

= Donkey Kong Country 3 : Dixie Kong 's Double Trouble ! =

Donkey Kong Country 3 : Dixie Kong 's Double Trouble ! 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 22 November 1996 in North America , 23 November in Japan and on 18 December 1996 in Europe and Australia . It is the third instalment of the Donkey Kong Country series , and serves as a direct sequel to Donkey Kong Country 2 : Diddy 's Kong Quest . It was also re @-@ released for the Game Boy Advance in 2005 . The game was made available to download on the Wii 's Virtual Console service in 2007 , as well as for the Wii U 's Virtual Console in 2014 .

The plot revolves around Dixie Kong and her cousin , Kiddy Kong , in their attempts to rescue the kidnapped Donkey Kong and Diddy Kong from series antagonist King K. Rool . The game is set in the " Northern Kremisphere " , a fictionalised version of northern Europe and Canada . Dixie Kong 's Double Trouble ! utilises the same Silicon Graphics technology from its predecessors , which feature the use of pre @-@ rendered 3D imagery . The game received positive reviews upon release . Critics praised the visuals and various aspects of gameplay , however most were divided over the game 's soundtrack .

= = Gameplay = =

Dixie Kong 's Double Trouble ! is a platform game where players control Dixie Kong and her cousin , Kiddy Kong , through eight worlds which comprise a total of 48 levels . Many of the gameplay elements from previous games in the series mark a return in this game , such as barrels , bonus levels which reward the player with special " bonus coins " , DK coins , animal helpers and a multiplayer mode . Both of the two playable Kongs have unique abilities , such as Dixie 's ability to slow her descent by spinning her ponytail , and Kiddy 's ability to bounce across open water . The Kongs may also pick each other up to throw each other around levels ; the impact of the other player @-@ character can reveal cracked floors , hidden switches or secret areas . At any time , the player can switch Kongs during a level .

Levels in the game include a mixture of platforming , swimming and on @-@ rails levels . They are based around several returning themes including forests , cliff @-@ sides , factories and mountain tops . The level design is more diverse compared to its predecessors , which includes more complex puzzles and obstacles . Every level has an enemy called a Koin ; each of these enemies bears the DK Coin of their respective level , holding it as a shield . As these enemies always face towards the player , they must be defeated by throwing a steel barrel over them so it bounces off a wall behind them in order to strike them from behind . The game overworld is also more complex , allowing players to explore between each area instead of forcing them along a linear path . To achieve this , the game includes several vehicles such as a speedboat and hovercraft which can be used to traverse the overworld and access different worlds .

The game features " Animal Friends " , which return from its predecessors . Returning animals include Enguarde the swordfish , Squitter the spider and Squawks the parrot . New animals include Ellie the elephant , who can suck up water in her trunk to spray enemies with , and Parry the " parallel bird " , who flies directly above the player @-@ characters and can be used to collect out @-@ of @-@ reach items . As in the previous game , players can directly control animals instead of just riding them . Scattered around the Northern Kremisphere overworld are the Brothers Bear , a family of bears who provide the players with hints , key items or other services . Players can collect items in levels to trade with the bears for other items or to help progress to later levels ; one such item is the Bear Coin , which acts as the game 's currency . Other members from the Kong family , such as Cranky Kong , Wrinkly Kong , Swanky Kong and Funky Kong can also be found around the overworld , each of whom offer their own services .

= = Plot = =

== Characters ==

The player @-@ characters in this game are Dixie Kong , who is Diddy Kong 's girlfriend , and her younger cousin , Kiddy Kong . Scattered around the overworld are various other characters : Wrinkly Kong appears in " save caves , " which when entered allow the player to save their game ; Funky Kong plays a key role in the game , as he supplies the player with vehicles to traverse the overworld ; Swanky Kong , reappearing from the previous game , allows players to challenge Cranky Kong in a contest involving throwing balls at targets in exchange for Bear Coins . New to the series are the Brothers Bear , thirteen bears providing the player with services in exchange for Bear Coins , some of whom are instrumental for advancing through the game . The main antagonist of the previous games , King K. Rool , reappears under the moniker of " Baron K. Roolenstein " .

== Story ==

Shortly after the events of Donkey Kong Country 2 , Donkey Kong and Diddy Kong suddenly disappear in the Northern Kremisphere , which bears a geographical resemblance to Canada and northern Europe . Dixie Kong sets off to find the pair and is joined by her cousin Kiddy Kong , aided by Funky Kong 's vehicles to traverse the land . They reach Kastle KAOS , the lair of a robot named KAOS , who was thought to be the new leader of the Kremlings . After they destroy KAOS , the curtain in the background rolls up to reveal the robot was being controlled by Baron K. Roolenstein , the new moniker of King K. Rool . After the duo fights him , Donkey and Diddy pop out of the destroyed KAOS , implying they were being used to power the robot .

Dixie and Kiddy uncover the extinct volcanic island of Krematoa . They meet Boomer , an exiled member of the Brothers Bear , inside his Anderson shelter . He agrees to destroy the rocks hindering the path in exchange for bonus coins . After Dixie and Kiddy find all bonus coins and five cogwheels hidden in Krematoa , the duo give the cogs to Boomer , who puts them into a machine which reactivates Krematoa , revealing the Knautilus , K. Roolenstein 's personal submarine . The Kongs board the submarine and battle against him in there , however he escapes once again .

Once the Kongs collect all DK coins , they give the coins to Funky , who in exchange gives them a gyrocopter . The duo then finds an enigmatic creature called the Banana Bird Queen , who is bound to a barrier cast by K. Roolenstein . She tells the Kongs that she can only be freed if her separated children are returned to her , and that she will rid the land of K. Rool if she is freed . The Kongs find each of her children in a cave , where one of the birds is trapped in an egg which hatches when the Kongs complete a Simon @-@ like memory game . After rescuing them and completing a large trade sequence between the Brothers Bear , the Kongs return the children to the Queen . The Queen and her children all sing , annihilating the barrier . The Queen proceeds to chase K. Rool , who is fleeing in a hovercraft . When she catches up to him , she drops a giant eggshell on top of him , which Dixie and Kiddy land on . The Kongs repeatedly knock on the shell , annoying K. Rool .

== Development and release ==

Similar to its predecessors , Dixie Kong 's Double Trouble ! utilises the same Silicon Graphics (SGI) and Advanced Computer Modelling (ACM) rendering technology , in which pre @-@ rendered 3D animations are turned into 2D sprites . Rare founder Tim Stamper re @-@ took the role as the game 's director , whereas Rare staffers Andrew Collard and Paul Weaver designed the game . Development of Dixie Kong 's Double Trouble ! began shortly after the release of Diddy 's Kong Quest . 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 . Dixie Kong 's Double Trouble ! ' s soundtrack was composed by Eveline Fischer and

David Wise , with Fischer producing most of the game 's music .

Dixie Kong 's Double Trouble ! was first released in North America on 22 November 1996 and Europe and Australia on 18 December 1996 . It was also made available to download on the Wii 's Virtual Console service in 2007 , as well as for the Wii U 's Virtual Console in 2014 . While the game sold over 3 @.@ 5 million units worldwide , it has been believed that its sales were hurt by its November 1996 release , which was when the Nintendo 64 console had the majority of industry 's attention . 1 @.@ 7 million copies were sold in Japan and 1 @.@ 12 million copies sold in the United States . Dixie Kong 's Double Trouble ! has sold the least amount of copies in the Donkey Kong Country series , with the exception of Donkey Kong Country : Tropical Freeze for the Wii U.

= = Reception = =

The game received positive reviews upon release . The SNES version holds an aggregate score of 86 % from GameRankings , whereas the Game Boy Advance version holds a score of 76 % .

The graphics and gameplay were the most praised aspects of the game . Frank Provo of GameSpot stated that the graphics were colourful , vibrant and " top @-@ notch " . Lucas Thomas of IGN opined that Dixie Kong 's Double Trouble ! ' s visuals were not as awe @-@ inspiring as the pre @-@ rendered CGI of Donkey Kong Country , however he admitted that they " still looked great " for the third instalment . In a retrospective review , Marcel van Duyn of NintendoLife praised the game 's visuals and detailed backgrounds , stating that they were " fantastic " for the SNES . Reviewing the Game Boy Advance version , a reviewer from GamePro thought that the graphics appeared " washed out " on the system 's backlit screen ; stating that the pre @-@ rendered sprites did not " show up very well " . A reviewer from Nintendo Master thought that the game 's main strengths were its " beautiful graphics and script " . A reviewer from Jeuxvideo asserted that the various aspects of gameplay made Dixie Kong 's Double Trouble ! a hallmark of the series .

The music received mixed opinions from critics . Although Provo stated that the game 's music was " catchy " , he noted that devotees to the original Donkey Kong Country may not like it . Thomas thought compared to the other Donkey Kong Country games , the music in Dixie Kong 's Double Trouble ! stands out the least , although he stated that it was an " impressive effort " . Van Duyn similarly stated that the soundtrack was not as " legendary " as it was in its previous instalment , however he still admitted that it had some " great " tracks . In addition , Van Duyn criticised the Game Boy Advance 's port for replacing all of the original music with remixed versions . However , Provo stated that the music was " just as good " as the original , regarding the soundtrack on the Game Boy Advance port .