



The Kongs are able to put out the fire engulfing a Tiki Torch using a short blow. Clingy Swingy Skittler Spider enemies, coming in purple and orange colorations. The player controls Donkey Kong and Diddy Kong, who can use various moves such as jumping and rolling to defeat enemies, coming in purple and orange colorations. Hijinxs General enemies Image Name Description First level appearance Frogoon A green frog enemy that attacks by simply jumping in one place. They fly in a straight line across the screen, their mouths being wide open. This game utilizes two different control schemes, which are the by itself, and the with the Nunchuk Attachment, which serves as the primary control scheme. Vine Valley Wigglevine Wonders Cling Cobras are able to stick to any kind of grassy surface. Gameplay[edit] Donkey Kong Country Returns plays similarly to the earlier Donkey Kong Country installments. Diddy is slightly faster and is more agile than Donkey Kong. The Jungle The Beach The Ruins The Cave The Forest The Cliff The Factory The Volcano The Golden TempleRepresentative pictures of each world in the game It has been requested that more images be uploaded for this article. Its lateral and bottom sides are dangerous to touch, but it can be defeated using any attack technique. Selfdestructing Blast Barrels, showing a skull symbol inside an explosion, also exist. This creates shock waves, but also unveils the red button on his head. It attempts to hypnotize Donkey Kong multiple times, but he remains unaffected by it for unknown reasons. It patrols a single platform back and forth and can be taken out by any signs of attack However, they break upon contact with any element. Other are using pickaxes as mining tools and also weapons, and can be knocked out by crashing into them. Jungle Hijinxs Muncher Marathon Hopgoon A yellow species of frogs related to Frogoons. King of Cling Flutter Flyaway Snaggles A voracious shark enemy that attacks by jumping out of the water. With his Peanut Popgun, he can shoot enemies with peanuts and stun them for a brief moment. It is more resistant than the regular Chomp and cannot be destroyed. Banana coins make a return. Purple Skittlers remain stuck to a thread until getting stomped on, after which they will either greet defeat or just fall and crawl on the floor unharmed. He can also use Donkey Kong for the Kong Roll ability, allowing them to roll into many enemies and go through a straight plain in a level quicker. After defeating Tiki Tong, a resulting explosion sends the Kongs into outer space. Itty Bitty B Jungle Hijinxs, in Time Attack mode. If he is by himself, Donkey Kong can throw a DK Barrel to release Diddy, who hops Donkey Kong's back. Time Attack mode does not affect the game clear percentage, nor unlocks anything in Extras; as a result, this game mode is completely optional. The cage can then be anchored into the ground by pounding its bottom surface. Canopy Cannons Canopy Cannons Tiki Buzz An airborne Tiki that flies on predetermined paths, ranging from straight lines to circles. They will fixate their teeth into the ground, remaining there until receiving a stomp. Poppin' Planks Damp Dungeon Yellow Snaggles A relative of Snaggles. They are only able to hurt the Kongs if they come into contact with their lateral sides. After a while, he will thump full-force into the ground. If you have a Wii, BUY THIS GAME. They contain items, ranging from bananas to Puzzle Pieces. Mugly's Mound Scurvy Crew Hypnotized by the Maraca Gang. Ground shooting Chomps can be defeated with a single stomp attack. Diddy joins along once Donkey Kong frees him from a DK Barrel. This causes the boss to retract its spikes, leaving its rear side open for a jump attack. It featured a tower of banana-based foods. Yellow Pyrobots can be wrecked with three basic stomp attacks, but the red models are resistant and require a barrel or a Buckbomb to be destroyed. If anybody can run, jump, cling, and swing to the bottom of all this banana burglary, it's those two!" - Cranky Kong, Donkey Kong Sountry Returns manual The animals are hypnotized to steal Donkey Kong's bananas One day on Donkey Kong Island, a large stream of lava erupts from a volcano sending out small boulders. As they lunge their weapons to impale the primates, they can be jumped on to make them raise their claws above their bodies, leaving their sides open for a ground pound or roll attack. It can be destroyed immediately with a roll or a barrel attack. Alternatively, the Kongs can use any other attack technique once to achieve the same result. Although harmful if simply touched from one side, as they bite, Tiki Goons can be destroyed using any form of attack, such as stomping, rolling, barrel throwing, or Rambi's strike. However, after collapsing on the ground, they become harmless and can be jumped on and cracked open with a ground pound. If stomped on, Pinchlys will raise their claws upwards, leaving their lateral sides discovered and open for roll attacks. Squid Shots cannot be destroyed, but can be walked on or touched safely. However, Yellow Snaggles will attempt a second, quick immediate attack without warning the player. Its pointy head is covered with a conical, harmful shell that can pounce the Kongs. DKC fans who just want to remember the good old times won't, and nor will newcomers to the series. Rambi Crate A spacious crate containing Rambi. When the Tutorial Pig finishes the countdown and waves the green flag, the timer and level will officially start. Cannon Cluster Blowhole Bound Squiddicus A giant kraken-like octopus that creates an obstacle course using his large, spike-covered arms. A blow will extinguish them, allowing the Kongs to defeat them just as Tiki Torches. Despite being armed with claws, Snaps do not use them. They cannot be interacted with, but will produce short blades that can hurt the Kongs. Wigglevine Wonders Wigglevine Wonders Cliff enemies Image Name Description First level appearance Last level appearance Skellirex An undead reptile skeleton patrolling a ground area back and forth. Retrieved January 14, 2014. This heats up the machine and eventually destroys it, leaving Colonel Pluck in a flying cockpit. When a Kong touches an enemy or spikes, they lose one heart. Most of the time they can only be avoided. Slammin' Steel Switcheroo Volcano enemies Image Name Description First level appearance Char Char An incandescent rock, usually displaying a grinning face. It walks down a path, being harmful if simply touched from behind or front. Rambi can use his horn to defeat enemies and crush solid blocks depicting his face. Prehistoric Path Golden Temple Flaming Tiki Buzz A blackened Tiki Buzz set on fire. Squeeklys can be knocked out with any attack technique. It's a shame there are some control issues, but you usually have only yourself to blame when you fall into a bottomless pit. The boss is normally covered with retractile spikes, making jumping on the enemy dangerous. DK Barrel When Donkey Kong travels alone and encounters a DK Barrel, he can break it to free his partner, Diddy. Normal-sized Wigglevines can ferry the Kongs above vast abysses using short vines attached to them. It is completely inoffensive and can be collapsed with five stomp attacks. Foggy Fumes Cog Jog Pyrobot A cylindrical robot containing a flamethrower, making it capable of shooting flames. One of the Tikis' high-ranking members suddenly appears and pushes Donkey Kong back into his tree house. It can be defeated using any attack technique, such as stomping, rolling, barrel throwing, or Rambi's charge. The 2-Player Cooperative Mode allows Diddy to be present without Donkey Kong. Using a serum prepared with bananas and the combined efforts of the other Tikis, Tiki Tong empowers himself with a pair of hands. However, hanging Skittlers are dangerous to run into with a roll attack. The game was later made publicly available on the North American Wii U eShop on September 22, 2016. Vine Chomps have a vine for a tongue, and use it to attract prey into their mouths. Moreover, in some secret temple levels, some pillars and platforms have paintings that resemble the stages of the arcade game, and at the end of each temple level, sprites of Donkey Kong's head from this game can be seen in the background during the "Level Clear!" screen. As with the mine cart, if the Rocket Barrel crashes, the Kongs will lose a life. Banana Coins are usually encountered floating in the air, and the Kongs can often find them in Bonus Areas. Unlike the other Wii/GameCube ports, this game was never advertised by Nvidia and was only known to exist by approval information from government websites. They are very frequent in the main level space and in Bonus Areas as well. Rambi's weakness is fire, and by touching fire, Rambi runs away. There are a few new twists in here, but nothing which fundamentally changes the game or represents a significant departure from the tried and true formula. Diddy has his own version of ground pounding, the Popgun Pound. At night time, the main event began with the showing of the video game from the projector; giving people a chance to play the game.[11] "I'll never forget as we were wrapping up our conversation with [Shigeru Miyamoto] in Kyoto, he said in English, 'Please take care of DK. While burning, it can only be defeated with a thrown barrel; touching one in this state is harmful. Muncher Marathon Muncher Marathon Bopapodamus A big hippopotamus enemy perched on a high wooden pole. With the Tiki Tak Tribe defeated, the animals on Donkey Kong Island are freed from their hypnosis. Barrels can be heaved and carried, and can be hurled at enemies to attack them from distance - this is especially useful for enemies like Tiki Torches, Snaggles, and Jellybobs, which are harmful at any kind of direct contact. Also Cranky Kong is seen sitting in a rocking chair as he does in this game plus some of his quotes were of those that originated here. Tiki Bombs walk slowly in one direction on the ground; they will selfdestruct moments after spawning from Stu's cauldron. Damp Dungeon Damp Dungeon Toothberry A noisy furball enemy that moves by hopping on the ground. The original Wii game was later released for digital download on the Nintendo eShop for the Wii U on January 21-22, 2015 in all regions except North America. Upon bouncing on their tongue of the Wii U on January 21-22, 2015 in all regions except North America. green Chomps immediately close their mouths in an attempt to snatch the Kongs. Sometimes, they will spawn after collecting a certain set of bananas. They will explode earlier if the Kongs make contact with them, and their combustion is dangerous. He uses them in several attack methods, such as laying them flat and sweeping them across the arena, slamming them on the ground, and powerfully clapping them to squash the Kongs. It is dangerous to simply run into a Skellirex, but a basic attack will crumble its body, leaving its skull skipping on the floor. Mirror Mode [edit] Jungle Hijinxs in Mirror Mode Kong Country Returns is another great game for Nintendo's furry mascot, and it's a must-play for anyone craving an old-school platformer." Aggregators Compiler Platforme must go to an area in a level with a DK Barrel and at least one enemy without Diddy Kong. The skull can also be destroyed with a basic attack. In addition, an online contest was set up asking people to upload three photos of themselves doing the "Donkey Kong dance" for a chance to win one of thirty-one prizes.[6] Nintendo also partnered with Johnny Rockets to rebrand their Chocolate Banana Shake as the "Donkey Kong Chocolate Banana Shake" for a limited time. Banana Bunch Banana Bunch Banana Bunch Banana Bunch Banana Bunch Banana, and they represent five or ten bananas. It hops back and forth down the alley, alternating from short to high jumps. However, if stomped, it will start ticking, exploding shortly after. The staff kept the public entertained with trivia questions; answering them correctly will be rewarded with a free Donkey Kong shirt. Most of the enemies from the island's natural fauna are specific to certain worlds, though they might briefly appear in other locations. The barrel is usually marked with a white arrow, but certain Barrel Cannons display a skull and crossbones, indicating they self-destruct as soon as they shoot the Kongs. Losing its power makes the creature flee away from the Kongs and enables them to stomp on its body, breaking two of its segments with each attack. Itty Bitty Biters Itty Bitty Biters Ack A bigger variation of Toothberries showing the same behavior. Bombs Away Bombs Away Big Squeekly An enormous Squeekly guarding the cavern. Some of them are solitary, while other form electrical bonds with each other. If the Kongs get all the Rare Orbs from the eight Kong Temples, they can access the Golden Temple. Neither type of fireball can be destroyed. Apart from being harmful to touch whatsoever while flaming, it can attack by shooting small fireballs from their lateral sides. However, the timer does not reset if players are taken out by enemies, obstacles, or an abyss. This article is about the 2010 Wii game. Blast Barrel A type of barrel similar to Barrel Cannons, it is marked with a white explosion symbol. All letters in the game need to be collected in order to fully complete the game. New Super Mario Bros. He scurries across the battle arena with his mouth open in an attempt to swallow the Kongs. Donkey Kong and Diddy land back on the island and celebrate their victory as the bananas rain from the volcano. These enemies can be defeated with a barrel. Tippin' Totems Springy Spores Wigglevine A strange, pear-shaped enemy. After they spot the Kongs, they will collapse and toss themselves towards the protagonists in an attempt to hurt them. Diddy goes down to check the banana hoard and realizes no bananas are left, and then angrily chases the thieves. Development started out slow, with the developers creating only two of the eight bosses during 2009.[13] The pace fastened around 2010, as the team increased in size and after E3, as Retro Studios and Nintendo eventually agreed on how the levels should be designed.[13] Bryan Walker explained that early in development, the team struggled to get an handle on the game's aesthetics, mentioning how early art mockups looked like "like something you would see in Metroid Prime - very sullen, dark, edgy, menacing palm tree"[12]. Also, both games have Super Guide. In each world, the Kongs can come across Cranky Kong's Shop, where Cranky sells various items that can be used in the course of the game. Occasionally, he will also drop a Tiki Pop. If the Kongs crash into an object while riding a Rocket Barrel or a Mine Cart, get hit by waves in the level Tidal Terror, or fall into a pit, water, or lava, they instantly lose a life. Also the concept of Rocket Barrels originated from this game although they were used a little differently. In 2013, the game was ported to the Nintendo 3DS, titled Donkey Kong Country Returns 3D. Upon getting thrown, barrels start rolling along a path, clearing the way of any enemies and breaking when they knock into a wall. Clearing all the levels in Mirror Mode will unlock some bonus images in the Image Gallery and is necessary for 200% completion. The Kongs start off their adventure with four Red Balloons. He also runs the checkpoint booths. Small Wigglevines, on the other hand, are not able to sustain the Kongs with their vines and will self-destruct after a short time. When independent, Diddy can still use his Barrel Jet and also has the ability to cartwheel and use his Peanut Popgun to stun enemies. Tiki Tong Terror It has been requested that this section be rewritten and expanded to add Chū Komorin, Giga Goro Ball, and Robo Bee. Language Name Meaning Japanese ドンキーコングリターンズDonkī Kongu Ritānzu Donkey Kong Returns - The save data description is "Get bananas back from the Tikis!" ^ Donkey Kong Country Returns. While its behavior remains unchanged, slowly traversing patches of ground, it can be taken out with three stomps, as opposed to one. Ferndozers look like monstrous tanks with a Barrel holding a giant chainsaw and a robotic arm. After traversing the island's many regions, the Kongs come face-to-face with Tiki Tong, who turns the stolen bananas into banana juice and spews it on each high-ranking member of the Tiki Tak Tribe to transform them into a pair of hands. If Donkey Kong and Diddy lose all of their lives, the player gets a Game Over. Tumblin' Temple Clifftop Climb Skullyrex Merely smaller variations of Skellirex skulls, jumping on the floor while chomping air. Roll attacks and normal stomps do not have effect on it. If all the current balloons are lost, the player receives a Game Over. Donkey Kong Jr.: The music of the sky area of the Golden Temple is a remix of the title and stage themes. Perilous Passage Pactory enemies Image Name Description First level appearance Last level appearance Tiki Zing (Foggy Fumes) A jagged disc object grinding its way on the ground. Snaggles can only be defeated with a barrel. Tree Top Bop Golden Temple Screaming Pillar A stone totem, initially found sleeping. They will hurt the Kongs if they run into them, but can be taken out with any attack technique. Flutter Flyaway Muncher Marathon Munchers A massive population of small arachnids, invading the forest area after hatching from their eggs. It moves considerably slower and is just as harmful. The Kongs can only avoid being squashed by a Skittler Pillar, without being able to destroy it. Snaps usually appear from underground, drilling outwards through the sand. Screaming Pillars can crush the protagonists, as well as any other creature standing right below them. Kensuke Tanabe, who had worked on the localization of the original Donkey Kong Country, and his assistant Risa Tabata supervised Retro Studios during development, giving their opinions on the level designs and requesting enemies to be changed. It jumps out and drops back into the water just like regular Snaggles. The Kongs can collapse a flock of bowling birds with a Roll Attack, which produces a Banana Coin. Just as its red cousin, the Yellow Chomp lunges upwards trying to injure the primates. It has been suggested that audio and/or video file(s) related to this article be uploaded. Fantastic visual design and a catchy soundtrack complement the core gameplay beautifully, making it a pleasure to enjoy the aesthetic aspects. If empty, the Kongs may take full control of it. The Kongs can perform clinging to move across Climbing Grass. They quickly move around walls and platforms, leaving a short trail of fire behind During this phase of the battle, Colonel Pluck will drop BuckBots as it soars across the screen, and will also attack the primates by swooping down on them. I can't recommend this game enough. After each member of the crew receives damage, they will return under the ground and slowly spawn from the sand in a tower formation, chasing the Kongs and trying to hurt them. Walking Skittlers can be defeated using any attack. Handy Hazards Treacherous Track BuckBot A robot designed after household chickens. Handy Hazards Music Madness Electroid Small, animated balls of plasma following a set path in the air. As it moves through the air, the Kongs can control it by ascending and descending to avoid obstacles. Slot Machine Barrel The goal in most levels of the game. Poppin' Planks Tippy Shippy Pinchly A relative of Snaps that makes use of its claws and wears a protective pirate bandana. Collectables[edit] Image Name Description Banana Bananas, the most common items in the game, are normally found floating in the air and arranged in rows and other patterns. Before they detonate, the bombs can be thrown back at the enemy to knock it out. Supporting characters[edit] Character Role Cranky Kong Runs a shop in each world of the game, except for the Golden Temple. After the credits, a Golden Temple appears on the island. The game's director Bryan Walker further opined that after multiple senior developers of the Metroid Prime series left Retro Studios and another key developer passed away, it "did not feel right" to immediately continue the Metroid Prime series. Since Mole Guards appear in the foreground, they never come in direct contact with the Kongs. However, none of the collected items are added to the inventory, and when Super Kong completes a level, it stays red from the overworld unless Donkey Kong and Diddy complete it themselves, causing it to turn blue. YouTube. If both Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter has a total of four hearts, two per Kongs are together, the health counter headth counter enter their screen, and should be grabbed quickly. Donkey Kong Country: The main theme of Donkey Kong Country Returns, as well as other pieces, are remixed versions of this game's themes. Jungle Hijinxs Five Monkey Trial Screaming Pillar. 2 Players[edit] In 2 Players mode, the second player controls Diddy Kong. Rare Orbs appear at the end of every Key Temple stage and replace Slot Machine Barrels in the said stages. Sloppy Sands Five Monkey Trial Jellybob A jellyfish foe protected by electricity. They attempt to attack the Kongs by repeatedly charging towards them in flight. Donkey Kong: The original 25m level can be seen in one part in the background of Foggy Fumes. In Hot Rocket, fireballs appear from behind and soar across the screen. Cageberries cannot be destroyed, but can be turned upside down and stunned with a close ground pound. They are able to extend their spine and slowly move at the same time are also encountered; these are completely harmless, but may delay the characters' race to escape the horde of Munchers. Sticky Situation Boulder Roller Firebite A flaming variation of Buzzbites. The Mole Train Mangoruby Hypnotized by Wacky Pipes. Eurogamer. He can perform usual actions like jumping, rolling on a short distance, and ground pounding. Fought on a motionless conveyor belt, Colonel Pluck controls his biped robot, Stompybot 3000, used to slam the Kongs. The level is always started with only Donkey Kong, even if players have Diddy Kong with them. Three more hits defeat him. Doing either of these will flip the enemy upside down and allow the Kongs to attack its underside, the vulnerable spot. There is only one of its kind and cannot be defeated. Many of them are found throughout the levels, and are used to purchase items in Cranky Kong's Shop. The Tiki Tak Tribe has invaded a large portion of Donkey Kong Island, scattering its members throughout all the 9 worlds and mixing them with the indigenous population of enemies. Also, DK's finishing beating of the world's Tiki after a boss fight. It proceed through the boss fight. It proceed through the boss fight. otherwise behaves the same, using a cart to move and periodically extending its head. They can be overcome with any attack. They are most often encountered in hidden places, though some will spawn after collecting a certain set of items, like bananas and Banana Coins. Furious Fire Furious Kong awakens and opens the tree house door, noticing the last few loads of bananas being stolen. They come from lava and circle around the Kongs as they fly with their Rocket Barrel. For the microgame from WarioWare: Get It Together!, see Donkey Kong Country Returns (microgame from WarioWare: Get It Together!, see Donkey Kong Country Returns (microgame from WarioWare: Get It Together!, see Donkey Kong Country Returns (microgame from WarioWare: Get It Together!, see Donkey Kong Country Returns (microgame from WarioWare: Get It Together!, see Donkey Kong Country Returns (microgame from WarioWare: Get It Together!, see Donkey Kong Country Returns (microgame from WarioWare: Get It Together!, see Donkey Kong bag can be destroyed with a barrel. Sunset Shore Sunset Shore Beach enemies Image Name Description First level appearance Last level appearance Snaps An orange crab enemy crawling back and forth on the ground. The body of this serpent-like creature is segmented into six electrified spheres, meant to prevent jump attacks. It will hurt the Kongs upon contact and cannot be destroyed. It displays a bull's-eye and contains a valuable item, such as a Puzzle Piece. Donkey Kong for the continuous roll attack might have been inspired from Dixie getting on Kiddy Kong and riding him around. On March 31, 2016, the digital re-release was made available in North America exclusively for My Nintendo users. They are harmful and invulnerable to many of the Kongs' attacks, including barrel tossing, but Rambi is able to break them. Every world has one unlockable level and alternate paths to take between levels. He cannot be controlled independently except for multiplayer sessions, when he can perform the same actions as DK. Remove this notice only after the additional image(s) have been added. Crowded Cavern Forest enemies Image Name Description First level appearance Last level appearance Yellow Chomp A yellow Chomp Iookalike. They are not very vulnerable, as the Kongs cannot attack them with any direct move, such as stomping or rolling, but can be taken out with a barrel. Jagged Jewels Tippy Tiki Tank A sturdy Tiki reinforced with stone. The Kongs can get an extra life if they collect 100 bananas or a Red Balloon, or by jumping on eight consecutive enemies in a row (just like the Super Mario series). Hot Rocket Roasting Rails Leaping flame Invincible serpents made of fire. In Roasting Rails, larger, heavier balls of fire emerge from lava. It moves with rhythmical bounces, enabling it to attack the Kongs in the process. Some levels have more than one checkpoint. Itty Bitty Bitty Biters Cave enemies Image Name Description First level appearance Last level appearance Mole enemies, mostly found in vehicle riding levels and appearing in various stances. Platform Panic Blast & Bounce Fireball A Tiki Zing variant shrouded in flames. It can be either stationary or swinging, and appears in various stances. Platform Panic Blast & Bounce Fireball A Tiki Zing variant shrouded in flames. It can be either stationary or swinging, and appears in various stances. the player controls Donkey Kong. Foggy Fumes Foggy Fumes Pogobot An electrified robot resembling a pogo stick. Donkey Kong Jungle Beat: Some sound effects are borrowed from this game. Normally peaceful creatures, the first seven bosses will display hostility towards the Kongs once hypnotized by the higher-ranking members of the Tiki Tak Tribe, employed to guard portions of the banana hoard. Some of these act like lava bubbles, quickly emerging from lava and plunging back into it; others float slowly towards the ground and die out upon impact. For this subject's image gallery, see Gallery: Donkey Kong Country Returns. With the exception of boss levels, all levels in the game contain a number of Puzzle Pieces that unlock concept artwork. Unlike the previous Donkey Kong Country titles, Donkey Kong and Diddy each have two hearts to represent their health status. King of Cling Five Monkey Trial Tiki Zing (big) An uncommon, larger variation of Tiki Zings. Sticky Situation Boulder Roller Firehead Ned A variation of the Bonehead Jed that can spit fireballs. References in later games[edit] Pre-release and unused content[edit] Concept art of a Ferndozer as seen in Donkey Kong Country Returns In the concept art gallery for the game robotic creatures called Ferndozer as seen in Donkey Kong Country Returns In the concept art of a Ferndozer as seen in Donkey Kong Country Returns In the concept art gallery for the game robotic creatures called Ferndozer as seen in Donkey Kong Country Returns In the concept art gallery for the game robotic creatures called Ferndozer as seen in Donkey Kong Country Returns In the concept art gallery for the game robotic creatures called Ferndozer as seen in Donkey Kong Country Returns In the concept art gallery for the game robotic creatures called Ferndozer as seen in Donkey Kong Country Returns In the concept art gallery for the game robotic creatures called Ferndozer as seen in Donkey Kong Country Returns In the concept art gallery for the game robotic creatures called Ferndozer as seen in Donkey Kong Country Returns In the concept art gallery for the game robotic creatures called Ferndozer as seen in Donkey Kong Country Returns In the concept art gallery for the game robotic creatures called Ferndozer as seen in Donkey Kong Country Returns In the concept art gallery for the game robotic creatures called Ferndozer as seen in Donkey Kong Country Returns In the concept art gallery for the game robotic creatures called Ferndozer as seen in Donkey Kong Country Returns In the concept art gallery for the game robotic creatures called Ferndozer as seen in Donkey Kong Country Returns In the concept art gallery for the game robotic creatures called Ferndozer as seen in Donkey Kong Country Returns In the concept art gallery for the game robotic creatures called Ferndozer as seen in Donkey Launch Wigglevine Wonders Shooting Chomp A yellow, completely stationary type of Chomp. It appears in a Rocket Barrel stage, during which it tries to impede the Kongs in different ways. Vine A thin plant hanging from the forest canopy. Vine Chomps cannot be destroyed. Donkey Kong punches the Tiki and sends it out the front door, Donkey Kong then jumps down from his tree house and starts his new adventure. With its claws, the enemy lunges towards the Kong's and Diddy Kong's voice clips are reused from this game. Retrieved October 2, 2021. Worlds 5, 6, 8, and 9 of these two games are respectively similar and have the same theme. The Kongs cannot beat the enemy, but are able to avoid his intervening limbs. While dangerous to come into direct contact, Pogobots can be defeated from a distance using a barrel. Every level hides a new surprise, and you'll replay them over and over again not only to nab every hidden collectible, but also because they're exquisitely entertaining. However, it takes four consecutive chomps before it attacks, as opposed to two. While electrically charged, Mangoruby will give chase and try to stop the Kongs, which can be picked up as their fuse burns and thrown back at Stu to explode and damage him. A single roll attack is also decisive. Wonky Waterway Furious Fire Tiki Boing A Tiki with a coil-wound body. To destroy the crate and free Rambi, the Kongs lose a life. Their tongue mimics a bouncy mushroom, which the Kongs can use to reach higher areas. After munching air two times, Chomps will dash in the direction they are facing to attack, repeating the process afterwards. Some of them are seen traveling on rails in mine carts, and can be defeated by stomping or simply crashing with them, though the latter will cost the Kongs a life. After another three hits, Thugly will become angrier and add a fireball-spitting attack to his repertoire of attacks. He sells various items in exchange for Banana Coins. Some Tiki Zings can be found floating in one place, other fly on set patterns, tracing straight lines and circles in the air, and might group themselves in miscellaneous formations, as seen in Clingy Swingy. Tunes followed by an asterisk (*) have been given a title in Super Smash Bros. Upon getting stomped or rolled under, the enemy loses its stilts (as well as plumage) and starts running aimlessly on the ground, during which it can be defeated by any attack. It spins and rotates in circles, being harmful even for Rambi. Alternatively, a Tiki Tank can be immediately defeated with a barrel or with Rambi. [edit] Main article: List of extras in Donkey Kong Country Returns Images, music, and dioramas can be unlocked if players perform certain tasks within the game, such as collecting all Puzzle Pieces in levels, defeating bosses and beating Key Temple stages. Since many Retro Studios employees were fans of the series, the suggestion was welcomed enthusiastically by them.[13]. In this formation, they will eventually raise their claws and leave their sides unprotected. Tumblin' Temple Bobbing Basalt Buzzbite A short, rash enemy traveling on walls and ceilings. On July 4, 2019 at approximately 9 pm UTC+8, the game was silently released on the Chinese Nvidia Shield store without any prior notice from Nvidia's Chinese website or its social media accounts. Blue Tiki Bombers, which are normally found on elevated platforms, shoot them in arc-shaped lines. Donkey Kong Country Returns is a perfect videogame experience, from start to finish." Wii Ellie Gibson, Eurogamer 9/10 "You could argue that it doesn't move the series forwards much. Mugly will also jump high in the air, trying to thump the Kongs. Crazy Cart The Mole Train Mole Guard A small dispatch of mole enemies using bombs to destroyed with a blow only with a thrown barrel. Then, the player's total time is recorded and a bronze, silver, gold, or shiny gold medal is awarded, depending on how fast the player did in the level. They cannot be defeated. It can be found along the way during Mirror Mode. a barrel. Crazy Cart Golden Temple Tiki Tork A gargantuan equivalent of Tiki Buzz. Most times, Squid Shots are the origin of Squidlys and Electrasquids, shooting them in differing patterns. It can also be defeated like a Bonehead Jed. For the Nintendo 3DS version, see Donkey Kong Country Returns 3D. Tree Top Bop Muncher Marathon Chomp A spiky carnivorous plant affixed to a stretchy stem. If the Kongs lose eight lives in a level, a Tutorial Pig gives them the option of using Super Kong, who automatically plays through the level. He will attempt to ram its horn into the Kongs, but will crash into the Kongs, but will crash into the Kongs lose eight lives in a level. newly introduced in the game. After traversing three sets of mole-infested wagons driven by the Mole Train, the Kongs arrive at the locomotive, where they face Mole Miner Max. Three stomps are needed to defeat Colonel Pluck. Although small in size, Humzees can be defeated with a stomp or a roll attack. The game is divided into eight main worlds and an extra level, the Golden Temple. Rambi A very strong and rideable Animal Friend, surpassing the powers of Donkey Kong. Below is a table listing all levels in the game, along with the number of Puzzle Pieces each one has (five, seven, or nine), as well as the music theme playing there. It also uses them as defense, kicking and hurting the Kongs with them. Stompybot 3000's vulnerable spot is on its underside, inaccessible due to spikes. The level checkpoints are each represented by a Tutorial Pig at a booth. You will not be disappointed. The Kongs can slip past Stompybot 3000 when it raises its feet to walk. Bag An object hanging with a rope from above. They launch the said blades towards the current position of Donkey Kong, before retreating into the portal. In this mode, the player can earn one of four medals by finishing it in the fastest time possible. If they are already teamed up and find a DK Barrel, it can be broken to replenish their health counter. Every part of its body is dangerous to touch and will damage the Kongs upon direct contact. Nintendo DS Lite: After standing idle for enough time, Donkey Kong pulls out a Nintendo DS Lite. This game has the potential to win over a whole new generation, and to do so without eliciting any whinges from those of us old enough to remember the taste of a McRib washed down with Tab Clear. GameSpy ^ Philips, Tom (January 14, 2015). In this mode, level layouts are completely mirrored, and players cannot use inventory items or Diddy Kong. Specifics: Donkey Kong Poster, Kong's banana hoard sign, t-shirt The promotional stickers To promote the game, Nintendo partnered Chiquita to cross-promote the game for a limited time by having Donkey Kong promotion stickers on their bananas. Donkey Kong 64: Diddy's jetpack ability and Peanut Popgun originated here. Boss battles may be sequential, meaning the boss will become more aggressive as it takes more hits. Following internal conversations, the studio wanted to specifically revisit the Donkey Kong Country series due to the success of the games,[12] making it the first game developed by them not to be of the Metroid Prime series. Bowling birds Pin-shaped gulls resting around the spheres. Furious Fire Moving Melters Rentamaguma Larger Char-Chars floating in the air, covering a wide portion of the screen with their fire tails. series: The wind-up punching move used by Donkey Kong at the end of the game is very similar to his standard special move, the Giant Punch. It mimics the scenery, waiting for the Kongs to approach, then attacks by charging towards them. It's great to be back in the old Country." Wii Tom Mc Shea, GameSpot 8.5/10 "Donkey Kong's Rocket Barrels, DK Barrel other characters are not. Sloppy Sands Five Monkey Trial Electrasquid An electrified type of Squidly which cannot be stomped on. As a relative of Mugly, he uses similar tactics during the fight. If the Kongs reach the end of the level and hit the Slot Machine Barrel with a checkered flag on it, then the Tutorial Pig will wave it to stop the timer However, sometimes, Electroids might float in front of reversible walls, which can push them off the screen. Wonky Waterway Damp Dungeon Humzee A species of hummingbird enemies. When hit, the Slot Machine Barrel will reward the Kongs one of the prizes displayed on the barrel's roulette. vanquish Tiki Tong. Should all K-O-N-G Letters in a world be collected, access will be granted to the said world's hidden temple stage. As he slowly walks across the area, he will sometimes suddenly turn red and walk hurriedly for a brief moment. Poppin' Planks Tippy Shippy Squidly A mollusk projectile flying along an horizontal path in the air. As a result, K-O-N-G Letters do not appear in any of the hidden levels. Slammin' Steel Feather Fiend BuckBomb A reddish variation of the Euchbor. However, these Tiki Zings cannot be defeated by any means of attack. The eighth and final boss is the leader of the tribe himself, Tiki Tong. The Tikis drift down into the jungle, where they hypnotize the wildlife, including elephants, giraffes, zebras, and squirrels. To move, the enemy pushes its cage in the desired direction, possibly ramming into the Kongs and hurting them. However, a blow will dissolve its flames, leaving it dizzy and as vulnerable as a standard Tiki Buzz. In 2014, a sequel was released for the Wii U, titled Donkey Kong Country Tropical Freeze. The first twenty customers that arrive at the store are guaranteed to get the game. [9] Nintendo of Australia promoted the game demo in two locations: The Nintendo Experience at EB Games, Swanston Street, Melbourne in November 28. If pounded, it will spin for a short time, allowing the Kongs to fall beneath it. It can bite or land on the Kongs to fall beneath it. It can bite or land on the Kongs to fall beneath it. It can bite or land on the Kongs to fall beneath it. It can bite or land on the Kongs to fall beneath it. It can bite or land on the Kongs to fall beneath it. It can bite or land on the Kongs to fall beneath it. It can bite or land on the Kongs to fall beneath it. It can bite or land on the Kongs to fall beneath it. portals in the background. These include running across the stage and quivering belly flop attacks. Also, in the level Wonky Waterway, a statue of Donkey Kong with his appearance in this game holding a Wii Remote can be seen. See the help page for information on how to get started. If the Kongs collect every Puzzle Piece in a level, the player unlocks something in the Extras menu. Rocket Barrel A barrel-shaped device used to fly. This type of Char-Chars can jump from the ground in an arc shaped path; even though they are harmful if touched directly, they can be put out with a blow or a barrel. Mangoruby Run Thugly Hypnotized by Xylobone. If done correctly, Diddy gets on Donkey Kong's back and two extra hearts appear in the health HUD, but one of the main hearts is empty, while it naturally would refill when the barrel breaks. Stormy Shore Ruins enemies Image Name Description First level appearance Last level appearance Stilts A clumsy, white turkey enemy walking on stilts, hence its name. While extinguished, Tiki Torches become confused and open to any kind of attack. K-O-N-G Letters also return in every level, and they are mandatory to collect for a perfect completion score. However, Colonel Pluck will perform some brisk movements that will reveal the robot's vulnerable zone, which can now be clung to and pounded repeatedly. Vines are used to sway above chasms or climb atop higher areas. This includes chasing them down while shooting powerful sonic waves at the primates. A tower emerges from the blast. Image Name Tiki Possessor Description Level appearance Mugly Hypnotized by Kalimba. The Kongs panic and realize they are about to crash into the moon. Every time it jumps, the Frogoon stays airborne for a brief moment by inflating itself. Bonehead Jeds can be defeated using any means of attack, except rolling. It flies in one position and tosses bombs at the Kongs. Wii Remote & Nunchuk[edit] Solo & Co-op[edit] and : Start Game (At title screen) : Jump, Ascend (while using the Barrel Jet) or : Grab barrels, vines, cling onto grass patches, Dismount Rambi or : Pause : Walk, Run, Crouch Shake: Ground Pound, Blow (while walking/running), Charge (while w Donkey Kong; Dismount Donkey Kong Wii Remote (horizontal)[edit] Solo & Co-op[edit] : Grab barrels, vines, and cling onto grass patches : Jump; Ascend (while holding) : Crouch, Dismount Rambi (while holding) Shake: Ground Pound, Blow (while crouching), Roll (while walking/running), Charge (while walking/running on Rambi) Co-op only[edit] (Donkey Kong (while holding) (Diddy Kong): Ride Donkey Kong (while holding), Dismount Donkey Kong (while holding), Dismount Donkey Kong (while holding) (Diddy Kong): Ride Donkey Kong (while holding) (Diddy Kong (while holding) (Diddy Kong): Ride Donkey Kong (while holding) (Diddy Kong (while holding) (Diddy Kong (while holding) (Diddy Kong)) (Diddy Kong (while holding be controlled independently. Fireballs are indestructible. Clingy Swingy Tippin' Totems Vine Chomp An enormous blue type of Chomp hiding in the canopy leaves, facing downwards. Two stomps are needed to destroy an Ack, but it can be taken out immediately using a roll attack or a barrel. When Donkey Kong pulls out a Nintendo DS Lite during his idle animation, sound effects from this game play. It can fly using two rotor leaves, which are sharp and harmful. To move, it spins its sharp feet around the body, damaging the Kongs upon contact. 2: A piece of concept art also showed Donkey Kong in the corner, controlling it with a remote control. The game introduces Puzzle Pieces, a few of which appear in every regular level. Muncher Marathon Muncher Marathon Skittler Pillar A solid wooden structure ornated with a solid wooden structure ornated wooden structure ornated wooden structure ornated wooden structure or group of villains, the Tiki Tak Tribe. He will faint once he receives four jump hits. Instead, the Kongs can pound the ground near a Tiki Tank to flip it over, uncovering its bottom side and allowing them to destroy the enemy with a stomp. level, although this has no influence on the game's progress. A faceless variety also appears in this game. However, Rawks can be defeated just like Awks. But who cares? Instead of jumping in one place, Hopgoons use jumps to move along a path. Shroom Chomps cannot be destroyed. When the enemy is almost touching him, throw the barrel so that it breaks before Donkey Kong gets damaged. Before they go off, BuckBombs can be picked up and hurled into other enemies. Its body is covered with pores that emit poisonous particles. ^ a b c d e f Iwata Asks: Donkey Kong Country Returns (accessed March 08 2012) ^ ^ ^ ^ It has twenty-five songs from the game. The bananas are released in a explosion, which sends the Kongs and the moon flying out of the volcano. Ruined Roost Mole Miner Max Hypnotized by Banjo Bottom. Donkey Kong puts Diddy on his back, and with the help of the Barrel Jet and his wind-up punch, the Kongs send the moon down to earth, which destroys the Tikis' base. "Bryan Walker Interview (Metroid Prime Trilogy Donkey Kong, Mario Kart 7, Project Management)". Stomping two times on a hand's back side will destroy it. Button Bash Button Bash Button Bash Button Bash Button Bash Giga Rangwi An enormous Snaggles charging out of the water at regular intervals. Pinchin' Pirates Stu Hypnotized by Gong-Oh. Stu uses its cauldron to hoard explosives. There are so many memorable parts I want to talk to you about. Mimics can be taken out using any attack method. Barrels[edit] Image Name Description Barrel A wooden object that is sometimes found lying on the ground. He can be used to perform the continuous Kong Roll. To add to the difficulty, Donkey Kong only gets one hit point, and as such, all recovery hearts are removed. Some temple levels also feature cave paintings based on the level. Mugly will slow down as it runs if the Kongs simply jump over it. This is a traditional take on 2D platformers, and it excels because the brilliant level design makes old obstacles seem new again. They pursue the Kongs and are impossible to destroy. He warns the player about nearby Puzzle Pieces. This barrel automatically shoots the Kongs as they enter it. Vine Valley Flutter Flyaway Green Chomp A green pigmented version of Chomps, standing with their mouths wide open in the air. It cannot be touched anyhow, but can be defeated from distance with a barrel. ^ ^ ^ Chomps, standing with their mouths wide open in the air. It cannot be touched anyhow, but can be defeated from distance with a barrel. Kong Country Returns cross-promotion, dated 1/26/11; retrieved 1/27/11 ^ GoNintendo: Johnny Rockets starts 'Donkey Kong Chocolate Banana Shake' promo contest, dated 11/14/10; retrieved 1/27/11 ^ Official Nintendo Magazine: Fans buy Donkey Kong Country Returns with bananas, dated 12/3/10; retrieved 1/27/11 ^ GoNintendo: Nintendo of Australia - Be The First To Play Donkey Kong Country Returns, dated 11/18/10; retrieved 1/27/11 ^ Aussie-Nintendo: That's a lot of bananas - Sydney's DKCR launch event, dated 12/4/10; retrieved 1/27/11 ^ Aussie-Nintendo: That's a lot of bananas - Sydney's DKCR launch event, dated 12/4/10; retrieved 1/27/11 ^ Aussie-Nintendo: That's a lot of bananas - Sydney's DKCR launch event, dated 12/4/10; retrieved 1/27/11 ^ Aussie-Nintendo: That's a lot of bananas - Sydney's DKCR launch event, dated 12/4/10; retrieved 1/27/11 ^ Aussie-Nintendo: That's a lot of bananas - Sydney's DKCR launch event, dated 12/4/10; retrieved 1/27/11 ^ Aussie-Nintendo: That's a lot of bananas - Sydney's DKCR launch event, dated 12/4/10; retrieved 1/27/11 ^ Aussie-Nintendo: That's a lot of bananas - Sydney's DKCR launch event, dated 12/4/10; retrieved 1/27/11 ^ Aussie-Nintendo: That's a lot of bananas - Sydney's DKCR launch event, dated 12/4/10; retrieved 1/27/11 ^ Aussie-Nintendo: That's a lot of bananas - Sydney's DKCR launch event, dated 12/4/10; retrieved 1/27/11 ^ Aussie-Nintendo: That's a lot of bananas - Sydney's DKCR launch event, dated 12/4/10; retrieved 1/27/11 ^ Aussie-Nintendo: That's a lot of bananas - Sydney's DKCR launch event, dated 12/4/10; retrieved 1/27/11 ^ Aussie-Nintendo: That's a lot of bananas - Sydney's DKCR launch event, dated 12/4/10; retrieved 1/27/11 ^ Aussie-Nintendo: That's a lot of bananas - Sydney's DKCR launch event, dated 12/4/10; retrieved 1/27/11 ^ Aussie-Nintendo: That's a lot of bananas - Sydney's DKCR launch event, dated 12/4/10; retrieved 1/27/11 ^ Aussie-Nintendo: That's a lot of bananas - Sydney's DKCR launch event, dated 12/4/10; retrieved 1/27/11 ^ Aussie-Nintendo: That's a lot of bananas - Sydney's DKCR launch event, dated 12/4/10; retrieved 1/27/11 ^ Aussie-Nintendo same stash of balloons, meaning if one of the players survives and the second player runs out of lives, they can only be brought back by a DK Barrel. Heart A common item that refills one space of the health counter. If you fit into either of those categories, and you're looking for a bit of fun, old school escapism this Christmas, pick up a copy of DKC Returns. Diddy Kong The secondary character. Their main tactic is digging themselves in the sand and resurfacing one at a time to attack the Kongs. Button Bash Red Red Rising Tiki Zing A rotating disc with razors. The first two-hundred people who sampled the game received a special Donkey Kong Poster.[10] They celebrated the launch of the game by holding an event in Circular Quay, located in Sydney, New South Wales, Australia in the afternoon. Wii: The level pads look identical to those from this game, even using the same colors. Tiki Pilot is briefly seen in the first level, Jungle Hijinxs. Golden Temple Golden Temple Golden Temple The adventure is littered with noteworthy objects that can be used or the boss enemies. Golden Temple Golden Temple Tiki Pilot The Tiki responsible for transporting part of Donkey Kong's banana hoard using his hands, Tiki Tong will head into battle using only his main body, raining down fire tikis and swooping to attack. Squawks Available for hire in Cranky Kong's Shop. The soundtrack of the game features various rearrangements of past Donkey Kong melodies, with the other tunes being new. They can be defeated with a stomp, roll attack, or a barrel. Super Smash Bros. Just like in the original, Returns features bonus stages in levels in certain areas instead of Bonus Barrels and players have a one shot chance at beating them also like in the original. The Kongs should now roll into them to scatter each individual upside-down, then proceed stomping on every one of them. Itty Bitty Biters Clingy Swingy Cageberry A Toothberry isolated and protected by a thorny cage. Shiny gold medals require an even faster time than normal gold medals, and their required time is not shown in the game. Diddy looks out of a window from DK's Tree House and spots the animals with the stolen bananas in the distance with a barrel. Precarious Plateau Precarious Plateau Tiki Pop A Tiki with a bowl-shaped head, carrying a flashing bomb. Mario Galaxy 2, Metroid Prime Trilogy headed to Wii U eShop. After receiving the final hit, the creature will faint, and the Tiki that possesses it will reveal itself in a dizzy state, allowing the Kongs a chance to knock it out with repeated punches Like in the previous Donkey Kong Country games, Cranky starts making snide or contemptuous comments as soon as the Kongs enter his hut. Using his jetpack, he can hover in midair shortly, allowing him to fly an extra distance after jumping. As soon as it hears the Kongs, it wakes up and screams, toppling on the path. Nvidia eventually postec about the game on July 12 at 3:13 pm UTC+8.[5] Story[edit] "Can't a tired old ape take a nap around here?? Jungle Hijinxs Canopy Cannons Rawk A red-feathered variation of Awks. The boss simply pops out of the remaining wagons attached to the locomotive, and uses a pickaxe to attack. Vehicles[edit] Image Name Description Mine Cart A vehicle used to travel on rails which cannot be walked on. Bosses[edit] Each world of the game ends with a boss battle. They are also capable of wrecking DK's vehicle, or just damaging the Kongs if they are on foot. However, many shooting Chomps are stuck to the ceiling and require a barrel toss to be destroyed. However, Squidlys can be defeated with a stomp or a thrown barrel. Peaceful Pier Red Red Rising Tiki Bomber A variant of the Tiki Torch that emits blue flames. The Time Attack mode is accessible when any level has been completed at least once. It ploughs down into the abyss, destroying the Kongs in one hit. However, sometimes, mine carts are occupied by ore, and the Kongs would have to jump from one to another in order to progress. However, Toothberries can be defeated using any attack method. Upon command, the barrel launches the Kongs lose all of their hearts, they lose an extra life. After a short time, the Toothberry inside the cage will forcefully pull it outside, propelling the Kongs in the air. They are dangerous to touch and cannot be destroyed. Jagged Jewels Five Monkey Trial Jungle enemies Image Name Description First level appearance Last level means of attack. Barrel Cannon A floating, barrel-shaped cannon. The Tikis' minions steal every banana from the banana hoard and load them onto an airship soon after. Donkey Kong Quest: Ship levels and volcano levels in the series were first seen in this game. They are located in the immediate background, and even though they cannot be interacted with directly, the Kongs can pound the surface in front of them to release the item inside. Donkey Kong Returns, is a side-scrolling 2.5D platform game developed by Retro Studios for the Wii in 2010. They can control him independently from Donkey Kong, or keep Diddy on Donkey Kong's back. Banana Coin Returning from Donkey Kong Country 2: Diddy's Kong Quest, Banana Coins are the currency of the game. Returns' End of level barrel has a similar function to this games' End of Level Target in that they both release prizes depending on what a player chooses. K-O-N-G Letters This set of four letters is found in each level (excluding temple and boss levels) in this order. Jungle Hijinxs Golden Temple Giant Chomp A large type of Chomp. It regularily leaps from the water and slowly floats back down in a straight line. Below is a table that comprises all collectables, projectiles, vehicles, and miscellaneous objects found in the game. At several points in the battle, Stu will draw a bulky missile with the entire floor as its explosion range. He is my friend." —Bryan Walker After the completion of Metroid Prime 2: Echoes, employees of Retro Studios felt "franchise fatigue" and considered to create a Donkey Kong game next, although the studio wound up creating a third Metroid Prime installment after Satoru Iwata suggested a sequel to showcase the Wii's motion controls[12] Donkey Kong Country Returns development's started after several core developers of the Metroid Prime installment after Satoru Iwata suggested a sequel to showcase the Wii's motion controls[12] Donkey Kong Country Returns developers of the Metroid Prime installment after several core developers of the Metroid Prime series left Retro Studios, which made several executives skeptical of whether the developer could keep making high-quality games.[13] At the same time, Shigeru Miyamoto wanted to make a new Donkey Kong Country game and suggested Retro Studios as its developer. As a result, no multiplayer feature is available during this mode. Red Balloon An item that gives the Kongs an additional try if they lose all of their hearts. Banana Coins are another common item throughout the levels, and they allow the Kong's Shop. Puzzle Pieces are also the objective of Bonus Areas. It behaves the same, but takes less time before it attacks. Tanabe also asked for the creation of a multiplayer mode to distinguish the game from Donkey Kong Jungle Beat. [13] As a producer, Shigeru Miyamoto gave extensive feedbacks and mentorship throughout development[12]. Three stomps on its body are necessary to defeat it. They've been putting some kind of musical mojo on all our animal buddies and toting off every banana in sight. In addition, the promotion ties in with a sweepstakes for a chance to win a copy of the game.[7] Shortly before the game's release in North America, Nintendo tried to trademark the pop culture phrase "It's on like Donkey Kong!"[8] At the game's release, those who pre-ordered Donkey Kong!"[8] At the game's release, those who pre-ordered Donkey Kong!"[8] At the game's release, those who pre-ordered Donkey Kong!"[8] At the game's release, those who pre-ordered Donkey Kong!"[8] At the game's release, those who pre-ordered Donkey Kong!"[8] At the game's release, those who pre-ordered Donkey Kong Country Returns at GameStop in the United States or Canada received a special banana-shaped Wii Remote pouch with the game's logo printed on it. They can only be destroyed with a barrel. Miscellaneous[edit] Image Name Description Containers These objects have an identical purpose, but might change appearance to fit the aesthetic of the environment. When close to the ground, the Kongs can attack him with a jump to inflict damage. Thugly's Highrise Colonel Pluck and Stompybot 3000 Hypnotized by Cordian. For example, Rawks, which are common in the Jungle world, can be also encountered in Damp Dungeon, a level from the Ruins world, as well as the Golden Temple, the last area to be explored in the game. When Diddy is with Donkey Kong, he can briefly make them hover in midair by using his Barrel Jet. A level contains either five, seven, or nine Puzzle Pieces; if all the Puzzle Pieces in a level are collected, they will unlock a piece of artwork in the Extras section in the game's file menu. Should they end up in the mouth of a Vine Chomp, the creature will chew and injure them. Help:Media • Having trouble playing? The Wii Remote banana pouch In the United Kingdom, select Game and Gamestation stores were chosen to promote the game at launch by trading a handful of bananas in exchange for the copy of the game. King of Cling Mimic A mysterious enemy under the guise of a bush. Orange Skittlers plunge onto the ground and start walking directly. After three hits, Thugly will morph into a second phase, when he starts spewing trails of fire, along with using the other tactics. Please upload all related music, sound effects, voice clips, or any videos for this section. It has a rhino head emblem on its side. It is vertical and moves up and down, powerfully striking the ground. Crazy Cart Red Red Rising Tiki Torch An enemy that is constantly covered in red flames, walking back and forth on the ground. Hot Rocket Hot Rocket Golden Temple enemies Image Name Description First level appearance Kowalee An overgrown koala enemy riding a helicopter-like carriage. Sloppy Sands Tippy Shippy Squid Shot A stubby turret machine, operated from inside by an unseen creature. A bunch of shifty-eyed musical miscreants just kicked our volcano into overdrive and took over Donkey Kong Island! Enough with the noise, already! These rhythmic rabble-rousers are up to no good. And please hurry. This usually leads to secrets, such as Bonus Areas. Feather Fiend Tiki Tong N/A The head of the Tiki Tak Tribe. It is the fourth game in the Donkey Kong Country series and a reboot. Cranky Kong's Shop Glitch[edit] When visiting Cranky Kong's Shop, the game may freeze during transitions, such as when buying items or even entering the shop. [15] This can sometimes be fixed by entering and exiting the shop. [15] This can sometimes be fixed by entering the shop. [15] This can sometimes be fixed by entering the shop. [15] This can sometimes be fixed by entering the shop. [15] This can sometimes be fixed by entering the shop. [15] This can sometimes be fixed by entering the shop. [15] This can sometimes be fixed by entering the shop. [15] This can sometimes be fixed by entering the shop. [15] This can sometimes be fixed by entering the shop. [15] This can sometimes be fixed by entering the shop. [15] This can sometimes be fixed by entering the shop. [15] This can sometimes be fixed by entering the shop. [15] This can sometimes be fixed by entering the shop. [15] This can sometimes be fixed by entering the shop. [16] Official soundtrack[edit] Main article: Donkey Kong's Shop (fixed by entering the shop. [16] Official soundtrack[edit] Main article: Donkey Kong's Shop (fixed by entering the shop. [16] Official soundtrack[edit] Main article: Donkey Kong's Shop (fixed by entering the shop. [16] Official soundtrack[edit] Main article: Donkey Kong's Shop (fixed by entering the shop (f Kong Returns Original Sound Track An original soundtrack that is based on the game is released only in Japan for Club Nintendo members. If the Kongs grab onto its vine-looking tongue, the Vine Chomp will suck it back inside its mouth, along with the characters. And get this: they've even gone after Donkey Kong's secret hoard! Nothing burns that boy's biscuits like someone messing with his precious bananas! Just what do they want with all those stolen bananas? As a result, they can be defeated by all signs of attack, including a roll attack. References to other media[edit] Donkey Kong playing with a Nintendo DS Lite Game & Watch series: Mr. Game & Watch can be seen in one part in the background of Foggy Fumes. Thugly will slow down if jumped over, folding his incandescent shell due to inertia and leaving his rear side open to a jump attack. Yellow Chomps can be defeated using any form of attack. Yellow Chomps can be defeated using any form of attack. Bonehead Jed Small dinosaur skeletons traveling by small carts, pushing their underside. If the Kongs take two hits while Diddy is on Donkey Kong, the player loses Diddy. Jumping on their tongue is safe, but if the Kongs fall directly into the mouth of a green Chomps, they will get trapped there and lose hearts. Back in my day, I'd take care of this mysterious predicament without breaking a sweat, but Donkey Kong and his little pal Diddy Kong are all worked up and ready for action. Tutorial Pig A character that pops up from the background to offer indications on how to perform certain actions, such as blowing and rolling. Tiki Tak Tribe Image Name Description First level appearance Last level appearance Tiki Goon Grunt-level enemies, slowly moving back and forth on platforms. Other inputs included requesting that the music not be changed.[13] In a 2021 interview, Kynan Pearson, now a former member of Retro Studios who had worked on the game, revealed that the silhouette levels were inspired by the aesthetic of Frank Miller's Sin City comic series.[14] Reception[edit] Reviews Release Reviewer, Publication Score Comment Wii Chad Concelmo, Destructoid 10/10 "With a ton of incredible levels to conquer; gorgeous, perfectly designed graphics (wait until you see the first sunset level!); retro-inspired music; and smooth, flawless gameplay, videogames don't get much better than Donkey Kong Country Returns. for Wii U. Poppin' Planks Damp Dungeon Squeekly A species of stout bat enemies. The Ground move involves Donkey Kong hitting the ground, which he must do on certain objects, such as switches, to progress in the level. However, Mangoruby will lose its power if the Kongs press on the switches scattered on the battle arena. In a second concept art from the gallery it is shown that Ferndozers would appear in the Factory's surroundings. Jungle Hijinxs Red Red Rising Tiki Doom A larger variant of the Tiki Goon.

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Pokegesivu ve womegugo xahopu wunu xeyacito.