

[=====]

King Kong 2 (MSX2) FAQ

By Caspar Smit

E-Mail: caspar@ketsers.dhs.org

Version 1.4

[=====]

=====

Table of Contents

=====

I....Introduction

- a. Game Info
- b. FAQ Introduction
- c. Story
- d. Movie Comparisons

II....Game Basics

- a. Game Controls
- b. Game Stats
- c. Cartridge Combination Info
- d. Endings
- e. Areas

III...Walkthrough

- a. Normal Walkthrough
- b. Best Ending Walkthrough

IV....Weapons Checklist

V.....Items Checklist

VI....Special Items Checklist

VII...Boss List

VIII..Enemy List

IX....Version History

X.....Credits & Feedback

=====
I. Introduction
=====

=====
Ia. Game Info
=====

Name - King Kong 2 (RC 745)
Year - 1986
System - MSX2
Publisher - Konami / Shochiku-Fuji / De Laurentiis Entertainment Group Inc.
Format - MegaROM (1MBIT)
Sound - PSG
Genre - RPG/Adventure
Languages - Japanese, (French and English translations)

Konami officially only released this game with japanese language.
There are two translations to my knowledge. A group called
V.O.S.T.F. translated the game to French.
In 2000 Imanok (David Fernandez) created an english translation
based on the french translation.
In 2005 he did an english re-translation based on the original
japanese version because the french translation was completely
made up!

=====
Ib. FAQ Introduction
=====

I decided to create this FAQ because after nearly 20 years after its release this game still holds me in his grip everytime I play it. It is so addictive I decided to gather all information known about this game and put it all in one big FAQ. Because I couldn't find one single complete walkthrough I created it from scratch. This FAQ will mostly be read by people who already finished it once or almost in the past and start to replay it and get stuck (it happened to me too). The first time I finished this game was about a month after its release after countless of hours behind my MSX2 and countless sleepless nights figuring out how to solve the puzzles. It was so damn hard because I couldn't understand the japanese language. Now with the english re-translation it's much easier. If you play this game for the first time you have yourself a great time. I hope you like it as much as I do.

=====
Ic. Story
=====

You are Mitchel. You start the game getting off a boat in the lands of Golnebo. Your mission is to find LADY KONG. She is KING KONG's only hope for survival. KING KONG was shot and desperately needs a blood transfusion in order to have an artificial heart implanted. On your way you will have to solve many riddles and puzzles. Natives who live in cabins throughout the land will give you tips to help you solve them. You will also encounter many enemies and bosses. Deal with them before they can deal with you. Good luck!

=====
Id. Movie Comparisons
=====

Plot summary for "King Kong Lives" aka "King Kong 2" at IMDB.com
(<http://www.imdb.com/title/tt0091344/>)

A giant ape King Kong, which was shot and fell off the World Trade Center, appears to be alive, but is in coma for 10 years and desperately needs a blood transfusion in order to have an artificial heart implanted. Suddenly, in the rainforest, another gigantic ape is found - this time a female. She is brought to the USA, and the heart is successfully implanted. But then King Kong, having felt a female ape, breaks loose...

I recently saw the first "King Kong" from 1933 which is a classic in my opinion. I also saw "King Kong Lives" recently, overall the movie is pretty bad! (luckily the game isn't!) To most king kong fans this movie is the worst version ever to be put on screen.

A few comparisons can be made with the movie:

1. Both movie and game were released in the same year (1986)
2. The main character's name is the same. (Hank) Mitchel(l). Probably not enough room in the game screen for his full name :-)
3. There is also a "Lady Kong" and "Baby Kong" in both movie and game (ending).
4. The game title screen mentions De Laurentiis Entertainment Group Inc. as publisher which refers to Dino De Laurentiis who is the executive producer of the movie.
5. Amy (played by Linda Hamilton) operated on Kong as mentioned in the game ending although with a very different purpose.

Be sure to check out Peter Jackson's multi million dollar budget remake of King Kong, it's destined to be a huge hit! As a tribute this FAQ is released on the same date as the movie hits the theaters.

=====

II. Game Basics

=====

=====

IIa. Game Controls

=====

- Cursor Keys - Walk around and move around the inventory screen
- F1 - Pause
- F2 - Inventory screen (Equip weapons/items/shoes)
- F4 - Save Game (Only when using cart combination, see section IIc)
- F5 - Continue after you die (Avoid this as much as possible)
Load Game (Only when using cart combination, see section IIc)
- ESC - Quits the load screen.
- Spacebar - SHOT-1 (Attack with fists or attack using weapon when equipped)
Continue dialog
Equip (in inventory screen)
- Shift - SHOT-2 (Use item when equipped)
- 1,2,3 - Used for dialog in the shop cabins.

=====
Iib. Game Stats
=====

- DAYS - A day counts 45 seconds. (Important for the endings, see section IID)
- LIFE - Life points
Starts at 30 and increases by 5 after gaining a level.
Life points are replenished when you die and use a CONTINUE
- EXP - Experience points
You'll gain experience points after defeating enemies and bosses,
however when your experience is high enough some enemies won't give
you experience points anymore. The amount of life an enemy or boss
boss has is turned into experience points after defeating it.
- LEVEL - After every 100 experience points your level will increase by 1.
With every level your maximum life points will increase by 5.
Your life points will NOT be refilled after gaining a level.
- MP - Magic points
Needed to use magic scrolls. You get MP when you defeat BUCKLERS
or GRASSOGRE.
Magic points are NOT replenished when you die and use a CONTINUE
- GOLD - Needed to buy things in cabins. Several enemies drop moneybags.
The best place to collect gold is at the small pond with POISNFROG
near the beginning of the game.
- SPEED - This is located in the inventory screen
After you've reached level 10 (1000 EXP) you are allowed to increase
your speed. Use the spacebar to switch speeds.
Level 10 = SPEED 01, Level 20 = SPEED 02, Etc...

=====
Iic. Cartridge Combination Info
=====

You can save and load this game to tape if you have Hinotori (Firebird),
another game by konami (RC 747). You have to put Hinotori in cartridge slot 1
and King Kong 2 in Slot 2. Hinotori searches for King Kong 2 and executes it.
With this done pressing F4 during the game allows you to save the game to tape.
F5 is used for loading.

=====
IId. Endings
=====

Thanks to Manuel Pazos we now know there are actually three endings in this game, the only factors of importance are DAYS and CONTINUES.

Ending #1 (Best) - Finish the game in less then 365 DAYS (Hard Difficulty)
and use less then 33 CONTINUES.

Ending #2 (Good) - Finish the game in less then 365 DAYS (Medium Difficulty)
and use 33 CONTINUES or more.

Ending #3 (Bad) - Finish the game in more then 365 DAYS (Easy Difficulty)

=====
Iie. Areas
=====

The land of Golnebo can be divided into 8 different areas.

- Area #1 (The Grasslands) - The beginning, the part between CLUBMAN and GRIZZLY.
- Area #2 (The Mountains) - Everything behind CLUBMAN until RED SPIDER.
- Area #3 (The Forest) - Everything behind GRIZZLY.
- Area #4 (The Marsh) - Everything behind RED SPIDER until the TWINMIREs and THE NASTY.
- Area #5 (The Ruins) - Everything behind THE NASTY until the CROW and above MR RUINS (to the landing field).
- Area #6 (The Sea) - Everything behind the CROW.
- Area #7 (The Golden Temple) - Everything inside the golden temple.
- Area #8 (The Dark Mountains) - Everything beyond the TWINMIREs and MR RUINS.

Note: There is a very good map available on the internet created by Luiz Fernando Villela. It is in JPG format and covers all areas including the cellars, the golden temple (including its secret areas) and where to find all the weapons and items.

You can find it here: <http://www.geocities.com/msxgamer>

It has many more maps from other MSX games.

Update: Released on January 7th, 2005 there is now a (better) map available created by Fabio Albergaria Dias. It is in PNG format and includes everything the other map has and more! Most noticeable the enemy names and all the cellars!

You can find it here: <http://msxsolutions.msxblue.com>

It has many more maps from other MSX games, and is updated regularly.

=====
III. Walkthrough
=====

=====
IIIa. Normal Walkthrough
=====

First of all a few notes regarding this walkthrough.

When it tells "Walk (N, W, S)" it means: "Walk one screen to the North, then one to the West and then one screen to the South".

Accordingly "Walk (NE, 2W)" means: "Walk out of the screen in the Northeast part of the screen and then 2 screens to the West"

When it tells "Level up here until level 20" it means: "Kill the creatures here for experience points until your EXP meter reads 2000 or more"

Walking away 2 or more screens away from the creatures will mostly replenish them.

You need to backtrack often in this game, since this is too much for "Walk (E, N, W, Etc...)" I will mostly give you AREA or BOSS locations to backtrack to.

All words written in CAPITAL mean names of enemies, bosses, weapons or items in the game.

All text in this walkthrough is based on the english re-translation.

Now to the real walkthrough!

You start getting off a boat.

Enter the cabin to get your mission objective.

```
/-----\  
| MISSION OBJECTIVE ACQUIRED |  
|-----|  
| Welcome to Golnebo.. |  
| |  
| So you must find LADY KONG? The legend says she's hidden in the island. |  
| You'll have to solve some enigmas... Ask natives and they will help you. |  
| Take care! |  
\-----/
```

Walk (N,W,N)

Remember this place if you're in need of gold, because everytime you kill all the WILDBOAR and POISNFROG (and collected their gold) walk out of the screen and come back, the POISNFROG are replenished.

Walk (E), kill the 3 PIGWORM and then enter the cabin. This cabin happens to be a shop.

```
*****  
* SHOP #1 DIALOG *  
* * * * *  
* We're dealers. Do you want any weapon? *  
* * * * *  
* KNIFE to kill BIGSPIDER 200G. *  
* 1> OK 2> No *  
* * * * *  
* AXE to kill GRIZZLY 300G. *  
* 1> OK 2> No *  
* * * * *  
*****
```

Note: If you try to buy the AXE it will always tell you you need more strength. Even at level 60+! If someone knows how to buy the AXE from this shop please let me know. By the way you get the AXE for free later on.
Buy the KNIFE here.

```
/-----\  
| NEW WEAPON ACQUIRED: KNIFE |  
\-----/
```

Press F2 and equip the KNIFE.

Walk (S) and you'll see a boss named CLUBMAN. Ignore him for now because you can't kill him yet. Enter the cabin for a new tip.

```
/-----\  
| NEW TIP ACQUIRED: CABIN #1 |  
|-----|  
| Crush GRASSOGRE with rock. |  
\-----/
```

Walk (2N,W) Push the rock over the 3 GRASSOGRE to kill them. You need to kill 15 GRASSOGRE to get a new weapon. Push the rock one screen (W) and kill 5 more GRASSOGRE. Now backtrack to the pond with the POISNFROG and return to the GRASSOGRE so they are replenished. Kill them again with the rock and get the new weapon.

```
/-----\  
| NEW WEAPON ACQUIRED: ROD |  
\-----/
```

Now enter the cabin on the screen with the 5 GRASSOGRE.

```
/-----\  
| NEW TIP ACQUIRED: CABIN #2 |  
|-----|  
| BIGSPIDER ate the key for sorcerer's cellar. |  
\-----/
```

Walk (W) for your first BOSS BATTLE.

```

/-----\
| BOSS BATTLE #1: BIGSPIDER                               |
|-----|
| Strategy: Use the KNIFE to slash away on BIGSPIDER and kill it. |
| Drops: WOOD KEY. (Needed to access the sorcerer's cellar NW of here) |
\-----/

```

Now enter the cabin after you defeated BIGSPIDER.

```

/-----\
| NEW TIP ACQUIRED: CABIN #3                               |
|-----|
| KONG loves DORIAN FRUIT.                               |
\-----/

```

Walk (W) and kill the 3 BUCKLER for some MP, note that you can only hit the BUCKLER from behind. Remember there is a tombstone here, we will get to that later in the game. Walk (N) and ignore the GRASSOGRE and enter the cabin. This is the first cellar you enter in the game. This is sorcerer's cellar. Inside is another cabin, enter it for a new tip.

```

/-----\
| NEW TIP ACQUIRED: CABIN #4                               |
|-----|
| SWORD kills WHITEFIRE.                                  |
\-----/

```

Walk out of the cabin and walk (E). Kill the GRASSWORM for another tip.

```
/-----\  
| NEW TIP ACQUIRED: DOLL #1 |  
|-----|  
| ROD kills CLUBMAN... |  
\-----/
```

Walk (E) and focus on the 3 RATT, kill them and they will drop an item.

```
/-----\  
| NEW ITEM ACQUIRED: HERB |  
|-----|  
| Use it to restore 10 life points, and cure poison. |  
\-----/
```

Be sure to have at least 5 HERB when leaving this area. If you plan to go for the best ending I suggest you save up ALOT of HERB here. Now backtrack to the shop where you bought the KNIFE. Equip the ROD and walk (S).

```
/-----\  
| BOSS BATTLE #2: CLUBMAN |  
|-----|  
| Strategy: Use the ROD to slash away on CLUBMAN, hit him on the foot when he |  
| walks away from you. When you come too close stop hitting and wait a little. |  
| Eventually you'll kill him. |  
| Drops: STONES |  
\-----/
```

Watch how two new paths are opened and get the new weapon CLUBMAN dropped.

```
/-----\  
| NEW WEAPON ACQUIRED: STONES |  
\-----/
```


Choose 3 and enter the shop southeast.

```
*****
* SHOP #4 DIALOG *
* *
* Want to rest for 150G? *
* 1> OK 2> No *
* *
*****
```

Not needed so choose 2 and walk (E), there is a KONG statue here with a cabin.
Enter the cabin for two more tips.

```
/-----\
| NEW TIP ACQUIRED: CABIN #5 |
|-----|
| KONG's legend says RED F. MAN ate KONG'S CLAW. Ask for more information |
| about KONG's CLAW at the cellars. |
\-----/
```

Walk (W,2N) and kill the BOWLER here, walk (E) and kill more BOWLER. You have
to kill 15 BOWLER to get a new weapon.

```
/-----\
| NEW WEAPON ACQUIRED: AXE |
\-----/
```

Walk (S) and enter the cabin to get a new item.

```
/-----\
| NEW ITEM ACQUIRED: TEMUSA SPELL |
|-----|
| Use it to shatter tombstones. Cost 3MP |
\-----/
```

Walk (N,2W) and kill the THICKSKIN. Note: you can only hit them from behind.

After you killed them pick up the new item.

```

/-----\
| NEW ITEM ACQUIRED: WHIRL SPELL                               |
|-----|
| Use it to do a rotating attack with SHOT-1. Cost 1MP       |
| Note: No effect when SHOT-1 is STONES, BOOMERANG, FIRE BALL or |
|         YELLOW STONES. When SHOT-1 is HARPOON an attack will cost no MP. |
\-----/

```

Now backtrack to where you defeated CLUBMAN. Walk (E,S)

Kill the CENTIPEDE 3 times for a new tip.

```

/-----\
| NEW TIP ACQUIRED: DOLL #3                                   |
|-----|
| The shoemaker lives in the forest.                         |
\-----/

```

Walk (E) and enter the cabin.

```

/-----\
| NEW TIP ACQUIRED: CABIN #6                                   |
|-----|
| Soldiers went to the beach and never returned. Maybe RED F. MAN ate them!! |
| They had a strange device... a talking machine!!           |
\-----/

```

Note: you can kill 15 SEALOUSE here to get HERB each time you kill 15 of them.

Equip the ROD and the WHIRL SPELL and walk (E) for a boss battle.

```
/-----\  
| BOSS BATTLE #3: RED FISHMAN |  
|-----|  
| Strategy: With the ROD and the WHIRL SPELL equipped he is a peace of cake. |  
| strike him with two or three shots and he is dead. |  
| Drops: KONG'S CLAW |  
\-----/
```

Pick up the new weapon.

```
/-----\  
| NEW WEAPON ACQUIRED: KONG'S CLAW |  
\-----/
```

Backtrack to where you got the WHIRL SPELL from the THICKSKIN equip the KONG'S CLAW and walk (W). Another boss battle emerges.

```
/-----\  
| BOSS BATTLE #4: RED SPIDER |  
|-----|  
| Strategy: Just bash away at him with KONG'S CLAW to kill him. If needed use |  
| the WHIRL SPELL. |  
| Drops: PAPYRUS |  
\-----/
```

A new path opens but we'll come to that later. Get the PAPYRUS and backtrack to shop #1. Walk (W) and use the pond to collect at least 350G, also be sure to have at least 5 HERBS before continuing. Equip the STONES and walk (S,W). Time for yet another boss battle.

```
/-----\  
| BOSS BATTLE #5: GRIZZLY |  
|-----|  
| Strategy: Just throw away at him with the STONES to kill him. |  
| Drops: DOLL TIP #4 |  
\-----/
```

A new path opens. Get the DOLL for a new tip.

```
/-----\  
| NEW TIP ACQUIRED: DOLL #4 |  
|-----|  
| BOOMERANG hits FIRETOTEM. |  
\-----/
```

Walk (W), ignore the GROUNDER here, you're probably too slow to kill it anyway.

Walk (W, S, 2E) ignoring the FIRETOTEM too because you can't kill them yet.

Kill the BOWLER here for a new tip.

```
/-----\  
| NEW TIP ACQUIRED: DOLL #5 |  
|-----|  
| Kill the CROWS. |  
\-----/
```

Walk (E) and enter the upper cabin.

```
*****  
* SHOP #5 DIALOG *  
* * *  
* Want to eat? *  
* 1> Leech sashimi 50G *  
* 2> Boiled mountain worm 100G *  
*****
```

Buy food if you are low on health and have enough gold. Be sure to have 350G when leaving this shop. Exit the shop and enter the middle cabin.

```
*****
* SHOP #6 DIALOG *
* * *
* I make WATER SANDALS for 150G *
* 1> Buy 2> Exit *
* * *
*****
```

Choose 1 to buy the WATER SANDALS. Note: He will also need a PAPYRUS to make them.

```
/-----\
| NEW ITEM ACQUIRED: WATER SANDALS |
|-----|
| Equip them to walk through the marsh without slowdown. |
\-----/
```

Equip the WATER SANDALS (they have no effect on land though but it can't hurt either) and enter the lower cabin.

```
*****
* SHOP #7 DIALOG *
* * *
* Do you want a BOOK for 200G? *
* 1> OK 2> No *
* * *
*****
```

Choose 1 to buy the BOOK.

```
/-----\  
| NEW ITEM ACQUIRED: BOOK |  
|-----|  
| Use it to understand the native tribe deep in the forest. |  
\-----/
```

After spending your precious 350G walk (W,SW) and kill the BOOMERANG for a new weapon.

```
/-----\  
| NEW WEAPON ACQUIRED: BOOMERANG |  
|-----|  
| Warning: you can run out of BOOMERANG if you don't catch 'em after a throw. |  
\-----/
```

Equip the BOOMERANG and walk (W), kill the two FIRETOTEM here for a new weapon.

```
/-----\  
| NEW WEAPON ACQUIRED: CLUB |  
|-----|  
\-----/
```

Note: if the FIRETOTEM don't drop the CLUB the first time backtrack 2 screens, return and kill them again until they do.

After getting the weapon enter the cabin for a new tip.

```
/-----\  
| NEW TIP ACQUIRED: CABIN #7 |  
|-----|  
| TEMUSA splits rocks. |  
\-----/
```

Now we know what to do with the tombstones. Now backtrack to where you killed GRIZZLY. Walk (N) and kill the FALCONER (and FALCONBAT) here for a new item.

```
/-----\  
| NEW ITEM ACQUIRED: MEAT |  
|-----|  
| Use it to restore 10 Life points. Needed to open a fence in the forest. |  
\-----/
```

If you're going for the best ending, save up alot of MEAT here. There are more FALCONER to the (W). Walk (W) again and kill the BOOMERANG for a BOOMERANG if you need it. You can walk (S) and kill another GRIZZLY for a MEAT, but if you don't need it skip that part. Walk (N) and walk into the cabin.

```
/-----\  
| NEW TIP ACQUIRED: CABIN #8 |  
|-----|  
| Our chief has DORIAN FRUIT. |  
| Note: you can only understand him if you have the BOOK. |  
\-----/
```

Walk (N) again and enter the cabin.

```
*****  
* SHOP #8 DIALOG *  
* * * * *  
* Give me food to let you pass. *  
* 1> OK 2> No *  
* * * * *  
*****
```

Choose 1 and it will cost you 1 MEAT to open the fence. Walk (N) and kill the DUNGROLL for some STONES if you need them. Walk (N,E) ignoring the cabin on the way. If you enter it will say: "A bug stings you" and your life will decrease slowly until you use a HERB to cure yourself. Enter the upper cabin.

```
*****
* SHOP #9 DIALOG *
*
* I offer rest for food. *
* 1> OK 2> No *
*
*****
```

Rest if you need to and enter the lower cabin. Note: Resting will fully replenish your LIFE and it will only cost your one MEAT here, so if you are low on LIFE I advise you to rest here.

```
*****
* SHOP #10 DIALOG *
*
* I exchange IRON KEY for food. *
* 1> OK 2> No *
*
*****
```

Choose 1 to get a new item. Note: if you have MEAT in your inventory the owner will take 1 from you. If you don't have any MEAT you get the IRON KEY anyway.

```
/-----\
| NEW ITEM ACQUIRED: IRON KEY |
|-----|
| Use it to open fences. |
\-----/
```

Equip the IRON KEY and use it to open the fence. Walk (S) and enter the cabin.

```

*****
* SHOP #11 DIALOG *
*
* Our chief is sick. We need 5 HERBS to cure him. *
* 1> OK give HERBS 2> Exit *
*
*****

```

Choose 1 and the fence will open. Enter the cabin past the fence that just opened.

```

/-----\
| NEW TIP ACQUIRED: CABIN #9 |
|-----|
| Thanks for curing me. Please accept this fruit. |
\-----/

```

```

/-----\
| NEW ITEM ACQUIRED: DORIAN FRUIT |
|-----|
| Use it to free LADY KONG. |
\-----/

```

Backtrack to the shop where you bought the KNIFE and walk (2N). Equip the TEMUSA SPELL and use it to shatter the tombstone. Enter the cabin inside the cellar.

```

/-----\
| NEW TIP ACQUIRED: CABIN #10 |
|-----|
| KONG'S CLAW can neutralize all curses. |
\-----/

```

Exit the cellar and walk (W). Fill up your MP points here with the BUCKLER.

Walk (W) and shatter the tombstone here. Enter the cabin in the cellar.

```
/-----\  
| NEW TIP ACQUIRED: CABIN #11 |  
|-----|  
| KONG's legend says you need the YELLOW STONES to kill the BIG FLOWER at the |  
| cave. Don't forget it!! |  
\-----/
```

Leave the cellar and walk (W). Use the TEMUSA SPELL to shatter the tombstone and collect the new weapon.

```
/-----\  
| NEW WEAPON ACQUIRED: LIGHT SWORD |  
|-----|  
| The LIGHT SWORD can only be used inside cellars, if it is used outside a |  
| cellar it will be automatically unequipped. |  
\-----/
```

Walk (W,S) and use the TEMUSA SPELL again. Equip the LIGHT SWORD and enter the cellar. Avoid the WHITEFIRE here and walk (S) and enter the cabin.

```
/-----\  
| NEW TIP ACQUIRED: CABIN #12 |  
|-----|  
| It's the holy door of pray. You need KONG'S FANG to open the door. |  
\-----/
```

Walk (N) and level up at the WHITEFIRE until level 7.

Level up tip: enter the room with the WHITEFIRE from the (S) walking along the left or right wall, you'll enter the room directly under a WHITEFIRE. Kill it and walk (S) again and re-enter the room to kill it again. Continue doing this until you are level 7.

Leave the cellar and backtrack to where the BOWLER are. Use the TEMUSA SPELL

here to shatter the tombstone. Equip the LIGHT SWORD and enter the cellar. Kill some WHITEFIRE here and receive a new item.

```
/-----\  
| NEW ITEM ACQUIRED: LIQUID OF LAMERA |  
|-----|  
| Needed to defeat MUDARMOR. |  
\-----/
```

Walk (S), this area is dark but you can see 2 flowers and a white scroll icon. You can return here later with the light but it's handy to get the stuff here now. I'll try to guide you. Walk down 3 blocks, walk right 3 blocks, walk down 3 blocks again and 1 block to the left to get the new item.

```
/-----\  
| NEW ITEM ACQUIRED: NEMURI SPELL |  
|-----|  
| Use it to freeze enemies and bosses for a short period of time. Cost 5MP |  
\-----/
```

From the beginning again, walk 3 blocks down, 2 blocks right, 2 blocks up, 2 blocks right and 1 block down to get the new item.

```
/-----\  
| NEW ITEM ACQUIRED: PAPYRUS |  
|-----|  
| Needed to make WATER SANDALS. |  
\-----/
```

To get the other PAPYRUS from the beginning, walk 4 blocks down, 3 blocks left, 2 blocks down, 1 block right, 2 blocks down and 1 block left to get the PAPYRUS. Now leave the cellar and walk (W). If you have plenty of MP use your NEMURI SPELL to freeze the

Now backtrack to where you killed RED SPIDER and walk (N). Level up at the MIREFROG until level 17. Walk (2E,N) and kill the MIREWORM for a new tip.

```
/-----\  
| NEW TIP ACQUIRED: DOLL #6 |  
|-----|  
| LAMERA weakens MUDARMOR. |  
\-----/
```

Walk (E) and enter the upper cabin.

```
*****  
* SHOP #12 DIALOG *  
* * * * *  
* I offer rest for SANDALS. *  
* 1> Give SANDALS 2> Exit *  
* * * * *  
*****
```

Choose 2 and enter the middle cabin for a new tip. Note: don't worry about the owner saying you don't have them. This is probably a bug in the game, because it's the same in the original japanese version.

```
/-----\  
| NEW TIP ACQUIRED: CABIN #13 |  
|-----|  
| MAKAPORA SPELL kills THE NASTY. |  
\-----/
```

Enter the lower cabin for a new tip.

```
/-----\  
| NEW TIP ACQUIRED: CABIN #14 |  
|-----|  
| Please, save our leader!! KONG'S ROAR has been stolen. |  
\-----/
```

Walk (S) and enter the cabin below the KONG statue for a new item.

```
/-----\  
| NEW TIP ACQUIRED: CABIN #15 |  
|-----|  
| I'll give you KONG'S FANG as a talisman. |  
\-----/
```

```
/-----\  
| NEW ITEM ACQUIRED: KONG'S FANG |  
|-----|  
| Use it to open the fence in the cellar in the grasslands. |  
\-----/
```

Remember the cellar where you got cabin tip #8? Backtrack to there. It's in the lower left corner of the grasslands, (W) of BIGSPIDER.

Walk in front of the fence, equip the KONG'S FANG and use it to open the fence. Get the new item.

```
/-----\  
| NEW ITEM ACQUIRED: AMULET |  
|-----|  
| Needed to defeat TWINMIRES. |  
\-----/
```

Now backtrack to where you killed RED SPIDER. Equip the STONES and the NEMURI SPELL and walk (2N) to enter a boss battle.

```
/-----\  
| BOSS BATTLE #6: MUDARMOR |  
|-----|  
| Strategy: Use the NEMURI SPELL if you have enough magic or just throw away |  
| at him with the STONES to kill him. |  
| Drops: Nothing. |  
\-----/
```

After defeating him a new path opens. Enter the cabin behind the opened hedge for a new tip.

```
/-----\  
| NEW TIP ACQUIRED: CABIN #16 |  
|-----|  
| TWINMIRE protect red rock. |  
\-----/
```

Walk (2W) and level up at the BLOWMIRE until level 20 (remember to increase your SPEED to 02 also). Equip the TEMUSA SPELL and shatter the tombstone. Enter the cellar. The WATCHMAN are really strong, so look out. Level up until level 27 here walking (2W).
Level up tip: from the first screen with WATCHMAN exit the screen to the (W) 1 block above the wall. When you enter the next screen kill the WATCHMAN and return (E). Repeat this until level 27 without getting hit.
Kill all WATCHMAN in this screen to reveal another staircase, equip KONG'S CLAW and WHIRL SPELL and enter the staircase for another boss battle.

```
/-----\  
| BOSS BATTLE #7: BIGGUARD |  
|-----|  
| Strategy: Use the WHIRL SPELL and KONG'S CLAW to kill him. 2 or 3 blows |  
| should be enough. |  
| Drops: IRON KEY. |  
\-----/
```

Get the IRON KEY, equip it and use it at the fence to open it. Enter the cabin to get a new item.

```
/-----\  
| NEW ITEM ACQUIRED: MAKAPORA SPELL |  
|-----|  
| Needed to defeat THE NASTY and BADPRIEST. Cost 10MP |  
\-----/
```

Exit the cellar. Be sure to have at least 10MP before moving on, else go get some MP in the grasslands. Backtrack to where you got doll tip #6 and walk (W) for another boss battle.

```
/-----\  
| BOSS BATTLE #8: THE NASTY |  
|-----|  
| Strategy: Use the MAKAPORA SPELL to kill THE NASTY in 1 blow. |  
| Drops: HARPOON. |  
\-----/
```

Get the new weapon.

```
/-----\  
| NEW WEAPON ACQUIRED: HARPOON |  
\-----/
```

Walk (N, NW, 3E) and walk directly to the top of the screen and get behind the CROW and kill them for a new tip.

```
/-----\  
| NEW TIP ACQUIRED: DOLL #7 |  
|-----|  
| Use LAKUNA'S ORB to get KONG'S ROAR. |  
\-----/
```

Walk (S) and enter the upper cabin.

```
*****  
* SHOP #13 DIALOG *  
* * * * *  
* Welcome, want to eat? *  
* 1> Salty slug 10G *  
* 2> Sealouse miso 50G *  
* 3> Exit *  
* * * * *  
*****
```

Choose 3 to exit this shop. Note: Eating here will only damage your LIFE so exit this shop a.s.a.p. don't worry about the owner saying you don't have enough gold. This is probably a bug in the game, because it's the same in the original japanese version.

Enter the lower cabin for a new tip.

```
/-----\  
| NEW TIP ACQUIRED: CABIN #17 |  
|-----|  
| Kemura island is ahead. People living there know KONG's legend. |  
\-----/
```

Equip the HARPOON and the WHIRL SPELL and walk (S). Swing the HARPOON using the WHIRL SPELL at the FISHMAN to kill it without losing any MP.

Walk (S,E,S) and enter the cabin for a new item.

```
/-----\  
| NEW TIP ACQUIRED: CABIN #18 |  
|-----|  
| Thanks for bringing me this letter. Accept KONG'S EYE as a gift. |  
\-----/
```

```
/-----\  
| NEW ITEM ACQUIRED: KONG'S EYE |  
|-----|  
| Use it to see in the dark. |  
| Note: You only get KONG'S EYE if you visited shop #2 and accepted the task. |  
| If you didn't visit shop #2 he will tell you he is waiting for his |  
| son's letter. |  
\-----/
```

Walk (S,W,N) and enter the cabin for a new tip.

```
/-----\  
| NEW TIP ACQUIRED: CABIN #19 |  
|-----|  
| One of the soldiers left an unknown machine. |  
\-----/
```

Equip the TEMUSA SPELL and use it to shatter the tombstone and enter the cellar. Get the new item.

```
/-----\  
| NEW ITEM ACQUIRED: LAKUNA'S ORB |  
|-----|  
| When you have LAKUNA'S ORB two new items appear at the KONG statue in the |  
| ruins. |  
\-----/
```

Exit the cellar and walk (3S, E) and enter the tent for a new item.

```
/-----\  
| NEW TIP ACQUIRED: CABIN #20 |  
|-----|  
| It's a radio. I think it's broken. |  
\-----/
```

```
/-----\  
| NEW ITEM ACQUIRED: BROKEN RADIO |  
|-----|  
| You need to repair this item first to use it. |  
\-----/
```

Now backtrack to the ruins one screen (W) from where you got doll tip #7.
Walk (S, W) and kill MR RUINS here for a new tip. Note: you need to kill him
from behind.

```
/-----\  
| NEW TIP ACQUIRED: DOLL #8 |  
|-----|  
| KONG'S ROAR is hidden in the temple. |  
\-----/
```

Walk (N) and enter the golden temple. Because you have the LAKUNA'S ORB two
new items are there to get.

```
/-----\  
| NEW ITEM ACQUIRED: KONG'S ROAR |  
|-----|  
| Use it to get past the hedge. |  
\-----/
```

```
/-----\  
| NEW ITEM ACQUIRED: POWER ORB |  
|-----|  
| Use it to open a secret entrance to the golden temple. |  
\-----/
```

Now backtrack to the grasslands where you got the HERB. Enter the cellar here and equip the LIGHT SWORD and KONG'S EYE. Make your way through the maze and enter the cabin at the end for a new tip.

```
/-----\  
| NEW TIP ACQUIRED: CABIN #21 |  
|-----|  
| You need KONG'S TEAR to fill up the cave's gap. |  
\-----/
```

If you didn't get the white scroll and the 2 flowers yet it's time to get them now. Look back in the walkthrough how to get em, it's much easier with KONG'S EYE equipped. Also visit the pond with POISNFROG to get at least 350G. Now backtrack to where you killed MUDARMOR and walk (W,N) for the first part of the next boss battle.

```
/-----\  
| BOSS BATTLE #9 (Part 1): TWINMIRES |  
|-----|  
| Strategy: Don't start this boss battle if you ain't got the AMULET. |  
| Equip KONG'S CLAW and WHIRL SPELL. A few blows must be enough to kill him. |  
| Drops: Nothing. |  
\-----/
```

Walk (E,N,W) for the second part of this boss battle.

```
/-----\  
| BOSS BATTLE #9 (Part 2): TWINMIRES |  
|-----|  
| Strategy: Don't start this boss battle if you ain't got the AMULET. |  
| Equip KONG'S CLAW and WHIRL SPELL. A few blows must be enough to kill him. |  
| Drops: Nothing. |  
\-----/
```

After killing both TWINMIRES the red rock shatters and opens a new path.
Walk (W) and equip KONG'S EYE to see in the dark. Kill all CAVEMAN for a new
weapon.

```
/-----\  
| NEW WEAPON ACQUIRED: FIRE BALL |  
\-----/
```

Walk (W) to enter another boss battle.

```
/-----\  
| BOSS BATTLE #10: REVOLVER |  
|-----|  
| Strategy: Equip the FIRE BALL and start shooting. Because the FIRE BALL |  
| pass through him he gets hits more then once for each fire ball. |  
| Use KONG'S CLAW or CLUB if you run out of FIRE BALL. |  
| Note: unfortunatly you cannot use the WHIRL SPELL because you need |  
| KONG'S EYE here to see REVOLVER. |  
| Drops: AGNOS KEY. |  
\-----/
```

Get the new item.

```
/-----\  
| NEW ITEM ACQUIRED: AGNOS KEY |  
|-----|  
| Unlocks the chest with the WHISPER inside the golden temple. |  
\-----/
```

Backtrack to where you killed THE NASTY and walk (N,NW,2E,N,W,N,E) equip the
BROKEN RADIO and enter the cabin below the landing field.

```
*****  
* SHOP #14 DIALOG *  
* * * * *  
* I repair your broken items for 350G... *  
* 1> SHOT-1 *  
* 2> SHOT-2 *  
* 3> NO *  
* * * * *  
*****
```

Choose 2 to fix the BROKEN RADIO.

```
/-----\  
| NEW ITEM ACQUIRED: RADIO |  
|-----|  
| Use it to contact the helicopter and free LADY KONG. |  
\-----/
```

Walk (2W) and kill the CLINGMAN for a new tip.

```
/-----\  
| NEW TIP ACQUIRED: DOLL #9 |  
|-----|  
| Only KONG's strength can move yellow rock. |  
\-----/
```

Now level up until 39 in the neighbourhood with the CLINGMAN and JUMPMAN.

Now backtrack to the ruins (the part where you see MR RUINS) and walk (3W) to get to the other golden temple entrance. At first sight there is nothing here Equip the POWER ORB and walk (S). Use the POWER ORB to open a new path. Walk (SW, N) and enter the stairs.

Equip KONG'S CLAW and walk (S,E,N,E) crush the moving platforms and slash the southern wall in the middle to open a new path. Walk (S) to enter a boss battle.

```
/-----\  
| BOSS BATTLE #11 (Part 1): SAVAGE |  
|-----|  
| Strategy: Equip KONG'S CLAW and WHIRL SPELL. A few blows must be enough to |  
| kill him. |  
| Drops: IRON KEY. |  
\-----/
```

Get the IRON KEY and equip it, then use it near the fence to open it. Enter the stairs. Level up at the STONEOGRE until level 71 (this goes faster then you think) and walk (E,S). There is a hidden path in the western wall so slash it to reveal it. Walk (W) and get the new item.

```
/-----\  
| NEW ITEM ACQUIRED: KONG'S TEAR |  
|-----|  
| Use it to cross the gap near LADY KONG. |  
\-----/
```

Walk (2E,N) for another boss battle.

```
/-----\  
| BOSS BATTLE #11 (Part 2): SAVAGE (2nd time) |  
|-----|  
| Strategy: Equip KONG'S CLAW and WHIRL SPELL. A few blows must be enough to |  
| kill him. |  
| Drops: IRON KEY. |  
\-----/
```

Get the IRON KEY and walk (SE), equip the IRON KEY and use it to open the fence. Enter the stairs. Walk (E,S) and notice the moving platform in the lower left. It's useless at first sight but there's a secret path at the western wall so get on the platform and slash it. Walk (W). Another dead end? Walk across the three moving platforms to the lower left one and slash the southern wall to open another new path. Walk (S) and enter the stairs. Walk (N,E,NE) and walk into the chest with the key symbol on it. The chest changes into a new item if you have the AGNOS KEY.

```
/-----\  
| NEW ITEM ACQUIRED: WHISPER |  
|-----|  
| Use it to open a new path near second TWINMIRES. |  
\-----/
```

Leave the golden temple the same way you entered it. Backtrack to where you killed the second TWINMIRES. Equip the WHISPER and use it to open a new path. Walk (2N,E,S,NE) for another boss battle.

```
/-----\  
| BOSS BATTLE #12: CAVERNBIG |  
|-----|  
| Strategy: Equip KONG'S CLAW and WHIRL SPELL. A few blows must be enough to |  
| kill him. |  
| Drops: YELLOW STONES. |  
\-----/
```

Get the new weapon.

```
/-----\  
| NEW WEAPON ACQUIRED: YELLOW STONES |  
\-----/
```

Walk (S, 2NW, W) and kill the PROWLER. Walk in front of the hedge, equip KONG'S ROAR and use it to open a new path. Walk (S) and kill the PROWLER first and then enter the boss battle.

```
/-----\  
| BOSS BATTLE #13: BIGFLOWER |  
|-----|  
| Strategy: Equip the YELLOW STONES and a few blows must be enough to kill it. |  
| Drops: Nothing. |  
\-----/
```

When you kill it a staircase appears. Enter it, equip the MAKAPORA SPELL and walk (N) for another boss battle.

```
/-----\  
| BOSS BATTLE #14: BADPRIEST |  
|-----|  
| Strategy: Use the MAKAPORA SPELL to kill BADPRIEST. |  
| Drops: MEAT. |  
\-----/
```

Get the MEAT and walk (W) for your final boss battle.

```
/-----\  
| BOSS BATTLE #15: REVOLVER (2nd time) |  
|-----|  
| Strategy: Use the same strategy as the first time you fought REVOLVER. This |  
| time he's a little tougher. |  
| Drops: Nothing. |  
\-----/
```

A new path opens and walk (W). Kill the BATT before the gap and stand as close as you can in front of the gap, equip KONG'S TEAR and use it to create a bridge. Walk across the bridge to the (W,N). Finally here is LADY KONG. Equip the DORIAN FRUIT and put it at the pedestal to free LADY KONG. Now LADY KONG follows you. You can't use SHOT-1 and SHOT-2 anymore. Walk (3E, 2S). When you enter the screen with LADY KONG the yellow stone shatters. Walk (E,N,2E) and equip the RADIO and use it to call the helicopter and free LADY KONG.

Congratulations!! you just finished KING KONG 2, watch one of the three endings according to the ammount of DAYS and CONTINUES you used (section IIId).
Note: In the english translation only the good ending is translated, the other two are still in french. The endings in the english re-translation are completely in english.

```
=====  
IIIb. Best Ending Walkthrough  
=====
```

Before you start trying to obtain the Best Ending I advise you finish the game at least once using the Normal Walkthrough.

Your main concern during this guide is the amount of CONTINUES you use. Stay below 33 to get the Best Ending. Staying below 365 DAYS should be fairly easy.

This walkthrough only describes the actions NECESSARY to complete the game,

many obsolete things are left out for speed.

Avoid as many enemies as possible and try to level up preferably only in places where you can't get hit leveling up (I'll mention those places in the walkthrough).

If you need MP get it from the GRASSOGRE in stead of the BUCKLER because it's hard to hit the BUCKLER from behind without getting hit.

If you have the luxury to save using the cart combination, don't hesitate to save alot and replay a part if you think you can do it in less CONTINUES.

Optionally for the PC owners you can use a MSX emulator with a save state feature such as BlueMSX or BrMSX to make your life much easier in obtaining the Best Ending.

To the walkthrough!

Walk (N,W,N,E,N,W) and push the rock over the GRASSOGRE to kill them. You need to kill 15 GRASSOGRE to get a new weapon.

```
/-----\  
| NEW WEAPON ACQUIRED: ROD |  
\-----/
```

Equip the ROD and walk (N) and focus on the 3 RATT, kill them and they will drop an item.

```
/-----\  
| NEW ITEM ACQUIRED: HERB |  
\-----/
```

Be sure to have at least 5 HERB when leaving this area, but I advise you to pile up ALOT of HERB here. Walk (S,2E,2S)

```
/-----\  
| BOSS BATTLE #1: CLUBMAN |  
|-----|  
| Strategy: Use the ROD to slash away on CLUBMAN, hit him on the foot when he |  
| walks away from you. When you come too close stop hitting and wait a little. |  
| Eventually you'll kill him. |  
| Drops: STONES |  
\-----/
```

```
/-----\  
| NEW WEAPON ACQUIRED: STONES |  
\-----/
```

Walk (NE,2E,S) and enter the northwest cabin.

```
*****  
* SHOP DIALOG *  
* *  
* Can you take a letter to my father? *  
* 1> OK 2> No *  
* *  
*****
```

Choose 1.

Walk (2N,E,S) and enter the cabin to get a new item.

```
/-----\  
| NEW ITEM ACQUIRED: TEMUSA SPELL |  
|-----|  
| Use it to shatter tombstones. Cost 3MP |  
\-----/
```

Backtrack to the grasslands where the GRASSWORM is. Equip the TEMUSA SPELL
and use it to shatter the tombstone and collect the new weapon.

```
/-----\  
| NEW WEAPON ACQUIRED: LIGHT SWORD |  
|-----|  
| The LIGHT SWORD can only be used inside cellars, if it is used outside a |  
| cellar it will be automatically unequipped. |  
\-----/
```

Walk (W,S) and use the TEMUSA SPELL again. Equip the LIGHT SWORD and enter the cellar. Avoid the WHITEFIRE here and walk (S).

Walk (N) and level up at the WHITEFIRE until level 7.

Level up tip: enter the room with the WHITEFIRE from the (S) walking along the left or right wall, you'll enter the room directly under a WHITEFIRE. Kill it and walk (S) again and re-enter the room to kill it again. Continue doing this until you are level 7.

Leave the cellar and backtrack to where the BOWLER are. Use the TEMUSA SPELL here to shatter the tombstone. Equip the LIGHT SWORD and enter the cellar.

Kill some WHITEFIRE here and receive a new item.

```
/-----\  
| NEW ITEM ACQUIRED: LIQUID OF LAMERA |  
|-----|  
| Needed to defeat MUDARMOR. |  
\-----/
```

Walk (S), this area is dark but you can see 2 flowers and a white scroll icon. You can return here later with the light but it's handy to get the stuff here now. I'll try to guide you. Walk down 3 blocks, walk right 3 blocks, walk down 3 blocks again and 1 block to the left to get the new item.

```
/-----\  
| NEW ITEM ACQUIRED: NEMURI SPELL |  
|-----|  
| Use it to freeze enemies and bosses for a short period of time. Cost 5MP |  
\-----/
```

From the beginning again, walk 3 blocks down, 2 blocks right, 2 blocks up,
2 blocks right and 1 block down to get the new item.

```
/-----\  
| NEW ITEM ACQUIRED: PAPYRUS |  
\-----/
```

To get the other PAPYRUS from the beginning, walk 4 blocks down, 3 blocks left,
2 blocks down, 1 block right, 2 blocks down and 1 block left to get the
PAPYRUS. Now leave the cellar and walk (W). Use your NEMURI SPELL to freeze
the THICKSKIN and kill them (FAST!) from behind and pick up the new item.

```
/-----\  
| NEW ITEM ACQUIRED: WHIRL SPELL |  
|-----|  
| Use it to do a rotating attack with SHOT-1. Cost 1MP |  
| Note: No effect when SHOT-1 is STONES, BOOMERANG, FIRE BALL or |  
| YELLOW STONES. When SHOT-1 is HARPOON an attack will cost no MP. |  
\-----/
```

Now backtrack to where you defeated CLUBMAN. Walk (E,S,E).

Note: you can kill 15 SEALOUSE here to get HERB each time you kill 15 of them.

Walk (E) for a boss battle.

```
/-----\  
| BOSS BATTLE #2: RED FISHMAN |  
|-----|  
| Strategy: With the ROD and the WHIRL SPELL equipped he is a piece of cake. |  
| strike him with two or three shots and he is dead. Use the NEMURI SPELL to |  
| stop him if you don't have enough life points. |  
| Drops: KONG'S CLAW |  
\-----/
```

Pick up the new weapon.

```
/-----\  
| NEW WEAPON ACQUIRED: KONG'S CLAW |  
\-----/
```

Backtrack to where you got the WHIRL SPELL from the THICKSKIN equip KONG'S CLAW and the NEMURI SPELL and walk (W). Another boss battle emerges.

```
/-----\  
| BOSS BATTLE #3: RED SPIDER |  
|-----|  
| Strategy: Use the NEMURI SPELL if you have enough magic or just bash away |  
| at him with KONG'S CLAW to kill him. If needed use the WHIRL SPELL. |  
| Drops: PAPYRUS |  
\-----/
```

A new path opens but we'll come to that later. Get the PAPYRUS and backtrack to the pond to collect at least 350G, also be sure to have 5 HERBS before continuing. Equip the STONES and walk (S,W).
Time for yet another boss battle.

```
/-----\  
| BOSS BATTLE #4: GRIZZLY |  
|-----|  
| Strategy: Use the NEMURI SPELL if you have enough magic or just throw away |  
| at him with the STONES to kill him. |  
| Drops: DOLL |  
\-----/
```

A new path opens.

Walk (W), ignore the GROUNDER here, you're probably too slow to kill it anyway.

Walk (W, S, 3E) ignoring the FIRETOTEM too. Enter the middle cabin.

```
*****  
* SHOP DIALOG *  
* *  
* I make WATER SANDALS for 150G *  
* 1> Buy 2> Exit *  
* *  
*****
```

Choose 1 for a new item. Note: He will also need a PAPYRUS to make them.

```
/-----\  
| NEW ITEM ACQUIRED: WATER SANDALS |  
|-----|  
| Equip them to walk through water without slowdown. |  
\-----/
```

Equip the WATER SANDALS (they have no effect on land though but it can't hurt either) and enter the lower cabin.

```
*****
* SHOP DIALOG *
*
* Do you want a BOOK for 200G? *
* 1> OK 2> No *
*
*****
```

Choose 1 to get a new item.

```
/-----\
| NEW ITEM ACQUIRED: BOOK |
|-----|
| Use it to understand the native tribe deep in the forest. |
\-----/
```

After spending your precious 350G, backtrack to where you killed GRIZZLY.

Walk (N) and kill the FALCONER (and FALCONBAT) here for a new item.

```
/-----\
| NEW ITEM ACQUIRED: MEAT |
|-----|
| Use it to restore 10 Life points. |
\-----/
```

If you're going for the best ending, save up alot of MEAT here. There are more FALCONER to the (W). Walk (W) again and kill the BOOMERANG for a BOOMERANG if you need it. You can walk (S) and kill another GRIZZLY for a MEAT, but if you don't need it skip that part. Walk (2N) and walk into the cabin.

```
*****
* SHOP DIALOG *
*
* Give me food to let you pass. *
* 1> OK 2> No *
*
*****
```

Choose 1 and it will cost you 1 MEAT to open the fence.

Walk (N) and kill the DUNGROLL for some STONES if you need them. Walk (N,E) and enter the lower cabin.

```
*****
* SHOP DIALOG *
*
* I exchange food for IRON KEY. *
* 1> OK 2> No *
*
*****
```

Choose 1 to get a new item.

```
/-----\
| NEW ITEM ACQUIRED: IRON KEY |
|-----|
| Use it to open fences. |
\-----/
```

Equip the IRON KEY and use it to open the fence. Walk (S) and enter the cabin.

```

*****
* SHOP DIALOG *
*
* Our chief is sick. We need 5 HERBS to cure him. *
* 1> OK give HERBS 2> Exit *
*
*****

```

Choose 1 and the fence will open. Enter the cabin past the fence that just opened.

```

/-----\
| NEW ITEM ACQUIRED: DORIAN FRUIT |
|-----|
| Use it to free LADY KONG. |
\-----/

```

Note: I came to this point with no fence in the screen (N) so I could use the IRON KEY on the fence to the (S) and don't waste 5 HERBS on it. I don't know why there wasn't any fence (maybe because I didn't use a single continue until this point)

Update: I checked if it had to do with continues, I rushed to this point from the beginning without using a continue but the fence was closed so maybe you need to follow a specific pattern before coming here (without using a continue).

Now backtrack to where you killed RED SPIDER and walk (N,2E,N,E,S) and enter the cabin below the KONG statue for a new item.

```

/-----\
| NEW ITEM ACQUIRED: KONG'S FANG |
|-----|
| Use it to open the fence in the cellar in the grasslands. |
\-----/

```

Backtrack to the lower left corner of the grasslands and enter the cellar.
Walk in front of the fence, equip KONG'S FANG and use it to open the fence.
Get the new item.

```
/-----\  
| NEW ITEM ACQUIRED: AMULET |  
|-----|  
| Needed to defeat TWINMIRES. |  
\-----/
```

Now backtrack to where you killed RED SPIDER. Equip the STONES and the NEMURI SPELL and walk (2N) to enter a boss battle.

```
/-----\  
| BOSS BATTLE #5: MUDARMOR |  
|-----|  
| Strategy: Use the NEMURI SPELL if you have enough magic or just throw away |  
| at him with the STONES to kill him. |  
| Drops: Nothing. |  
\-----/
```

After defeating him a new path opens.

Note: When I came to this point the path was already open before killing MUDARMOR (still no continues used).

Walk (2W). Equip the TEMUSA SPELL and shatter the tombstone. Enter the cellar.
The WATCHMAN are really strong, so look out. Level up until level 27 here walking (2W).

Level up tip: from the first screen with WATCHMAN exit the screen to the (W) 1 block above the wall. When you enter the next screen kill the WATCHMAN and return (E). Repeat this until level 27 without getting hit.

Kill all WATCHMAN in this screen to reveal another staircase, equip KONG'S CLAW and WHIRL SPELL and enter the staircase for another boss battle.

```
/-----\  
| BOSS BATTLE #6: BIGGUARD |  
|-----|  
| Strategy: Use the WHIRL SPELL and KONG'S CLAW to kill him. 2 or 3 blows |  
| should be enough. Use the NEMURI SPELL to freeze him. |  
| Drops: IRON KEY. |  
\-----/
```

Get the IRON KEY, equip it and use it at the fence to open it. Enter the cabin to get a new item.

```
/-----\  
| NEW ITEM ACQUIRED: MAKAPORA SPELL |  
|-----|  
| Needed to defeat THE NASTY and BADPRIEST. Cost 10MP |  
\-----/
```

Exit the cellar. Walk (2E,S,2E,N,W) for another boss battle.

```
/-----\  
| BOSS BATTLE #7: THE NASTY |  
|-----|  
| Strategy: Use the MAKAPORA SPELL to kill THE NASTY in 1 blow. |  
| Drops: HARPOON. |  
\-----/
```

Get the new weapon.

```
/-----\  
| NEW WEAPON ACQUIRED: HARPOON |  
\-----/
```

Walk (N, NW, 3E, 2S) avoid all the FISHMAN here.

Walk (S,E,S) and enter the cabin for a new item.

```
/-----\  
| NEW ITEM ACQUIRED: KONG'S EYE |  
|-----|  
| Use it to see in the dark. |  
| Note: You only get KONG'S EYE if you visited shop #2 and accepted the task. |  
|     If you didn't visit shop #2 he will tell you he is waiting for his |  
|     son's letter. |  
\-----/
```

Walk (S,W,N) and equip the TEMUSA SPELL and use it to shatter the tombstone
and enter the cellar. Get the new item.

```
/-----\  
| NEW ITEM ACQUIRED: LAKUNA'S ORB |  
|-----|  
| When you have LAKUNA'S ORB two new items appear at the KONG statue in the |  
| ruins. |  
\-----/
```

Exit the cellar and walk (3S, E) and enter the tent for a new item.

```
/-----\  
| NEW ITEM ACQUIRED: BROKEN RADIO |  
|-----|  
| You need to repair this item first to use it. |  
\-----/
```

Now backtrack to the ruins and walk (S,W,N) and enter the golden temple.
Because you have the LAKUNA'S ORB two new items are there to get.

```
/-----\  
| NEW ITEM ACQUIRED: KONG'S ROAR |  
|-----|  
| Use it to get past the hedge. |  
\-----/
```

```
/-----\  
| NEW ITEM ACQUIRED: POWER ORB |  
|-----|  
| Use it to open a secret entrance to the golden temple. |  
\-----/
```

Now backtrack to where you killed MUDARMOR and walk (W,N) for the first part of the next boss battle.

```
/-----\  
| BOSS BATTLE #8 (Part 1): TWINMIRES |  
|-----|  
| Strategy: Don't start this boss battle if you ain't got the AMULET. |  
| Equip KONG'S CLAW and WHIRL SPELL. A few blows must be enough to kill him. |  
| Drops: Nothing. |  
\-----/
```

Walk (E,N,W) for the second part of this boss battle.

```
/-----\  
| BOSS BATTLE #8 (Part 2): TWINMIRES |  
|-----|  
| Strategy: Don't start this boss battle if you ain't got the AMULET. |  
| Equip KONG'S CLAW and WHIRL SPELL. A few blows must be enough to kill him. |  
| Drops: Nothing. |  
\-----/
```

After killing both TWINMIRES the red rock shatters and opens a new path.

Walk (W) and equip KONG'S EYE to see in the dark. Kill all CAVEMAN for a new weapon.

```
/-----\  
| NEW WEAPON ACQUIRED: FIRE BALL |  
|-----/
```

Walk (W) to enter another boss battle.

```
/-----\  
| BOSS BATTLE #9: REVOLVER |  
|-----|  
| Strategy: Equip the FIRE BALL and start shooting. Because the FIRE BALL |  
| pass through him he gets hits more then once for each fire ball. |  
| Use KONG'S CLAW or CLUB if you run out of FIRE BALL. |  
| Note: unfortunatly you cannot use the WHIRL SPELL because you need the |  
| KONG'S EYE here to see REVOLVER. |  
| Drops: AGNOS KEY. |  
\-----/
```

Get the new item.

```
/-----\  
| NEW ITEM ACQUIRED: AGNOS KEY |  
|-----|  
| Unlocks the chest with the WHISPER inside the golden temple. |  
\-----/
```

Backtrack to where you killed THE NASTY and walk (N,NW,2E,N,W,N,E) equip the
BROKEN RADIO and enter the cabin below the landing field.

```
*****  
* SHOP DIALOG *  
* *  
* I repair your broken items for 350G... *  
* 1> SHOT-1 *  
* 2> SHOT-2 *  
* 3> NO *  
* *  
*****
```

Choose 2 to fix the BROKEN RADIO.

```
/-----\  
| NEW ITEM ACQUIRED: RADIO |  
|-----|  
| Use it to contact the helicopter and free LADY KONG. |  
\-----/
```

Now backtrack to the ruins (the part where you see MR RUINS) and walk to the other golden temple entrance. Equip the POWER ORB and walk (S). Use the POWER ORB to open a new path. Walk (SW, N) and enter the stairs. Equip KONG'S CLAW and walk (S,E,N,E) crush the moving platforms and slash the southern wall in the middle to open a new path.

Note: When I came here using no continues yet the wall was already slashed.

Walk (S) to enter a boss battle.

```
/-----\  
| BOSS BATTLE #10 (Part 1): SAVAGE |  
|-----|  
| Strategy: Equip KONG'S CLAW and WHIRL SPELL. A few blows must be enough to |  
| kill him. |  
| Drops: IRON KEY. |  
\-----/
```

Get the IRON KEY and equip it, then use it near the fence to open it. Enter the stairs. Avoid the STONEOGRE and walk (E,S). There is a hidden path in the western wall so slash it to reveal it. Walk (W) and get the new item.

```
/-----\  
| NEW ITEM ACQUIRED: KONG'S TEAR |  
|-----|  
| Use it to create a passage for LADY KONG. |  
\-----/
```

Walk (2E,N) for another boss battle.

```
/-----\  
| BOSS BATTLE #10 (Part 2): SAVAGE (2nd time) |  
|-----|  
| Strategy: Equip KONG'S CLAW and WHIRL SPELL. A few blows must be enough to |  
| kill him. |  
| Drops: IRON KEY. |  
\-----/
```

Get the IRON KEY and walk (SE), equip the IRON KEY and use it to open the fence. Enter the stairs. Walk (E,S) and notice the moving platform in the lower left. It's useless at first sight but there's a secret path at the western wall so get on the platform and slash it. Walk (W). Another dead end? Walk across the three moving platforms to the lower left one and slash the southern wall to open another new path. Walk (S) and enter the stairs. Walk (N,E,NE) and walk into the chest with the key symbol on it. The chest changes into a new item if you have the AGNOS KEY.

```
/-----\  
| NEW ITEM ACQUIRED: WHISPER |  
|-----|  
| Use it to open a new path near second TWINMIRES. |  
\-----/
```

Leave the golden temple the same way you entered it. Backtrack to where you killed the second TWINMIRES. Equip the bow and use it to open a new path. Walk (2N,E,S,NE) for another boss battle.

```
/-----\  
| BOSS BATTLE #11: CAVERNBIG |  
|-----|  
| Strategy: Equip KONG'S CLAW and WHIRL SPELL. A few blows must be enough to |  
| kill him. |  
| Drops: YELLOW STONES. |  
\-----/
```

Get the new weapon.

```
/-----\  
| NEW WEAPON ACQUIRED: YELLOW STONES |  
\-----/
```

Walk (S, 2NW, W). Walk in front of the hedge, equip KONG'S ROAR and use it to open a new path. Walk (S) and enter the boss battle.

```
/-----\  
| BOSS BATTLE #12: BIGFLOWER |  
|-----|  
| Strategy: Equip the YELLOW STONES and a few blows must be enough to kill it. |  
| Drops: Nothing. |  
\-----/
```

When you kill it a staircase appears. Enter it, equip the MAKAPORA SPELL and walk (N) for another boss battle.

```
/-----\  
| BOSS BATTLE #13: BADPRIEST |  
|-----|  
| Strategy: Use the MAKAPORA SPELL to kill BADPRIEST. |  
| Drops: MEAT. |  
\-----/
```

Note: When I came here using no continues yet the walls were already gone so I didn't HAVE to kill BADPRIEST.

Get the MEAT and walk (W) for your final boss battle.

```
/-----\  
| BOSS BATTLE #14: REVOLVER (2nd time) |  
|-----|  
| Strategy: Use the same strategy as the first time you fought REVOLVER. This |  
| time he's a little tougher. |  
| Drops: Nothing. |  
\-----/
```

A new path opens and walk (W). Kill the BATT before the gap and stand as close as you can in front of the gap, equip the KONG'S TEAR and use it to create a bridge. Walk across the bridge to the (W,N). Finally here is LADY KONG. Equip the DORIAN FRUIT and put it at the pedestal to free LADY KONG. Now LADY KONG follows you. You can't use SHOT-1 and SHOT-2 anymore. Walk (3E, 2S). When you enter the screen with LADY KONG the yellow stone shatters. Walk (E,N,2E) and equip the RADIO and use it to call the helicopter and free LADY KONG.

CONGRATULATIONS! You just finished King Kong 2. Hopefully you didn't use more than 33 CONTINUES and watch the best ending.

My ending stats:

DAYS - 190
CONTINUES - 0
LEVEL - 39

=====
IV. Weapons Checklist
=====

[] KNIFE

Bought for 200G in shop #1 in the grasslands.

[] ROD

Kill 15 GRASSOGRE in the grasslands.

[] STONES

Dropped by boss CLUBMAN in the grasslands.

[] AXE

Kill 15 BOWLER in the mountains.

[] LIGHT SWORD

Under a tombstone in the grasslands.

[] KONG'S CLAW

Dropped by boss RED FISHMAN in the mountains.

[] BOOMERANG

Kill the BOOMERANG's in the forest.

[] CLUB

Kill the FIRETOTEM's in the lower left corner of the forest.

[] HARPOON

Dropped by boss THE NASTY in the marsh.

[] FIRE BALL

Kill the CAVEMAN in the dark mountains.

[] YELLOW STONES

Dropped by boss CAVERNBIG in the dark mountains.

[?] SWORD

The game's code mentions a weapon called SWORD. Probably konami decided to leave out the SWORD in a late stage into production and didn't have time to remove the code before the release.

=====
V. Items Checklist
=====

[] HERB

Kill the 3 RATT in the grasslands.

Kill 15 SEALOUSE near RED FISHMAN.

[] TEMUSA SPELL

Acquired in a cabin in the mountains.

[] LIQUID OF LAMERA

Kill WHITEFIRE in a cellar in the mountains.

[] NEMURI SPELL

Acquired in a dark cellar in the mountains.

[] PAPYRUS

Get two in a dark cellar in the mountains.

Another is dropped by boss RED SPIDER.

[] WHIRL SPELL

Kill THICKSKIN in the mountains.

[] BOOK

Bought for 200G in shop #7 in the forest.

[] MEAT

Dropped by several enemies throughout the game. First at the FALCONER.

[] IRON KEY

Acquired in several cabins and dropped by several bosses.

[] DORIAN FRUIT

Acquired after healing the native tribe's chief.

[] KONG'S FANG

Acquired in a cabin in the marsh.

[] AMULET

Acquired in a cellar in the grasslands.

Note: KONG'S FANG required to get to it.

[] MAKAPORA SPELL

Acquired in a cellar in the marsh.

[] KONG'S EYE

Acquired in a cabin in the sea.

[] LAKUNA'S ORB

Acquired in a cellar in the sea.

[] BROKEN RADIO

Acquired in a tent in the sea.

[] KONG'S ROAR

Acquired in the eastern part of the golden temple.

[] POWER ORB

Acquired in the eastern part of the golden temple.

[] AGNOS KEY

Dropped by boss REVOLVER in the dark mountains.

[] RADIO

Acquired by fixing the BROKEN RADIO for 350G in the dark mountains.

[] KONG'S TEAR

Acquired in a secret room inside the golden temple.

[] WHISPER

Acquired inside the golden temple.

Note: AGNOS KEY required to get to it.

=====
VI. Special Items Checklist
=====

[] WOOD KEY

Dropped by boss BIGSPIDER in the grasslands.

Note: This item is not visible in your inventory.

[] LETTER

Acquired at shop #2.

Note: This item is not visible in your inventory, although it is included in the game's source code. Check out the inventory screenshot of Fabio Albergaria Dias' map. It's a hacked screenshot and lists the LETTER as PARCH (old english translation). Konami probably didn't have time to link the LETTER mission to the item in your inventory.

[] WATER SANDALS

Bought for a PAPHYRUS and 150G in shop #6 in the forest.

=====
VII. Boss List
=====

Boss #1

Name - BIGSPIDER
Life - 18
Strength - 03
Location - The Grasslands
Vulnerable to - KNIFE
Item required - None

Boss #2

Name - CLUBMAN
Life - 26
Strength - 04
Location - The Grasslands
Vulnerable to - ROD
Item required - None

Boss #3

Name - RED FISHMAN
Life - 90
Strength - 08
Location - The Mountains
Vulnerable to - FISTS, KNIFE and ROD
Item required - None

Boss #4

Name - RED SPIDER
Life - 86

Strength - 15
Location - The Mountains
Vulnerable to - KONG'S CLAW
Item required - None

Boss #5

Name - GRIZZLY
Life - 80
Strength - 10
Location - The Grasslands
Vulnerable to - STONES, AXE
Item required - None

Boss #6

Name - MUDARMOR
Life - 45
Strength - 15
Location - The Marsh
Vulnerable to - STONES
Item required - LIQUID OF LAMERA

Boss #7

Name - BIGGUARD
Life - 78
Strength - 48
Location - Inside a cellar in the marsh
Vulnerable to - FISTS, KNIFE, ROD, STONES, LIGHT SWORD, KONG'S CLAW,
BOOMERANG and CLUB
Item required - None

Boss #8

Name - THE NASTY
Life - 20
Strength - 20
Location - The Marsh
Vulnerable to - No weapon
Item required - MAKAPORA SPELL

Boss #9

Name - TWINMIRE (2x)
Life - 62
Strength - 28
Location - The Marsh (2x)
Vulnerable to - FISTS, KNIFE, ROD, STONES, KONG'S CLAW, BOOMERANG and CLUB
Item required - AMULET

Boss #10

Name - REVOLVER
Life - 65
Strength - 29
Location - The Dark Mountains
Vulnerable to - FISTS, KNIFE, ROD, STONES, KONG'S CLAW, BOOMERANG, CLUB
and FIRE BALL
Item required - None

Boss #11

Name - SAVAGE (2x)
Life - 58
Strength - 44
Location - The Golden Temple (2x)
Vulnerable to - FISTS, KNIFE, ROD, STONES, LIGHT SWORD, KONG'S CLAW,

BOOMERANG, CLUB and FIRE BALL

Item required - None

Boss #12

Name - CAVERNBIG

Life - 88

Strength - 42

Location - The Dark Mountains

Vulnerable to - FISTS, KNIFE, ROD, STONES, KONG'S CLAW, BOOMERANG, CLUB
and FIRE BALL

Item required - None

Boss #13

Name - BIGFLOWER

Life - 34

Strength - 40

Location - The Dark Mountains

Vulnerable to - YELLOW STONES

Item required - None

Boss #14

Name - BADPRIEST

Life - 34

Strength - 40

Location - The Dark Mountains

Vulnerable to - No weapon

Item required - MAKAPORA SPELL

Boss #15

Name - REVOLVER

Life - 95

Strength - 45

Location - The Dark Mountains

Vulnerable to - FISTS, KNIFE, ROD, STONES, KONG'S CLAW, BOOMERANG, CLUB,
FIRE BALL and YELLOW STONES

Item required - None

=====
VIII. Enemy List
=====

Name - PIGWORM
Life - 01
Strength - 01
Location - The Grasslands
Notes - None

Name - WILDBOAR
Life - 01
Strength - 01
Location - The Grasslands
Notes - Can drop gold

Name - POISNFROG
Life - 01
Strength - 01
Location - The Grasslands
Notes - Can drop gold

Name - GRASSOGRE
Life - 01
Strength - 01
Location - The Grasslands
Notes - Can increase MP / Drops ROD after killing 15

Name - BUCKLER
Life - 02

Strength - 02
Location - The Grasslands
Notes - Can increase MP / Needs to be killed from behind

Name - RATT
Life - 02
Strength - 02
Location - The Grasslands
Notes - Drops HERB after Killing 3

Name - GRASSWORM
Life - 08
Strength - 03
Location - The Grasslands
Notes - Drops doll tip

Name - WHITEOGRE
Life - 07
Strength - 09
Location - Cellar in the The Grasslands
Notes - None

Name - POLEMAN
Life - 04
Strength - 04
Location - The Mountains
Notes - Can drop gold

Name - CENTIPEDE

Life - 15/20
Strength - 05/06
Location - The Mountains
Notes - Drops doll tip after killing 3

Name - SEALOUSE
Life - 06
Strength - 05
Location - The Mountains and The Sea
Notes - Drops HERB after killing 15

Name - ROCKMAN
Life - 05
Strength - 04
Location - The Mountains
Notes - Can drop gold

Name - BOWLER
Life - 06
Strength - 06
Location - The Mountains
Notes - Can drop gold / Drops AXE after killing 15

Name - THICKSKIN
Life - 07
Strength - 07
Location - The Mountains
Notes - Can drop gold / Drops WHIRL SPELL after killing all in screen

Name - WHITEFIRE
Life - 06
Strength - 12
Location - Cellars in The Grasslands and The Mountains
Notes - Can only be killed with the LIGHT SWORD

Name - WOODWORM
Life - 08
Strength - 08
Location - The Forest
Notes - None

Name - GROUNDER
Life - 10
Strength - 12
Location - The Forest
Notes - Can only be killed from behind

Name - FIRETOTEM
Life - 11
Strength - 08
Location - The Forest
Notes - Can only be killed with BOOMERANG

Name - BOOMERANG
Life - 12
Strength - 10
Location - The Forest
Notes - Can drop BOOMERANG

Name - FALCONER
Life - 09
Strength - 09
Location - The Forest
Notes - None

Name - FALCONBAT
Life - 10
Strength - 09
Location - The Forest
Notes - Can drop MEAT

Name - DUNGROLL
Life - 12
Strength - 10
Location - The Forest
Notes - Can drop STONES

Name - MIREFROG
Life - 10
Strength - 25
Location - The Marsh
Notes - None

Name - SLIPSLIME
Life - 10
Strength - 10
Location - The Marsh
Notes - None

Name - MIREWORM
Life - 10
Strength - 22
Location - The Marsh
Notes - Drops doll tip

Name - BLOWMIRE
Life - 10
Strength - 18
Location - The Marsh
Notes - Can drop gold

Name - WATCHMAN
Life - 10
Strength - 59
Location - Cellar in The Marsh
Notes - None

Name - THE NOT
Life - 14
Strength - 30
Location - The Ruins
Notes - Can drop gold

Name - STONEMAN
Life - 22
Strength - 22
Location - The Ruins
Notes - None

Name - MR.RUINS
Life - 90
Strength - 32
Location - The Ruins
Notes - None

Name - CROW
Life - 16
Strength - 20
Location - The Ruins
Notes - Drops doll tip

Name - B F.MAN (BLUE FISHMAN)
Life - 90
Strength - 24
Location - The Sea
Notes - Can increase MP

Name - D F.MAN (DARK FISHMAN)
Life - 90
Strength - 30
Location - The Sea
Notes - Can increase MP

Name - HUMPEDMAN
Life - 18
Strength - 18
Location - The Ruins and The Golden Temple

Notes - Drops doll tip

Name - CAVEMAN

Life - 12

Strength - 23

Location - The Dark Mountains

Notes - None

Name - CLINGMAN

Life - 25

Strength - 25

Location - The Dark Mountains

Notes - None

Name - JUMPMAN

Life - 25

Strength - 25

Location - The Dark Mountains

Notes - None

Name - RUINSBAT

Life - 25

Strength - 25

Location - The Golden Temple

Notes - None

Name - STONEOGRE

Life - 28

Strength - 28

Location - The Golden Temple
Notes - None

Name - BATT
Life - 14
Strength - 24
Location - The Dark Mountains
Notes - None

Name - CAVERNMAN
Life - 90
Strength - 48
Location - The Dark Mountains
Notes - None

Name - PROWLER
Life - 60
Strength - 12
Location - The Dark Mountains
Notes - Can drop gold

The game code mentions a few more enemies which I can't find, if anyone has more information on these enemies please let me know.

GARGOYLE

GARGOYLE2

MUDMASK

BOGGEDMAN

BLOWPIPER

S.P.S

SHUT ALL

ROCK ROCK

=====
IX. Version History
=====

-v1.0 (31/08/2004)

- First release.
- Added Walkthrough.
- Added Weapons Checklist.
- Added Items Checklist.

-v1.1 (06/09/2004)

- Added King Kong 2 MAP URL.
- Added Boss List.
- Added some credits.
- Updated Boss Battle #10 strategy.

-v1.2 (13/09/2004)

- Found out the use of the LIQUID OF LAMERA item.
- Added Movie Comparisons (Section Id)
- Added/Updated other little tids and bits.
- Updated Boss List vulnerable to weapons.
- Updated Boss Battle #10 strategy some more.

-v1.3 (24/10/2004)

- Added Boss List Stats.
- Added Best Ending Walkthrough.
- Updated Movie Comparisons.

-Probably the last version of this FAQ

-v1.4 (14/12/2005)

-To celebrate the release of Peter Jackson's King Kong I present you this HUGE english re-translation update! (BIG BIG Thanks to Imanok)

-Found out you can kill 15 SEALOUSE for a HERB.

-Found two new doll tips (doll tips #2 & #3).

-Added some info about the inexistant? SWORD weapon.

-Added Enemy List and some information about inexistant? enemies.

-Added a new MAP URL.

-Added/Updated other little tids and bits.

-Updated some info about the LETTER item.

-Removed Cabin Tip #17 since it wasn't really a tip.

-Changed some timeline issues. (Actions were before tips)

=====
X. Credits & Feedback
=====

If you have or know any more information I could use in this FAQ please contact me by E-mail. Also if you find errors, know alternate strategies, have more tips, have anything cool to say don't hesitate to mail me also. My E-mail address is caspar@ketersers.dhs.org

Thanks to all the people at the MSX Resource Center (www.msx.org) who gave me positive feedback about this FAQ.

Thanks to Manuel Pazos for hacking the source code and giving me valuable (hidden) information about this game, and also for finding out there are three endings.

Special thanks to RO for pointing out to include the MAP URL.

Special thanks to Fabio Albergaria Dias to create a new map and making many other great maps for other great MSX games.

Very special thanks to David Fernandez (Imanok) for doing the english translation AND the english re-translation and letting me test it before its release.