

# SPECIAL FEATURE!



## THE THRILLA GORILLA:

Donkey Kong, King of the Nintendo jungle of characters, is back and he's bigger and better than ever and available for the first time on the Super NES. This beast of a game is bigger than any other Nintendo game ever made with 32-Megs of power and completely computer-rendered graphics, giving the game a three-dimensional look made possible through Nintendo's partnership with U.K. developer Rare Ltd.

Donkey Kong Country is Nintendo's flagship product for its second half and reintroduces one of the most popular video game characters in history (introduced in arcades over 10 years ago). It is also the first video game to use ACM (Advanced Computer Modeling), a proprietary design technology using Silicon Graphics, Inc., workstations and Rare Ltd.'s proprietary development systems.

The new game features Donkey Kong and introduces his monkey sidekick, Diddy Kong, in a romp through fantastic worlds of adventure where they meet up with a cast of new friends who assist them in defeating their enemies and the diabolical evil Kremloings.

Donkey Kong Country has some of the best game play the Super NES has ever seen with smooth, fluid movement of Donkey Kong and Diddy Kong. The perfect response time just adds to the game making you feel like you're a part of the fast action around you.

With extensive levels to play through, tons of secret and hidden levels, this one-player action/adventure game will challenge any game player and demonstrate the ultimate evolution of a Super NES game, bridging the gap between 16-Bit and 64-Bit technology.

DKC is an incredible breakthrough game in every shape and form. You'll only see it on the Super NES—NOT on 32-Bit adapters or on a nearby planet. The Jungle fever starts November 21!!

## Use Your Friends of The Jungle

In the vast depths of the jungle you will find these friends. They can help you tackle your enemies and different obstacles.

**Espresso** allows you to briefly fly in the air avoiding any nasty enemies in your way.



Espresso

Charger



Ram your enemies at full speed. You can also break through walls with this guy.

En Garde



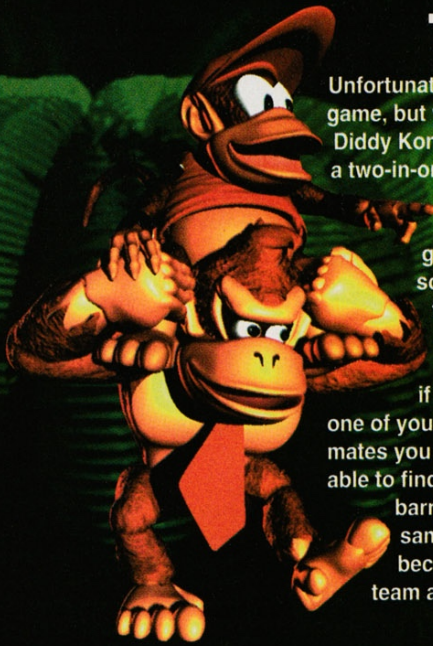
You can destroy enemies in the water with the help of this shark.

Winky allows you to jump higher into the air.



Winky





## Tag Team Action

Unfortunately Donkey Kong Country is not a two-player game, but you are able to control both Donkey Kong and Diddy Kong in the game. The game is basically set up in a two-in-one hit manner. You start off by playing as one of the characters in the level. Along the way if you break open a special barrel the other gorilla will pop out and follow you around. As soon as you get hit by an enemy or by a Boss the character you are playing will die and the other teammate will take his place. In some instances if you lose one of your teammates you will be able to find a special barrel in that same level to become a team again.



## Level One: Kongo Jungle



Kongo Jungle is the first level in the game you will discover. Each level in the game is made up of several sub-levels for you to work and fight your way through. It's in the Jungle Japes sub-level where you can find the rhinoceros. With the rhino you can break through a wall, allowing you to find a secret cave level. Most of these levels are just made for Donkey and Diddy Kong to rack up free gorillas. There is also a water and a night scene to parade through.



## Items To Grab

Keep a sharp eye out for these icons. You'll need them to get gorillas.

### Banana



These bananas are everywhere. Collect one hundred and you will receive an extra gorilla.

### Bunch



The bunch of bananas is worth 10, making that one hundred much easier to reach.

### Letter



If you find all the letters to spell out KONG you will get an extra gorilla.

## Barrels O' Fun

Here are just a few of the various barrels you can use in the game.

### Barrel 1



When you jump inside of this barrel you will be shot out of it immediately.

### Barrel 2



Inside of this barrel you are able to control when you would like to be shot out of it.

### Barrel 3



Your teammate will be inside of this barrel, unless you were hit previously.

## Very Gnawty Beaver



Very Gnawty Beaver is the first Boss you face. The way to defeat him is to jump repeatedly on his head. His attack pattern is very basic and easy to break.

## Level Two: Monkey Mines

The Monkey Mines level is where the game pace starts to really pick up. You get sent into high gear when you ride inside a mine cart in the Mine Cart Carnage section. Here you try your best to stay on the track, avoiding oncoming carts, and some nasty jumps as well. Winky the frog is in the next section for you try out some new features. You are sure to find some hidden levels with him if you jump in the right spots. Also there are moveable tires for you to find in order to get to new locations in the sections. All in all, Monkey Mines is sure to keep you quite busy.



### Necky The Vulture

At the end of the Monkey Mines level, the Boss to fight is Necky. Necky is a huge vulture that pokes his head on either side of the screen, usually at the top. As soon as he appears on the screen he will open his mouth and spit out a rather large nut. To destroy Necky, jump onto the rubber tire located in the center of the screen. This will give you some extra height so you land on top of his head.



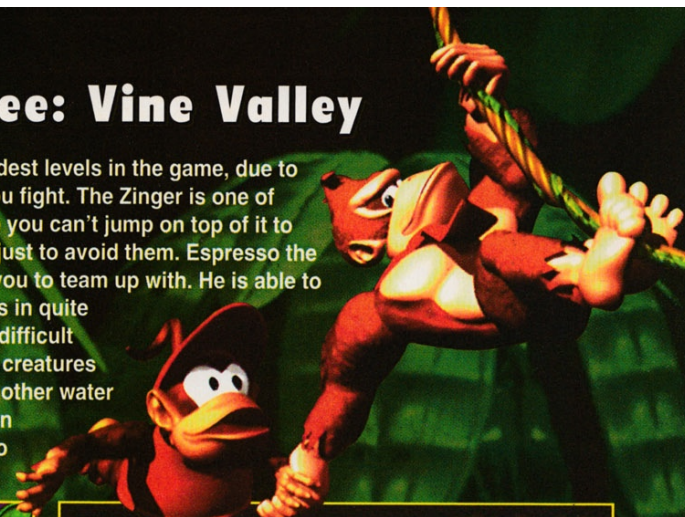
## Snow Barrel Blast Level





## Level Three: Vine Valley

Vine Valley is one of the hardest levels in the game, due to some of the new enemies you fight. The Zinger is one of the most troublesome, since you can't jump on top of it to defeat him. Your best bet is just to avoid them. Espresso the ostrich is in these parts for you to team up with. He is able to fly momentarily which comes in quite handy when there are some difficult jumps around and too many creatures in your way. There is also another water level here. The fish have been replaced with killer sharks so swim carefully.



### Big Zinger

When fighting the Big Zinger you can't jump on top of him to damage him. All of the spikes that surround his body are protecting him. The only way to do any kind of damage to him is to launch barrels that appear on the screen. Once you chuck a barrel at him he will turn red and attack at a much faster pace. You then have to wait for him to turn back into his normal color before you can damage him again.



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