

= Donkey Kong Country =

Donkey Kong Country is a 1994 platforming video game developed by Rare and published by Nintendo for the Super Nintendo Entertainment System . It was first released in November 1994 , and under the name Super Donkey Kong (??????????? , S?p? Donk? Kongu) in Japan . The game was later re @-@ released for the Game Boy Color (2000) , Game Boy Advance (2003) , Wii Virtual Console (2007) , Wii U Virtual Console (2014) , and New Nintendo 3DS (2016) with a perfect pixel mode .

The game is set on " Donkey Kong Island " and centres around Donkey Kong and his nephew Diddy Kong , who must recover their stolen hoard of bananas from King K. Rool and the Kremlings . Development of the game first began shortly after Rare 's Tim and Chris Stamper ran experiments with a Silicon Graphics workstation , rendering realistic 3D sprites . Nintendo became interested in Rare 's work and soon acquired 49 % of the company which culminated in the production of a new title using Alias and SGI technology for the SNES console . The Stamper brothers expressed an interest to create a standalone Donkey Kong game , and assembled a team of 12 to work on the game over an 18 @-@ month development cycle .

Donkey Kong Country is the first Donkey Kong game that was not produced or directed by Shigeru Miyamoto , the character 's original creator . It was directed by Tim Stamper instead , although Miyamoto was still involved with the project . Following an intense marketing campaign , Donkey Kong Country received critical acclaim and more than nine million copies were sold worldwide , making it the second @-@ best @-@ selling SNES game .

= = Gameplay = =

Donkey Kong Country is a platform game where players must complete forty different side @-@ scrolling levels (forty @-@ one in the Game Boy Color version) and recover the Kongs ' banana hoard , which has been stolen by the Kremlings . Each level is uniquely themed and consists of varying tasks such as swimming , riding in mine carts , launching out of barrel cannons , or swinging from vine to vine . The player begins with a minimum of six lives . Players lose a life if they get hit by any enemy or fall off the screen . To defeat an enemy , players can either execute a roll , jump or hand slap (a move only usable by Donkey Kong) . However , some enemies cannot be taken down in this manner , so the player must throw a barrel or use the assistance of an animal . Enemies vary in difficulty , usually becoming tougher to take down as the game progresses . When the player has lost all their lives , the game is over . However , the player can gain additional lives by collecting items scattered throughout the levels , including bananas , golden letters that spell out K ? O ? N ? G , extra life balloons , and golden animal tokens that lead to bonus levels . There are also many secret passages that can lead to bonus games where the player can earn additional lives or other items , as well as gain possible shortcuts through the level .

Players of Donkey Kong Country control one of two characters : Donkey Kong or his nephew Diddy . The player can switch between characters if they are both on the screen . Donkey is the larger of the two , and can defeat enemies more easily while Diddy is faster and more agile . In several levels , players can gain assistance from various animals , who are found by breaking open crates . These helpers include Rambi the Rhino , Espresso the Ostrich , Enguarde the Swordfish , Winky the Frog , and Squawks the Parrot . Each animal can be found in an appropriately themed level : for example , Enguarde can only be found underwater , and Squawks is found in one cave level . Some animals can also give players access to bonus games .

The game offers single @-@ player and multiplayer game modes . Multiplayer allows two players to play alternatively in one of two different modes : the competitive " Contest " mode or the cooperative " Team " mode . In Contest mode , each player controls a different set of Kongs and take turns playing each level as quickly as possible ; the objective is to complete the most levels in the fastest time . In Team mode , each player takes the role of one of the two Kongs and play as a tag team : the active player 's Kong will control the progression of the two players while the other player is dormant ; the other player takes control if the active player loses his Kong from damage or if the

active decides to switch out .

Donkey Kong Country uses a series of map screens to track the players ' progress . Between each level , players control their character on the map screen , navigating to the next level they want to play . Each level on the map is marked with an icon : unfinished levels are marked by Kremlings (the game 's main enemy) , while friendly areas are marked by members of the Kong family . Every individual world map screen has one boss enemy at the end of the course , which must be defeated to travel back to the main map screen of the whole island . It is possible to access previous world maps without defeating the boss by finding Funky Kong and borrowing his barrel plane . Players use this ability to select the world from the main screen , then the level within it . During play the game interface hides most game @-@ related information , such as the number of bananas , letters , and animal tokens collected , as well as the number of lives remaining . When an item is collected , the relevant information briefly appears on the screen .

= = Plot = =

Donkey Kong , after investigating his " Kong 's Banana Hoard " , located just below his home , and discovering that his banana hoard has disappeared , embarks on a journey to recover it from King K. Rool and the Kremlings . While collecting bananas on the island 's vastly different regions , Donkey Kong defeats various enemies , including the reptilian Kremlings , and other hazardous creatures native to the island . Aiding him in his quest are some of the other Kongs : Diddy accompanies Donkey Kong on his quest , Cranky provides hints and comic relief , Candy operates the island 's save points , and Funky offers a means of transportation around the island . Also assisting Donkey Kong at times are various ' animal buddies ' (Rambo the Rhino , Expresso the Ostrich , Enguarde the Swordfish , Winky the Frog , and Squawks the Parrot) , each with their own unique abilities . After progressing through the island 's different areas , Donkey Kong ultimately arrives on a pirate ship called Gangplank Galleon , where Donkey Kong 's nemesis and the leader of the Kremlings , King K. Rool , awaits with Donkey Kong 's banana hoard . Upon his defeat , the game ends with a final shot of Donkey Kong 's banana hoard restored to its former glory , filled with bananas once again .

= = Development = =

Before Donkey Kong Country 's production , Rare 's Tim and Chris Stamper invested and programmed experiments with a Silicon Graphics Challenge workstation , with their initial focus centred on a boxing game . Although never reaching beyond the stages of initial development , senior Nintendo staff who visited their Twycross studio were impressed with their progress after being shown a working demo . Genyo Takeda was dispatched to Japan to advise then @-@ president of Nintendo Hiroshi Yamauchi on securing a deal with Rare . Following talks between Yamauchi and Rare staff , Nintendo acquired 49 % of the company , which culminated in the production of a new title using Alias and SGI technology and the addition of Rare as a second @-@ party developer . The Stammers expressed interest in making a game based on Donkey Kong and were given Nintendo 's permission .

Rare assembled a team of twelve to work on the game , and according to product manager Dan Owsen , a total of 20 people worked on Donkey Kong Country over an 18 @-@ month development cycle ? the most that Rare had ever assembled for one project at that point . When Rare presented the first playable version of the game to Nintendo , Nintendo directed them to significantly reduce the difficulty , as they wanted the game to appeal to a broad audience and felt that the game 's numerous secrets would provide sufficient challenge to hardcore gamers . Designer Gregg Mayles was tasked with re @-@ arranging the stages so that the player could " go first time " past obstacles and would eventually slow down into more difficult stages as the game progressed . At this point Donkey Kong creator Shigeru Miyamoto , though otherwise uninvolved with the project , also made some last @-@ minute suggestions which were incorporated into the final game , such as Donkey Kong 's hand slap move .

The Donkey Kong character was redesigned with a distinct , three @-@ dimensional physical appearance . While borrowing the red necktie introduced in 1994 's Game Boy version of Donkey Kong , the character featured a new look that would become the standard that continues to be used in nearly all games featuring him . Until Microsoft 's purchase of Rare in 2002 , all Nintendo games featuring Donkey Kong (including Mario Kart 64 , Super Smash Bros. , and the Mario Party series) credited Rare for the use of their Donkey Kong model . To develop Donkey Kong 's movements in the game , Rare staff spent hours at nearby Twycross Zoo observing and videotaping real gorillas . However , they found that on the rare occasions when the gorillas moved , their movements were " completely unsuitable for a fast @-@ paced videogame " , and so Donkey and Diddy Kong 's animations were instead loosely based on how a horse gallops .

Initially , Rare created Diddy Kong 's model with the intent that it be their update of Donkey Kong Jr . Nintendo felt that the model was too great a departure from Donkey Kong Jr . ' s original look , and insisted that Rare either re @-@ work it to match Donkey Kong Jr . ' s original appearance or present it as a new character entirely . Mayles decided that a new character suited the updated universe of Donkey Kong so he kept Donkey Kong Jr . ' s redesigned model and initially renamed the character " Dinky Kong " , but after legal advice Rare changed it to Diddy Kong .

Donkey Kong Country was one of the first games for a mainstream home video game console to use pre @-@ rendered 3D graphics . It was a technique that was also used in the earlier 1993 Finnish game Stardust for the Amiga , and later in Rare 's Killer Instinct . Many later 3D video games also used pre @-@ rendered 3D together with fully 3D objects . 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 in house 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 . Both Nintendo and Rare refer to the technique for creating the game 's graphics as " ACM " (Advanced Computer Modelling) .

= = = Marketing = = =

Donkey Kong Country had a marketing budget of \$ 3 @.@ 76 million in the United States . As a part of Nintendo 's marketing campaign , a 15 @-@ minute VHS tape titled Donkey Kong Country : Exposed was sent to subscribers of Nintendo Power magazine . Hosted by comedian Josh Wolf , the video shows a brief tour of Nintendo of America 's headquarters in Redmond , Washington , and footage from the game when it was in the final stages of development . Several game testers provide tips on how to access bonus levels and perform tricks throughout the game . Various interviews promote the level of graphical complexity as being revolutionary for game systems at that time . A segment at the end of the video reminds viewers that the game is available only on Nintendo 's 16 @-@ bit Super Nintendo Entertainment System console and not on rival 32 @-@ bit and CD @-@ ROM based consoles (e.g. , Sega 32X and Sega CD) that boasted superior processing power . In a " hidden " section at the end of the cassette , the host of the video opens a door and discovers that Nintendo of America testers are playing an early development version of the Killer Instinct arcade . A character resembling Chief Thunder is shown with notable differences .

Nintendo of America partnered with Kellogg 's for a promotional campaign running from the game 's release in November 1994 until April 1995 , in which the packaging for all of Kellogg 's breakfast cereals would feature Donkey Kong Country character art and announce a prize giveaway .

= = = Audio = = =

David Wise composed the majority of the music for Donkey Kong Country , with Eveline Fischer and Robin Beanland also contributing . Wise had started making compositions for the game when he was still a freelance musician . He has said that he originally assumed the music he composed for the game would later be replaced with compositions by a Japanese composer , since he understood how important the Donkey Kong licence was to Nintendo . But he was later asked by

Rare to record three jungle demo tunes , which were connected together to become the " DK Swing " : " I guess someone thought the music was suitable , as they offered me a full time position at Rare . "

Donkey Kong Country is known for its atmospheric music , mixing natural environmental sounds with prominent melodic and percussive accompaniment . It features a wide variety of different musical styles that attempt to be evocative of the environments in which they appear . This varies with the differing areas of the game , and includes music from levels set in Africa @-@ inspired jungles , caverns , oceanic reefs , frozen landscapes , and industrial factories . Wise cited Koji Kondo 's music for the Mario and Zelda games , Tim and Geoff Follin 's music for Plok , synthesiser @-@ based film soundtracks released in the 1980s and a lot of rock and dance music released that same decade as influences in creator the music for Donkey Kong Country . He has stated that he wanted the music produced by the SNES 's SPC700 chip for the game to sound similar to the Korg Wavestation synthesiser , but ended up composing most of the music himself .

Donkey Kong Country also had a soundtrack which was released on CD under the title DK Jamz . It was sent to news media and retailers in November 1994 as a promotional item , and released to the general public in March 1995 . DK Jamz consists of fifty tracks , of which tracks 24 ? 48 are completely silent , and the remaining two tracks in the end are " secret " bonus tracks not listed in the back of the disc cover . The soundtrack was also the focus of an OverClocked ReMix collaboration titled " Kong in Concert " , later praised by Wise .

= = Reception = =

Donkey Kong Country was very successful upon release in November 1994 , receiving critical acclaim and high praise in retrospective reviews , with an 89 percent approval rating at the review aggregator GameRankings . Many critics consider that Donkey Kong Country " saved " the Super Nintendo Entertainment system from the growing influence of rivals such as the new PlayStation and the rising popularity of the Sonic the Hedgehog series .

Reviewers praised the game 's vibrant , colourful and " groundbreaking " graphics . IGN 's Lucas Thomas expressed surprise about how Nintendo 's 16 @-@ bit system could deliver rendered 3D models and praised the detailed character animations , " lush backgrounds " and the " verdant jungle " setting of the game . GamePro declared in their review that " DKC has all the elements of a classic : outstanding graphics , involving game play , and lots of hidden stuff " . Later , the game was released as a pack @-@ in game in the SNES " Donkey Kong Set " (which contained a console , controller , connections and the game) . This facilitated sales of over 1 million copies , making it a Player 's Choice re @-@ release title around 1998 . At review aggregator GameRankings , the SNES version received an 89 % score , the Game Boy Color version 90 % , and the Game Boy Advance version 79 % . Nintendo Power gave a positive review to the Game Boy Color version of the game finding that the game was " improved with multiplayer minigames and a GB Printer feature " while noting that " the graphics lack the detail of the classic , they 're still worth going ape over . "

The game was awarded best graphic achievement at the 1994 Consumer Electronics Show by GamePro . It won several awards from Electronic Gaming Monthly in their 1994 video game awards , including Best SNES Game , Best Animation , Best Game Duo and Game of the Year . It was the only video game to be listed in Time 's top ten " Best Products " of 1994 . However , it was also considered by the magazine to be one of the Top 10 Most Over @-@ rated Games of All Time before their 200th issue anniversary in 2005 . The game also made the # 9 spot in GameSpy 's 2003 list of the 25 most over @-@ rated games of all time . Donkey Kong creator Shigeru Miyamoto allegedly criticised the game , calling its gameplay mediocre . However , he has since addressed these rumors and expressed fondness for the game . Despite this , it was rated the 90th @-@ best game made on a Nintendo system in Nintendo Power 's Top 200 Games list in 2006 . It also received a Nintendo Power Award for Best Overall Game of 1994 and two Kids ' Choice awards , one of each for Favourite Video Game of 1994 and 1995 . The game would go on to eventually sell a total of 9 million copies .

= = Legacy = =

Donkey Kong Country 's financial success was a major factor in keeping the SNES ' sales records high at a time when the next generation of consoles were being released , including the PlayStation and the Sega Saturn . Donkey Kong Country sold six million units within its first holiday season . After selling nine million units , Donkey Kong Country became the second @-@ best selling SNES game . Rare 's re @-@ design of the Donkey Kong character would then become a standard for all future Nintendo games featuring him , including his appearances in the Super Smash Bros. series and various Mario Kart games . Furthermore , Donkey Kong Country 's popularity managed to extend its own series - following up with a sequel , Donkey Kong Country 2 : Diddy 's Kong Quest , which was released the following year to critical acclaim . The character of Diddy Kong also gained enough popularity to spawn his own game , Diddy Kong Racing was released for the Nintendo 64 in 1997 .

= = = Re @-@ releases = = =

In 2000 , a version of Donkey Kong Country was released for the Game Boy Color . The GBC version had a new stage in Chimp Caverns , " Necky Nutmare " , as well as a revamped and longer Winky 's Walkway . The GBC version had some of the music scrapped and replaced , often with music that originated in Donkey Kong Land . In 2003 , another version of the game was released for the Game Boy Advance . This version had increased brightness , at the cost of contrast and colour saturation , to make the game easier to see on an unlit LCD screen . Both games had some new features , including new minigames , hidden pictures , and a Time Trial mode ; additionally , the GBA version had multiplayer games . Both versions also had lower sound fidelity and a number of minor changes . Candy Kong no longer runs a save point , so players can save the game in any area .

Donkey Kong Country was re @-@ released on the Virtual Console for the Wii in Oceania on 7 December 2006 , Europe the next day , and North America on 19 February 2007 . The Donkey Kong Country series titles were removed from the Wii store in November 2012 , but were ultimately reinstated for the Wii U Virtual Console in 2014 . In Europe , Donkey Kong Country was released on the Wii U Virtual Console on 16 October 2014 , and in Japan on 26 November . On 26 February 2015 , the first three Donkey Kong Country games were released on the Wii U Virtual Console , and were reinstated for the Wii Virtual Console in the United States . On 24 March 2016 , Donkey Kong Country was released for the New Nintendo 3DS Virtual Console .