

**COVER
FEATURE**

NINTENDO WENT AWAY

**DONKEY KONG'S A BLAST FROM THE PAST
BUT DONKEY KONG COUNTRY'S NO THROWBACK**

BY SCARY LARRY



Yeeshaw! Welcome to Donkey Kong Country, where the apes of wrath are stored! DKC has all the elements of a classic: outstanding graphics, involving game play, and lots of hidden stuff! Donkey Kong Country is the best on the SNES!

GORILLAS JUST WANNA HAVE FUN

Your banana hoard is gone, and you're one funky monkey because of it. You left your little buddy, Diddy, to watch the stash, and he got clobbered by the Kremlings. Now you have to search the jungle, mountains, caves, and sea for your bananas. Don't worry about Diddy, though. You'll find him at every turn. Everyone knows that two Kongs do make a right!

Your two monkeys, Diddy and Donkey Kong, are interchangeable throughout the game. If you lose one, you can always find DK barrels with your missing buddy inside –

they're strewn throughout the stages. You can even find and ride an animal buddy (a frog, rhino, swordfish, or ostrich) through a stage. At the end of each stage is a boss, though we've certainly seen tougher ones on the SNES.

The Kremlings – slimy, weird reptilian hybrids that have familial connections to Rush Limbaugh – are your



PROTIP: To set a barrel down, press Down and release Button Y.



PROTIP: Some bonus areas are up and off-screen.

basic platform nightmare. They come at you in various speeds and colors, and they've brought a horde of guest-host horrors like flying bees, snakes, sharks, and more.

A MONKEY FULL OF BARRELS

Players encounter various types of barrels that help with this bananarama. You can find a Continue Barrel that acts as

a level marker, a Cannon Barrel that shoots you into the wild blue yonder, a DK Barrel that gives you back your lost simian soulmate, and a Steel Keg Barrel that rolls continually through a level and destroys



PROTIP: Bounce on tires to reveal pathways and things hidden above you.

everything in its path (you can also ride it like an animal friend).

Also there to lend a hand (minus that pesky opposable thumb, of course) are a few of your jungle friends. There's Candy Kong, who saves your progress, Cranky Kong, a grizzled old ape who has nothing but insults (and a few tips) for you, and Funky Kong, a pilot



PROTIP: Rambi the Rhino busts open entrances to secret areas.

who flies you to any previously explored destination you'd like to revisit.

Why would you want to go back a level? Because this game has more hidden stuff in it than a Congressman's agenda. You can replay levels over and over again and always find something new. Bonus games – and even bonus levels – are all sequestered away in the stages.

RENDER BENDER

The most outstanding accomplishment of this game, though, is the graphics. Ren-



Super NES Game Profile

Donkey Kong Country

(By Nintendo)

Nintendo's not monkeying around now! Crisp graphics, great sound, and Mario-like game play make this the best SNES game of the season.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	5.0	5.0	INT.

\$69.95
32 megs
Available November
Action/adventure

2 players
6 stages
Side view
Battery save

CHIMPS ON YOUR SHOULDER



Funky Kong



Candy Kong



Cranky Kong

dered on Silicon Graphics machines (the same machines used to make the dinosaurs in *Jurassic Park*), the graphics are unlike anything seen in a video game before.

The 3D sprites of Donkey and Diddy are fantastic, with great details like Donkey's garish red necktie swinging when he moves and Diddy's wipe of the brow (with realistic shadows on his forehead). Rounding out the awesome scenery, the enemies are also rendered in 3D, and the backgrounds have gorgeous graphical touches like the layered snow effect in the mountains and the barely lit caves.



PROTIP: Move tires to help you jump up to high places.

The music is great but not quite perfect. The theme song is forgettable, but the cool sound effects include lots of gorilla screeches, chimp whimpers, and jungle drums. A little digitized voice from the master of insults, Cranky, would've really put the icing on the cake.

CHIMPANZ-EASY

The control is not a factor in DKC. One-button jumping is part of both simians' repertoires. You can also roll, pick up barrels, and swing from the vines with ease.

It's too bad that most of the levels reflect the ease of the controls. You can breeze through the game without finding any of the hidden areas. A numerical readout tells you how much of the game is done (you finish on 50%, meaning that the game is half standard levels and half hidden levels). And don't expect to get hung up on the

bosses, either. If you memorize their pattern of attack, you can easily defeat them.

LONG LIVE THE KONG!

But finding the hidden levels is tougher than being a monkey's uncle, so you probably won't finish all of DKC right away. With such a strong replay value, Donkey Kong Country is sure to be a colossal hit this holiday. If you want to hit an ape ball in the side pocket, you'll recognize DKC for what it is: the gorilla of your dreams. **G**



PROTIP: Keep an eye out for discolorations on the ground. If you can jump onto them from a height, such as swinging from a vine, they open up bonus areas.



PROTIP: Bees are only vulnerable to barrels or attacks when you're riding an animal (like Winky).



PROTIP: If you finish the game without finding all the hidden stuff, like the bonus areas, you won't get a perfect score.



PROTIP: Watch for animal icons throughout the game. Grab three, and they transport you to a bonus stage.



DONKEY KONG ISLAND



Oil Drum Alley



Snow Barrel Blast



Tree Town



The Mines



The Jungle



The Mountain Top

WHO'S THE BOSS

BUMBLE B. RUMBLE



PROTIP: Donkey Kong and Diddy throw barrels at different heights.



PROTIP: A lone unmarked barrel usually means there's a hidden area nearby. Carry the barrel and toss it at a likely looking area. Sometimes the hidden entrance is behind you.



PROTIP: Sometimes it pays to retrace your steps. For instance, if you lose Kong, the closest Kong barrel might be immediately behind you.



PROTIP: Diddy is not powerful enough to destroy some enemies.



PROTIP: For a 1-up, go to the entrance behind and above the main entrance.



PROTIP: At Stop & Go Station, try to enter the cave, exit, and then reenter. You can transport yourself to the end of the cave area.



PROTIP: Sometimes falling into a gap warps you someplace else.



PROTIP: There's a bird in a crate that will light the way for you.



PROTIP: Sometimes bananas point the way to a hidden area.



PROTIP: If you control two characters and a bee stings one character in the air, remember that you still control the second character and can move that character to safety.



PROTIP: In some places, you can max out extra lives by grabbing a balloon, then falling off a cliff (which doesn't take away a life). Try this tactic in the first snow area, Snow Barrel Blast.

GORILLA GAME DESIGN



By Undercover Lover

In the clamor for 16-bit video game bragging rights in 1994, how do you make a monkey out of the competition? You make a monkey! At least that's what Nintendo of America did.

Nintendo may have stepped down its evolutionary scale to revive Donkey Kong, but the new DK, Diddy Kong, Funky Kong, and the rest of the Donkey Kong Country clan are definitely state-of-the-art banana burners. The game's eye-catching 3D look is the result of outstanding rendered graphics that not only kick off the new generation of "render-tainment" (see "The Cutting Edge" this issue), but also serve notice that Nintendo is still pushing the 16-bit envelope and paving the way for the Ultra 64 in '95.

A RARE RELATIONSHIP

You might think that for such an important game, Nintendo of America (NOA) would scrutinize every aspect of its creation. However, the Redmond, Washington, gang actually gave Rare, the primo DKC monkey makers, a long leash... try six thousand miles across the Atlantic to England!

"Rare is one of the premier game developers in the world, one of the original developers to work on the NES," says Dan Owsen, Donkey Kong Country product manager. "So we know they have great ideas."

Double Dragon, Battletoads, and a long line of Nintendo games certainly justify that trust, but more telling is the fact that, at press time, Rare was the only game developer around to have a full set of Ultra 64 development tools (to create Killer Instinct, of course).

Tim Stamper, head creative director at Rare, came up with the idea of making a game using fully rendered graphics, and his company decided to swing with Donkey Kong. According to Owsen, Rare had 20 staff people working on the project for 18 months. They created the original story line with such enthusiasm that the massive tale was 15 pages long. Nintendo of America eventually cut that down to fit into a manual.

MONKEY SHINES

Nintendo also supplied Rare with stacks of research material on...apes, of course, but

Donkey Kong: state of the art and state of the jungle.

Nintendo got down to details about barrels, caves, and other esoteric objects you'll find in the game. But Rare artists also figured that nothing beats going to the source. They spent hours at the zoo observing and videotaping gorillas and apes to create computer models for the Kongs. Diddy Kong, Funky Kong, the Kremlings, and all the other DKC creatures are original creations of Rare.

The characters were created with an SGI (Silicon Graphics, Inc.) supercomputer called



Rare artists and programmers spent mucho zoo time observing real-life animals in their habitats.



Rare had a long-time notion to create a game made entirely with rendered graphics. Donkey Kong Country is the result.

The Challenge. It's like 20 supercomputers in a box, and you've probably seen it strut its special effects in movies such as *Terminator 2*, *Jurassic Park*, and *The Mask*.

The Challenge was paired with Alias rendering software, which helped Rare programmers construct wire-frame images of the characters and shade the frames to create a rough model. Finally, they added texture mapping to produce the Kongs' unique 3D appearance.



To create Diddy Kong, a wireframe model was created with an SGI Challenge supercomputer.

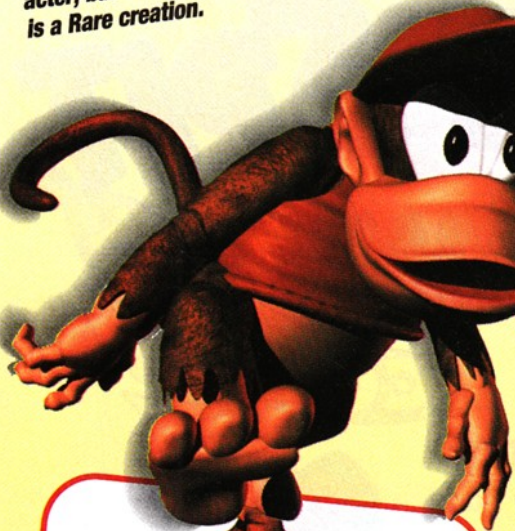


Shading was then added to the wireframe to create an animated model.



Texture mapping gave Diddy life in three dimensions.

Donkey Kong is an original Nintendo character, but Diddy Kong is a Rare creation.

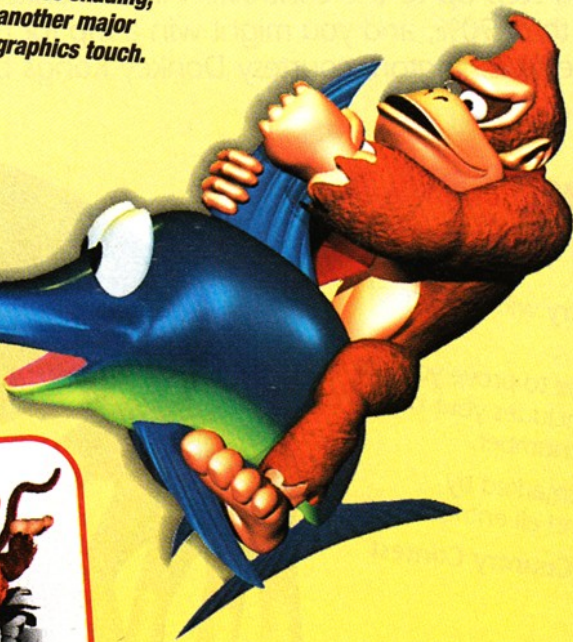


Every visual in DKC was rendered.

Notice the light-source shading, another major graphics touch.



Donkey Kong never looked better.



If you're going to find all 60 secret levels, you're going to need help from animal pals such as Espresso, the ostrich.



Notice the excellent character details.

Donkey Kong and Diddy Kong make a handsome team...for a couple of big apes.



Every visual in the game was rendered, including all the background images. Other impressive graphical touches are the light-source shading – that is, the realistic way that light shines on objects as you move through the game.

YES, THEY HAVE BANANAS

Once Rare constructed the game graphics, Nintendo game testers checked DKC for game-play balance and adjusted the difficulty. "We wanted Donkey Kong to appeal to a broad audience," recalls Owsen. "But Rare made it much too hard. After play testing, we had to tell them to make it easier."

In fact, DKC has six stages that cover 100 levels with 60 secret levels. And guess what, GamePros – Nintendo play testers had to find all the secret stuff on their own. "I'm sure there are programmers at Rare who know where all the secret areas and tricks are," says Owsen, "but we had to dig them out ourselves." Nintendo estimates it will take players 20 to 40 hours to find every secret area, depending on their game-playing skills.

DKC also got a helping hand, in a way, from Nintendo of Japan. Shigeru Miyamoto, the creator of none other than the Mario games and the Adventures of Zelda, checked out DKC on a visit to NOA. He added some last-minute finishing touches. Check out Donkey Kong's hand-slap move, which is one of Miyamoto's inspirations.

KING KONG?

Donkey Kong Country is an impressive achievement, but the proof's in the playing...and it plays pretty darn good! Nintendo plans to sell 2 million carts in the U.S. and Canada – it isn't monkeying around. **G**

LET'S GO APE SPIT WITH DONKEY KONG



What, you think we're bananas or something?

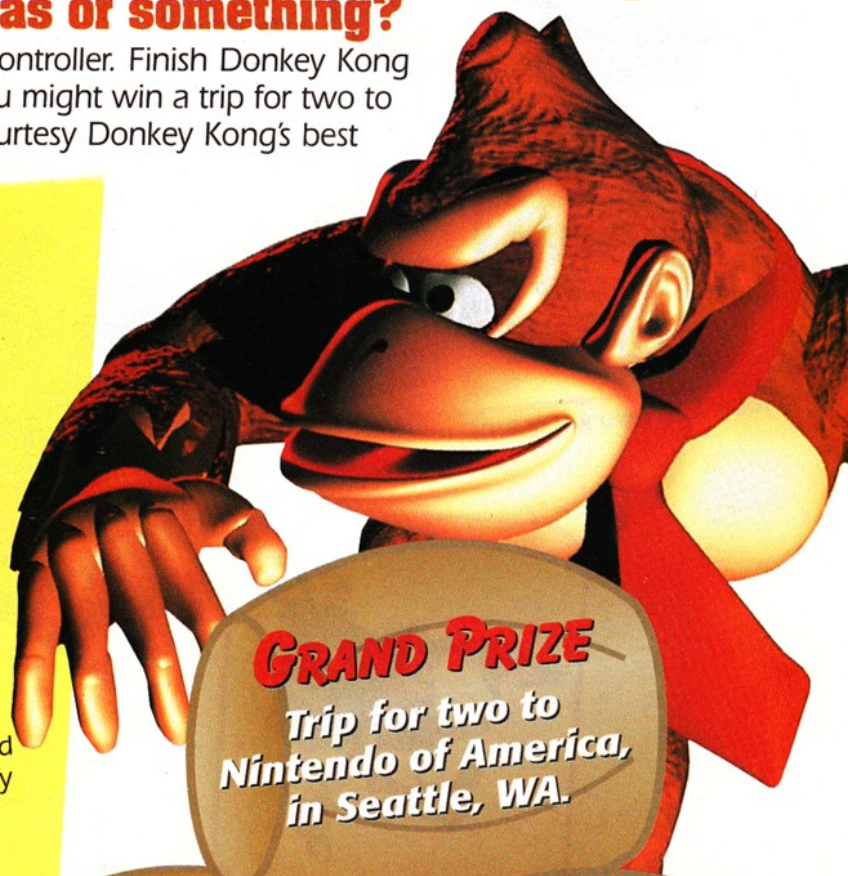
Quit your knuckle-walking and step up to the controller. Finish Donkey Kong Country with a score of more than 90%, and you might win a trip for two to Nintendo of America in Seattle, Washington, courtesy Donkey Kong's best buddies, Nintendo of America.

Hey, you big ape, here's all you have to do:

1. Beat Donkey Kong Country with a score of 90% or more.
2. Send us a photo or a tape to prove you did it, along with a card that includes your name, address, and telephone number.
3. Your entry must be postmarked by **January 20, 1995**. Send all entries to:
Donkey Kong Country Contest
c/o GamePro
P.O. Box 5828
San Mateo, CA 94402
4. We'll hold a drawing to determine the Grand Prize Winner and the runners-up. We'll notify the winners by phone or mail.

Winners under 18 must be accompanied by a parent or guardian.

Don't just stand there grunting, hop to it!



GRAND PRIZE
Trip for two to
Nintendo of America,
in Seattle, WA.

**10 SECOND-PRIZE
WINNERS**

Choose the Nintendo
of America game of
your choice.

**20 THIRD-PRIZE
WINNERS**

Get a copy of Nintendo
Power's Donkey Kong
Country Strategy Guide.

Contest Rules and Regulations

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