

**SUPER NES**



**I**t was a dark and stormy night and Diddy Kong was on guard watch, making sure no harm would come to Donkey Kong's treasured stockpile of bananas. While on duty, Diddy was ambushed by Kommander K. Rool and his henchmen. They wasted no time in taking all of the bananas and placing Diddy in a barrel. The next morning Donkey Kong finds his way to his cave only to discover that his bananas and his little buddy Diddy are missing. In a rage, Donkey Kong promises revenge and starts out on this adventure to find Diddy and reclaim his bananas. Early in the game you will find Diddy, then it is up to the two of you to defeat Kommander K. Rool and locate your bananas.

# DONKEY KONG COUNTRY



## Helpful Icons:

These items will help you receive free guys throughout the game.

### Banana:



Grab 100 for a free guy.

### Bananas:

Each banana bunch is worth 10.



### Balloon:

A balloon gives a free guy.



### Letter:



Spell K-O-N-G for a 1-Up.

## Barrels & Kegs:

Here are all of the barrels that Donkey and Diddy can use during the game.



**DK BARREL**—This barrel will have your friend inside if you're by yourself. Break the barrel to release him.



**STEEL KEG**—The keg won't break. After you throw one, it will keep rolling. You can even ride on it.



**REGULAR BARREL**—These common barrels make a great projectile weapon against enemies.



**TNT DRUM**—They explode on impact. It will defeat almost any enemy and break open hidden doors.



**BARREL CANNON 1**—When you're inside this barrel, press the B button to launch yourself out of it.



**BARREL CANNON 2**—When you're inside this barrel you will automatically be shot out of it.



**CONTINUE BARREL**—Hit this barrel, so if you die you will restart at that point.

## Animal Tokens:

When you find three of the same gold tokens, you will go to the bonus stage.



## En Garde Stage:



Collect as many tokens as possible when you swim through the coral.

## Winky Stage:

As Winky, you will be able to jump up to some pretty high parts of this cave.



## Rambi Stage:



Charge your way through this ice stage as Rambi. Be sure to watch your step.

## Espresso Stage:

With wing-assisted leaps Espresso can grab several tokens with one shot.



## Donkey Kong Atlas:



Here's the map of the seven locations you go through to take on Kommander K. Rool.



## FACT FILE DONKEY KONG COUNTRY

### MANUFACTURER

NINTENDO

### # OF PLAYERS

1 OR 2

### DIFFICULTY

MODERATE

### AVAILABLE

NOVEMBER

### CARTRIDGE SIZE

32 MEG

### NUMBER OF LEVELS

60+

### THEME

ACTION

### % COMPLETE

75%

## THE GOOD

Without a doubt, this is the best game the Super NES has ever seen.

## THE BAD

Excuse me ... the what? Not in this game!

## THE UGLY

Any other game after playing this masterpiece.





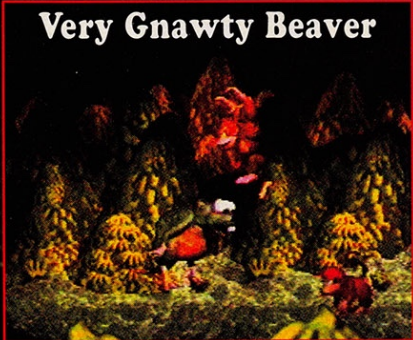
## Level One: Kongo Jungle

In the first section of the level, you will find your little buddy Diddy. For the most part, the levels here are straightforward. Be sure to break barrels on the side of hills to find secret paths. You will also be able to find Rambo and En Garde in this level.



To destroy this Boss, you must jump on his head repeatedly. Be sure that the beaver is on the ground to ensure a safe hit.

## Very Gnawty Beaver



Go for a ride on Rambo as you storm past the enemies in the level.



## Level Two: Monkey Mines

Inside the Mines, there's a Mine Cart Level that gives Donkey and Diddy the ride of their lives. The majority of the levels here have a dark, ominous look to them, so be alert for anything and everything that happens. Winky is just waiting to help out here.



Jump on top of the vultures so you can get to Winky.



## Necky the Vulture

As soon as Necky appears on screen, jump on the tire to gain some extra height so you can land on top of Necky's head.



## Level Three: Vine Valley

The Vine Valley is mostly made up of two main forest levels. The most difficult aspects of this level are the bees. The only way you can hurt them is by throwing a barrel their way. Prepare yourself for an intense ride on the rope section.



Grab the barrels and throw them at the Big Zinger. Wait for him to turn back to his original color before hitting him again.

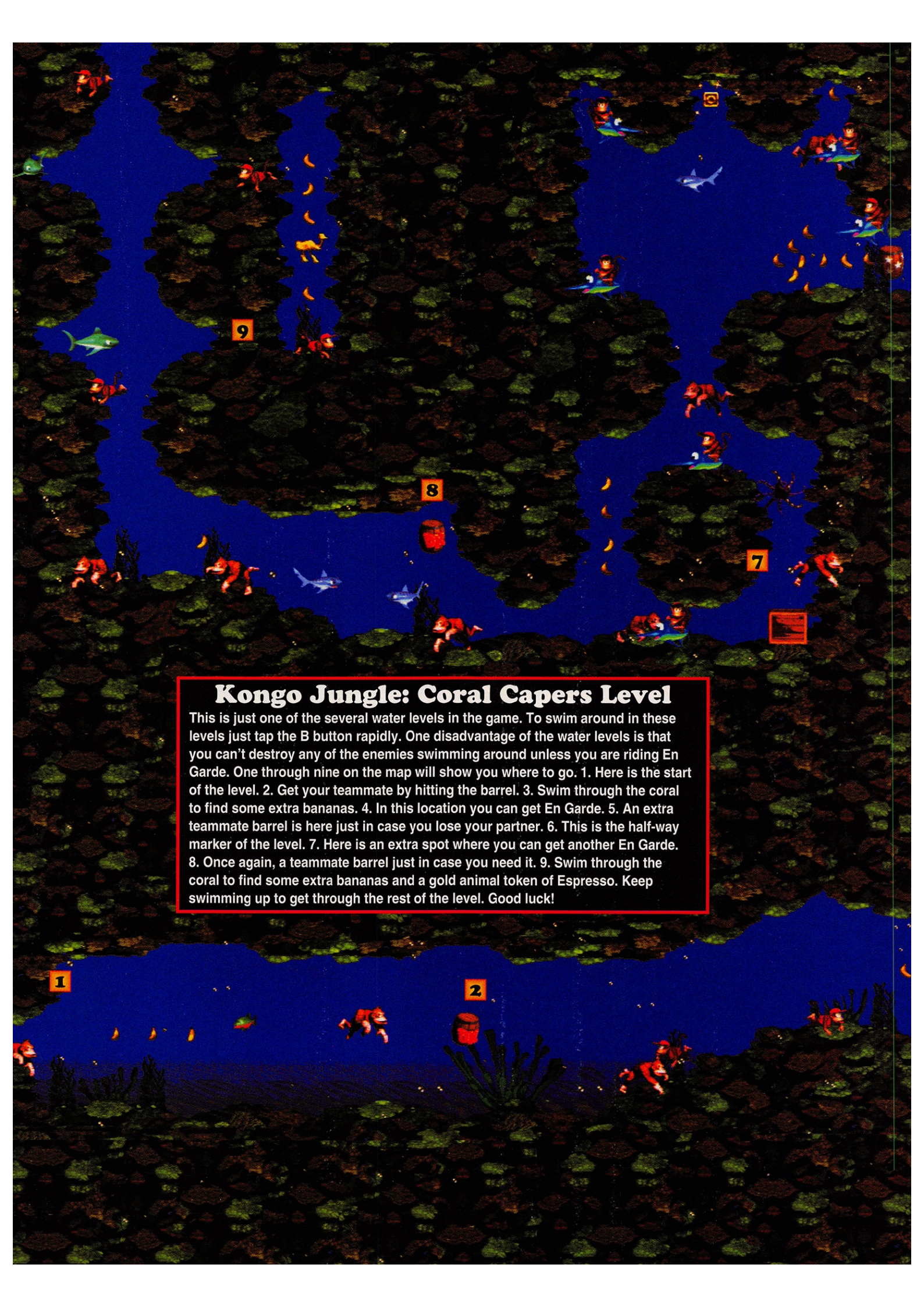
## Big Zinger



Climb up and down the vine as it moves toward incoming vultures.







### Kongo Jungle: Coral Capers Level

This is just one of the several water levels in the game. To swim around in these levels just tap the B button rapidly. One disadvantage of the water levels is that you can't destroy any of the enemies swimming around unless you are riding En Garde. One through nine on the map will show you where to go. 1. Here is the start of the level. 2. Get your teammate by hitting the barrel. 3. Swim through the coral to find some extra bananas. 4. In this location you can get En Garde. 5. An extra teammate barrel is here just in case you lose your partner. 6. This is the half-way marker of the level. 7. Here is an extra spot where you can get another En Garde. 8. Once again, a teammate barrel just in case you need it. 9. Swim through the coral to find some extra bananas and a gold animal token of Espresso. Keep swimming up to get through the rest of the level. Good luck!





5

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4

Be sure to check all of the walls closely—you never know what you may find. Here is a chance to load up on some extra bananas.



3

4

Inside the crate is En Garde. With his help you can move through the water faster and destroy the enemies.



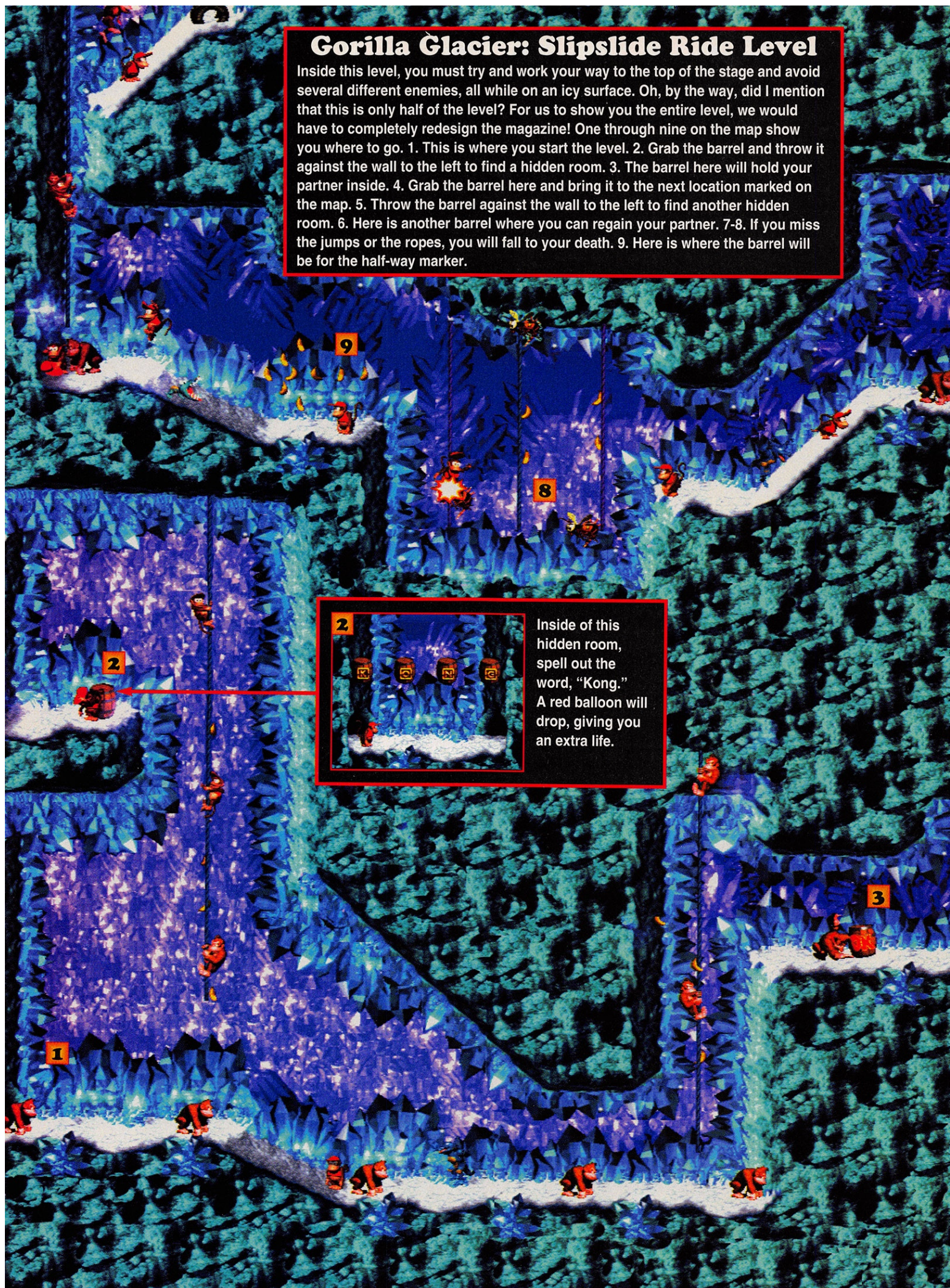


## Gorilla Glacier: Slipslide Ride Level

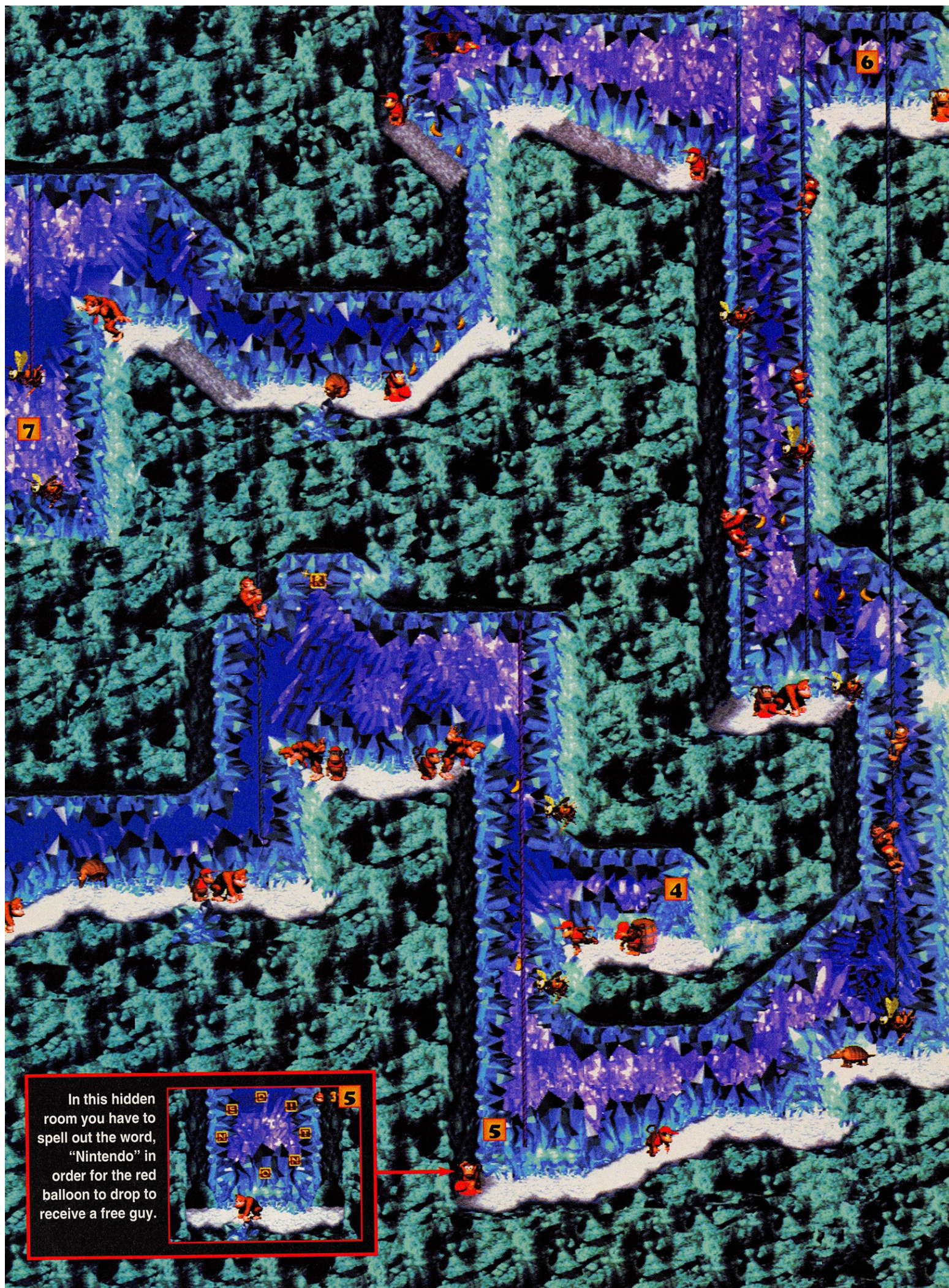
Inside this level, you must try and work your way to the top of the stage and avoid several different enemies, all while on an icy surface. Oh, by the way, did I mention that this is only half of the level? For us to show you the entire level, we would have to completely redesign the magazine! One through nine on the map show you where to go. 1. This is where you start the level. 2. Grab the barrel and throw it against the wall to the left to find a hidden room. 3. The barrel here will hold your partner inside. 4. Grab the barrel here and bring it to the next location marked on the map. 5. Throw the barrel against the wall to the left to find another hidden room. 6. Here is another barrel where you can regain your partner. 7-8. If you miss the jumps or the ropes, you will fall to your death. 9. Here is where the barrel will be for the half-way marker.



Inside of this hidden room, spell out the word, "Kong." A red balloon will drop, giving you an extra life.







In this hidden room you have to spell out the word, "Nintendo" in order for the red balloon to drop to receive a free guy.







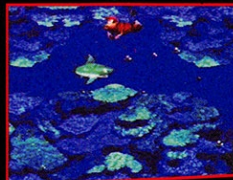
## Level Four: Gorilla Glacier

One of the most impressive levels in the game. The snow effects are great, plus play a big part in your visibility and movement. There is also a Dark Cave Level that you need the help of Squawks the parrot to surpass.

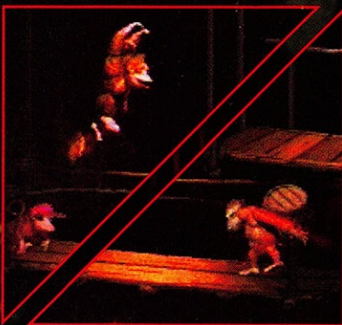


Kill the beaver the same way as in the first level. The Boss' pattern has changed. His jumps are more unpredictable.

## Really Gnawty Rampage



Jump on top of the vulture and land inside the barrel.



## Level Five: Kremkroc Industries

In the Kremkroc Industries, you must work your way through polluted waters and caverns. The main section of the level is an industrial warehouse—the lights inside are constantly being turned off. Just take your time in this section.



Enemies are right on the other side of the flaming oil drum.



## Boss Dumb Drum



The drum drops down from the top of the screen and spits out enemies. Avoid it and destroy the enemies to defeat the Drum.



## Kongo Jungle: Reptile Rumble





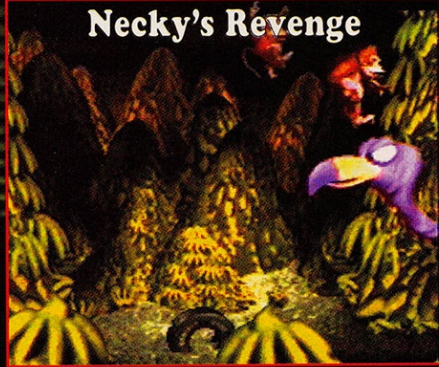
## Level Six: Chimp Caverns

This is one of the hardest levels in the game. In most of the stages here you must have perfect timing of all of your jumps. The enemies are also a bit tougher and are strategically placed, giving you the ultimate challenge.



Repeat the same pattern as in Level Two. Necky spits out more than one bolder at a time here, making it harder to jump on his head.

## Necky's Revenge



Feed the moving conveyor belt with fuel to keep it from stopping.



## Level Seven: Gang Plank Galleon



Face off against Commander K. Rool, the supreme commander of the Kremings. The Kommander has four different attack patterns that he uses. In step one, he will throw his crown at you. When he does this, jump on his head to score a hit. After the hit, he runs back and forth in step two. Just keep on jumping over him until he repeats step one. After a few times, step three will come into play and cannon balls will drop from the sky. Dodge the balls and wait for him to repeat step one. The last move he will perform is short little hops. When he jumps at you, run directly underneath him.

