

DONKEY KONG COUNTRY

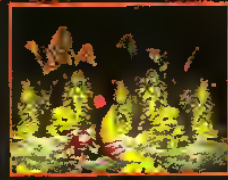
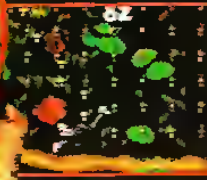


PHONE
(206) 882-2040

DEVELOPER
RARE LTD.

SIZE
32 MEG

PLAYERS
1 OR 2



ONKEY KONG

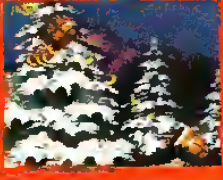
DIDDY KONG

Nintendo has pulled off a Super NES coup d'etat this season with the release of possibly the two best 16-bit games ever. Following up the massive success of Acclaim's *Mortal Kombat II*, Nintendo now brings us *Donkey Kong Country*, a 32-meg platform powerhouse. Nintendo has reached way back to the beginning of its long string of successful games, resurrecting Donkey Kong for some old-school flavor on the Silicon Graphics tip. The company is taking a serious step to its detractors, going toe-to-toe with the competition in an effort to regain street-level credibility as the game system to have.

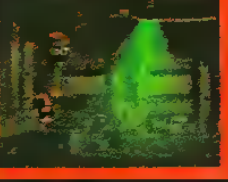
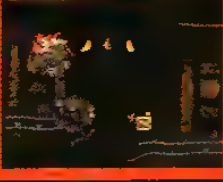
The graphic feel of *Donkey Kong Country* can only be compared to Sega's *Virtua Fighter*. It's almost creepy how real the movements are. Though this isn't a hyper-realistic *National Geographic* simulation of apes and alligators, it's the movement of the characters that really freaks you out. The animation is so lifelike, you'd almost swear



Rope Bridge Rumble



Mine Cart Walkway



Temple Tempest



that this was some kind of hypnotic cartoon playing on your Super NES, not a "video game." Donkey Kong and his sidekick Diddy Kong move with a fluid swagger that's right out of *Gorillas in the Mist* or *Tarzan*. I half-expected Sigourney Weaver or Bo Derek to come out in one of the bonus levels.

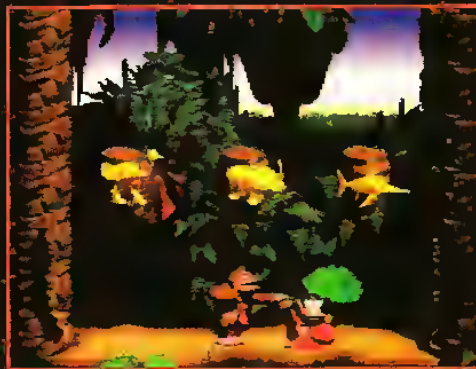
The lighting effects are also outstanding. Inside the mine shafts, a parrot with a flashlight on its head guides you through the level, shining light where it is needed. This graphic effect alone is worth the price of admission. Similar effects liven up the "Stop and Go" levels, in which you're attacked by monsters made out of clay. On this level, the lights change from red to green in such a way that you'll wonder if somebody is actually fiddling with the color



Between Cranky Kong's rantings about how spoiled we are by the game's graphic technology, he'll spill some valuable clues about bonus levels and power-ups.



Rendered with Silicon Graphics technology, the graphics of *Donkey Kong Country* will make you think twice about upgrading to 32- and 64-bit hardware.



With 60 levels and 60 secret levels, *Donkey Kong Country* has all the mystery and long-term play value of the best games in the *Mario Bros.* series.

and tint controls on your TV.

Obviously, the graphics are what everybody is talking about when it comes to feeling the vibe on the *Donkey Kong Country* scene, but the sound and playability will keep you coming back to this work of video-game art. The sounds of the arctic levels will send chills down your spine and make you rush to the fridge for a popsicle. The audio is so good that it makes you *thirsty*. The controls change depending on which stage you're in and who you're playing—you can switch between the two characters, ride on different animals' backs and even *become* different animals in some of the bonus stages.

There are also a lot of genuinely funny "in" jokes between the levels—especially during conversations with Cranky Kong, an old ape who is said to be the original monkey from the 1981 *Donkey Kong* coin-op. He'll sit there in his rocking chair on his front porch, shaking his cane at you and commenting about how things have changed since *he* was a video game star...when players had just three lives, three continues and one playfield.

There's nothing very complicated about *Donkey Kong Country*; it's just a simple platform game done to perfection. All you have to do is collect bananas and try to earn 1-ups, but you'll keep trying to go deeper into the game just to find all of the crazy stuff that's been programmed in. With 60 hidden levels, there are more secrets buried in this game than in a whole gaggle of fighting games.

If you already own a Super NES, you should be out the door and hunting down your own copy of *Donkey Kong Country* right now. If you don't own a SNES, maybe now is the time to buy one; this game is just too good.

—Chris Bieniek & Nikos Constant

BREAKDOWN ▼

GRAPHICS 10
Unlike any 16-bit game ever seen; just beautiful.
SOUND/MUSIC 9
Varied and atmospheric. Hook up your stereo!
PLAYABILITY 9
Initially challenging, but like butter with practice.

OVERALL RATING ▶ EXCELLENT
9

VIDEO GAMES



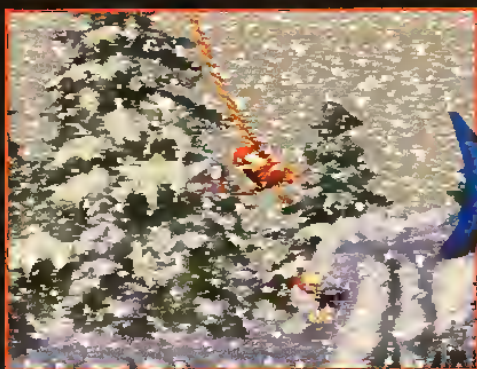
"Donkey Kong Country has luscious graphics that will make you lick the TV screen."

EDITOR'S RATINGS ▼

CHRIS G. 10
Who needs a \$160 add-on to get great graphics?

GABE 9
All that and a bunch of bananas.

BETTY 8
Hopefully, you will wet your pants.



Juicy, Junior...real juicy.

