

Hold on to your banana.  
This is gonna put hair on  
your chest...and maybe  
even your back.

It's **Donkey Kong Country**®.

The first home video game  
entirely created on the  
supercomputers of SGI  
(the same ones used for that  
Jurassic Park™ flick.)

This **32 MEG monster** is  
gonna have you scratching  
yourself all over. A juiced-up  
jungle packed with over 100  
chest-pounding levels.

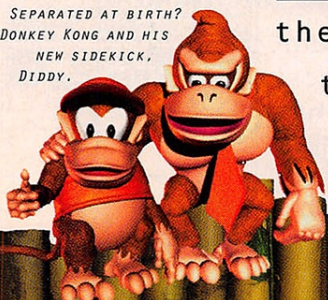


A 16-BIT GAME THAT LOOKS LIKE 32-BIT? SURE, WHEN MONKEYS SWIM...

Blinding snowstorms,  
exploding barrels, crazy  
monkeys riding on the backs  
of fish ... it's all here in  
Nintendo's biggest game ever.

And with **ACM\* technology**,  
the action is  
totally realistic

SEPARATED AT BIRTH?  
DONKEY KONG AND HIS  
NEW SIDEKICK,  
DIDDY.



and  
fully rendered. Meaning, it  
looks really cool. Heck,  
it even sounds 3-D!

But the best part is you  
get all this on a Super NES.  
And you don't have to go out  
and blow your wad on some

extra piece of  
hardware to get  
it—unlike some  
other systems we  
know. (Hint:

rhymes with "Schmega".)

So grab a vine and start  
yelling **"OOH OOH!"** The beast  
is back. And he's second  
banana to no one.

Only For  
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

