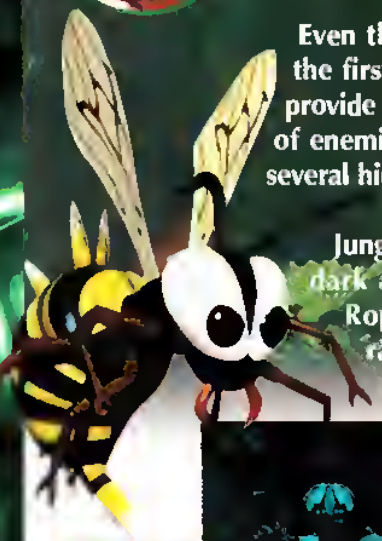
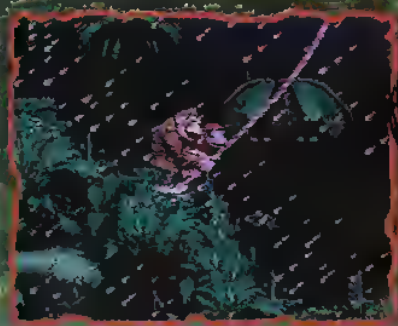


EXPOSED
 INSIDE COVERAGE OF THIS YEAR'S HOTTEST SUPER NES GAME



Ropey Rampage

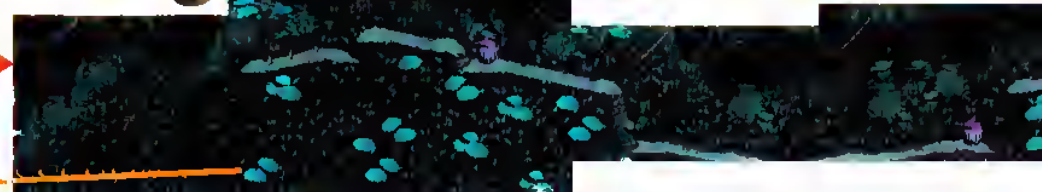
Even though Ropey Rampage isn't the first stage in the game, it does provide us with a great cross-section of enemies and obstacles as well as several hidden items. When you finish the first area in the game, Jungle Hijinx, the setting turns dark and it continues over into Ropey Rampage, but now it's raining! The sun does come out again.



START



A



B

ICONS



GOLDEN LETTER

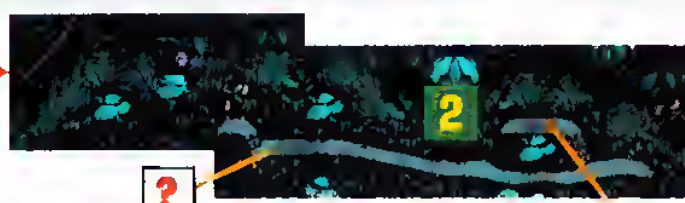


TO BONUS AREA



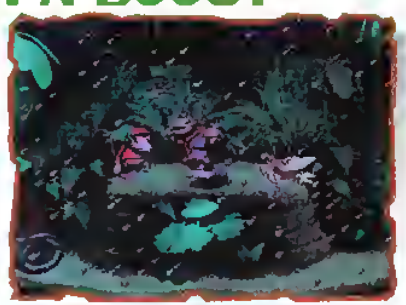
HIDDEN ITEMS

B



2 UNEARTH A TIRE FOR A BOOST

There are a few ways to unearth a tire from this area. When you let go of the vine just before it,

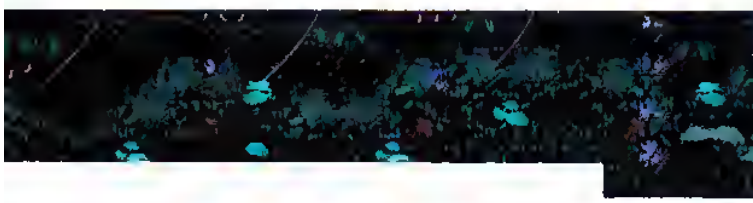
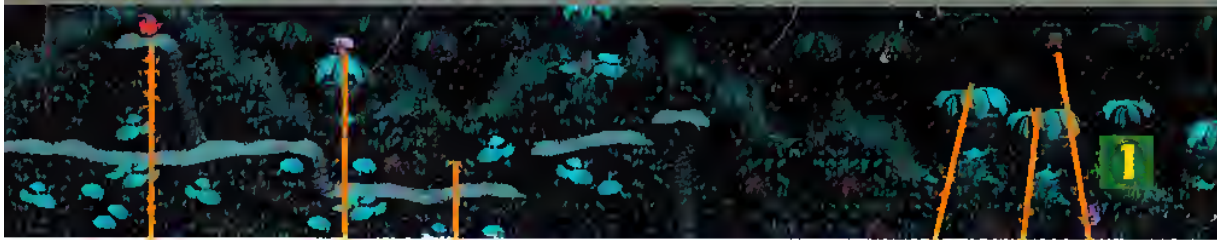


jump over the six bananas and land on the fragile ground. Roll the tire to the right and use it to gain altitude. Or, if you have Diddy, you can jump up on to the next tree and then jump down to the fragile ground that holds a Winky Medallion.



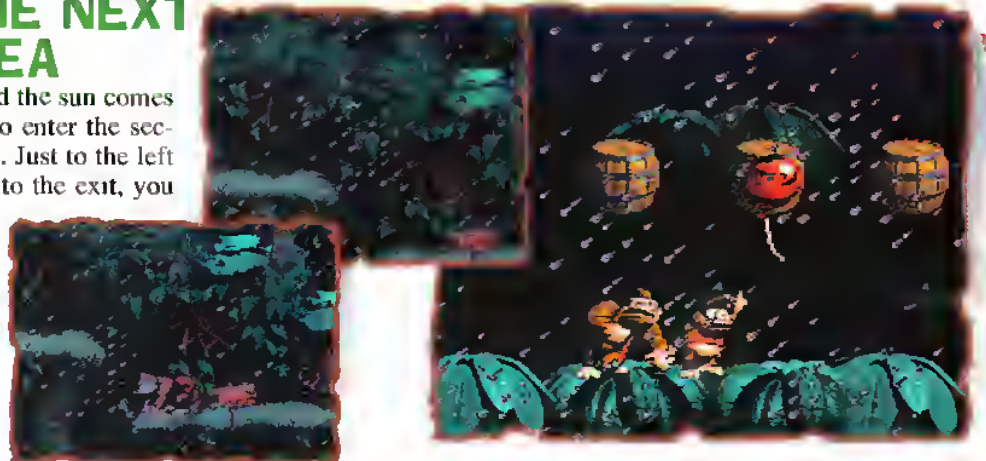
1 LEAP OF FAITH GETS YOU TO BONUS AREA

How would you even know that this Blast Barrel was located here? You probably wouldn't unless you fell off of a tree and saw it on your way down. The barrel shoots you horizontally through the far wall. A much easier solution for finding one of the elusive Ropye Rampage Bonus Areas is to check our map. Pick up a load of bananas and the Golden Letter N in the Bonus Area.



3 FINDING THE NEXT BONUS AREA

Just before the rain dies down and the sun comes out, you will have your chance to enter the second Ropye Rampage Bonus Area. Just to the left of the arrow that points the way to the exit, you will see a gap between two ledges. If you stand on the right ledge, you'll just be able to see part of a barrel. Simply fall into the gap and into the barrel. It's a Blast Barrel that puts you into a I-Up Balloon guessing game



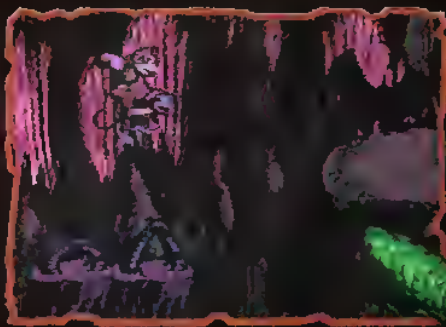
EXPOSÉ

THE BEST OF THIS YEAR'S HOTTEST SUPER NES GAME



Bouncy Bonanza

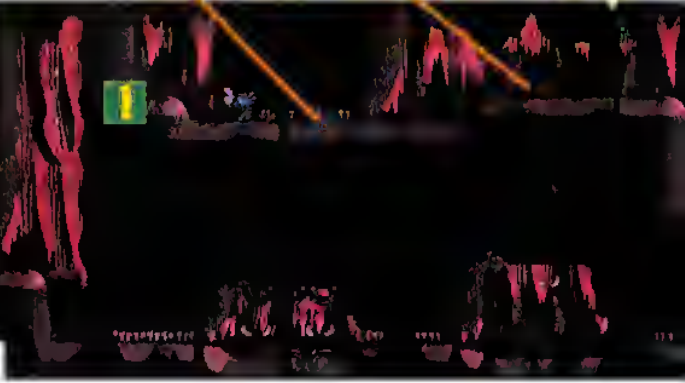
Appropriately named, Bouncy Bonanza will keep DK and Diddy hopping all the way through the cavernous stage. Both stationary and moveable tires are plentiful here. It's important to roll moveable tires into locations that are advantageous to you. Zingers approach rapidly from the sides.



START



A



ICONS



GOLDEN LETTER



TO BONUS AREA



CONTINUE BARREL



BANANAS

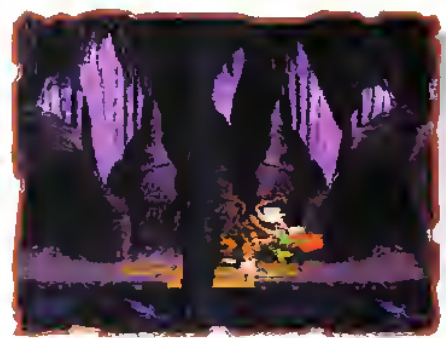


B

2 TAKE WINKY FOR A RIDE

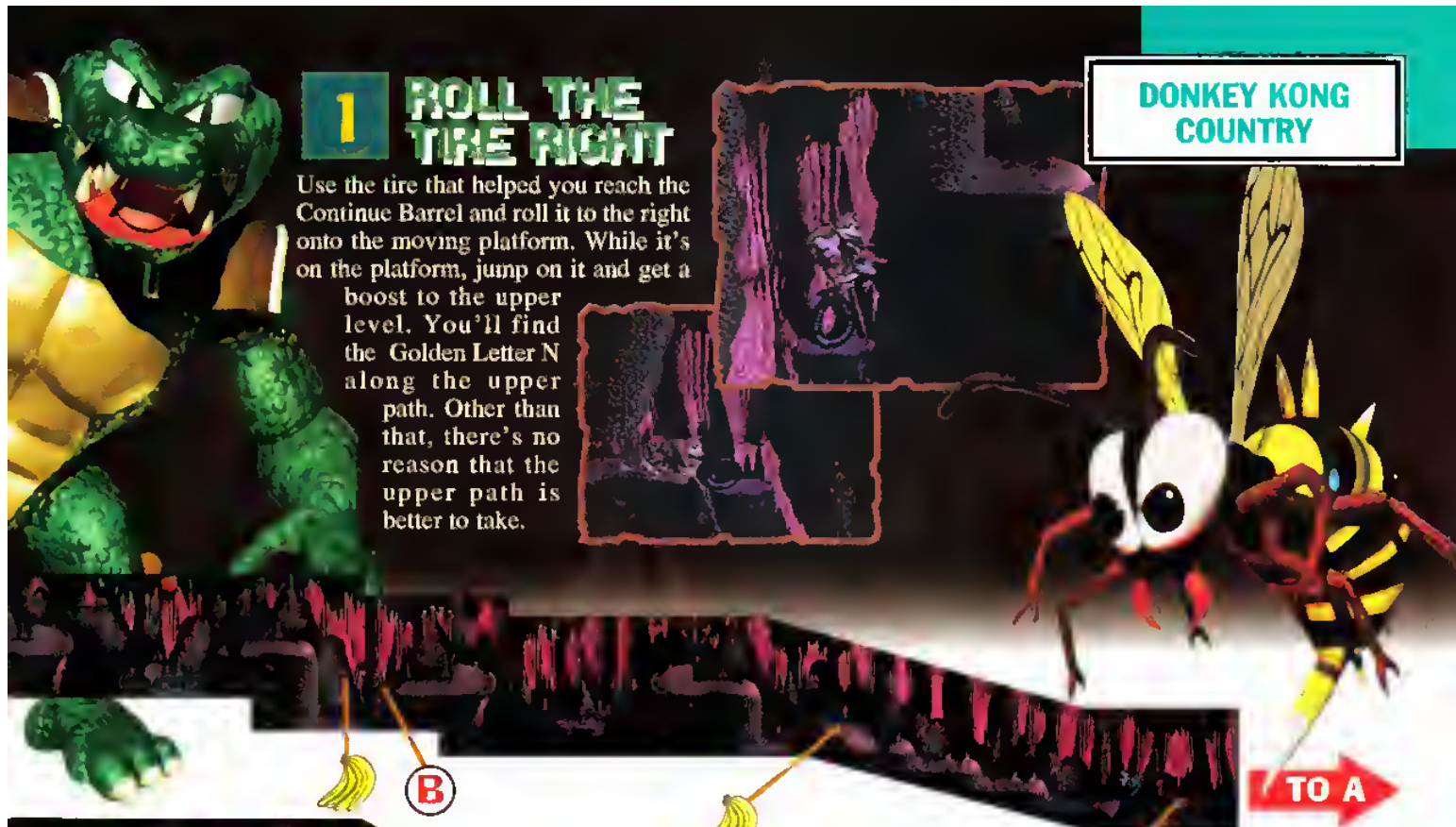


When you drop down after taking the high route through the mid-section of Bouncy Bonanza, enter the door on your right. Winky will be waiting patiently in a crate. Bust him out! Winky's amphibious hyde is tough. He can take out Zingers with one bounce! See how high you make Winky jump.



1 ROLL THE TIRE RIGHT

Use the tire that helped you reach the Continue Barrel and roll it to the right onto the moving platform. While it's on the platform, jump on it and get a boost to the upper level. You'll find the Golden Letter N along the upper path. Other than that, there's no reason that the upper path is better to take.



B

TO A

2



TO B

B

3

EXIT



3 GET UP TO THE BLAST BARREL

Just after you come across the Golden Letter G, you'll also come across another moveable tire. It's just kind of sitting there trying to look inconspicuous. Obviously, you've gotta do something with it! Roll it over to the right, avoiding the Zinger, and carefully roll it onto the horizontally-moving platform in the chasm. You can then use its rubbery qualities to bounce you up and into the Blast Barrel that will take you to a Bonus Area.

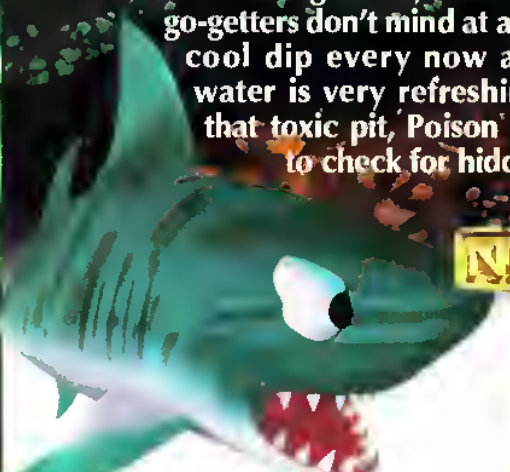
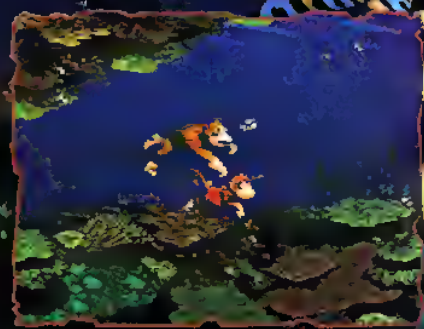


EXPOSURE
RAGE OF THIS YEAR'S HOTTEST SUPER NES GAME



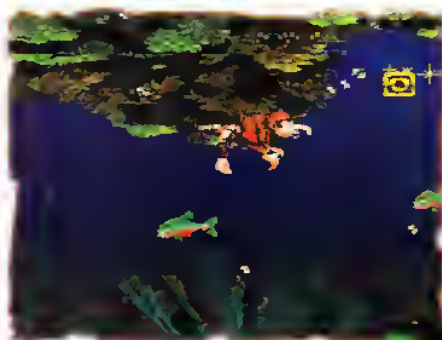
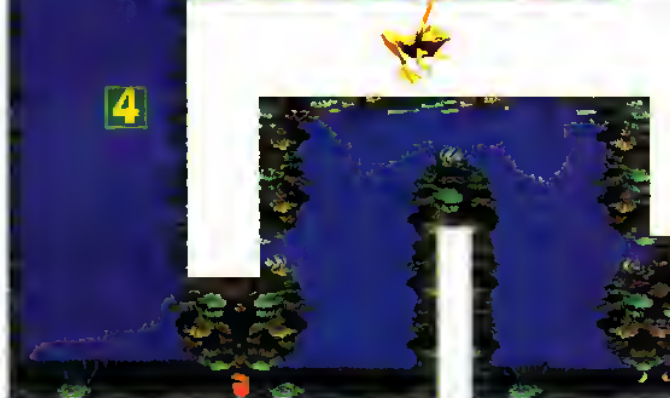
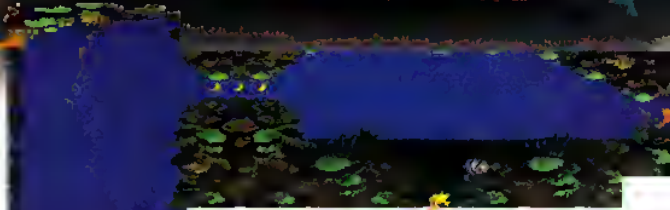
Clam City

It's another watery test for the dynamic (and hairy) duo of DK and Diddy! You may think that gorillas and monkeys don't like to swim or even get wet, but these two crazy go-getters don't mind at all. They enjoy a cool dip every now and then. The water is very refreshing (except for that toxic pit, Poison Pond). Be sure to check for hidden passages!



2 KEEP TO THE TOP

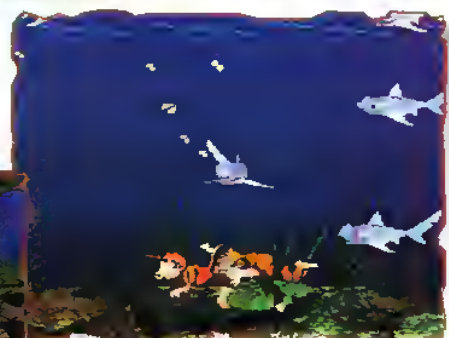
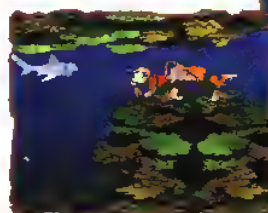
Bitesizes hunt in packs and they usually spread themselves out to cover a lot of territory. When swimming through this area, try to stay to the top. If you have a solid surface to push off of, you're better off. Better yet, find Enguarde before you get here. You can pick up the Golden Letter O here, too.



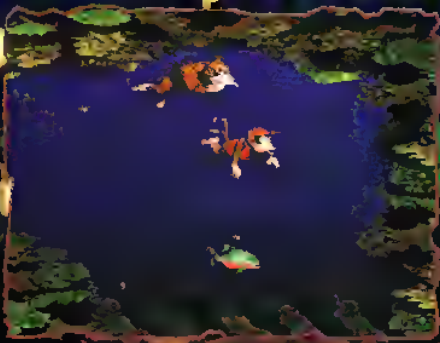
START

3 A SIX-PACK OF TEETH

A gang of hungry Chomps Jrs. patrol this area. They swim back and forth and create a sort of "weaving" pattern amongst themselves. If you don't have Enguarde, try to swim up and down when you go through them.



1 DON'T RAMBO THE CLAMBO



You can't shell the Clambos so you're just gonna have to avoid them and the pearly propellers that they profusely propel. If you try going through certain sections of Clam City quickly, you're bound to get hit. It's almost guaranteed. Just relax and enjoy a nice, casual cruise. The music is relaxing, isn't it? You'll be able to see the pearls before you get into a troubling position.



5

EXIT

ICONS



GOLDEN LETTER



BANANAS



CONTINUE BARREL



GOLDEN MEDALLION



3



4 CHOMP IT UP

Ascending through this vertical water passageway will put you face to face with six Chomps. If you've got Enguarde, it's no problem—just poke 'em! If you don't, just take your time and don't get in a hurry. Tread water. Stay left and when you make it to the top, the Golden Letter N will be right there for you to grab!



5 CROCTOPUS MAZE

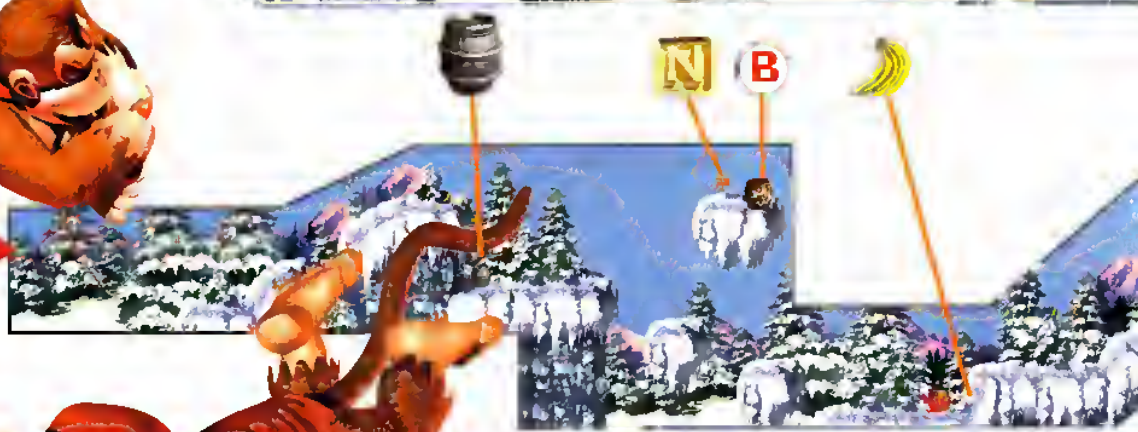
Three Croctopuses (Croctopi?) are spinning around and are creating a kind of barrier that blocks the Clam City exit. If you're going it alone as DK or Diddy, be very hesitant and watch which direction each Croctopus travels in. You can't really follow them around because you run right into the next one.





Ice Age Alley

Thankfully, the snow isn't pelting down upon our heroes during their entire excursion in Ice Age Alley. It's just a little chilly. If you play it right, though, your feet won't get cold. You can ride on the back of Expresso. There are a lot of small ledges here. And they're slippery, too! It's a good idea to keep jumping around so you don't slide off of a ledge.



2 HOW TO HIT THE BLAST BARREL

Getting up to the Blast Barrel in this area is easy if you fly Expresso up there and jump off of his back.

But if you don't have him, bounce off of two Neckys and over into the Blast Barrel! Don't fall off of the ledge just to the left of the Neckys— you'll never make it back up.



1 SADDLE UP THAT BIRD!

If you check the map, you'll notice that you don't start Ice Age Alley at the beginning of the map! High-tail it to the left when you start and you'll locate the Golden Letter and a box that contains Espresso. Saddle him up and take off! His help will be critical later on in the stage.



TO A →

2



B

ICONS



KEG



GOLDEN LETTER



CONTINUE BARREL

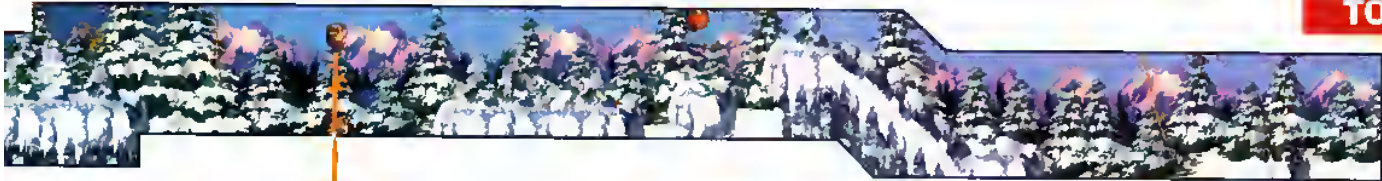
B

TO BONUS AREA



BANANAS

TO B →



G



EXIT

3

3 MANKY KONG ATTACK

A cross between mangy and skanky, Manky Kong hucks barrels for a living. In Ice Age Alley, Manky Kong has positioned himself quite well. There are inclined surfaces to deal with before you reach him. The last time you see him, before the Exit, is tricky. Not only do you have to deal with the barrels and the slippery surface. You also have to deal with a gap to jump across.

