SNS-8X-USA

DONKEY KONG COUNTRY®



INSTRUCTION BOOKLET

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

Warning: Please carefully read the consumer information and precautions booklet included with this product before using your Nintendo® Hardware System, Game Pak, or Accessory.

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Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty in a safe place for future reference.

WARNING: If the POWER switch is switched ON and OFF repeatedly, the accumulated contents of your Super NES game pak's battery-backed memory may be deleted. Avoid turning the POWER switch OFF unnecessarily (before saving the game) or data may be lost.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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IT WAS A DARK AND STORMY NITE...

Storms lashed the rugged terrain of Donkey Kong Island, home of the famous video game ape and his family and friends. Near Donkey Kong's tree house, a small monkey named Diddy cowered in fear of the savage lightning which periodically illuminated the lush, dark jungle that covered most of the island. Donkey Kong had assigned Diddy to guard duty on this awful night, and he was not happy about his fate.

Donkey Kong's earlier pep talk kept creeping back into Diddy's mind. "OK, little buddy," Donkey had said in his patronizing voice. "As part of your hero training, you've got to stand guard tonight over my bananas... I'll relive you at midnight, so try and stay awake until then!"

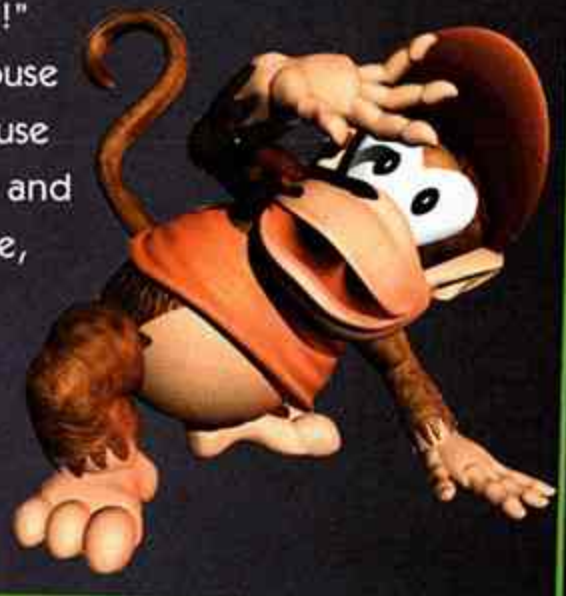
Buddy? Yeah, right. Now he was alone. Alone unless you counted the unknown threats which lurked behind every tree that he glimpsed during the lightning flashes. The Kremlings were out there, this much was certain. They coveted Donkey Kong's banana stockpile, the largest on the island, and probably in the world. A treasure in potassium and Vitamin A. The perfect food. "Ahhh... delicious bananas..." The thought of DK's golden horde almost made Diddy forget his uncomfortable situation. But a rustling in the under-

growth and the sound of several snapping twigs brought him out of his reverie.

"W-w-who goes there?!" Diddy challenged the sounds in the darkened, dripping foliage. There was no answer but the flashing of claws and teeth, followed by a fleeting vision of many reptilian eyes and a crack of thunder. Diddy somersaulted into the fray with his signature cartwheel attack, but he was quickly overcome by the weight of many scaly assailants. The enormous bulk of Klump the Kremling landed on top of Diddy, knocking him senseless. His last memory was of a hissing voice..."It'ssss the sssmall one... Ssseal him inssside thisss barrel and tosss it into the bussshesss... Donkey Kong'sss bananasss are ourssss!" The barrel lid closed on Diddy, blotting out even the fleeting light of the storm. Seconds later, the barrel flew through the air, courtesy of Klump's army boot-assisted punt, and landed roughly in the jungle foliage. Diddy Kong knew no more.

The entire Donkey Kong clan was oblivious as the Kremlings then loaded the banana horde into their Kremling karts and wheeled them off through the jungle, leaving an obvious trail of dropped fruit from their overloaded conveyances.

The next morning, Donkey Kong was awakened by frantic shouting of his name. "Keep it down!!" he growled. He suddenly realized what time it was."Morning already... I slept through my watch!" Falling out of bed and through his tree house door, Donkey Kong slid down the tree house ladder without using any of the rungs, and assumed his characteristic fighting pose, with sun-blinded, squinting eyes! One swift blow was all that was needed to leave him sprawled on the floor, face down! He groggily rolled over



to see the familiar wrinkled, white-bearded, grouchy face of his old granddad "Cranky Kong" peering down at him. In his heyday, Cranky was the original Donkey Kong who battled Mario in several of his own games.

"What 'cha do that for?!" Donkey Kong asked, knowing full well that Cranky was prone to cuffing him at every whim.

"Take a look inside your banana cave. You're in for a big surprise!" Cranky cackled.

Donkey's mind raced as he vaulted to the cave and peered inside. Instead of the dull golden glow of thousands of bananas, there were only a few discarded peels. These had been trampled into the dirt by hundreds of reptilian feet, judging from the many three-toed footprints that covered the damp cavern floor. But what about...

"Diddy's gone, too!" Cranky laughed. "That's what you get for shirking your responsibility, you good-for-nothing bum! In my days we would have been happy to stand guard in the rain, 'cause that might have meant having an extra frame of animation! Of course, having rain would have been impossible, given our pitiful processing power, but..."

Donkey Kong stood there in stunned disbelief and hadn't heard most of what Cranky said. "Diddy... gone... My little buddy..." he murmured to himself.

Donkey Kong was suddenly filled with conviction. "The Kremlings will pay!" he raged. "I'll hunt them down through every corner of my island, until I have every last banana from my horde back!!"



"Find your little buddy and retrieve a bunch of bananas?!" Cranky snorted. "What kind of game idea is that?! Where's the screaming damsel in distress?!"

"Diddy's obsession with being like me has gone too far! He may be a long way from being a true video game hero, but he had the guts, the reflexes, the heart..."

"If you ask me, neither of you are ready for prime time," Cranky interrupted. "You'll never be as popular a character as I was! Why, in my heyday, kids lined up to play my games! The quarters were stacked on the machine as they waited for their turn! If you go on this ridiculous adventure, you'll be lucky to sell ten copies!"

Donkey Kong fumed. He usually let Cranky's rambling roll off his back, but this time was different. "What do you know about adventuring, you flea-bitten old ape?" yelled Donkey Kong, edging closer and closer, braving Cranky's cane, until he was totally in his face. "I'm sick of hearing about your boring, single screen adventures! Diddy's in trouble, my banana horde is gone, and I'm going to get them all back!"

Donkey Kong stormed off in search of his missing buddy, following the trail of bananas the Kremlings had dropped.

"Well, it's not exactly rescuing a Princess, but it'll do in a pinch," Cranky snorted as DK disappeared into the lush jungle. After a moment's hesitation, Cranky followed him. "The lad may just need my help..." he mumbled to himself. "Kids today... they just don't have any respect for their elders..."



Getting Started

We made this game super easy to get in to. Plug the cartridge into your Super NES. Turn the power on. Watch the demo for as long as you like. Press Start when you're ready to get into the game!



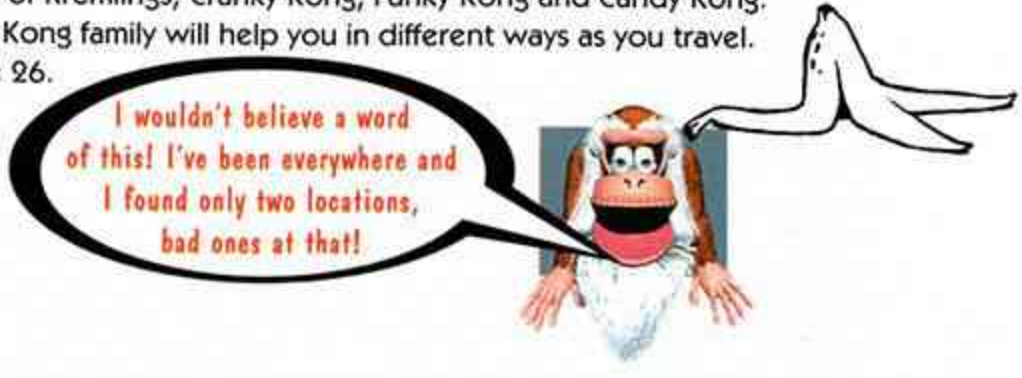
Game Play Modes

You can play Donkey Kong Country solo or with a friend. In two-player CONTEST mode, you alternate with a friend to see who can finish the most levels in the shortest time. In two-player team mode, both players alternate control during the game, with one controlling Donkey Kong and the other controlling Diddy Kong. This is a great way for a younger player to play along with an older, more experienced player.



Map Screens

Kremlings have stolen Donkey Kong's banana horde, and it's up to you to help him get them back. On the map screen between each level, you'll see your position, as well as the locations of Kremlings, Cranky Kong, Funky Kong and Candy Kong. The members of the Kong family will help you in different ways as you travel. For details, see page 26.



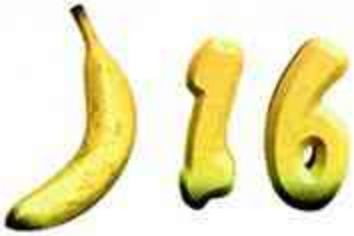
Game Screen



Where's the score bar? Life meter? Speedometer? Scrolled off the screen, where they belong, that's where! When you do collect bananas, an extra life, or other goodies, the indicator symbol will momentarily scroll onto the screen. Some of the symbols you will see are:

BANANA COUNTER

This tallies your bananas.



K-O-N-G LETTERS

Spell Kong in a level and get an extra life.



LIFE BALLOONS

How many lives you have left.



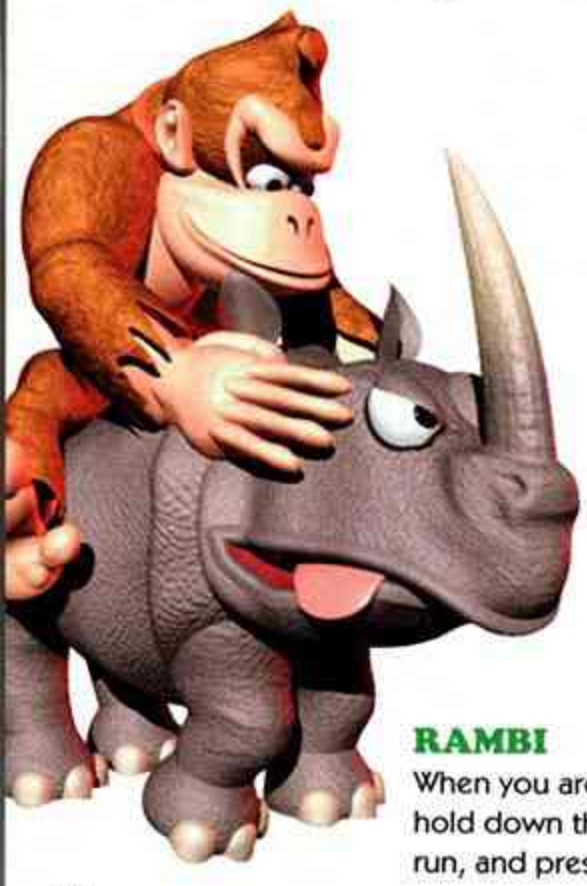
You can find more details on these items on page 18.

Basic Controller Functions





The controller functions in Donkey Kong Country are basic, so you can concentrate on enjoying the game's graphics, sound and game play, rather than trying to remember which button does a spin jump or backward-double-combination flip! You can probably figure out the controls yourself, but for your reference, here are the button functions. Some moves will only work in certain situations.



RAMBI

When you are riding Rambi, hold down the Y Button to run, and press B to jump.



EXPRESSO

Use the Y Button to run with Expresso (watch out, he's fast), and the B Button to jump. When you're in the air, tap the B Button to flap your wings.



A BUTTON

- Get off your animal buddy
- Switch from Donkey to Diddy and vice-versa.
- Switch between players in two-player team mode.

B BUTTON

- Jump
- Swim

Y BUTTON

- Press to Roll or Cartwheel
- Hold down to Run
- Press to pick up a barrel, release to throw
- Hold down to climb vines faster
- Press while holding the + Control Pad Down to perform **Donkey Kong's hand slap**.

SELECT

Tag team action:

- Switch from Donkey Kong to Diddy Kong and vice-versa.
- Switch between players in two-player team mode.

START

- What else? PAUSE!



WINKY

Use the B Button to jump super high with Winky!



ENGUARDE

When you're riding Enguarde, the Y or B Button will give you a burst of speed, and make him stab with his sword-nose!

The Star:





The king of swing, the thrilla gorilla, the prime primate; it's Donkey Kong! But this is not your father's Donkey Kong! Although he is a relative of the classic arcade character, Country's Donkey Kong is a totally new character, with a new look, new moves, and a new attitude.

DONKEY KONG'S MOVES



JUMP

What's a platform action game without jumping? Of course, jumping will allow you to explore the many areas of Donkey Kong Country. If you land on an enemy's head, that will usually be the last of him!

RUN

Hold down the Y Button as you move to make Donkey Kong run. Not only is this faster and more exciting than walking, you can also jump a little farther with a running start.



SWING

Swinging is Donkey Kong's specialty. Grabbing the vine is automatic. To get off, jump (press the B Button)! Press and hold the Y Button to climb faster.

BARREL ROLL

Use this move to turn DK into a living bowling ball! This attack will scatter almost any enemy.





SWIM

As an island, Donkey Kong Country is surrounded by water. To swim, tap the B Button. Use the Down arrow on the Control Pad to sink faster.

THROW BARRELS

Donkey Kong can heft barrels with the greatest of ease, and holds them high above his head as he carries them. Press the Y Button to pick up a barrel. If you release the Y Button, you will toss the barrel. However, if you hold Down on the Control Pad as you release the Y Button, you will put the barrel down, nice and gently.



BRUTE STRENGTH

Donkey Kong's advantage is his awesome strength. If he lands on a weakened part of the ground, he can often reveal hidden stashes of barrels, tires or other items. By pressing the Y Button and Down on the + Control Pad simultaneously, Donkey Kong will perform a powerful hand slap attack. This move can defeat enemies, and reveal stuff that is hidden underground.

Introducing:



DIDDY KONG

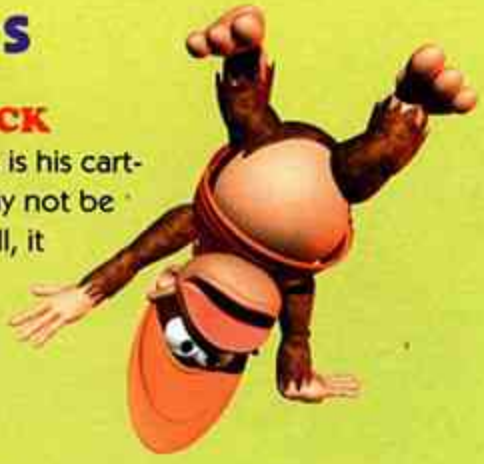
Although he would never admit it, Diddy Kong is a Donkey Kong wannabe. His ambition in life is to be a video game hero just like the big guy. And although Donkey Kong would never say it to Diddy's face, the kid has potential. He's fast, agile, and has the heart to be a world class video game hero. He just needs a little more experience and, of course, exposure!

DIDDY KONG'S MOVES



CARTWHEEL ATTACK

Diddy Kong's signature move is his cartwheel attack. Although it may not be as powerful as DK's barrel roll, it still gets the job done, even against heavy hitters like Klump.



JUMP

Diddy can jump farther and higher than Donkey Kong. Jumping is useful for exploring and tackling some enemies. However, Diddy must jump on some enemies twice in order to defeat them.

RUN

Diddy can run extra fast if you hold down the Y Button as you move.

SWING

Like all monkeys, Diddy likes to climb and swing on ropes and vines. Press the B Button to jump off. Press and hold the Y Button to climb faster.





SWIM

Diddy loves to swim, and is probably the best of the two Kongs to use in the water levels.

THROW BARRELS

Diddy can pick up and toss barrels almost as well as Donkey Kong. However, he carries barrels out in front of him as he's just not strong enough to hold them above his head.





SMALL BUT QUICK

Diddy is smaller than Donkey Kong, but that can be an advantage. For one thing, it makes it harder for enemies to hit him. This can be especially useful in the underwater areas where there are many tight squeezes! The way Diddy carries barrels may also seem weak, but it can actually be helpful in revealing certain hidden areas.

TAG TEAM

Donkey Kong and Diddy form a powerful tag team when they are together. If you have both Kongs, you will control one of them and the other will follow automatically. Take a hit from an enemy, and the Kong you are controlling will scamper off and you'll take control of the other. If you want to switch between Kongs during play, press SELECT. There are certain points in the game where it is a definite advantage to be Diddy, and others where it is better to be Donkey.



Barrels and Kegs

Both Donkey Kong and Diddy Kong can pick up and throw barrels. But there are many types of barrels in Donkey Kong Country, and some of them have very special functions.

REGULAR BARREL (A)

These common barrels make a great projectile weapon against enemies. They smash into splinters upon impact. Steel rimmed barrels roll over enemies until they hit a wall.

TNT DRUM (B)

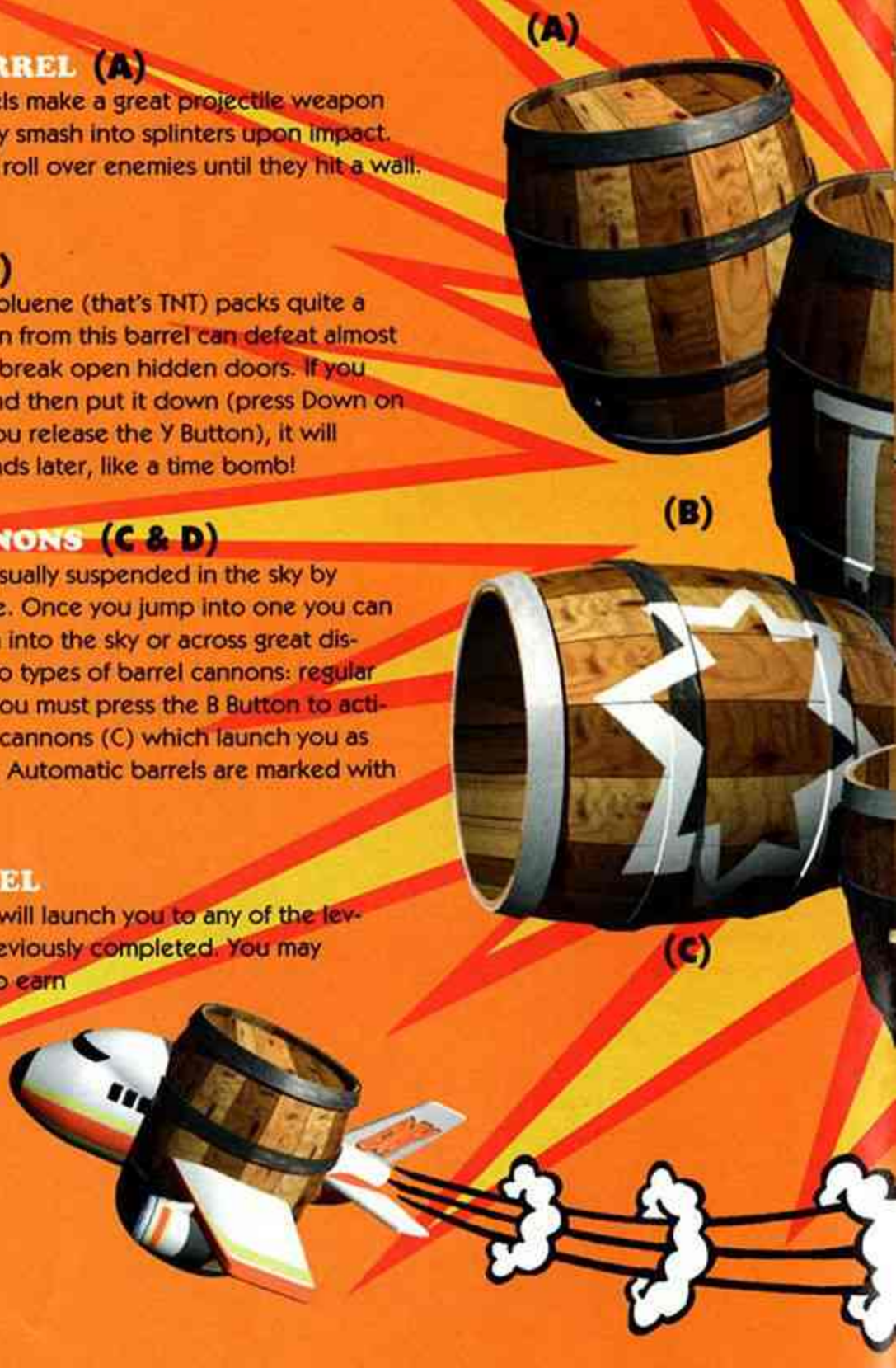
This drum of trinitrotoluene (that's TNT) packs quite a wallop. The explosion from this barrel can defeat almost any enemy, and can break open hidden doors. If you pick this barrel up and then put it down (press Down on the Control Pad as you release the Y Button), it will explode a few seconds later, like a time bomb!

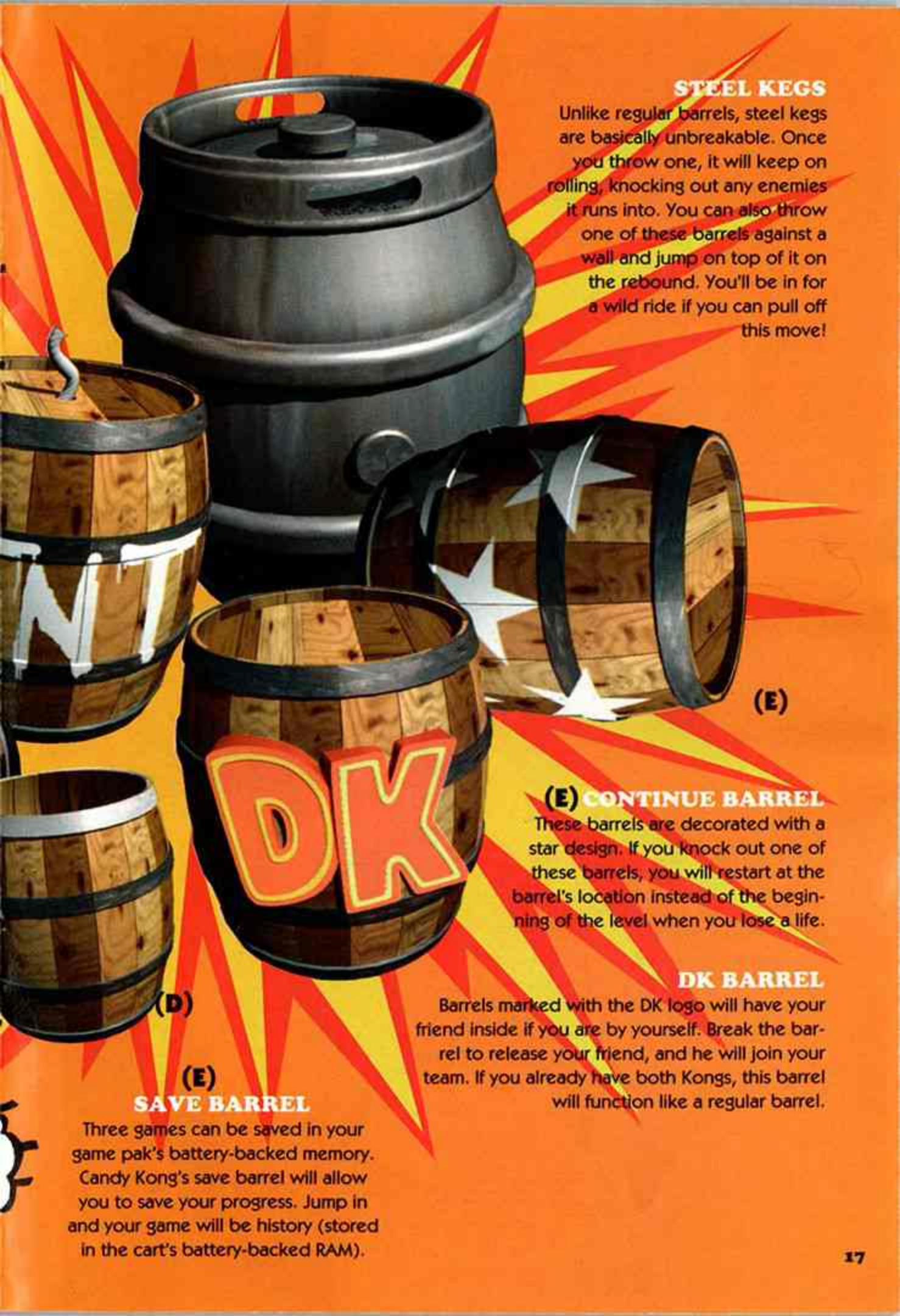
BARREL CANNONS (C & D)

Barrel Cannons are usually suspended in the sky by some unknown force. Once you jump into one you can launch out of it, high into the sky or across great distances. There are two types of barrel cannons: regular cannons (D) which you must press the B Button to activate, and automatic cannons (C) which launch you as soon as you jump in. Automatic barrels are marked with a white explosion.

FUNKY BARREL

Funky Kong's barrel will launch you to any of the levels that you have previously completed. You may want to backtrack to earn extra lives, find your buddy, or to search the level for a hidden thing you may have missed.





STEEL KEGS

Unlike regular barrels, steel kegs are basically unbreakable. Once you throw one, it will keep on rolling, knocking out any enemies it runs into. You can also throw one of these barrels against a wall and jump on top of it on the rebound. You'll be in for a wild ride if you can pull off this move!

(E) CONTINUE BARREL

These barrels are decorated with a star design. If you knock out one of these barrels, you will restart at the barrel's location instead of the beginning of the level when you lose a life.

DK BARREL

Barrels marked with the DK logo will have your friend inside if you are by yourself. Break the barrel to release your friend, and he will join your team. If you already have both Kongs, this barrel will function like a regular barrel.

(E) SAVE BARREL

Three games can be saved in your game pak's battery-backed memory. Candy Kong's save barrel will allow you to save your progress. Jump in and your game will be history (stored in the cart's battery-backed RAM).

But Wait! There's More!

BANANAS!

These precious golden fruits are the object of Donkey Kong's quest. You should try to collect each and every banana in the game. Collecting vast quantities of bananas will earn you extra lives plus they are just good for you! The trail of bananas left by the thieving Kremlings will also guide you on your way.



K-O-N-G LETTERS

Spell KONG in a level and you will earn an extra life! The K-O-N-G letters are sometimes well hidden so it may take some effort to find them.



BALLOONS

Donkey Kong Balloons mean extra lives. Each red balloon that you collect will give you a single extra life. Green balloons are worth two extra lives and Blue balloons will earn you three extra lives. There are many ways to find or earn balloons. You must move quickly to catch these balloons before they float away!





ANIMAL TOKENS

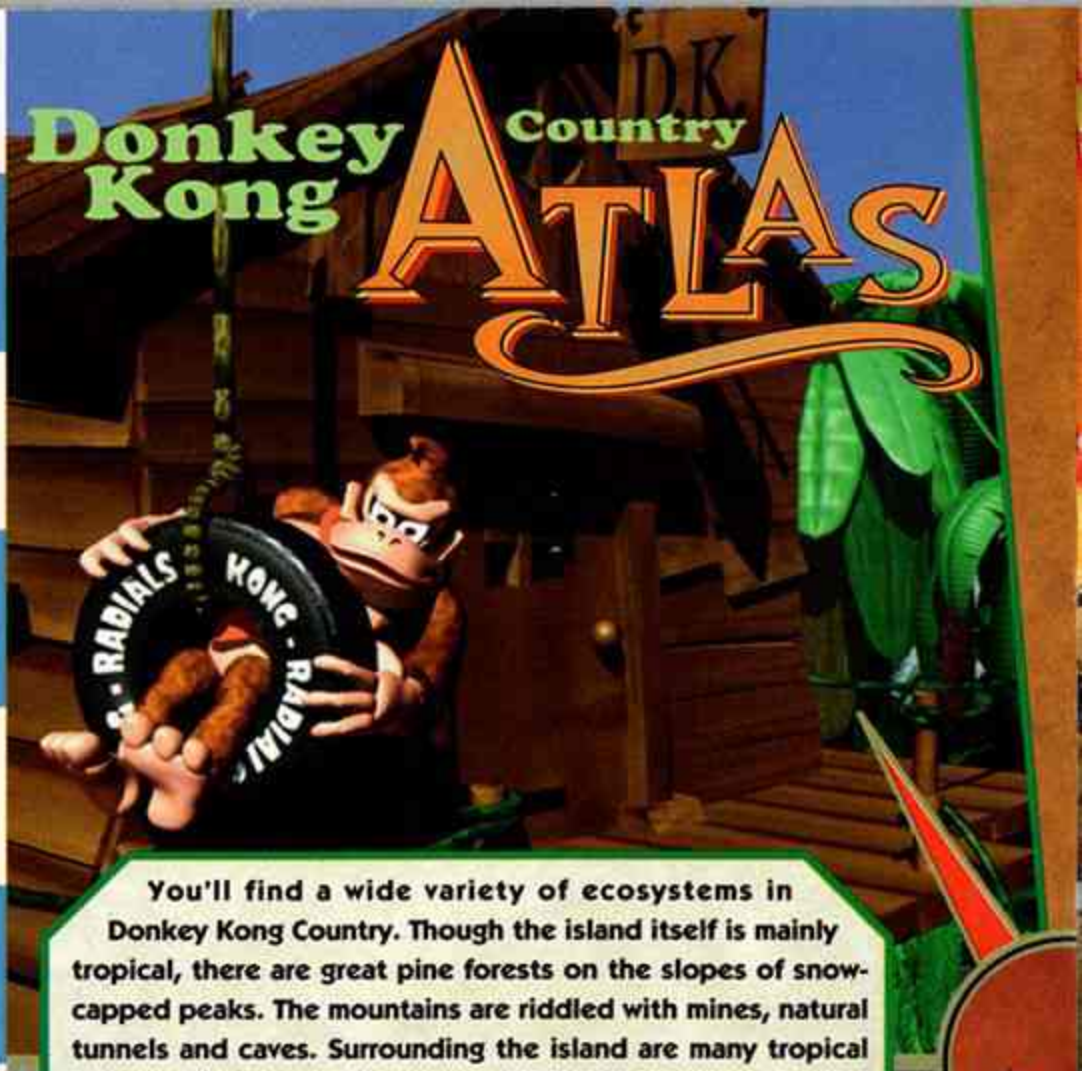
Golden animal tokens are also hidden in many ingenious locations. These are definitely worth collecting as a set of three will transport you to a bonus level. In this bonus level, you play as the animal!







Donkey Kong Country ATLAS



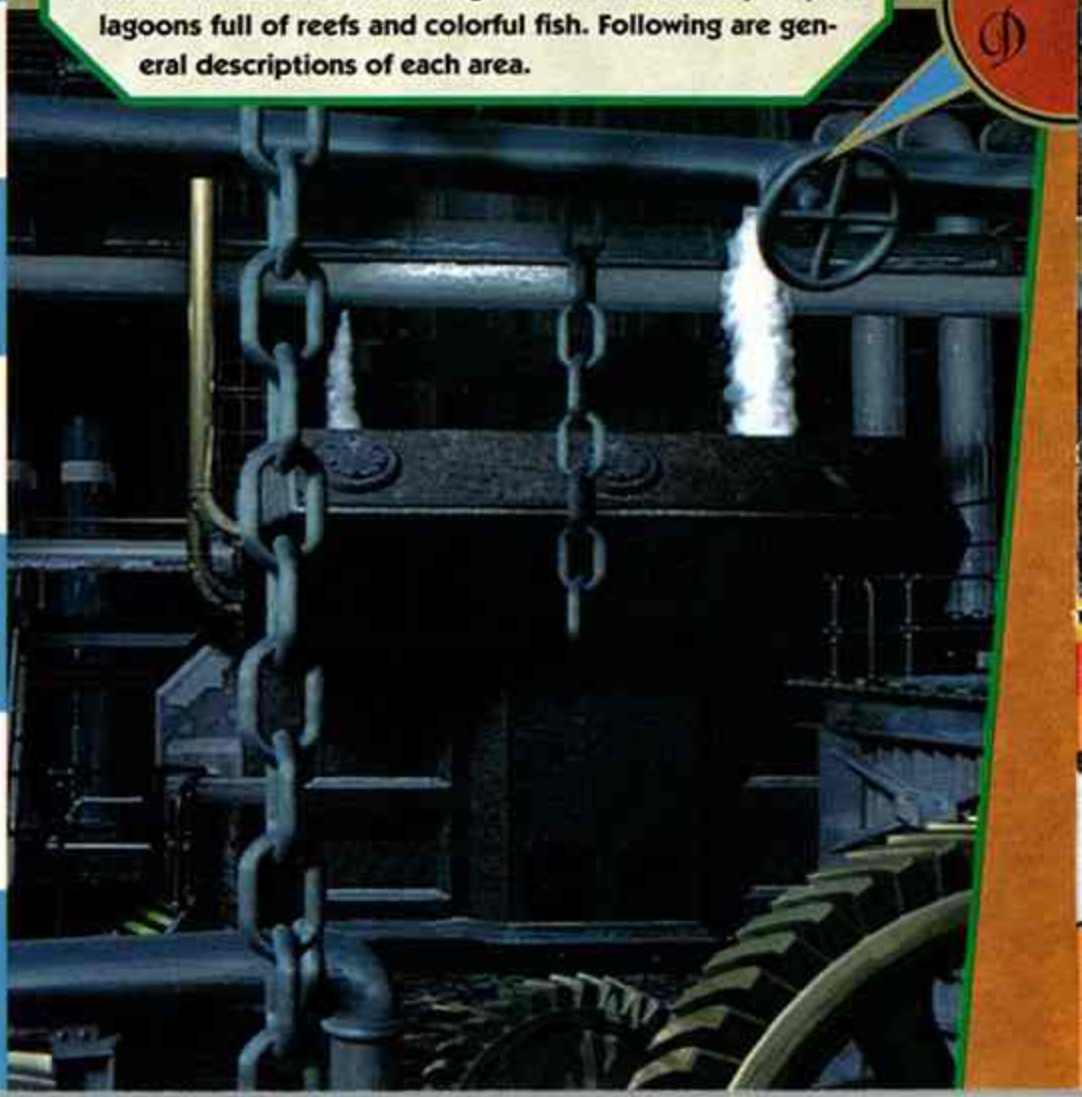
You'll find a wide variety of ecosystems in Donkey Kong Country. Though the island itself is mainly tropical, there are great pine forests on the slopes of snow-capped peaks. The mountains are riddled with mines, natural tunnels and caves. Surrounding the island are many tropical lagoons full of reefs and colorful fish. Following are general descriptions of each area.

JUNGLE

Donkey Kong's home is in the jungle, where he is master of all he surveys (or so he thinks). You'll start your adventure in "Jungle Hijinks," which introduces you to the play control of the game. This is also a great place to earn extra lives if you come back to it later in the game. In the jungle, you'll find many vines strung between the palms that are great for swinging over trouble areas.

FACTORY

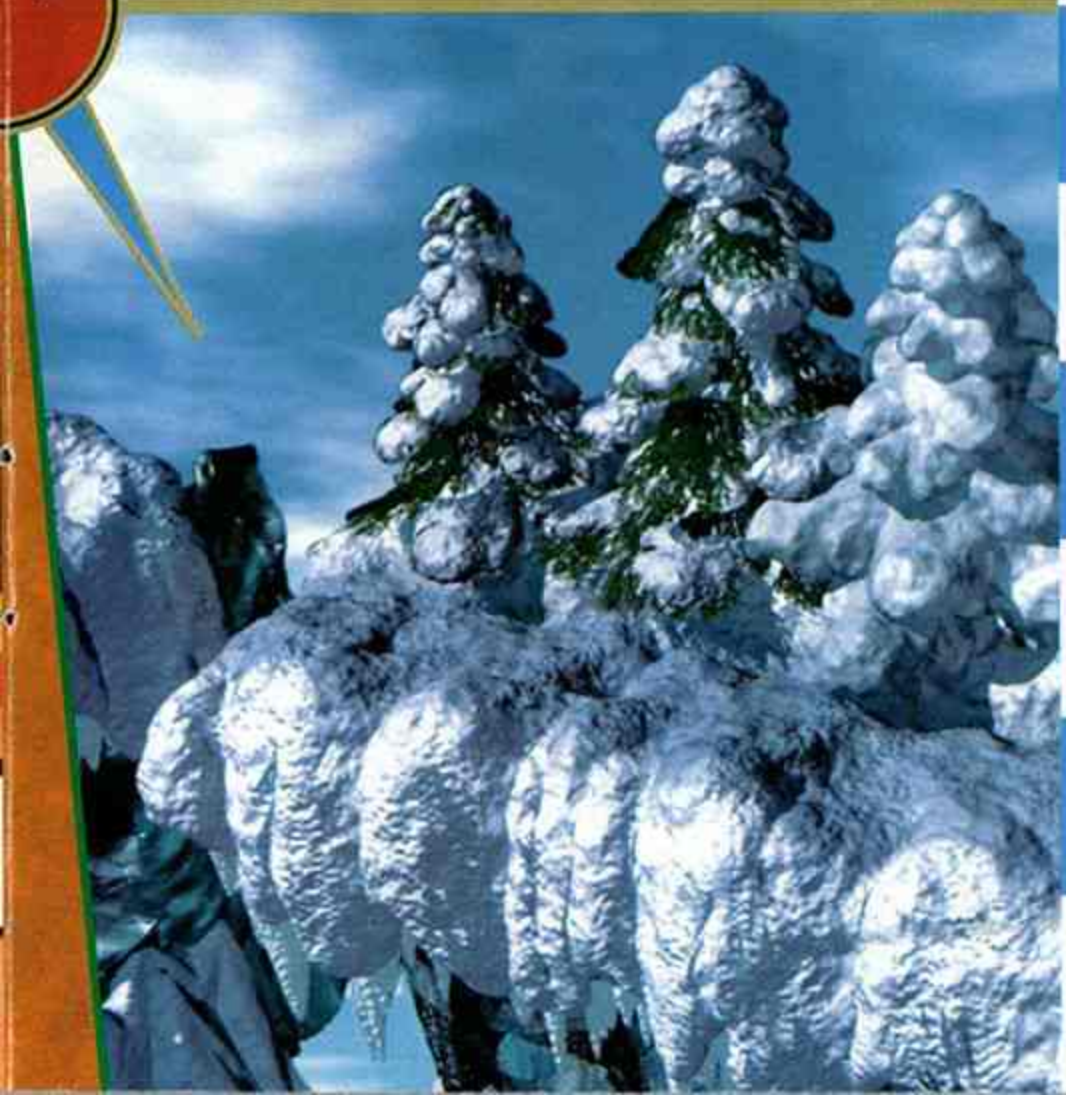
The Kremling's crowning industrial achievements are the huge factories they built in Donkey Kong Country. These factories do not adhere to strict safety codes, and are full of burning oil drums, faulty lighting and perilous platforms. Enter at your own risk.





UNDERWATER

While the underwater areas of Donkey Kong Country are some of the most beautiful, they are also some of the most dangerous. The waters are infested with sharks, piranhas, killer octopi, and stinging jellyfish. Swim with care! Luckily, your animal friend Enguarde the swordfish is there to help you!



MOUNTAINS

The snowcapped peaks of Donkey Kong Country are rarely climbed due to the hazardous conditions found at such high elevations. The ground is like solid ice and does not offer a firm foothold for the explorer. Blinding blizzards often strike without warning. The resulting lack of visibility can make the already challenging obstacles in these areas next to impossible!

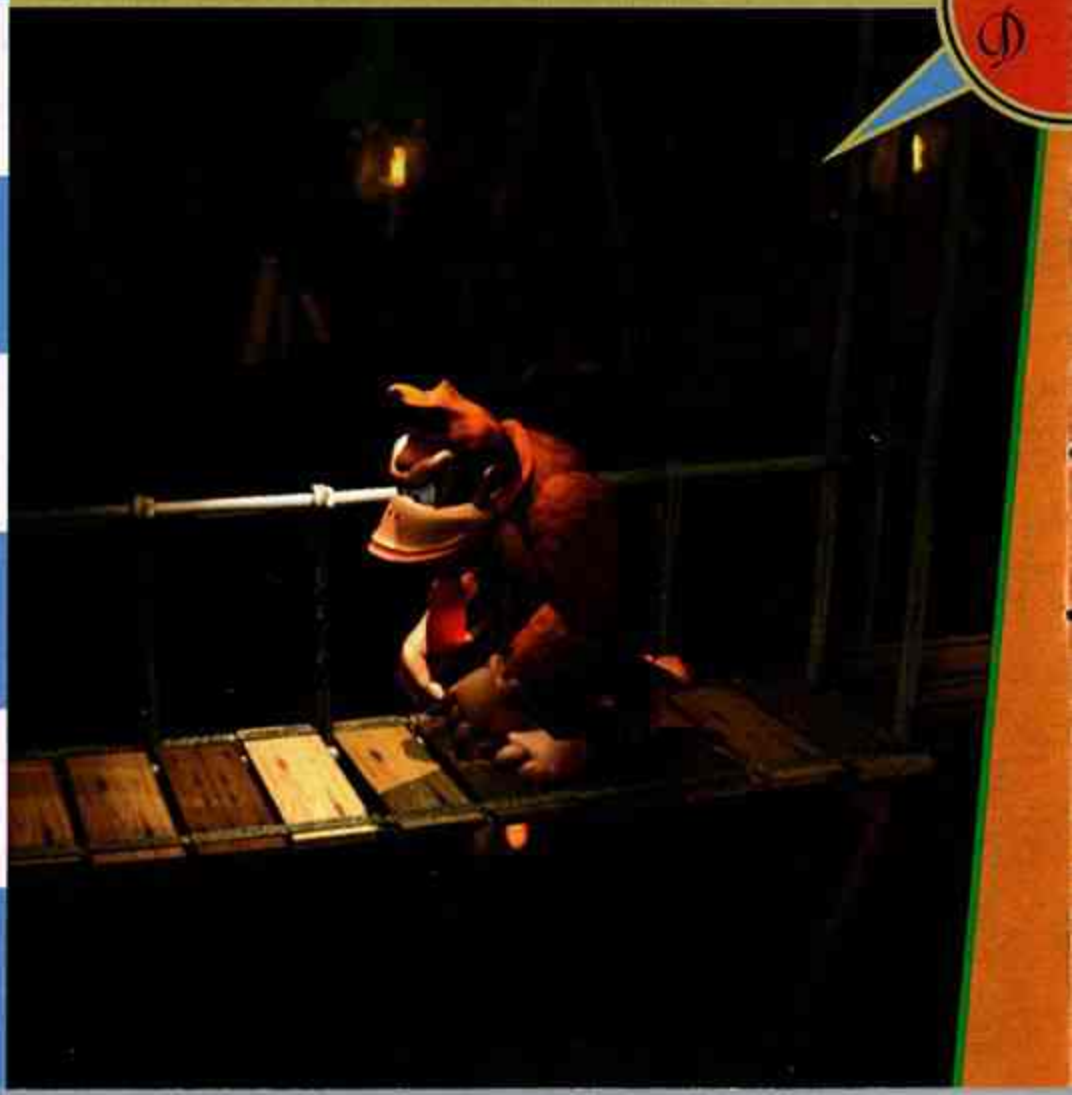
TREETOPS

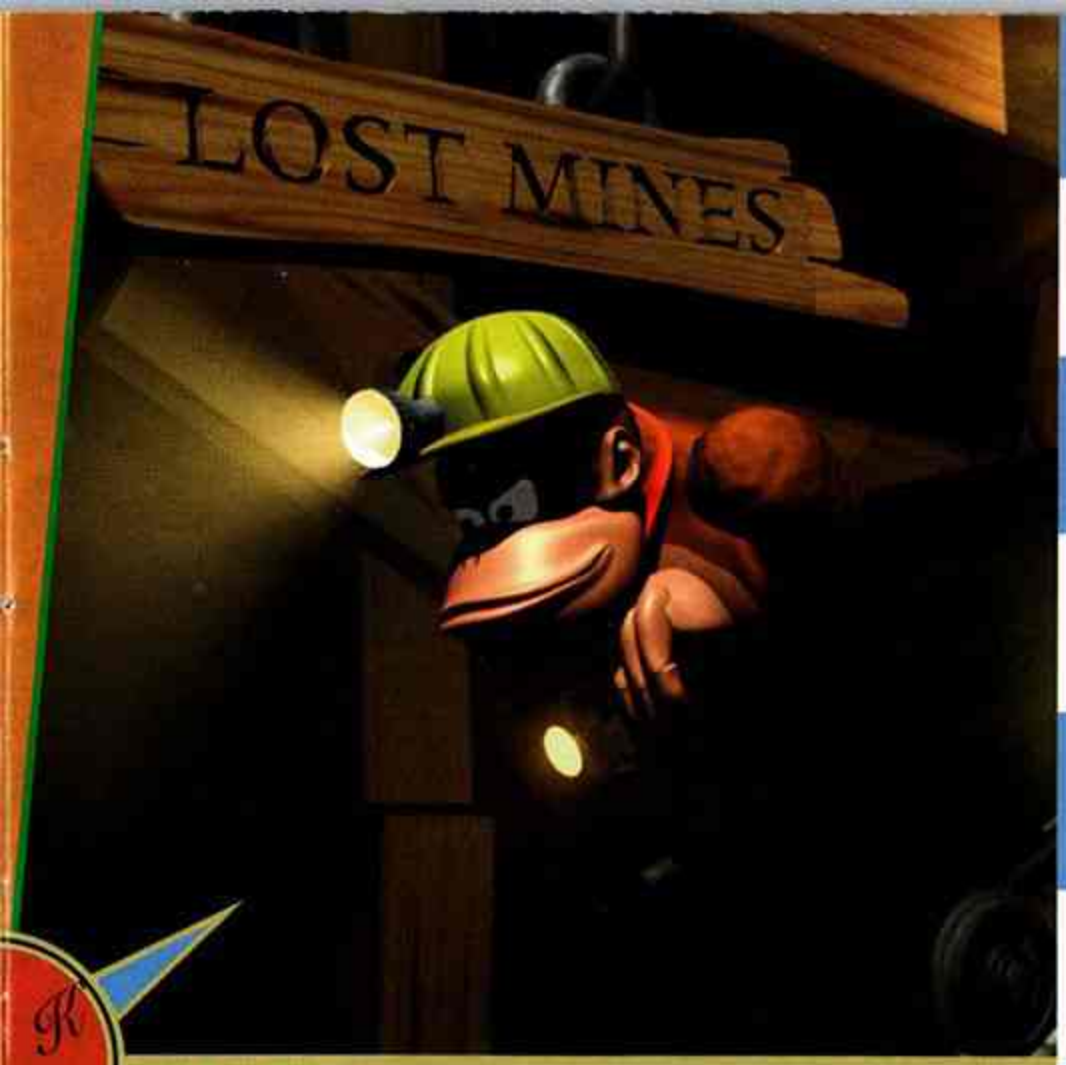
In the lofty treetops of Donkey Kong Country, you'll find a deserted town of wooden platforms and huts, origin unknown. But while the original inhabitants may be gone, the place is teeming with Kremlings and their friends, ready to ambush anyone who trespasses here. The barrel cannons are particularly tricky in the treetops!



CAVES

Donkey Kong Island has so many caves, tunnels and mines, it's almost like a giant block of Swiss cheese. There are many types of caves, including some made out of solid ice! Caves have many secret passages and, of course, are full of Kremlings. Tires play an important part in spelunking through the caves. Use their enhanced bouncing ability to reach out-of-the-way places.





MINES

The vast mines of Donkey Kong Country are now stripped of any ore they may have once contained. All the tools of the miners remain, however, from mine carts to rickety scaffolding. There are special barrels that turn the lights on and off, and risky mine elevators full of slag. Without a hard hat, mine exploration is not recommended, but Klump is not about to give up his!



RUINS

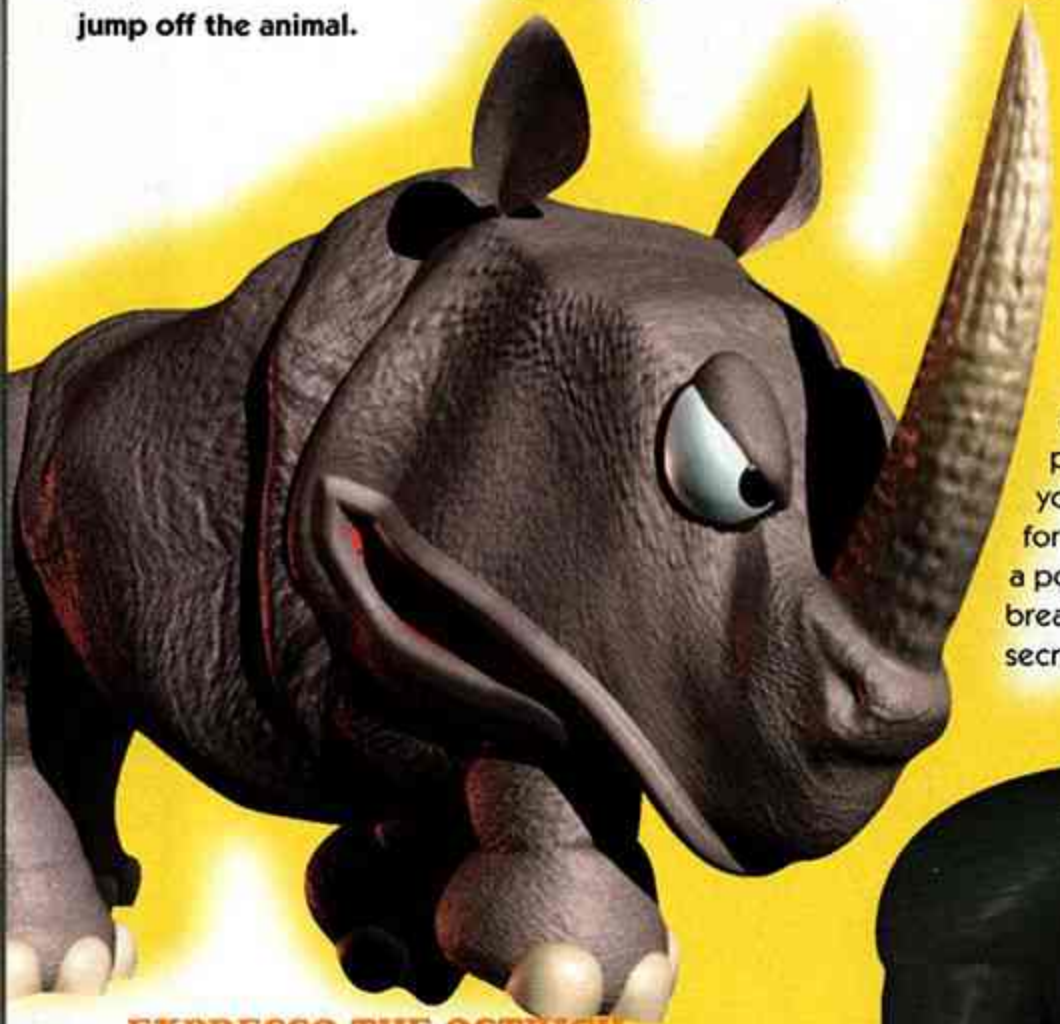
These monolithic ruins are now ruled by millstone-rolling Gnawty beavers! Of course, ruins are well known for their treasure, and you can find many forgotten items in these haunted buildings of vine covered stone.

BONUS LEVELS

There are dozens of Bonus Levels hidden in Donkey Kong Country. Some are easy to find, others are almost impossible. All will give you extra lives, bananas or other surprise items.

Your Trusty Animal Friends

There are five friendly animals in Donkey Kong Country that will help you on your way. While they will usually show up in an area you might expect to find them in, they can also be found in some pretty unusual places. When you see a crate with an animal symbol on it, jump on the crate to break it open and you'll mount up automatically. Press the A Button to jump off the animal.



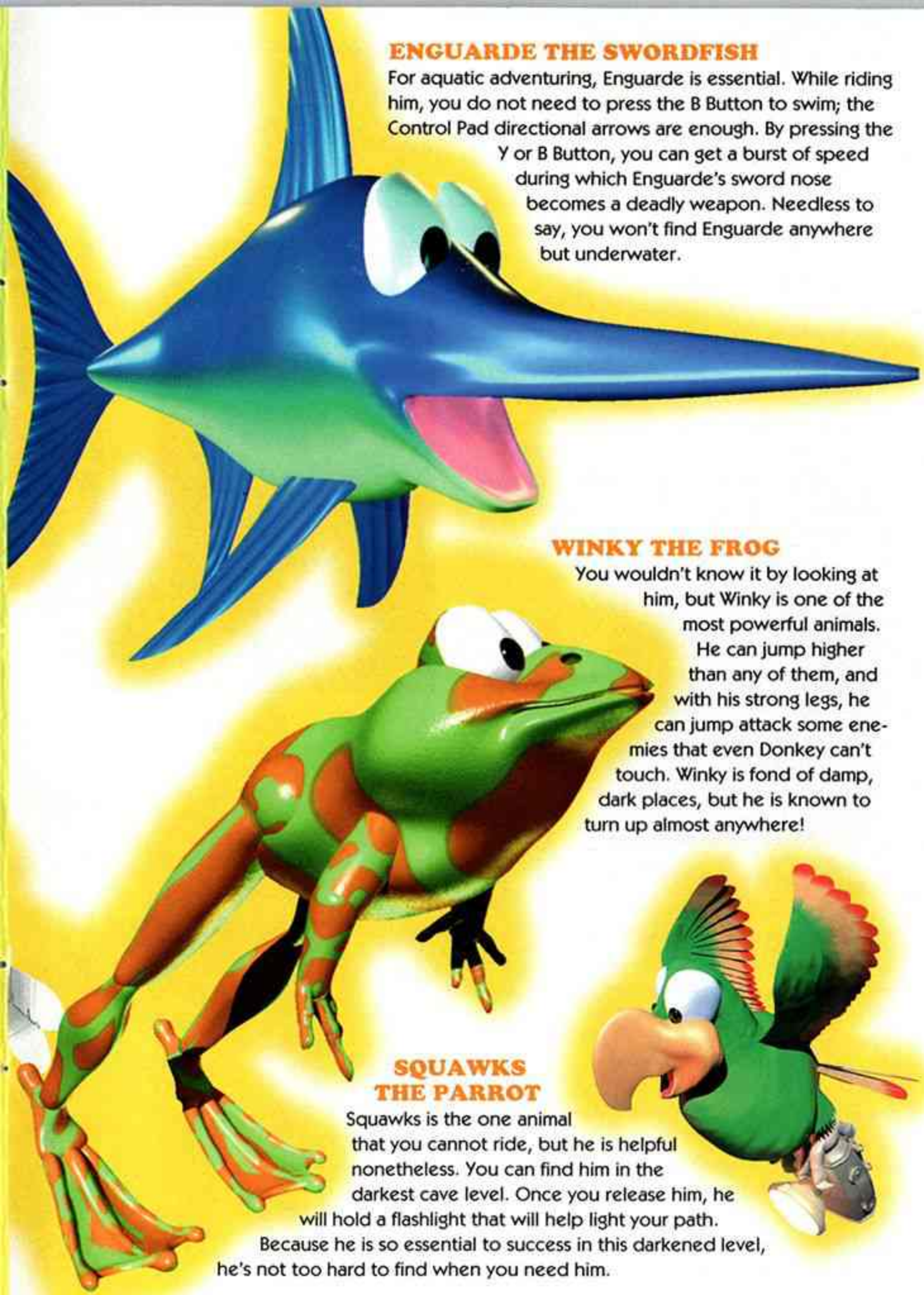
RAMBI THE RHINO

Rambi always likes to go full speed ahead. If you press and hold the Y Button, Rambi will take off and run over everything in his path. Just make sure that you keep your eyes open for pits and cliffs. Rambi is a powerful animal and can break his way into most secret doors.



EXPRESSO THE OSTRICH

This crazy bird is a valuable animal to find. Although he can't really fly, he can run even faster than Rambi, and can make long, wing assisted leaps. Expresso's legs, being long and spindly, are not suitable for jumping on enemies. Smaller enemies will crawl right under him, but larger ones are trouble. You can make Expresso flap his wings by repeatedly pressing the B Button.



ENGUARDE THE SWORDFISH

For aquatic adventuring, Enguarde is essential. While riding him, you do not need to press the B Button to swim; the Control Pad directional arrows are enough. By pressing the Y or B Button, you can get a burst of speed during which Enguarde's sword nose becomes a deadly weapon. Needless to say, you won't find Enguarde anywhere but underwater.

WINKY THE FROG

You wouldn't know it by looking at him, but Winky is one of the most powerful animals. He can jump higher than any of them, and with his strong legs, he can jump attack some enemies that even Donkey can't touch. Winky is fond of damp, dark places, but he is known to turn up almost anywhere!

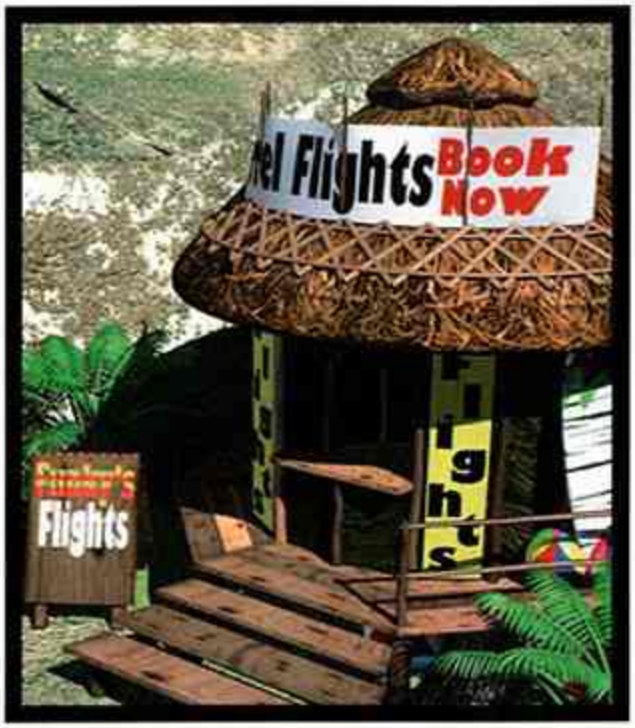
SQUAWKS THE PARROT

Squawks is the one animal that you cannot ride, but he is helpful nonetheless. You can find him in the darkest cave level. Once you release him, he will hold a flashlight that will help light your path. Because he is so essential to success in this darkened level, he's not too hard to find when you need him.

The Kong Family

FUNKY KONG

Funky Kong, Donkey Kong's bronze tanned, sunglasses wearin', surf punk friend, usually hangs out at Donkey Kong Country's many beaches. However, he also operates a special Barrel Flight service which will allow Donkey and Diddy to travel back to any level in the game that they have already finished. Although Funky hates to go on adventures himself (he's too laid back) he keeps up on the island scene and may have useful information at times.





CANDY KONG

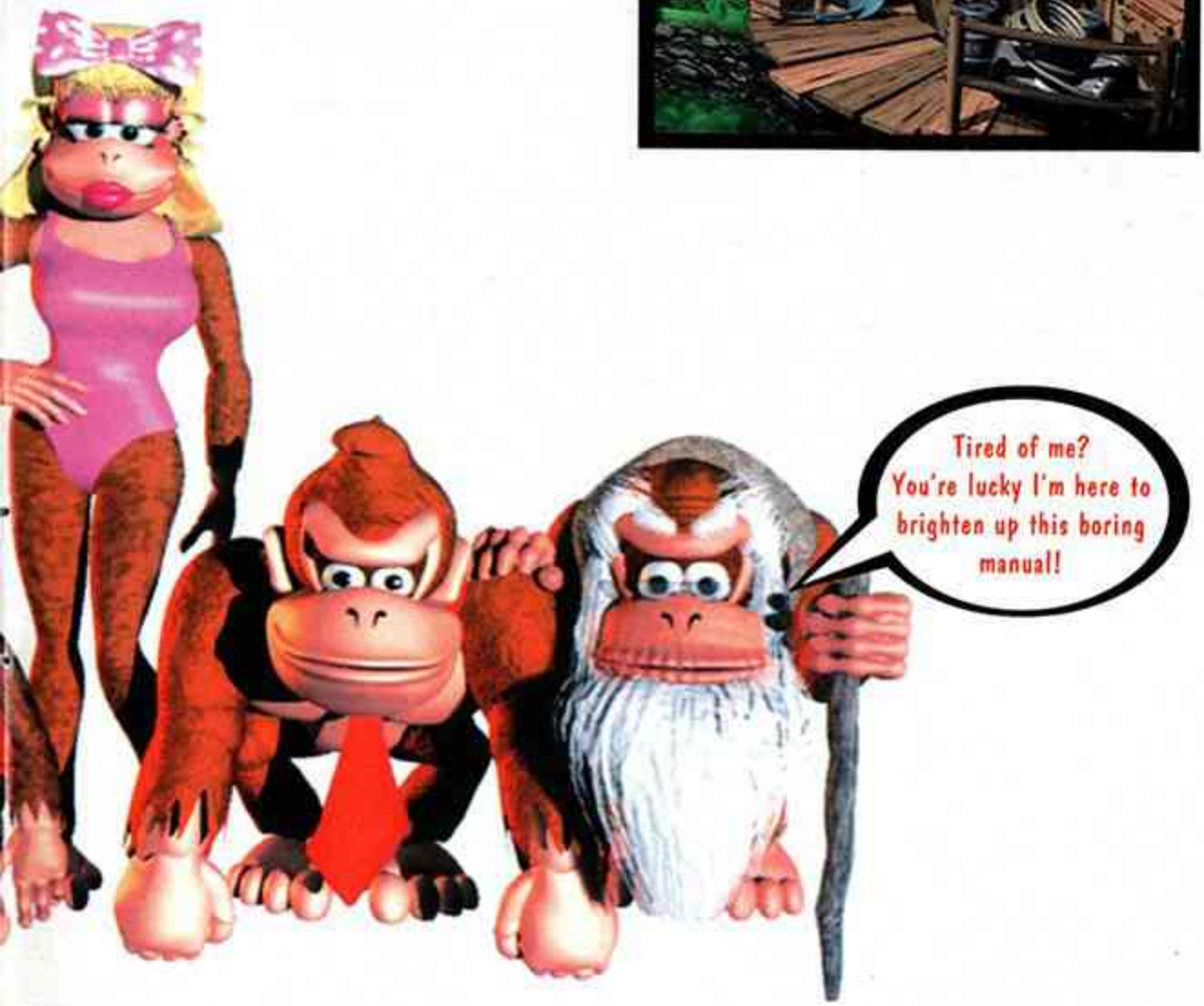
Candy Kong is the banana of Donkey Kong's eye, and one of his closest friends. Although everyone assumes that they will get married some day, Donkey Kong's just not ready to settle down yet (in Candy's opinion). Candy is also very fond of Diddy, and would pinch his little cheeks at every opportunity, if she had the frames of animation to do it! Donkey and Diddy will meet up with Candy often as they search for their missing bananas. When they do, Candy will give them a chance to save their progress through the game so far. All you have to do to save is jump into Candy's save barrel!



CRANKY KONG

Donkey Kong's grouchy pappy is actually the original Donkey Kong who starred in the many Donkey Kong arcade classics of the eighties. He considers those games the pinnacle of game design, and will have nothing to do with the newfangled graphics, sound and multiple-button controllers of today's Nintendo mega-hits. Donkey Kong will encounter Cranky throughout his adventure at his many cabins scattered across Donkey Kong Country. Cranky will usually be grateful for the chance to converse, specifically to get on Donkey's case about the state of games today. Although most of Cranky's conversations are hot air, he will occasionally drop a hint or two about the game, as he is anxious to pass on his game prowess to the younger generation of game fans. His problem is, he only has a three frame walk, so he can't participate in the action! Cranky can chew your ear off if you give him a chance, so once you get tired of him, just take off.





BADDIES Galore!

Kremlings, Kremlings everywhere! Kremlings are the tribe of reptilian rascals who have ripped off Donkey Kong's banana horde. They come in a variety of shapes, sizes and shades:



KING K. ROOL

KING K. ROOL
The supreme commander of the Kremlings and mastermind of the banana heist.

KRITTER
This run-of-the-mill green Kremling is the most common type.

KRUSHA
This muscle-bound Kremling will laugh off most attacks.

KLUMP
Klump's helmet will protect him from attacks from above.

KLAP TRAP
His huge teeth will dissuade you from roll attacks!

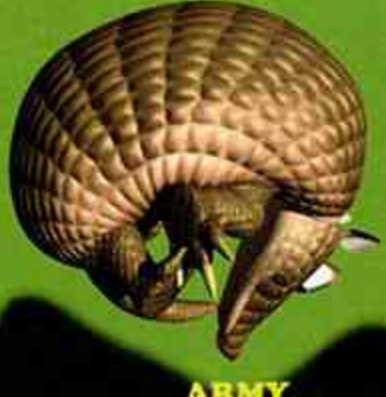
ROCK KROC
This Kremling uses a crafty disguise to make sneak attacks.


ZINGER


MINI-NECKY


NECKY


MANKY KONG


ARMY





OTHER ENEMIES

NECKY
Watch out for this high-flying foe!

MINI-NECKY
Necky's little buddy spits coconuts!

ZINGER
Avoid touching the stinging spikes on Zinger's back!

MANKY KONG
These Kong reject orangutans do know how to roll out the barrel!

ARMY
Army will curl into an armored ball to protect himself from your attacks.

SLIPPA
Scaly, slithering snakes that like to live in old oil drums.



More ATLAS



CHOMPS

UNDERWATER ENEMIES

CHOMPS
The waters of Donkey Kong Country are infested with many sharks!

CHOMPS JR.
A smaller variety of shark, but nonetheless deadly!

SQUIDGE
Watch out for this scooting jellyfish. He can appear from nowhere!

CLAMBO
Clambo spits pearls at you as you swim past.

CROCTOPUS
These octopi spin dizzily about coral formations.



CHOMPS JR.



SQUIDGE



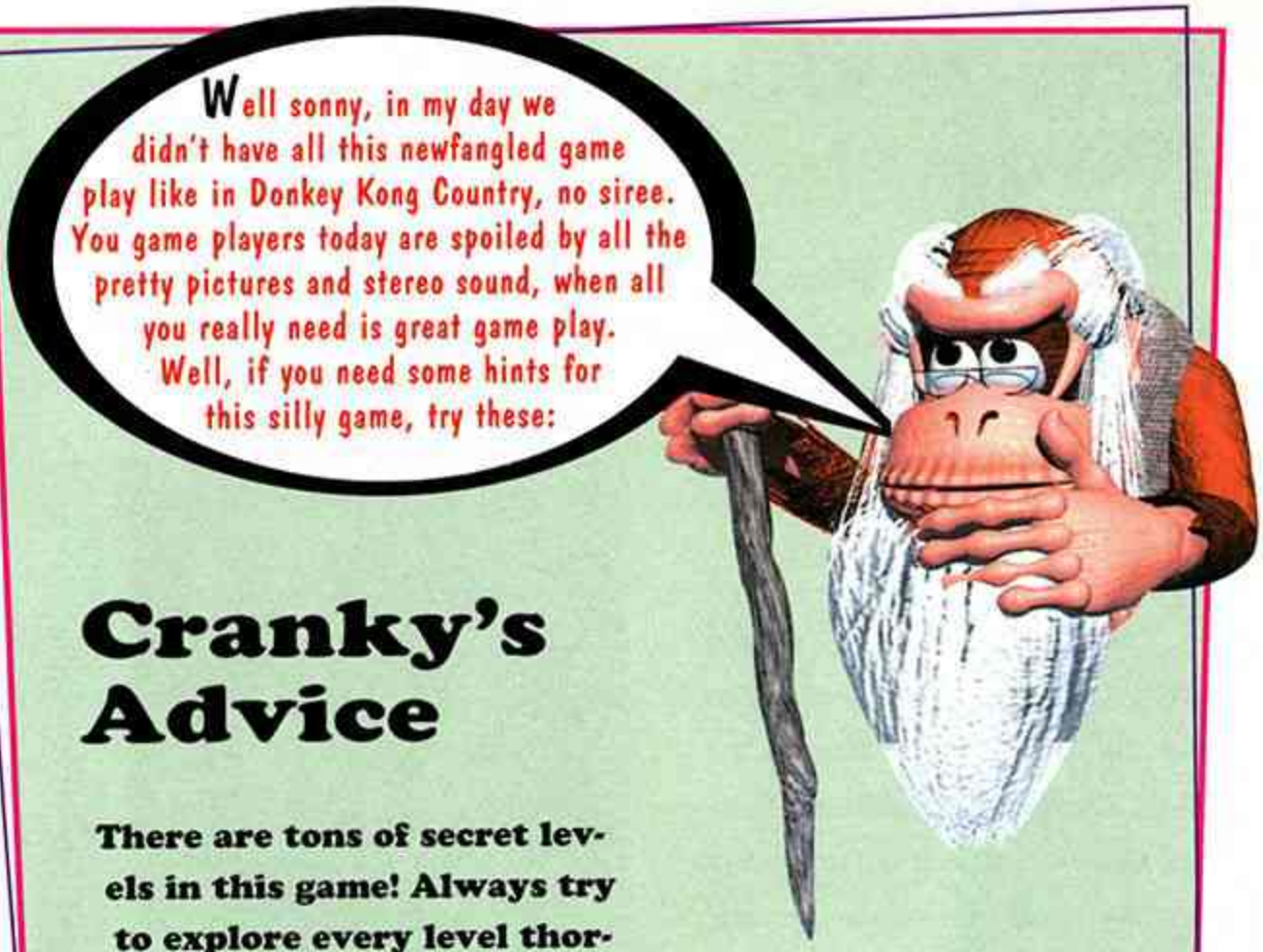
CLAMBO



CROCTOPUS



Err... Nope! None of these baddies are in! They must have slipped in the wrong instruction manual or something.



Cranky's Advice

- **There are tons of secret levels in this game! Always try to explore every level thoroughly to find these areas, where you can earn extra lives. Of course, if I were playing, I wouldn't need any, but you might!**

- **Some enemies are invulnerable to certain attacks, or might take more than one hit to beat. Try lots of things when you meet a new enemy, even jump on his head. What a novel idea!**

- **Follow the trail of bananas to the goal in each level. There is a way to collect every banana in the game if you try hard enough!**

- **Use teamwork! There are some things that Donkey Kong can do that Diddy can't. And even though the big ape won't admit it, Diddy is better at some things of his own.**

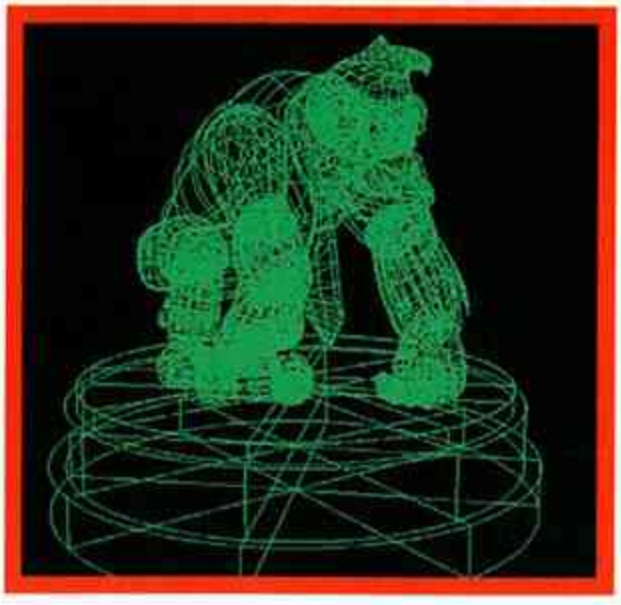
The Making of Donkey Kong Country

What makes the graphics of Donkey Kong Country so cool? Every image that you see on the game screen was actually designed on Silicon Graphics Inc. workstations, the same powerful computers that were used to create computer animation in movies like Jurassic Park and Terminator 2: Judgment Day.



Actual SGI wire-frame models before hair and other textures are added.

First, the artists for Donkey Kong Country created "computer models" of every character in the game. Computer models are basically three dimensional images of the character that can be viewed on the computer from all directions and in any pose. The character pictures in this manual are what the computer models look like on a Silicon Graphics computer. The game designers took those models and translated the data into a format usable by the Super NES.



The results are still spectacular and provide the most realistic and three-dimensional graphics ever seen in video games. We believe that this use of computers to design graphics will revolutionize the way games are made in the future, and Donkey Kong Country is just the beginning!

Notes


Does anyone ever actually use these memo pages? Waste of paper if you ask me!



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