very end of this level to reach another bonus round.



Find the barrel with a balloon hidden inside.

Reptile Rumble



Grab a barrel at the beginning of the stage. To open a secret door, toss the barrel at the wall with the letter "K" above it.



There's a 1-up inside this secret room.

Reptile Rumble

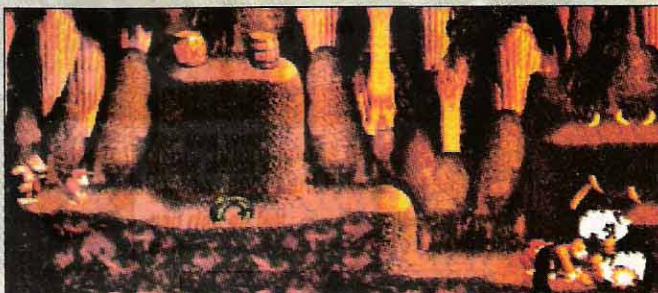


Just after the first bonus round, jump on the tire to reach the ledge. From there, jump in the barrel to reach the secret area.



Fly from barrel to barrel to collect all the bananas.

Reptile Rumble

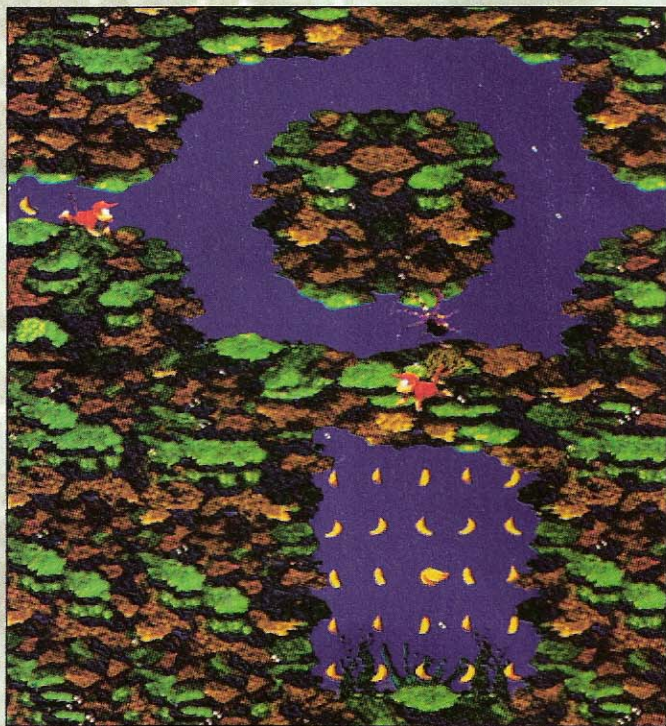


You reach this point just after you pass the continue barrel. Use the tire to jump onto the ledge and grab the barrel. To open a secret passage, toss the barrel against the wall to the lower right.



Bounce across this moving tire platform and grab as many bananas as possible.

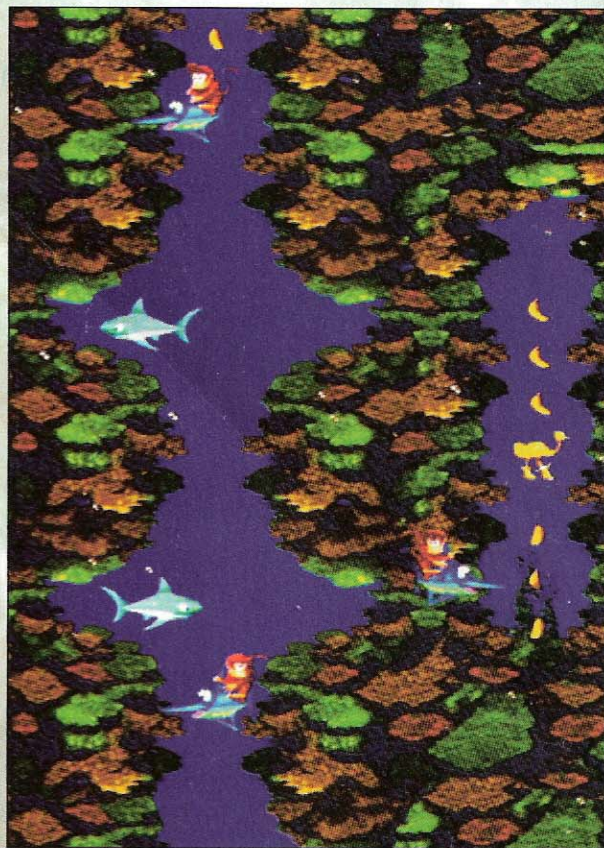
Coral Capers



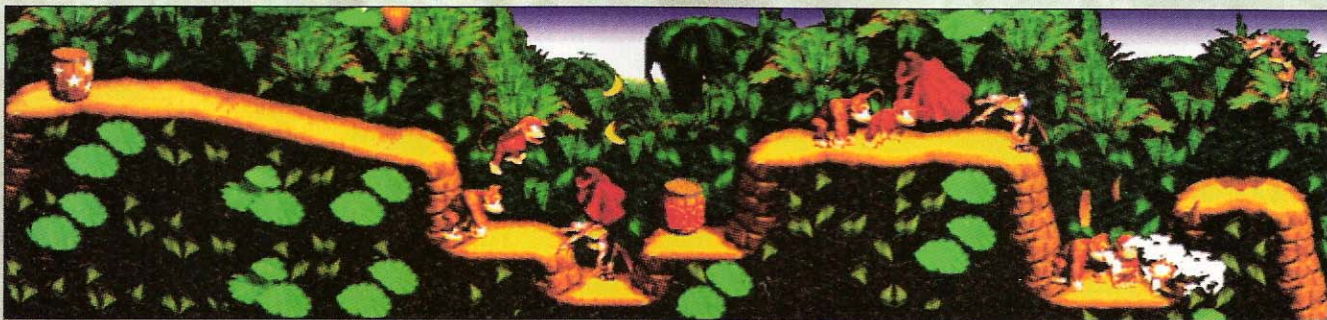
There are no hidden bonus levels in the water levels, but there are places to explore. When you reach the first Croctopus, swim through the bottom of the reef for some extra bananas.

Coral Capers

When you reach a section where you have to swim straight up to escape some sharks, swim to the right near the first shark. You'll find some bananas and an ostrich token.



Barrel Cannon Canyon



Grab the first barrel you see just after you pass the continue barrel. Throw it to the bottom right to open a door to a hidden area.



Shoot out of the barrel for some bananas and a 1-up.

Very Gnawty Beaver



To defeat the Beaver, jump on his head repeatedly. To ensure a safe hit, make sure the Beaver is on the ground or descending from his jump when you leap at his head.

MONKEY MINES

There are five sections in the Monkey Mines, including pitch-black caves, mines, and monolithic ruins. In this level, you need your animal friends to help you find the more challenging hidden rooms.



Winky's Walkway



Just past the continue barrel is a bonus barrel high in the air. Use Winky to help you reach the barrel or jump on top of the vulture.



It's a field day for bananas. Also, watch for the letter "N."

Bouncy Bonanza



Near the beginning of this level, you find a barrel near some tires. Grab the barrel, head to the right, and toss it at the wall just past the letter "K" and the gully with three tires in it. Head for the opening but watch out for the Zingers.



Try to get three consecutive items to win.



Bouncy Bonanza



Near the end of the level, you reach a tire. Push the tire to the moving platform, then use the tire to reach the bonus barrel at the top of the screen.



Use the tires to bounce up to each banana.

Stop and Go Station



Look for a stray barrel out in the open just past the continue barrel. Carry it past the stop-and-go barrel and down to the bottom right-hand wall. Break the wall to reveal the secret door but watch out for the Rock Krocs who guard this area.



Use the barrels to collect all the bananas.

Millstone Mayhem



At the start of the level, jump on the tire and bounce back to the ledge on the left. Jump straight up to a hidden room.



Use the barrel to launch yourself into the air to grab all the bananas.

Millstone Mayhem

Jump into the first hole you reach in this level. It'll shoot you into the air. If you land a little to the right, a tire pops out of the ground. Push the tire to the right of the ledge near the second spinning wheel so you can jump into the bonus barrel above it.



Spell out the word "RARE" to earn an animal token.



Millstone Mayhem



Midway through the first part of the level, grab this TNT barrel before the continue marker. Throw it to the wall on the right underneath the spinning wheel to reveal a secret door.



Find the hidden balloon worth two 1-ups.

Necky the Vulture



The tire in the center of the screen helps you fight this boss. As soon as Necky pops his head out, jump on the tire, and you'll fly high into the air. On your way down, land on Necky's head to score a hit. Steer clear of the nuts that Necky spits out.

VINE VALLEY

Most of the Vine Valley stages are located in the forest and are infested with both Vultures and Zingers – two of the toughest enemies in the game.



Vulture Culture

When you reach this point, push the first tire you come to after the shooting barrels underneath the bananas. Then jump up to find a hidden bonus barrel.



Vulture Culture



Just before the continue marker, use the barrel stuck in the ground to break through the wall to the left and find a hidden door.

Vulture Culture



When you reach this "L"-shaped ledge, jump off to the left, which makes a barrel rise from the ground. Toss the barrel to the right to open a secret passage.



Go from barrel to barrel and grab all the bananas.



Spell out the word "KONG" to gain an animal token.



Jump on the Klap Traps to receive bananas.

Tree Top Town



At the beginning of the level, jump on an enemy to reach a bonus barrel.



Spell out the word "KONG" to get a 1-up.

Forest Frenzy



As soon as you jump off the last vine near the end of the level, a barrel pops out of the ground. Carry the barrel to the end of the level and throw it to the left off the ledge to find the hidden room.



Use the vine to collect all the bananas.

Temple Tempest



To find a hidden area at the beginning of the level, grab the barrel and toss it at the first ledge you reach after you jump over the first hole.

Temple Tempest



When you reach the arrow made out of bananas (after the continue marker), fall straight down to reach a hidden area.



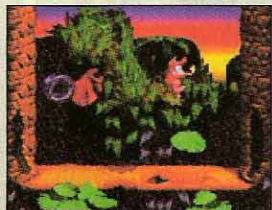
To reach Espresso (the ostrich), bounce on top of the Vultures to the right.



Jump on top of the Klap Trap to make bananas come out of his mouth.

Orang-utan Gang

Near the end of the level, grab this barrel and carry it down to the second tire at the bottom left. As soon as you come out of the hidden stage, the barrel reappears. Bring it to the right, directly underneath the Manky Gong. The final hidden stage is to the left of the sign that's all the way to the right.



Bounce on the tire and land on the ground to find hidden goodies.



There's only one item here.



Get a free ride on Espresso as you grab some bananas.

Big Zinger



Since you can't jump on the Zinger, toss the barrels at him. When you hit him, he turns red. Wait for him to return to his normal color before you try to hit him again.

GORILLA GLACIER

The obstacles in the Gorilla Glacier are tougher than the enemies. Diddy and Donkey are hard to control on the ice, and low visibility in some areas makes it difficult to find hidden areas.



Slipslide Ride

Grab the barrel located between the two Zingers. It's near the vine just past the letter "K." To reveal the secret door, carry the barrel to the bottom of the vine and toss it at the left wall.

Snow Barrel Blast



Grab the bananas as you shoot out of the barrel.

After you land on the continue barrel, go to the left and fall down to find a bonus barrel.

Snow Barrel Blast



After the continue barrel, you'll reach an area where three barrels fire you to the right. When you reach the ledge, fall down to the left to find a bonus barrel.

Barrels fire you to the right as you collect bananas.



To get a 1-up, spell out the word "NINTENDO."

Slipslide Ride

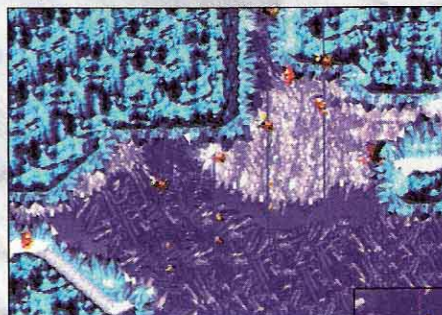
At the very beginning of the level, jump on top of an enemy to reach the vine. Climb to the top of the vine and jump to the left. Grab the barrel and throw it against the wall to open a secret passage.



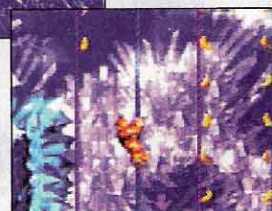
To get a 1-up, spell out the word "KONG."



Slipslide Ride



You'll find this section after you pass the continue barrel. Follow the vines all the way to the top of the ledge. Jump from vine to vine and work your way to the top of the screen to find a bonus barrel. Watch out for the Zingers.



To collect bananas, ride up and down the vines.

Ice Age Alley



To reach the bonus barrel, jump on top of the first set of Vultures you reach.



To reach Espresso, shoot across the other side of the bonus stage.

Ice Age Alley



To get to this bonus barrel, you need Espresso. You can get Espresso in the previous hidden stage or all the way back at the beginning of the level. Once you have Espresso, work past the continue point, then climb up and to the right until you see a Keg. From the Keg, fly up and to the right to find a bonus barrel on a ledge.



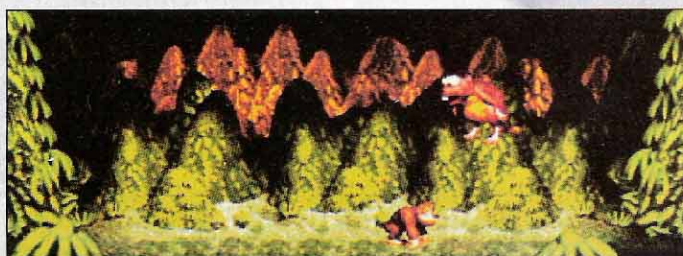
Get three identically colored balloons.

Rope Bridge Rumble

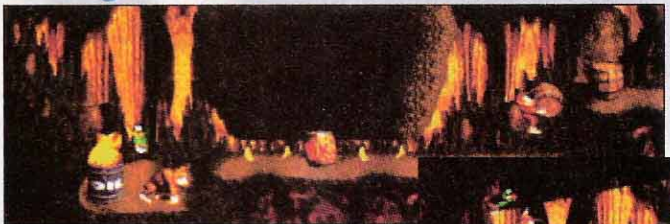
When you reach the set of three moving platforms after the continue barrel, jump to the second moving platform. To find the hidden area, jump to the banana above the platform.



Try to get three identical animal tokens.



Torchlight Trouble

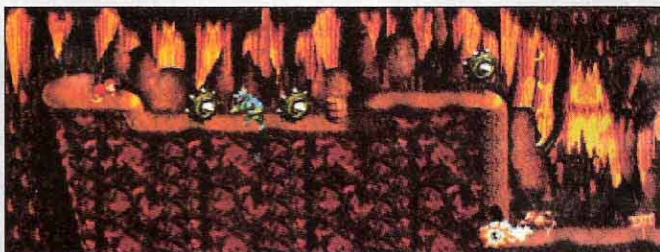


After you pass the continue barrel, grab the next barrel you find and throw it toward the right wall.



Find three identical items.

Torchlight Trouble



Grab this barrel near the end of the level. To find the secret opening, carry the barrel down to the exit sign and throw it to the left.



Jump on the Klap Trap to make him spit out some bananas.

Rope Bridge Rumble



At the beginning of the level, go to the second hole (it has a tire on either side of it). Fall into the hole to find the hidden room.



Bounce from platform to platform to grab the bananas.

Really Gnawty Rampage

This time around, the beaver's jumps are more powerful and very unpredictable. Stay a safe distance away from his jumps and pounce on his head when you can.

KREMKROC INDUSTRIES, INC.

The Kremkroc level is mostly an industrial warehouse. The lights constantly flicker on and off, which makes it difficult to see enemies and find hidden locations.

Oil Drum Alley

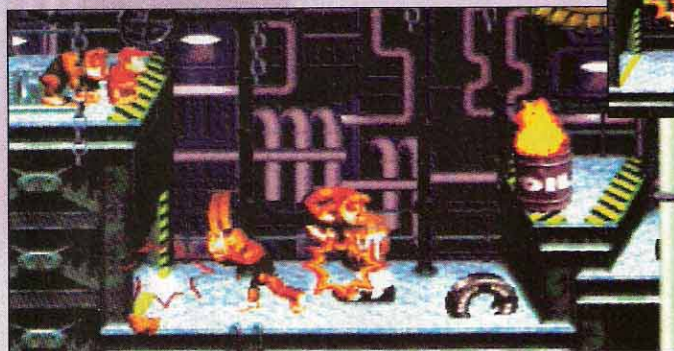


To make a barrel pop up at the beginning of the level, jump off the rope hanging from the ceiling. Throw the barrel at the oil barrel to the right and fall down the bonus hole.

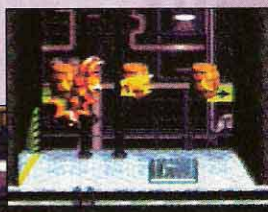


Use the barrel to blast through the air and collect bananas.

Oil Drum Alley



To make a TNT barrel appear, move just past the letter "R" and jump from the top of the ledge to the floor. Hurl the barrel to the left to open a secret passage.



Try to match all the items.



Oil Drum Alley



First, destroy the second Manky Kong after the continue marker. Then take the barrel and throw it to the right of the oil barrel.

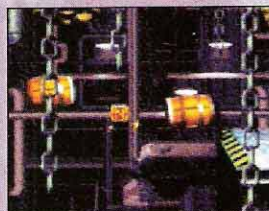
Trick Track Trek



Work your way past the continue marker, then, as the cart plummets just after the first Zinger, leap toward the enemies on the ledge. From there, jump straight to the bonus barrel.



Jump on top of the Klap Trap for extra bananas.



Go from barrel to barrel to collect bananas and the letter "N."

Trick Track Trek



At the end of the level, go to the left and fall down to find a bonus barrel.



Match up identically colored balloons to earn 1-ups.

Elevator Antics



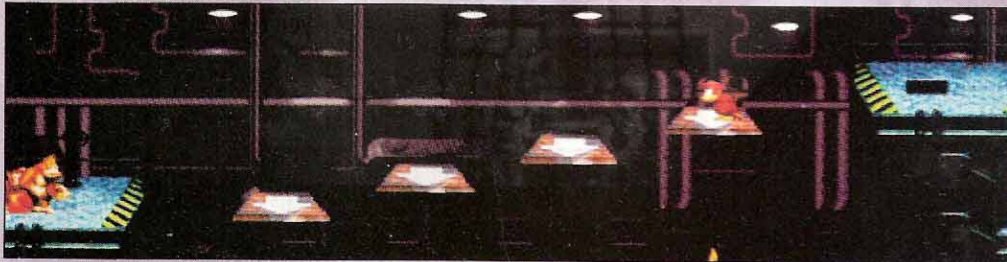
Jump onto the first vine. From there, leap to the vine that's all the way to the left. Then go up and to the right until you find the secret passage.



Spell out the word "KONG."



Blackout Basement

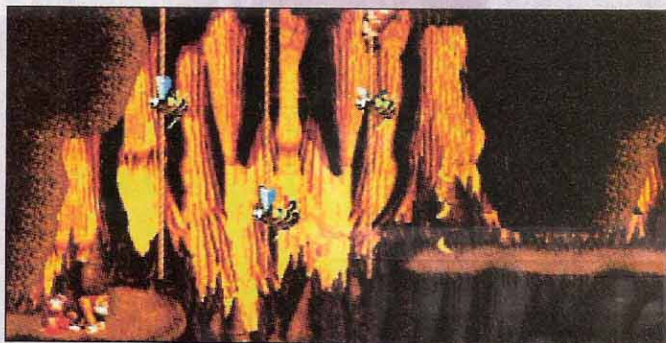


A little more than halfway through the level (after the continue barrel), four platforms with arrows on them fall to the floor as soon as you land on them. To reach the secret area, stand on the platform and ride to the banana below.



Leap through all the barrels as you grab bananas.

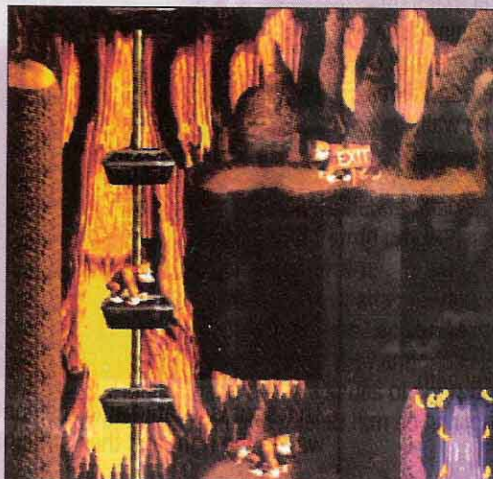
Elevator Antics



When you reach the vines that the Zingers are climbing (just before the continue barrel), grab the third vine and climb all the way up. Jump to the right to go through the wall.



Go for a fun ride inside the barrels while you grab bananas.



Elevator Antics

When you reach the end of the level, instead of exiting, ride down the mine cart. To reach the bonus area, jump over to the ledge on the right.



As you fly out of the barrel, grab as many bananas as you can.

Boss Dumb Drum

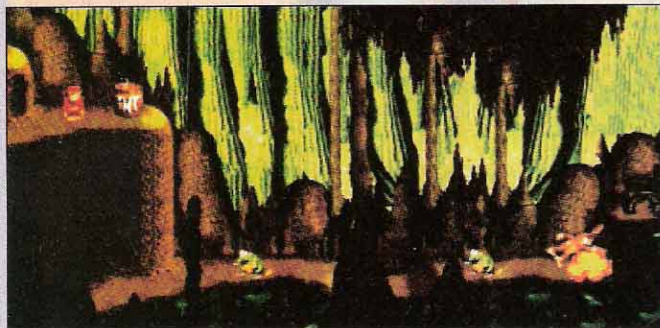


To defeat this boss, wait for him to dump out some other enemies and then jump on them to destroy them. When the Drum drops, dodge it by running away.

CHIMP CAVERNS

The majority of hidden areas are found in the earlier levels. Most of this level takes place in the mines, so it's tough to find secret rooms that do exist.

Manic Mincers

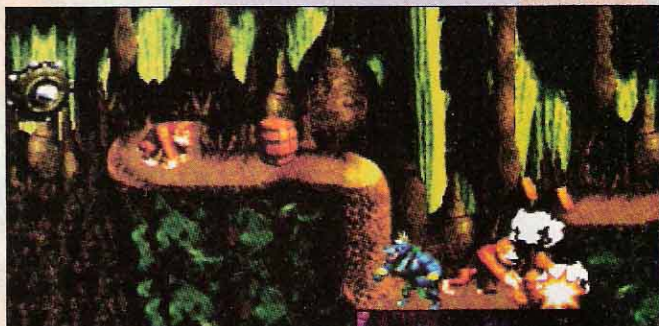


To find another hidden room, carry the TNT barrel that's on the top of the mountain to the right until you reach the wall by the tire. To find the bonus area, toss the barrel at the wall.



Search for the barrel with the balloon in it.

Manic Mincers



You'll reach this location just past the halfway marker. To open a secret passage, grab the plain barrel and toss it at the bottom right wall.



To make bananas appear, juggle your jumps between the Klap Traps.

Misty Mine



This spot is located after the continue barrel. Ride the rope all the way to the right and then straight down to find a hidden room.



Climb up and down the rope to collect bananas as you move to the right.

Misty Mine



As you come out of the first bonus stage, head to the right until you see a TNT barrel. Pick up the barrel, head to the right again, and toss it at the bottom-right part of the ledge.



Match all the identical tokens.

Loopy Lights



As you enter this level, fall down the first hole you see.



As you shoot out of barrels in the dark, grab bananas.

Loopy Lights



After the continue barrel, you find a barrel below a Vulture and under an on-off barrel. To discover the hidden area, grab the barrel and carry it to the right just past the jump.

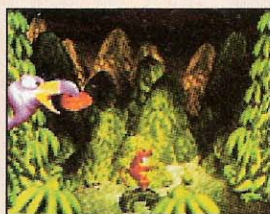


To get these bananas, make a series of jumps in the dark.



Necky's Revenge

Necky spits out nuts a bit faster this time around, but otherwise he uses the same pattern.



Dodge the nuts that Necky spits out.



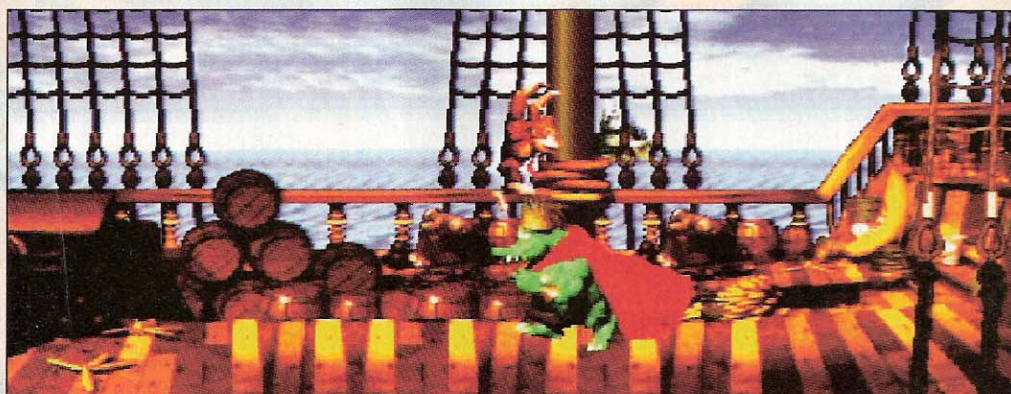
Jump on top of Necky's head to hurt him.

GANG PLANK GALLEON

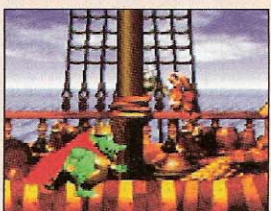
The whole Gang Plank Galleon level is the final face-off against K. Rool. The Kommander uses four different attacks. First, he throws his crown at you. When he does, jump on his head to register a hit – it's the only time you can damage him.

During the other three types of attacks, you just have to defend yourself. After the first hit, Rool runs back and forth, so leap over him. Next, jump out of the way of the cannonballs that drop from the sky. K. Rool's final move is a series of short hops. As soon as he jumps in the air, run underneath him so he won't crush you.

Kommander K. Rool



Jump on Rool's head when he hurls the crown.



As K. Rool charges, jump over him.



Jump past the cannonballs as they fall.



As K. Rool hops at you, run underneath him.

The Bad Guys



Clambo



Chomps Jr.



KlapTrap



Chomps



Gnawty



Army



Krusha



Bitesize



Kritter



Croctopus



Zinger



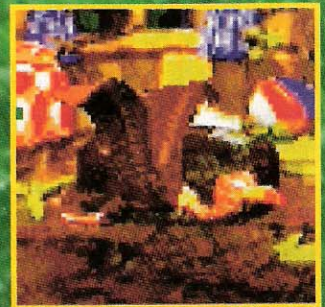
Slippa



Squidge



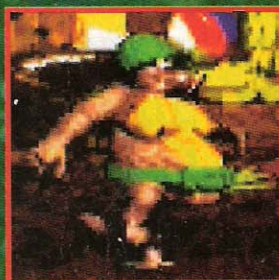
Manky Kong



Necky



Mini-Necky



Klump



Rockkroc