

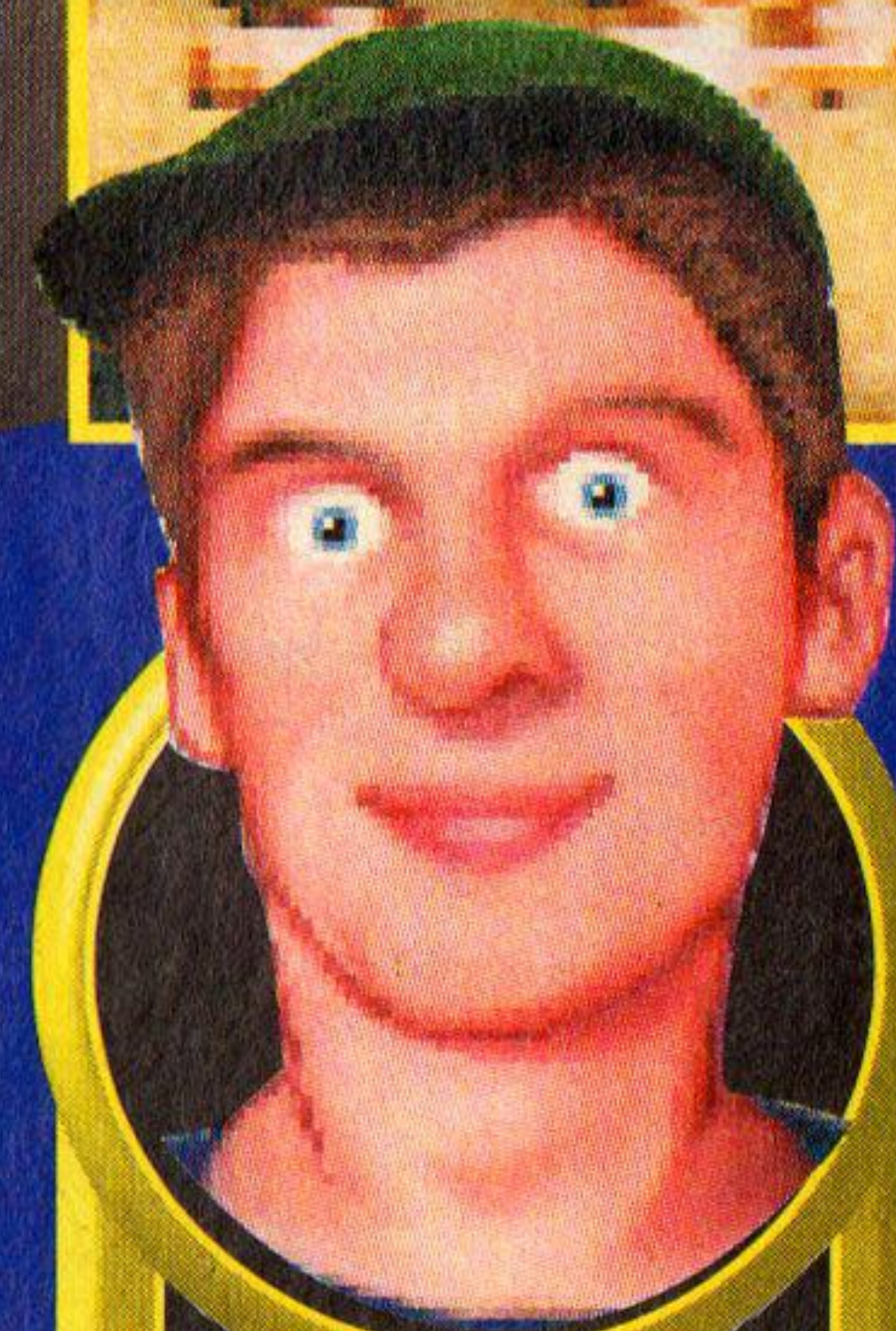
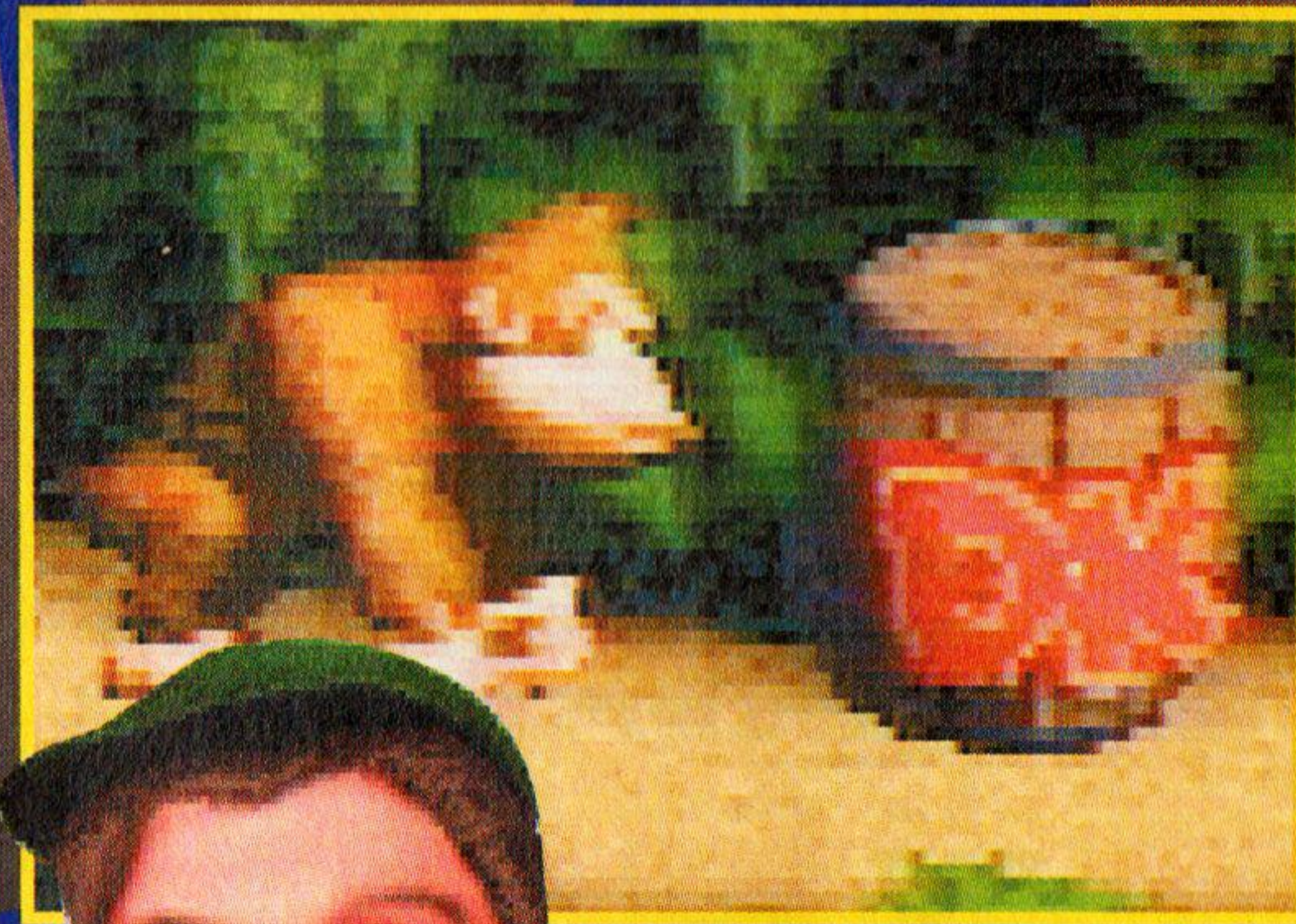
# DONKEY KONG

# KONG

## COUNTRY

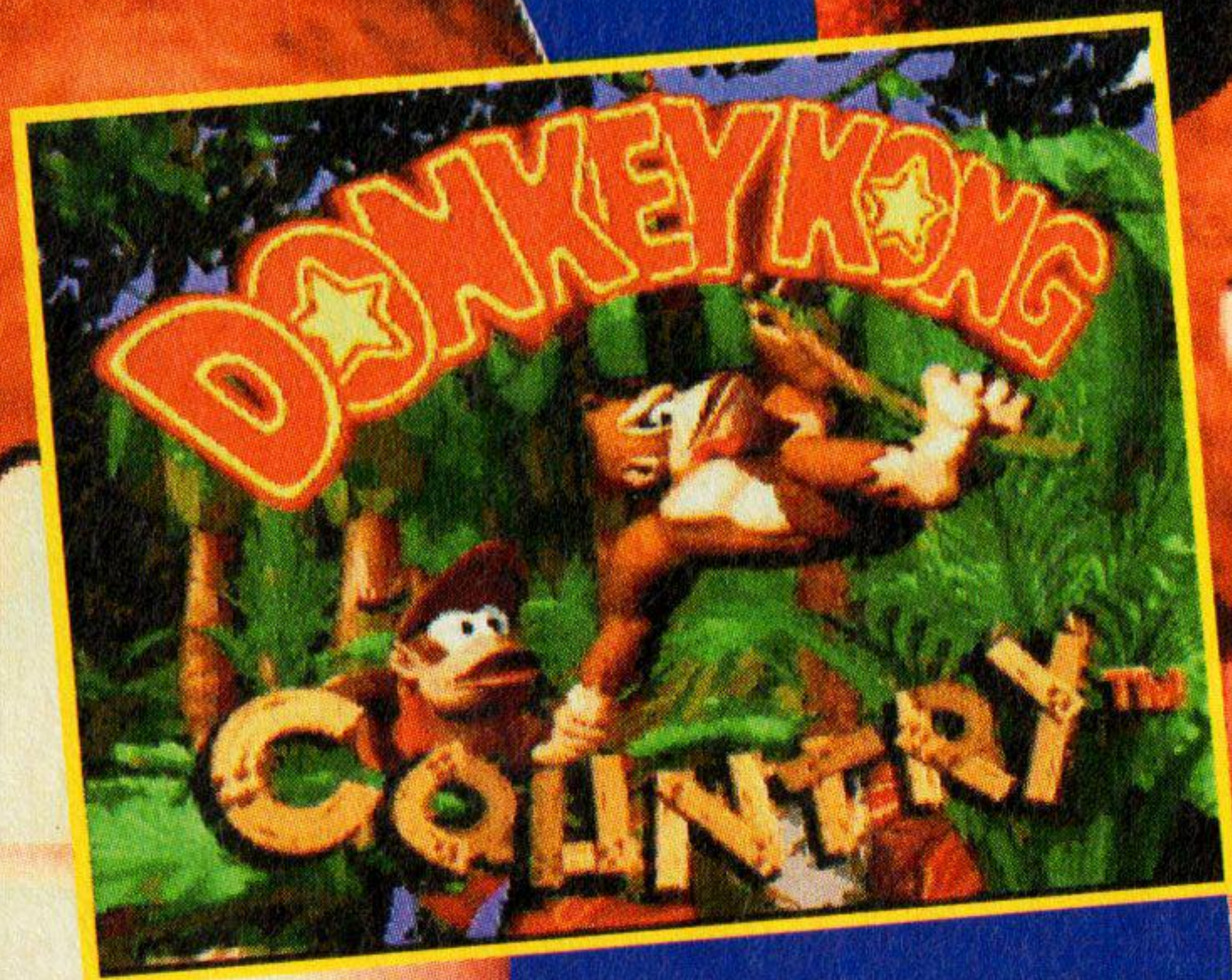


Below: Collect all the letters that make the word KONG to earn a life.



**PLAYERS:**  
ONE  
**FROM:**  
NINTENDO  
**PRICE:**  
£59.99  
**RELEASE**  
**NOVEMBER**

**Atko's gone ape crazy this month with the release of the long awaited and much hyped Donkey Kong Country.**



**D**onkey Kong is one of the oldest video game characters knocking around. He was first conceived way back in 1980 in the massively successful arcade game of the same name. Since then numerous sequels have come and gone but none have created the same level of excitement generated by *Donkey Kong Country*. At last it's here! Plug it in, plug it in! Unlike previous outings, *Donkey Kong Country* takes the Kongster away from the hazards of scaffolding, top lasses, and vertical platforms into the



# TOTAL! SNES REVIEW



The old games were far harder when I was a young 'un!

This sarcastic old geezer spends most of the game boasting about his animated beard.



Right: Not only is there a save option but it's manned by a top lass who blows kisses. Not bad!



Hi! I'm Candy Kong and this is my save Point!

lovely horizontal splendour of, surprise, surprise, the country! You get to play either Donkey Kong or Diddy Kong in this Mario-esque adventure avoiding all manner of baddies, gaining lives and finding all the secret levels. You know the drill.

Graphically your SNES ain't seen nothing like this before. The 3D rendering and detailed backgrounds are truly breathtaking – the levels of parallax scrolling are completely mind boggling. There's layer upon layer of perspective movement that's easily as fluid as anything that has previously been seen on the SNES.

As far as animation goes some of the character movements put Disney films to shame, in particular Donkey, Diddy and the shark in the underwater levels. I can quite honestly say that Nintendo have come up with the most impressive graphics yet to be



seen on any machine, and that's including the allegedly next generation crop.

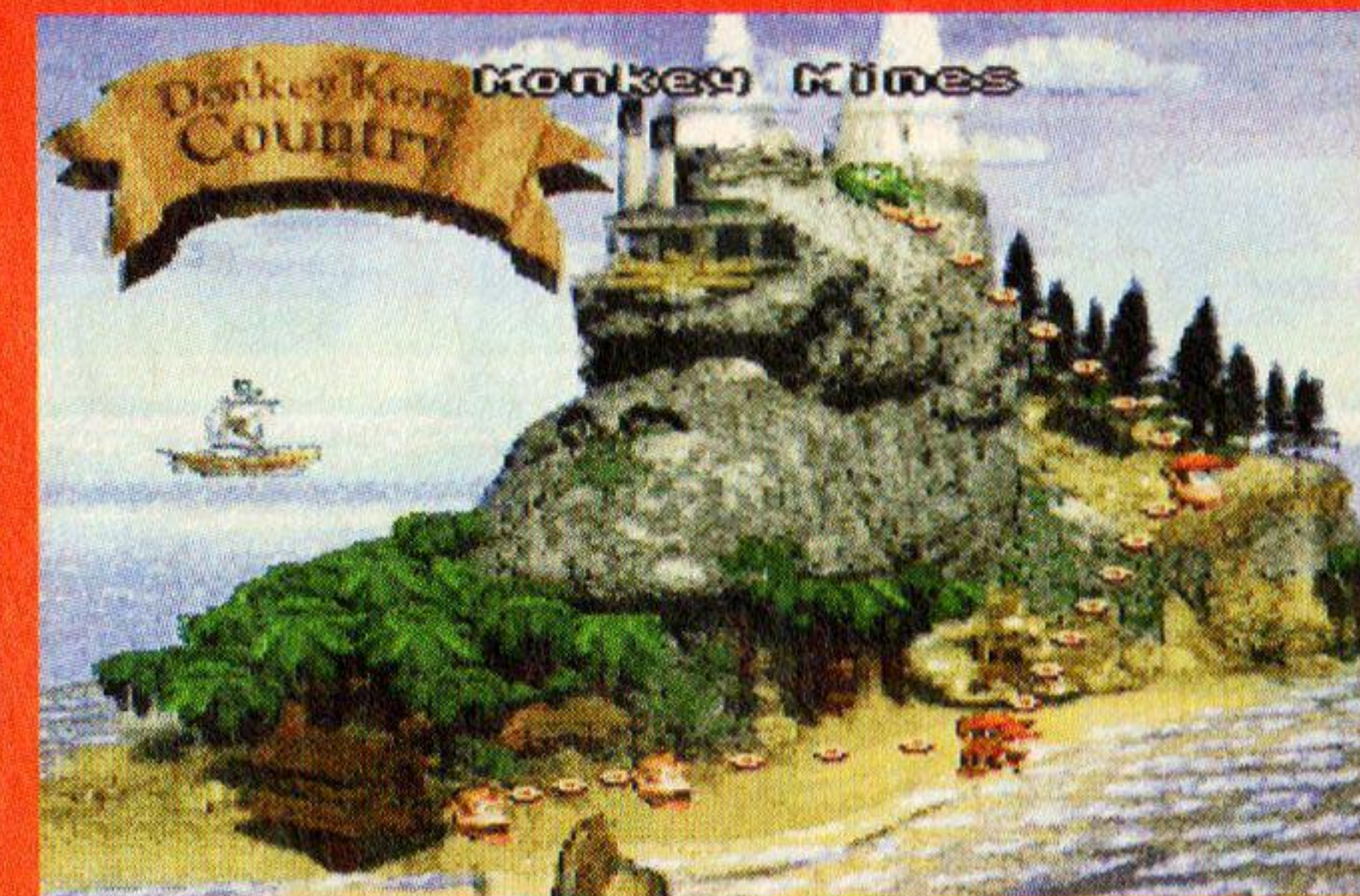
When *Donkey Kong Country* was first unveiled in the U.S. a few months ago, Nintendo led us all to believe that it was the first Ultra 64 game and we believed them! When they revealed that it was the good old SNES running this visual feast we all wet our pants in excitement. The cleaners had quite a time after we left I can tell you. (Erm, I'd just like to point out that this is not strictly true. Thank you. Andy)

I know what you're thinking, the best graphics in the world are no good without originality and stonking gameplay. Well, I'll talk about originality later but there really are no worries in the gameplay department. It plays like a dream! Wahoo! Imagine all the best elements of a Mario

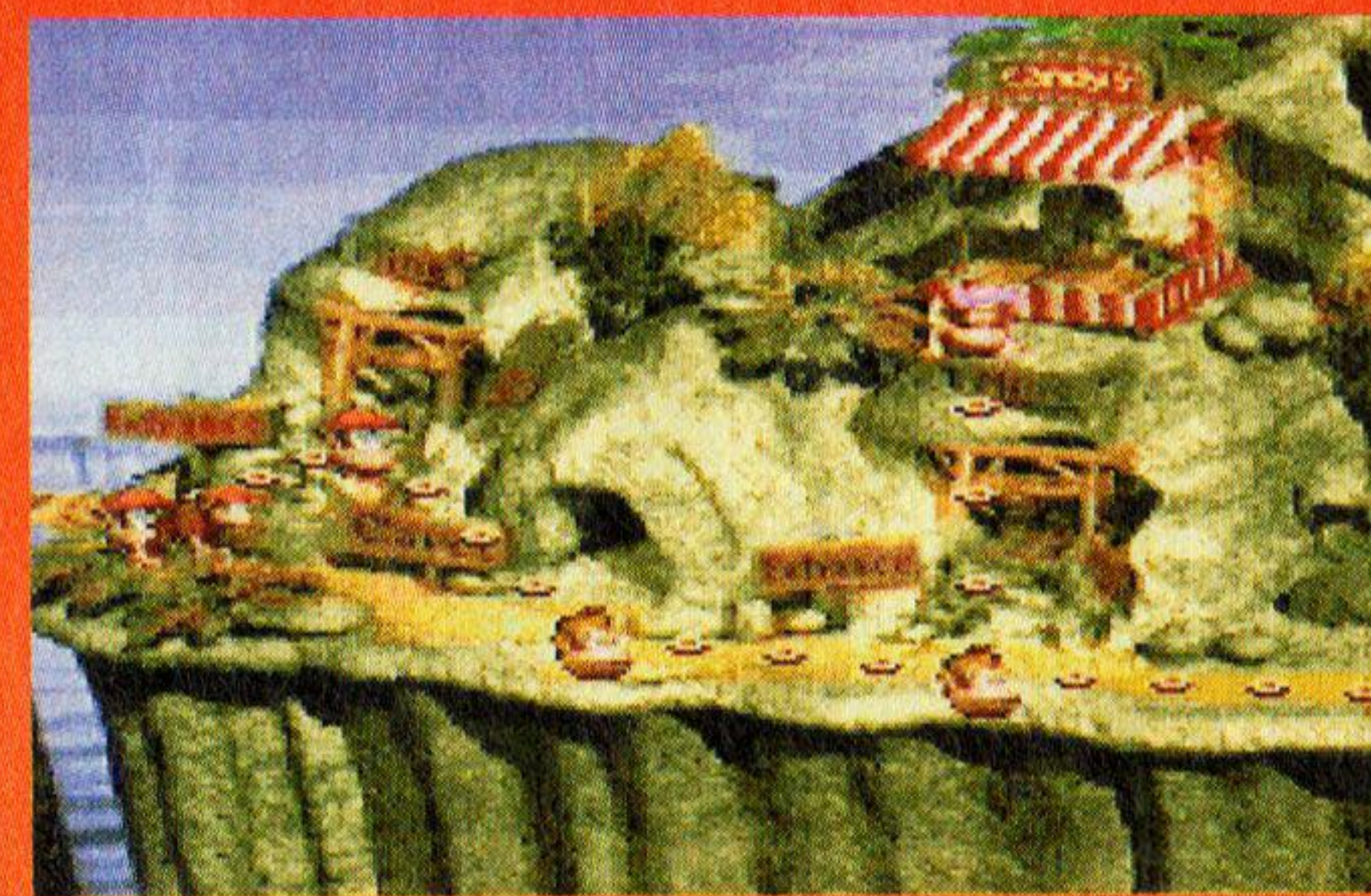
**MONKEYS**  
An absolute corker of a game, great graphics, addictive gameplay and secrets galore

## Nice Set Of Maps!

*Donkey Kong Country* is made up of several quite diverse areas. As you enter each you are presented with a map. Each of the locations on that map must be completed before entering the next area.



This is a general map detailing Donkey Kong Country as a whole.



In the mining section you get to ride in mine carts. It's a bit spooky.



The save option is positioned beside this example of fine greek architecture.



It's all a bit slippery and they don't even use that old banana skin gag.



# DONKEY KONG COUNTRY

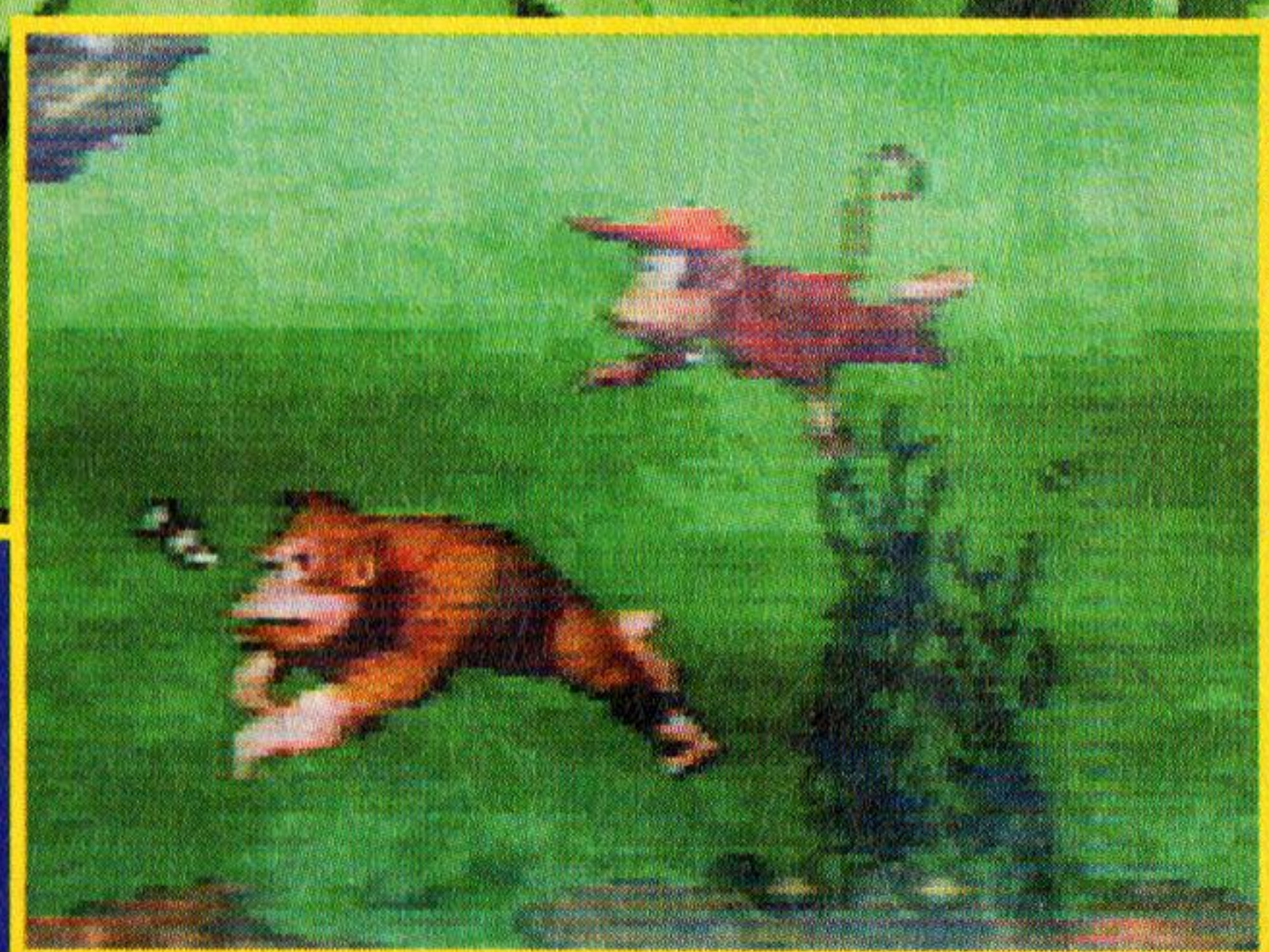


The swordfish makes life a lot easier as you can charge baddies rather than avoid them.

This rhino is well out of proportion, but ride him and you'll be indestructible.



**TOTAL!**  
SNES REVIEW



That Donkey Kong is certainly one funky monkey. He dances like Josse after shandy.

game speeded up and presented ten times better. Yep, that's *Donkey Kong Country*. The controls are easy to pick up, varied and spliced with humour galore as the characters interact with the background willy nilly. Will the praise ever end? Not as long as I've still got some page left it won't.

On to the sounds. Phwooar! What a top soundtrack. Not only is it toe-tapping tastic, but it really adds to the atmosphere in each level. You've never heard as many ker-ay-zee monkey noises in all your life!

This is simply one big imaginative game that you'll want to keep forever. With 100 levels of nerve-

"There is no alternative"



**ANDY SAYS...**

How on earth am I going to suggest an alternative to this monster game. The only real competition out there is *Mario All Stars* but everybody must have that by now. The only other rival is *Earthworm Jim* which although original is nowhere near as impressive or addictive. We love you Nintendo!

**SKUNKYS**  
Erm, the rest of the Christmas releases don't stand a chance, do they?

shredding excitement, puzzle-solving conundrums, secrets galore plus riveting graphics and gameplay, *Donkey Kong Country* is the game of the year! You get to swim, swing, ride a rhino, fly out of barrels, take a spin in a mine cart, oh the list is never-ending. In fact the only flaw I can think of is that the game engine appears to be suspiciously similar to *Super Mario World*. But hang on, that's hardly a flaw, is it? That's a good thing!

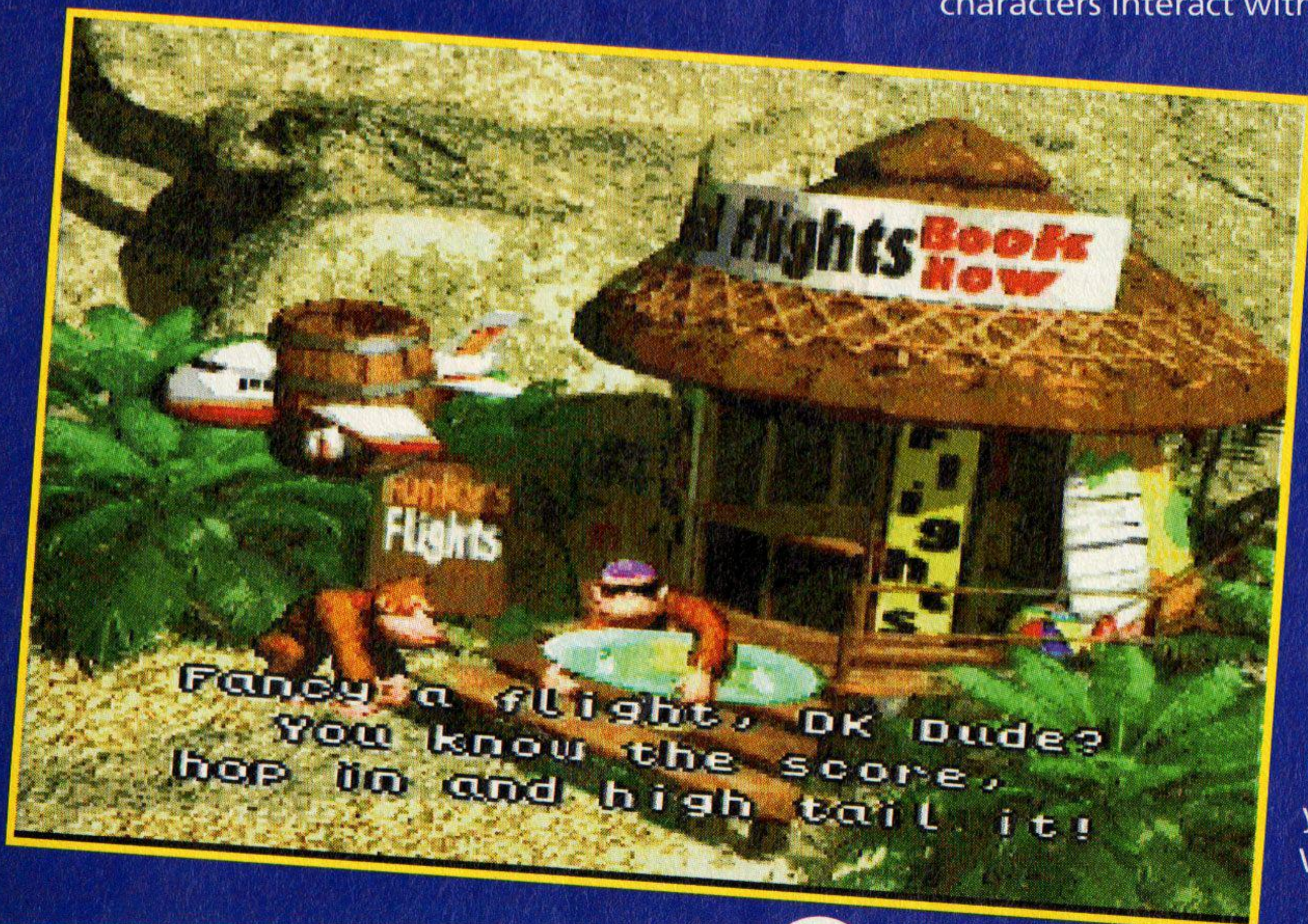
In TOTAL!'s opinion, all video games should be more like *Donkey Kong Country*. The end result is a fun, addictive and exciting game that shows there's plenty of life left in platformers.

It's certainly the yardstick by which future platformers (and even games in general) will be measured against from now on. Be warned! Your parents may well need a monkey wrench to tear you away from this gem of a game. If you know what's good for you, go on, go ape, go wild in the country!

ATKO



Below: Book a flight and travel to all previously conquered levels in search of lives.



Fancy a flight, DK Dude?  
You know the score,  
hop in and high tail it!

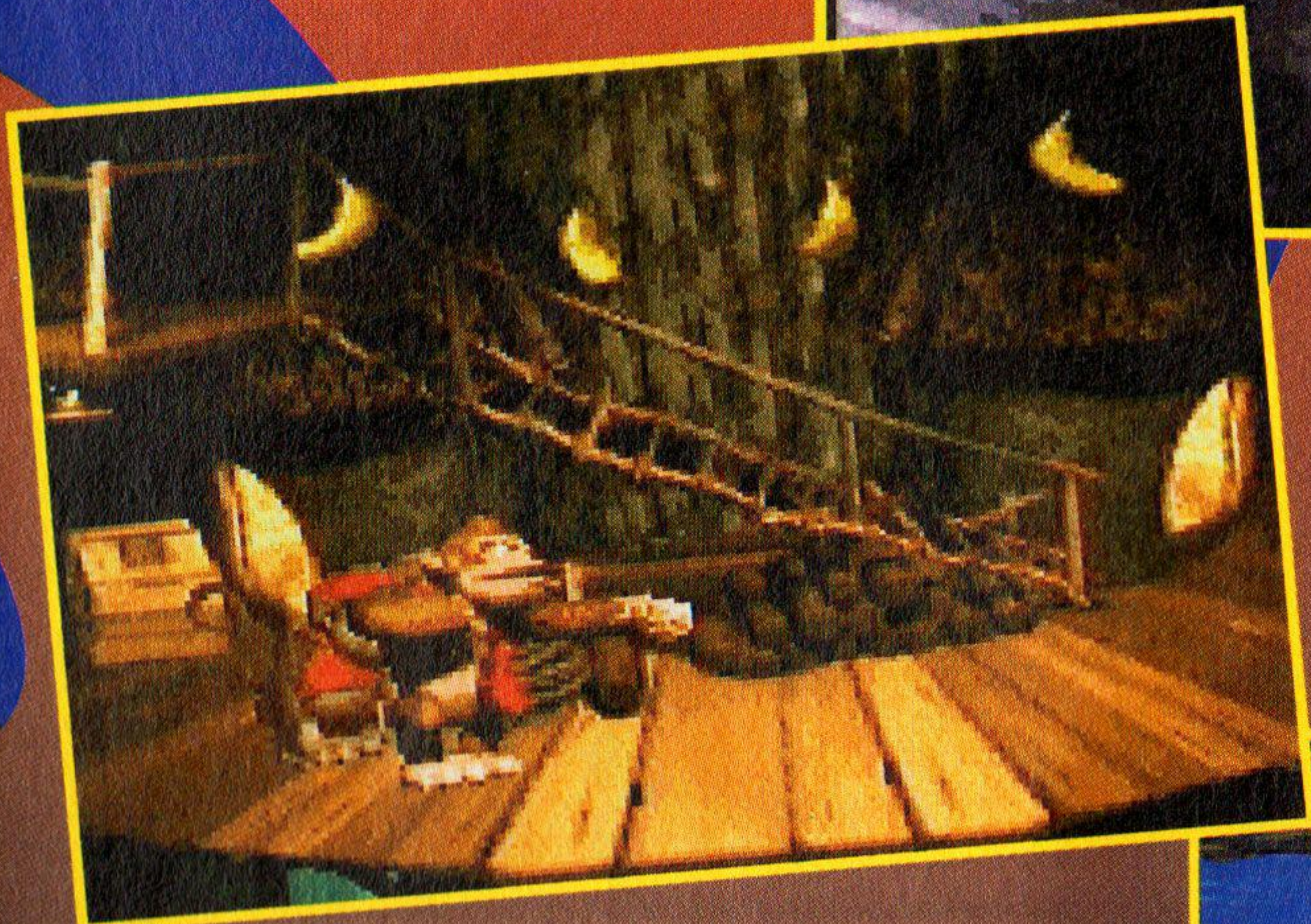




Right: For a minute there Kong thought the hand of Jimmer was upon him.

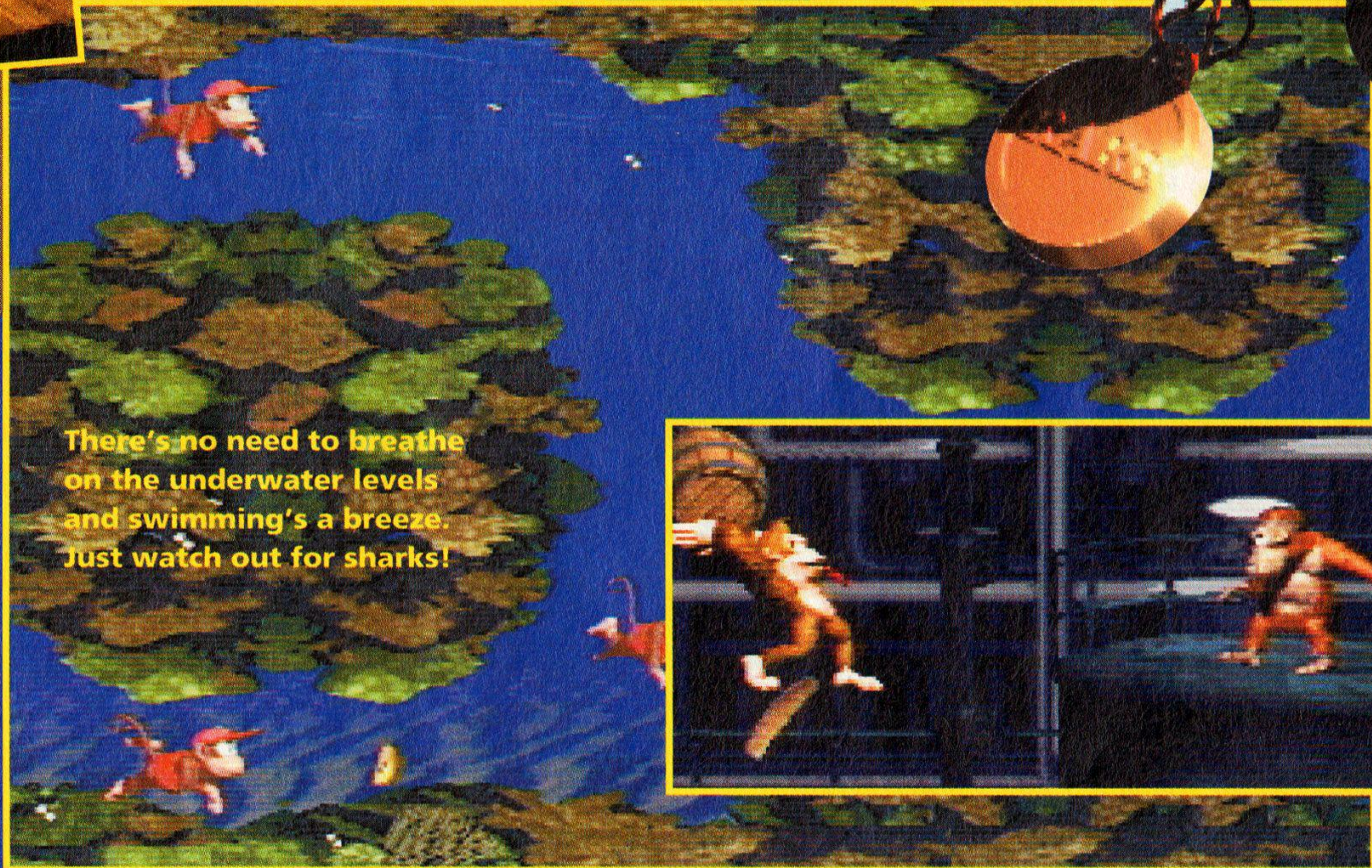


Left: Looks a bit like the Ewok level on *Super Return Of The Jedi*. Only much better.

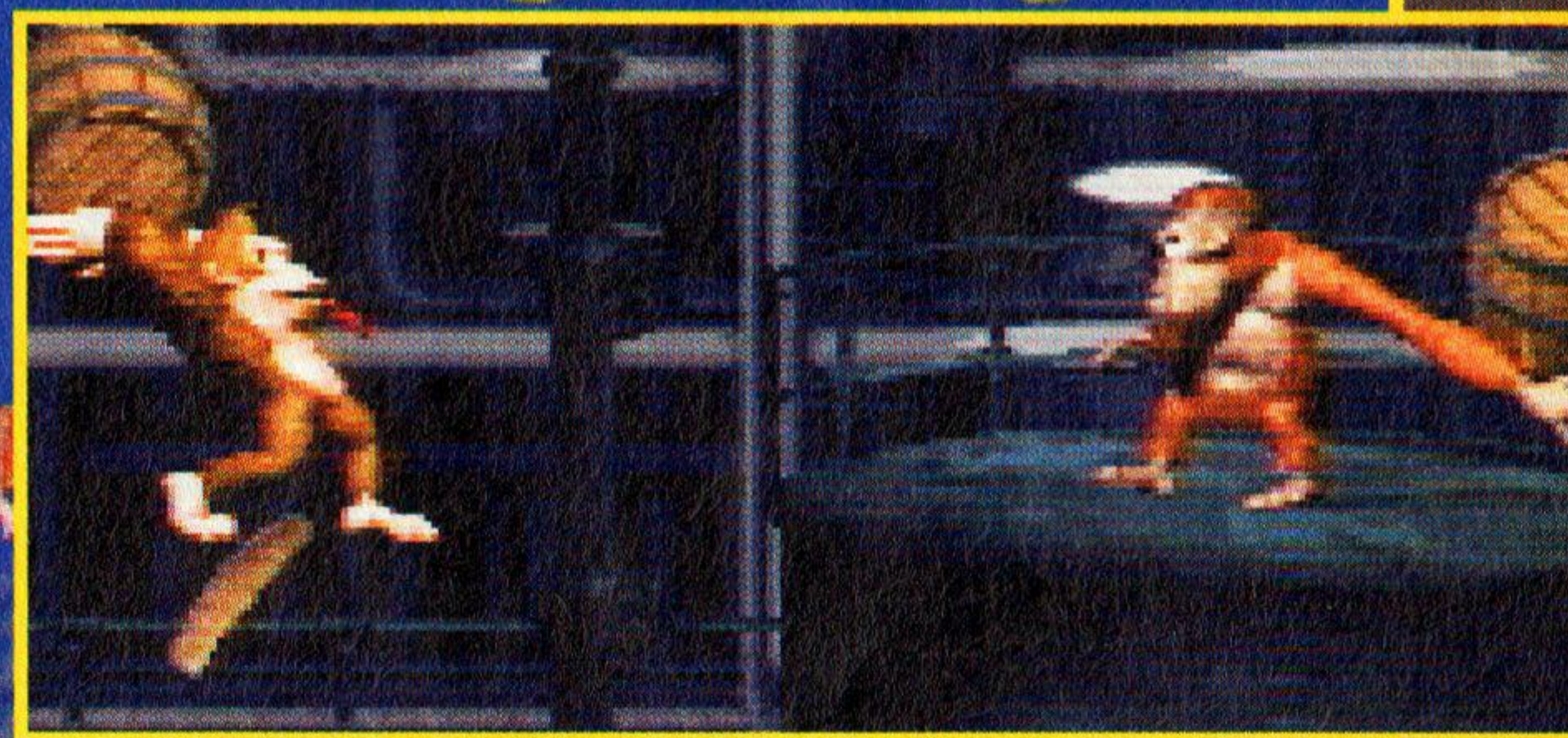


## Who's The King Of The Kongs?

With a simple press of the Select button you can choose whether you want to play as Donkey Kong or Diddy Kong. How do you decide? Well it's tricky but here's a brief guide: Donkey Kong is big and strong but a bit slow. He's good at defeating bosses and probably the most fun to play with when all's said and done. Diddy Kong is quicker but not as strong as Donkey. He's at his best when approaching seemingly impossible to get to platforms. He also jumps highest.



There's no need to breathe on the underwater levels and swimming's a breeze. Just watch out for sharks!



### GRAPHICS

SNES graphics don't come any better than *Donkey Kong Country*. You won't believe your eyes

10

### SOUNDS

The grooviest game soundtrack in years. Stick the game on pause and have a bop around your room

9

### GAMEPLAY

Cor yeah, Squire! She handles like a dream, she's responsive, smooth and a pleasure to, er, drive

9

### LIFESPAN

Even if you manage to complete this, you'll be back to marvel at the graphics and find the secret bits

9

### TOTAL! JUDGEMENT

"This year's *must buy* has arrived but won't be around for long. Grab your copy of this instant classic immediately. Go on! Now! Quick, quick, quicker!"

TOTAL!  
SCORE

97

TOTAL! SAY

