

= Donkey Kong Country 2 : Diddy 's Kong Quest =

Donkey Kong Country 2 : Diddy 's Kong Quest is an adventure platform video game developed by Rare and published by Nintendo for the Super Nintendo Entertainment System (SNES) . It was first released on 20 November 1995 in North America , 21 November 1995 in Japan and on 14 December 1995 in Europe . It is the second instalment of the Donkey Kong Country series and serves as a direct sequel to Donkey Kong Country . It was also re @-@ released for the Game Boy Advance in 2004 . The game was made available for download on the Wii 's Virtual Console in 2007 , and for the Wii U 's Virtual Console in 2015 . On 15 April 2016 it was also re @-@ released on the eShop for the New Nintendo 3DS . It was followed by a sequel , Donkey Kong Country 3 : Dixie Kong 's Double Trouble ! in 1996 .

The story revolves around Diddy Kong and his girlfriend , Dixie Kong , who try to rescue Donkey Kong after he is abducted by King K. Rool . The game is set on " Crocodile Isle " , in which there are eight worlds of varying environments , totalling to 47 levels . The game utilises the same Silicon Graphics technology from the original , which features the use of pre @-@ rendered 3D imagery . Diddy 's Kong Quest received critical acclaim . Praise was directed at its graphics , gameplay and varying colour palette . It is considered by many to be the best game in the series , as well as one of the most graphically and musically ambitious games on the SNES . It was the second best selling game of 1995 and the sixth best @-@ selling game on the SNES .

= = Gameplay = =

The game is a 2D side @-@ scrolling platformer in which the player controls either Diddy Kong or his girlfriend Dixie Kong through 47 varying levels over eight different worlds . The main objective of the game is to rescue Donkey Kong from King K. Rool . The game features a wide amount of enemies , which include land @-@ based reptilian Kremlings , rats , bees and vultures . Enemies in underwater sections include pufferfish , eels and sharks . Each world culminates with a boss fight , which is required to be defeated in order to progress through that world . Similar to its predecessor , the player @-@ characters may neutralise most hostiles by jumping on their heads , cartwheeling through them , or throwing a barrel at them . When hit by an enemy , the active character leaves the screen , thus control will immediately switch to the other character . The player can reclaim their partner from marked DK barrels throughout the game . If both characters die , the player will lose a life and will restart from the last checkpoint , which come in the form as a star @-@ painted barrel . If the player loses all of their lives , the game will end .

Both Diddy and Dixie have unique attributes ; Diddy is more agile and will run faster , whereas Dixie has a higher jump and can spin her hair in order to float . The player can also pick up the other character and throw them in any direction , in similar vain to barrels . The game also features " Animal Friends " , which returns from its predecessor . Playable animals include Squitter the spider , Glimmer the anglerfish , Rambi the rhino , Rattly the rattlesnake , Clapper the seal , Enguarde the swordfish and Squawks the parrot . These animals have unique abilities which the player can utilise , such as Rambi 's ability to charge at enemies , Squawks ' ability of flight , and Rattly 's ability to jump extreme heights .

The game features environmental effects throughout some levels , which includes fog , rain and thunder storms . Some levels feature different mechanics and settings , such as underwater sections , riding a mine cart , grappling onto vines , and " honey " levels which feature sticky surfaces . As with its predecessor , the game features barrels which will propel the player in any direction they are facing . Aside from checkpoint barrels , some give the player temporary invincibility or an " Animal Buddy " . Bonus barrels hidden throughout the game transport the player to a bonus game , which features a challenge such as eliminating all enemies in order to earn a " Kremcoin " . In addition , there are some barrels that can only be activated by a specific character . Players may earn extra lives by collecting balloons , earning 100 bananas or collecting four letters which spell " KONG " .

The game is Dixie Kong 's first appearance in the Donkey Kong franchise . Other characters include

Cranky Kong , situated in " Monkey Museum " , who is back due to " popular demand " to divulge secrets of the game world , provide comic relief , as well as offering advice . Wrinkly Kong , the wife of Cranky Kong and grandmother of Donkey Kong , makes her first appearance in this game . She runs an educational facility called " Kong Kollege " , where she gives guidance to the player . Swanky Kong runs a gameshow quiz where the player may complete quizzes and earn extra lives . Funky Kong offers an aeroplane that can connect the player to the next world . Additionally , the player can meet a large Kremling called " Klubba " , at " Klubba 's Kiosk " , who demands a number of Kremkoin from the characters if they want to pass onto the " Lost World " and complete a secret level .

= = Plot = =

Diddy , standing on the deck of a pirate ship , finds a note stating that Donkey Kong has been kidnapped by King K. Rool , who had demanded the entire Banana Hoard that he stole in the previous game for a ransom from the Kongs . Diddy , aided by Dixie , subsequently attempts to rescue Donkey Kong from K. Rool . Together , the two travel through Crocodile Isle and are helped on their way by an assortment of animals to defeat K. Rool and rescue Donkey Kong . Diddy and Dixie eventually battle and defeat K. Rool , though he escapes after releasing Donkey Kong . Shortly after , Diddy and Dixie discover a secret area known as the " Lost World " . After going through the Lost World , they once again defeat K. Rool in " Crocodile Koro " , in a hidden geyser at the heart of Crocodile Island . Upon being defeated , K. Rool is hurled into the geyser , causing it to clog up and explode . The explosion causes all of Crocodile Island to sink , as the Kongs watch K. Rool escape on a small sailboat .

= = Development = =

Similar to its predecessor , the game utilises the same Silicon Graphics (SGI) and Advanced Computer Modelling (ACM) rendering technology . Pre-rendered animations are modelled as 3D objects and then transformed into 2D sprites and background layers . Rare founder Tim Stamper served as director of the game , whereas his colleague Brendan Gunn , who had worked on the original , returned to design the game . Development of Diddy 's Kong Quest began shortly after the release of its predecessor . Rare took significant financial risks in purchasing the expensive SGI equipment used to render the graphics . David Wise , Rare 's composer from 1985 to 1994 , admitted that the workstations Rare purchased were worth £ 80 ,000 each . A new compression technique they developed allowed them to incorporate more detail and animation for each sprite for a given memory footprint than previously achieved on the SNES , which better captured the pre-rendered graphics .

Diddy 's Kong Quest 's soundtrack was composed entirely by Wise . In addition , the game 's soundtrack was the focus of an OverClocked ReMix collaboration titled Serious Monkey Business . The final track , " Donkey Kong Rescued " , was remixed by David Wise himself , featuring Grant Kirkhope on electric guitar and Robin Beanland on trumpet . Wise cited Koji Kondo 's music for the Mario and Zelda games , Geoff and Tim Follin 's music for Plok , and synthesizer-based film soundtracks released in the 1980s as influences in creating the music for Donkey Kong Country series . As with its predecessor , the music was produced for the SNES 's SPC700 chip for the game to sound similar to the Korg Wavestation synthesizer .

= = Reception = =

The game received critical acclaim . The SNES version holds an aggregate score of 90 % at GameRankings , whereas the Virtual Console re-release and the Game Boy Advance version both hold a score of 80 % at GameRankings and Metacritic , respectively . Diddy 's Kong Quest sold a combined 4 .37 million copies in the United States and Japan on the SNES ; the total number of copies sold in Japan at 2 .21 million , and 2 .16 million in the United States . It was also

the second best @-@ selling game of 1995 , after Yoshi 's Island , and the sixth best @-@ selling game on the SNES .

The graphics and gameplay were the most praised aspects of the game . Aaron Kosydar of AllGame thought that Diddy 's Kong Quest 's graphics were superior than that of its predecessor , stating that the game " looks as cool as it plays " . Reviewing the SNES version , Frank Provo of GameSpot heralded the graphics as " more detailed " although admitting that it appeared stylistically similar to the first game . In a separate review regarding the Game Boy Advance version , Provo praised the graphics as richer and " livelier " than those of the original . In a retrospective review , Mark Birnbuam of IGN stated that whilst the original " boasted some of the most beautiful graphics " on the SNES at the time , Diddy 's Kong Quest offered a superior experience due to its detail , smooth animation and varying colour palette .

Jeff Pearson of Nintendojo stated that Rare improved the graphics for Diddy 's Kong Quest , and that the character animations appeared " much smoother and more cartoon like " in contrast to the computer generated feel in of the original . Pearson also heralded the background designs as reaching " newer heights " of quality . A reviewer of Cubed3 heralded the visuals as " unbelievable " for a 16 @-@ bit game . A reviewer of Jeux Video stated that the game " pushed the boundaries " of the console and that every detail was " devilishly handsome " , and also praised the handling of the gameplay as being " pushed to a climax " .

Dan Whitehead of Eurogamer stated that the graphics of the game were similar its predecessor , although he praised them both as " impressively " . However , Whitehead criticised the gameplay was " mediocre " and not " terribly imaginative " . Whitehead also expressed concern over the lack of ambition from the sequel , stating that the gameplay uses the defence of " if it ain 't broke , don 't fix it " .

= = = Sequels and re @-@ releases = = =

A direct sequel , Donkey Kong Country 3 : Dixie Kong 's Double Trouble ! , was released for the SNES in 1996 to positive reviews . In the game , Dixie Kong and Kiddy Kong must find both Donkey and Diddy Kong , who have been once again abducted by K. Rool . It was further followed by a succession of more related Donkey Kong video games , such as Donkey Kong 64 in 1999 and Donkey Kong Country Returns in 2010 . Diddy 's Kong Quest was later released for the Game Boy Advance on 15 November 2004 and on the Wii 's Virtual Console on 21 May 2007 . It was made available for the Wii U 's Virtual Console in 2015 .