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Donkey Kong Country 2: Diddy's Kong quest, known in Japanese as Super Donkey Kong 2: Dixie and Diddy, is the second installment of the Donkey Kong Country series. It was developed by Rareware and published by Nintendo for the Super Nintendo Entertainment System. This is a continuation and direct continuation of Donkey Kong Country; Star game Diddy Kong as he and his girlfriend, Dixie Kong, make their way through Crocodile Island to save Donkey Kong from Kremling Krew. The sequel to Donkey Kong Country 2: Diddy's Kong quest was released in 1996, Donkey Kong Country 3: Dixie Kong Double Problem! In 2004, a remake of the game for Game Boy Advance was made. It has several differences, including the addition of photos and additional Cranky's Video Game Hero Coins. It omits the Doddy Kong quest subtitles, so the game is simply known as Donkey Kong Country 2. In 2007, the original version of Super Nintendo was relocated to the Wii virtual console. On November 25, 2012, for unknown reasons, Donkey Kong Country 2 and two other original donkey Kong Country names were removed from the Wii virtual console list; On October 30, 2014, the games were played in Europe and Australia. Around the same time, Donkey Kong Country 2: Diddy's Kong quest was released for the Wii U virtual console in Europe and Australia, in Japan in November 2014, and in the United States and Canada in February 2015. For portable devices, the game was ported exclusively to the New Nintendo 3DS virtual console in March-April 2016. It was available on the Super Nintendo Entertainment System - Nintendo Switch online for Nintendo Switch on September 23, 2020. Donkey Kong Country 2: Diddy's Kong quest is the sixth best-selling Super Nintendo Entertainment System game, with its predecessor being third. A similar name Game Boy was released a year later, in 1996, Donkey Kong Land 2. The story edit Arrrrgh! This story is even worse than DKC! They're really scraping off the bottom of the barrel this time! - Cranky Kong Donkey Kong relaxing on the beach as Cranky wanders about how he never rested when he was younger. Some time after the events of Donkey Kong Country, Donkey Kong relaxes on the beach, sitting on a chair, drinking a banana milkshake. Funky Kong is busy surfing the waves among seagulls. Cranky Kong approaches Donkey Kong and hits him on the head of his chair. Cranky asks Donkey Kong why he sits if he's a big star. Donkey Kong replies that even stars need time. Cranky says he never took breaks, beating off girls and throwing barrels seven days a week. Donkey Kong asks Cranky to leave him alone and stop molesting him, so Cranky leaves. Donkey Kong then goes to sleep in her chair. At night Diddy Kong and his girlfriend, Dixie Kong, are worried because Donkey Kong has not returned. They go to the beach to explore, and The Kongs find many traces surrounding Donkey Kong's broken chair. We've got a big monkey! If you want it back, you scurvy dogs, you have to hand over a banana hoard! Capten K. Ruhl Cranky offers to hand over the banana treasure to K. Rual. Diddy refuses because of how much effort he and Donkey Kong have gone to get bananas, and that he would be very upset if his bananas were stolen again. Cranky asks if they have any better deals, and Diddy and Dixie both say they want to save Donkey Kong themselves. They briefly argue with Cranky, who does not believe that Diddy qualifies as a video game hero. So Diddy has to save his uncle, and together with Dixie, who insisted on joining him, begins his journey. Donkey Kong is held captive in the airship of Capten K. Ruhl, Flying Krock Two Kongs traveling through Crocodile Island, the hometown of Kremlings. They defeat numerous enemies and collect items on their way. Diddy and Dixie are traveling for the first time aboard the Gangplank Galleon, a large pirate ship moored off the coast. After completing the world, Diddy and Dixie move on to the volcanic world, crocodile cauldron, then swampy cream promenade, then abandoned amusement park Krazy Kremland, and spooky forest. The Grim Gulch. Diddy and Dixie eventually reach the end of the sixth world, K. Rula, where they find Donkey Kong tied up in a cell. Just as they celebrate, Donkey Kong pulled up to K. Rula's personal airship, Flying Krock. On board the giant airship Diddy and Dixie find that Donkey Kong is bound, and fight with Kapten K. Rool. Donkey Kong eventually breaks out of his ropes, and he uppercuts K. Ruhl out of the roof. Captain K. Rool falls all the way down Crocodile Island and into the surrounding water, where it is seemingly eaten by sharks. During their adventures, Diddy and Dixie can also enter the Lost World by paying Klubba's Clumkoin fee at their kiosk. Eventually the congs are part of crocodile island's power source, Crocodile Kora, where they again encounter Kapten K. Rool. After a short fight, K. Ruhl's misses explode, pushing him into an energy geyser hanging crocodile island. This blocks the flow of energy, which then destroys Crocodile Island. From the cliff, Donkey Kong, Diddy, and Dixie watch as Crocodile Island explodes while diving into the ocean. Shortly before the island sinks, K. Ruhl runs away by boat, laughing as he floats into the horizon. The Kongs use the command up in the process. Donkey Kong Country 2: Diddy's Kong quest is a 2D platformer, like its predecessor, Donkey Kong Country. The player controls Diddy Kong and Dixie Kong, whose main abilities include jumping, rock climbing and swimming. Kongs usually jump to cross gaps and capture airborne elements. Either Kong can perform a jump in the air if they wheel or spin off a nearby ledge, often needed to reach secret areas or collectibles. Like Donkey Kong Diddy can attack on the wheel and still retains his agility (he can jump, climb, run and swim a little bit than Dixie). Dixie is equivalent to attacking the wheel of a helicopter spin where it spins into an enemy. Dixie has the advantage of also being able to perform the ability in the air where it whirls its tail to slide into nearby areas or cross some big gaps. There are more enemies that Diddy and Dixie can defeat their respective wheel or spin attack rather than jump attack. If both Kongs are on the screen, they can execute the command up, where either Kong piggybacks on the other side are ahead. While this slows down the movement of Diddy and Dixie, either Kong can be thrown to reach points or higher areas. When Kong is thrown onto a higher platform, the leading Kong automatically moves there with them. Diddy holds a Caribbean item in front of him, which includes barrels, boxes and treasure chests. In this way, Diddy can defeat the enemy who enters the object. Dixie holds the object over her head with her tail, and it still leaves her vulnerable to attack. Swimming mechanics are similar to earlier Super Mario platformers. The player must hit the jump button to move up into the water. If the player does not press the button, Kongs slowly float to the bottom. Pressing allows them to descend faster. Game Boy Advance has two screen selection modes: player selection (top) and gameplay selection between the main game and two exclusive modes (below). Choosing a mode and two hidden modes: Sound Test and Cheats When you launch a new file, the player has the option to choose between one or two player modes. The original version of Super Nintendo has two hidden modes that can be accessed by clicking down on several times. Description of the name of the one player icon Mode one player: The player manages both Diddy and Dixie. Two Players of Team Two players together take turns playing through the levels. The first player controls Diddy, while the second player makes Dixie. Players can change turns by switching Kongs or losing their Kong. Two Players Of the Competition Two players compete to finish most levels. Like the TWO Player Team, the first player is managed by Diddy and the second by Dixie. This mode does not appear in the Game Boy Advance version. Music test Hidden mode where the player can listen to the background themes of the game. The player can open and access the mode by clicking down five times from the Two Player Contest. Chest Mode Is a Hidden Mode where the player can work with a certain combination of buttons to enter the cheat to start a new game. The player can access this mode by clicking down five more times from the Music Test. In the Game Boy Advance version, the mode has been renamed Cheats, and is available from Options. The remake has more cheats than the original, each of which must be spelled out using letters. Game Boy Advance includes three mini-games (more specifically, bonus games) that can be obtained from the Bonus Games option Menu. The mini-games are also found in the Kongs adventures and are hosted by an auxiliary character. It also includes time attack mode, which is a kind of successor to DK Attack from the Game Boy Advance remake of Donkey Kong Country. Image Name Description Expresso's Racing Mini game where Expresso races against three other ostriches for one, two, three, four or five laps. During the Kongs adventure, Cranky Kong hosts Bonus Games in its hut in most worlds, each of which has its own race. Before the race, Kongs must power up Expresso stats with golden feathers, which gives him a winning chance against his opponents. Once the race is over, Kongs are rewarded with a DK coin. Funky's Flights series challenges where Diddy or Dixie pilot Gyrocopter to perform various tasks for three, five and ten minutes, such as navigating a maze or rescuing a character. During the adventure, Funky hosts a challenge in every world and awards DK Coin for each completed task. Bag bug Diddy or Dixie should catch as many fireflies within a minute, avoiding Klubba from swinging his club at them. During the adventure, if Kongs play this game, Klubba only rewards them with common items (such as banana coins and extra life balls) instead of DK coins. Diddy's Dash 'edit' Diddy Kong race through Hot-Headed Hop during Diddy's Dash The Game Boy Advance version has a time attack mode called Tyre Diddy, just as the Donkey Kong Country Game Boy Advance remake was DK Attack. The player controls only Diddy, who must complete each level as quickly as possible by being tracked on the timer screen. The game features two main game characters who work together to save Donkey Kong from Kremlings. Image caption Diddy Kong's image caption returns from the country of Donkey Kong as the main character of the country two Donkey Kong. It retains its fast speed, strength, wheel, high jump and agility. When he hits the end-level goal, Diddy performs on his boombox. Dixie Kong Dixie is a friend and pal of Diddy and she is described as confident and brave. Dixie is issued with her helicopter spin ability, which allows her to glide through the air. If Dixie hits the End of Level Target hard enough, she performs on the electric guitar. Auxiliary characters Diddy and Dixie are assisted by four members of the Kong family, two of whom return from the country Donkey Kong and two debut in the game. There is one Kremlin who acts as an auxiliary character. The description of the image title candy Kong (only version of Game Boy Advance) Candy Kong makes several cameos in the version of Game Boy Advance. She appears near the end of the opening cutscene, is an assistant host of Bonus Bonanza, and appears with the Kong family in the Cast of Characters part of the finale. Cranky Kong Cranky Kong is the owner of the Monkey Museum, the successor to his hut from the country of Donkey Kong. Cranky provides levels of hints Kongs for a fee. In The Boy Advance The Monkey Museum has been renamed Cranky's Hut and also hosts Expresso's Racing. Donkey Kong Donkey Kong is the titular character in the Donkey Kong franchise. In the backstory of the game, Donkey Kong was kidnapped and held a ransom by Kapten K. Ruhl and Kremlings, who demanded the Kongs give a banana treasure to them. Diddy and Dixie go on an adventure to save Donkey Kong. Funky Kong Funky Kong operates Funky's Flights II, which is the successor to Funky's Flights from the previous game. He rents out The Barrel Barrel Diddy and Dixie, allowing them to travel back to the worlds they previously visited. In the Game Boy Advance version, Funky hosts a challenge in every world, and allows Kongs to use Gyrocopter with a world map. Klubba Klubba is a great Kremling that runs a paid, Klubba kiosk, in almost every world. He doesn't let others enter the Lost World, but Diddy and Dixie can pay 15 cremecines to Klubba from each of his stalls to access the Lost World from this place and unlock one of his levels. Klubba owns a baton, and if the kongs decide to leave their kiosk, Kudgel beats them with a baton. In the Game Boy Advance version, Klubba hosts a firefly-collecting mini-game. Swanky Kong Swanky debuts in the game and is the host of the game show, Swanky's Bonus Bonanza. In it, Swanky gives three questions to Diddy and Dixie. If they answer all three correctly, Swanky rewards them with extra life balloons. Wrinkled Kong Wrinkled Kong debuts in the game and is the wife of Cranky Kong. She runs Kong Kollege in almost every world, and like her husband, Wrinkles provides clues and information for Kongs. It also plays a crucial role in allowing the Congolese to maintain their game progress. In the Game Boy Advance version, Diddy and Dixie can get a Scrapbook from Wrinkly, which gives clues about the location of the photo. Animal friends are animal friends who help Diddy and Dixie in their adventures. Each animal friend has their own abilities to help Kongs find bonus trunks, Cranky's Video Game Hero Coins, Banana Coin, and other collectibles. There are a total of nine animal friends, most of any Donkey Kong Country series game. Diddy and Dixie can only turn into six animal friends or ride them. Animal friends play a bigger role than in Donkey Kong Country because many levels cannot be completed without them, and more bonus levels can only be accessed by them. Some animal friends can perform a super move where they build up energy before unleashing a powerful attack. Image caption The first level appearance of the last level of Clapper's appearance is to print with the ability to cool or freeze the water temporarily. Diddy and Dixie can make Clapper cool the water when they jump on him. In the lagoon Lava Clapper cools boiling liquid allowing the Congolese to swim on the water. In Clapper's cave, Clapper freezes water to ice, allowing Kongs to move past Snajpaw below. Lava Lagun's Cave Enguarde Enguarde SwordFish Enguarde, which first appeared in Donkey Kong Country, is an animal friend that appears in underwater levels. With its edgy bill, Enguarde can defeat most underwater enemies. The game introduces Superstar, allowing Enguarde to crack some walls. Lockjaw's Locker Animal Antics Expresso (game Boy Advance version only) In the remake, Expresso featured in Expresso's Racing bonus game. During the adventure, Expresso is owned by Cranky Kong, who wants to train him to become a racing bird. Unlike other animal friends, Expresso does not appear on any of the main levels to help Diddy and Dixie. Kongs should use golden feathers to enhance Expresso statistics during the race. None (Expresso's Racing only) Not a single (Expresso's Racing only) Glitter fisherman Fish Glitter appears in only one level, Galleon Merz, where his flashlight guides Kongs through a dark area. It is the only animal friend that is independent of enemies and stage dangers and the only thing Kongs can't ride. Galleon Glitter Galleon Kuax Kuakes is a type of parrot like Squawks, and it can be distinguished from its indigo color. The quaki only appear at the Parrot Chute Panic level, and unlike the squawks, it can neither spit an egg nor a flap above. It only slowly descends down the hive and around the Singers. Parrot Chute Panic Parrot Chute Panic Rambi Rhino Rambi Rambi is an animal friend returning from Donkey Kong country. He is a powerful ally capable of defeating most enemies with his horn. Rambi has the ability that first appears in the game, Supercharged, which allows it to quickly charge into enemies and break some walls leading to the bonus level. Pirate Panic Animal Antics Rattly Rattlesnake Rattly has a similar role to Winky the Frog from the previous game, as she has the ability to perform very high jumps. With the challenge, Rattly can achieve higher areas and bonus items and barrels that Kongs cannot achieve. With his Superjump ability, Rattly can charge and then perform a level. Topsail Problem Animal Antics Squawks Parrot Squawks is a green parrot that flies Kongs in higher areas. He can shoot pellets from his mouth, allowing him to defeat strong enemies like singers. Squawks's Shaft Animal Antics Squitter the Spider Squitter can shoot web shells to attack other enemies, as well as create temporary web platforms to navigate through gaps and advance into higher areas. Unlike other animal friends, Squitter gets injured when touching the enemy. Hot Head Hop Animal Antics Enemies Edit How Much? I think they just put fancy pictures here to make it look good. There are no more than three of them in the game! - Cranky Kong, the game has a handful of enemies, many of them are Kremlin.25 Most of them first appear in Donkey Kong Country 2: Diddy's Kong quest, although some are returning Country Donkey Kong. Image caption The first-tier appearance is the latest level appearance of Cat O' 9 Tails Cat O' 9 Tails blue cats with many tails. They attack, quickly spinning around while following Kongs. Cat O' 9 Tails eventually get dizzy from spinning, which allows the Kongs to defeat them by jumping on them. Sometimes when it spins, Cat O' 9 Tails catches Kongs in tails and throws them up. Mudhole March Fire Oven Click-Clack Click-Clacks are big beetle enemies that move back and forth. Kongs can beat Click-Clack by jumping on it twice; The first jumps flips Click-Clack, allowing Kongs to pick it up and throw it. Click-Clacks can be instantly defeated if Kongs roll into it or throw an object at it. Mayhem Clapper Cave Flitter Flitters big blue dragonflies appear in the air. Some move back and forth, while some others stay in one place. Flitters are often used by Kongs to get through the gaps. Topsail Problem Animal Flotsams Flotsams Flotsams are stingrays and underwater enemies that float around in the water. Like other underwater enemies, they can only be defeated by Enguarde. There are both blue and green Flotsams; the blue continue to move in the same direction, while the greens move from left to right. Locky Locker Animal Antics Kaboom Kabooms are a species of Kremling with two foot pegs. They can only move bouncing: some Kabooms only bounce in place while some jump forward. There are green and gray kabooms, and the former can jump further than the last. Kongs can defeat the Kabings by jumping on their heads. Gangplank Gully Animal Antics Kaboom Kabooms are red kremlings that masquerade as TNT Barrel as how Klobbers disguise themselves under a barrel. Kabooms hide in a TNT barrel, and if the congs come up to him, he jumps out and tries to run at them. Kongs can only defeat the Kabooms by jumping on them and then throwing them like TNT Barrel. The Ghost Grove Of Klobber Karnage Klock Kackles are large, skeletal kremlings that appear only in the haunted hall. There are four Kackles, each of which haunts Kongs in all level segments. When The Kongs are chased by Kackle, the time limit appears at the top of the screen, and if it hits zero, Kackle attacks Kongs. Diddy and Dixie must escape to Plus Barrels, which increase the timer and thus prevent an attack on Kongs. The haunted hall haunted hall of the Cannon Kannonns are Klumps dressed in pirate gear. They possess a gun that shoots kannonballs at Kongs, although sometimes it shoots from barrels that Kongs can bounce off to cross big gaps. Kannon's Klaim Animal Antics Klampon Klampons are crocodile enemies with large jaws, such as the Klaptraps from donkey Kong country. They attack, biting Diddy and Dixie. Hop animal antics Of Klank Klanks are a species of Kremling that ride a roller coaster. They are displayed in only two levels: Target Trust and Rickett racing. On the first level, Clanks attacks Diddy and Dixie, throwing barrels at them, and at the last level, the congs must rush past a few clans until they reach the end of the level. The targeted tower of ricketty's race Klinger Klingers are on ropes, chains and a cane pond, which they climb up and slide down repeatedly. Mainbrace Mayhem Screech's Sprint Kloak Ghost Kremlin are capable of floating in the air. Cloaki pulls random enemies, objects and objects from the air and throws them into Kongs. The Bayou Screech barrel in Sprint Klobber Klobbers are enemies who wear and hide inside the barrel as a disguise. When Kongs approach Klobber, he gets up and starts working over Kongs. Klobbers is trying to push the Congolese into the pit. They have two other options: yellow Klobbers, which cause Kongs to drop the banana bunch from each punch, and the black Klobbers, who make them drop the red ball with each punch. Kongs can quickly recover their dropped items before they disappear. Pirate Panic Klobber Karnage Klomp Klomps are Kremlings with a peg leg. These enemies slowly move back and forth, and Kongs can easily defeat them with any attack. The pirate panic of the Phantom Grove Krockhead Krockheads are, as their name suggests, crocodile heads submerged in marsh water and lava. They are used as Diddy and Dixie platforms to safely cross. Some Krockheads repeatedly appear then fall lower, meaning that Diddy and Dixie have to jump off them quickly. Green Krockheads are used as standard platforms while red spring Kongs in the air. Hot Head Hop Mudhole Marsh Krook Krooks are Kremlings wearing a trench and two hooks for his hands. They attack, throwing a hook like a boomerang in Kongs. They can be defeated by a wheel or jump attack, although some are out of reach and should only be avoided. Squawks Shaft Fire Oven Kruncha Krunchas strong, muscular Kremlings. It is invulnerable to jump the attack, and if Diddy and Dixie try to do so, Kruncha becomes bright red and moves around the area. They can be defeated if an object, such as a barrel, is thrown at them, or as a result of a command attack. They have a more unusual pink version that appears in Crush Castle and Clapper's Cave. Gully Clapper's Gangplank Cane Kutlass Kutlasses are short Kremlings that possess two large swords. If the Kongs approach Kutlass, he pursues them and tries to cut them with swords. If Kutlass misses out, the Kongs have a short moment to jump on them before Kutlass pulls their swords back up. There are yellow and green varieties, the latter of which raises its swords faster after attacking them. Krockhead Klamber Fire Oven Lockjaw Lockjaws are piranha fish that try to bite Kongs when they approach them. Like most other underwater enemies, Lockjaws can only be defeated by Enguarde. Lockjaw's Locker Animal Mini-Necky Mini-Neckys are little vultures who wear bandanas. They attack, swooping on the Kongs, and Be defeated by a jump attack or if Kongs use a carryable object. This is one of two enemies to directly appear from the country of Donkey Kong, the other of the zingers. The animal-like Kiknon antics of Neeq Neeks are one of the weakest enemies, along with Klomps. They just move around the ground and try to get into Kongs. These enemies can be defeated by any attack. Pirate Panic Animal Antics Puffup They are prickly pufferfish and underwater enemies. They inflate when they approach the conga, and some explode and release spikes in four directions. Lava Lagoon Animal Antics Screech Screech is capten K. Rula's home parrot and mini-boss, whom Squawks races in the second half of Scrich's sprint. Sprint Screech s Screech in the Shuri Shuries Sprint are starfish and underwater enemies. Their name is a pun on shuriken, like when Kongs approach Shuri, it spins around and attempts to hit in Kongs. They can only be defeated by Enguarde. Lockjaw's Locker Animal Antics Snajpaw Snajpaws is a purple piranha fish and an invincible lojau analogue. They appear in only two levels, Slim Climbing and Clapper's Cave. In both levels, Snajpaw patrols the water below Kongs, and bites them if they fall inches in the Slime Climbing Clapper Cave Spiny Spines are spiked porcupines who attack with their sharp feathers. If kongs jump on Spiny, they get injured; they can defeat Spiny frontal mobile attack. Galleon Galleon Fire oven Singer Singer are big wasps and airborne enemies. They either stay in one place or move back and forth. There are yellow and red zingers, yellow can not be defeated by the Congain alone, only with an animal friend or throwing an object at him. The Red Singers are mostly invincible, except when the kongs use TNT Barrel to defeat them. Gangplank Gully Animal Antics Bosses edit Like Donkey Kong Country, the boss fought at the end of every world. Some bosses are a larger version of a normal enemy. Each level of the boss has a unique, change from Donkey Kong Country, where each boss stage passes between piles of banana beams. Each boss's name in the game starts with 'K'. Image caption Krow Krow is the first boss and great vulture who appears at the end of The Galleon Gangplank. He attacks by taking a large egg out of the nest and throwing it down on Kongs, or bumping into a nest, causing numerous large eggs to fall. Kongs can attack Kriu by throwing a large egg at him. After four hits, Creu was defeated. Kleeveer Kleeveer is the second boss and giant sword that appears at the end of the Crocodile Cauldron. He attacks, waving himself at Diddy and Dixie, or launching fireballs out of lava at them. Kongs can attack Clover by throwing cannonball at him. After hitting the cannonball, the hooks fall from the sky, and Kongs must move to the other side of the arena. Kleeveer usually quickly slashes after Kongs. After six hits, Kleeveer was defeated like this scattered into pieces. In game boy Advance, during the boss's battle against Kerozen, he sometimes sends a few little Kleeveers to attack Kongs. Kudgel Kudgel is the third boss found at the end of the Krem embankment. It is a large muscular Kremlin that strongly resembles Klubba, except Kudgel has grey skin. Kudgel owns a big gun club against Diddy and Dixie. It also has the ability to jump high and causes the ground to shake from landing. Kongs must throw a TNT barrel to attack Kudgel, who gets defeated after making six hits. King King King Tsing is the big zinger and the fourth boss located at the end of Krazy Kremland. He constantly moves around his hive, and it is fought squawks. King Jing's weakness is his sting, which Squawks have to spit a coconut on to attack him. After taking some hits, King Jing shoots spikes in all directions and then resumes traffic around. When King Tsing takes six hits, he shrinks to the size of a normal Singer and summons other zingers to guard him. Squawki can defeat King Jing by splitting three more coconuts while he is in this state. Kripi Crow CripI Crowe is a ghostly form of Crowe who was defeated at Gangplank Galleon early in the game. CripI Crowe is the fifth boss and has battled at the end of the grim Gulch. He fought in three sections of the scene. It sends the ghost of Mini-Neki to attack Kongs, although one of them is a normal Mini-Neki. Jumping on a live mini-neki, it generates a barrel that kongs must use to attack Kripi Crowe. After taking three hits, Kripi Crowe was defeated. Kerozene (Game Boy Advance version only) Kerozene is a massive, orange Kremling that appears only in the Game Boy Advance version, at the end of K. Rool's Keep. He attacks the Conga with his giant hands and breathes fire on them. Kongs can attack Kerozene by hitting his face with a kannonball on his face. Sometimes he sends little Clover to attack the Congo. Capaten K. Ruhl Capten K. Ruhl is the pirate alias of King K. Ruhl. He is the main villain and the ultimate boss. Kapten K. Rool first meets at Flying Krock and later on the lost world. In the first fight, on K. Rool Duel, Kapten K. Ruhl owns blunderbuss, which he uses to shoot kannonballs and gases on Kongs. He also rushes from one side of the arena to the other, trying to hit Diddy and Dixie. Kongs can attack Kapten K. Ruhl by throwing cannonball in his misses. If they do it nine times, Kapten K. Ruhl is defeated. In the second fight, in Crocodile Kora, Kapten K. Ruhl shoots from his misses on numerous objects. The last object he shoots is a cannonball barrel. Unlike the first fight, K. Ruhl is defeated instantly when the congs throw cannonball in his misses. Items and items: I've never seen so much useless garbage! I'm surprised they don't give you a special barrel of garbage for to pull it out the other side! -Cranky Kong variety variety and objects appear at all levels, and each has a unique purpose. Image copyright Animal Crates Image caption These objects contain certain animals to a friend whose silhouette appears on the box. By jumping on the pet box, Diddy and Dixie can free the animal friend, mount it and continue it to the level. Banana bananas are scattered all over Crocodile Island. If Diddy or Dixie Kong collect 100 of them, they'll get extra life. Sometimes a trail of bananas can lead to a hidden point or path. Banana bunches, like regular bananas, banana bunches are scattered all over Crocodile Island. They reward the player with ten bananas, and this allows them to get 100 bananas faster. Banana coins are a currency that Diddy and Dixie use on Crocodile Island to pay for support services to Kongs. There are a few of them on each level and some of them appear at the boss level. Crates Like barrels, boxes are objects that Kongs can carry and throw, except that they are more fragile because they always break if thrown at something. End Level Target Is a high trigger-esque arrangement with a landing goal and pole with a barrel of roulette on top; Prizes usually include bananas, banana buns, banana coins or a red ball. The letter G or the coin of the hero of the video game Cranky rarely appear on roulette. Kongs can only win a prize if they land on a goal hard enough, either jumping from a height or blasting off the cannon barrel. Additional life balloons Extra life balloons come in three varieties: red balloons, green balloons, and blue balloons, and each type respectively rewards one, two or three lives. K-O-N-G Letters Is a series of four separate gold tokens, each of which is the letter of Kong: K, O, N and G. These letters are scattered across different parts of the level. Diddy and Dixie can gather them all for an extra life if they wish. Kannonballs Kannonballs are objects that appear in some levels. To reach the level he Kongs must carry it all the way to the nearby cannon, causing him to glow and fire Diddy and Dixie to the bonus level. Kannonballs appear in some Destroy them all! The bonus level challenges as objects that can be thrown at other enemies, and is used during the boss's fight against Kleeveer. Ropes Although not technically an object, ropes are a type of ghostly rope that repeatedly disappear and reappear. In addition, they are used by Kongs as normal ropes. Treasure Chests are another object that Kongs can carry and throw. If kongs hit a number of enemies with chests (usually ranging from one to three times), it opens and shows an item such as a banana bunch coin. Some chests contain cannonball. Kongs can't break her breasts by throwing her to the ground. Barrels are famous objects throughout the Donkey series There are several variants of these objects, many of which are presented in Donkey Kong Country 2. Image caption Barrel animals If Diddy and Dixie jump into a barrel of animals, they turn into a depicted animal friend, either Enguarde, Rambi, Rattly, Squawks, or Squitter. They are similar to Animal Crates, allowing the player to control another animal. The barrels of normal barrels appear in most levels and are objects that Kongs can throw at other enemies. When Diddy or Dixie throw a barrel, she rolls on the ground and breaks when it hits the wall. The barrels, along with other carnivorous objects, can be used to defeat normal zingers. Barrel Kannonns Barrel Kannonns soar barrels that kongs can enter to blow up in a certain direction. Their main goal is to let Kongs blast through the gaps. When the player presses the button, the Kongs explode in the direction that the barrel has collided. Some barrel Kannonns spin in circles, while others only move between multiple directions. There are two other types of barrel Kannonns: Blast barrels that automatically blast Kongs in the direction it collides, and arrow barrels that are very similar to blast barrels, except that the Kongs have little control over the direction they move in after being blown out. The Biplane Barrel Biplane Barrel is a vehicle on Funky's Flights II that can take Diddy and Dixie back into the world they previously visited. He is the successor to Funky Barrel in Donkey Kong Country. Kongs have to pay two Funky Kong banana coins when they first use the Biplane Barrel, but subsequently becomes free. In the remake of Game Boy Advance, it is replaced by a gyrocopter, which can be used from a map of the world at

any time (provided that the Kongs have completed the task of the Air Loop). Bonus Barrels Bonus Barrels Warp Kongs in a bonus level challenge where they must complete the task for Kremkoin. Bonus barrels are very common and usually appear once or twice in each level, although on several levels there are three bonus barrels. Diddy and Dixie Barrel Diddy and Dixie barrels are a type of barrel cannon that only pictured Kong (either Diddy or Dixie) can enter if they are in the lead. DK barrels If either Diddy or Dixie is missing, another Kong can break the DK Barrel to release them. If both Kongs are present, DK Barrels release nothing. Despite this, it can be used as a regular barrel. The exclamation point barrels the exclamation point of the barrels act like a super star from the Super Mario series, as they are granted temporary invincibility to the cong. While in this state, Diddy and Dixie erupt in white, allowing them to defeat most of the enemies they touch and walk on prickly surfaces. The Golden Barrel Golden Barrel is a unique barrel that only appears in Klubba's kiosk. Golden barrel warp and Dixie in a lost world from which they can access one of their levels from every Klubba's kiosk. Krockhead Barrels Krockhead barrels rare barrels that can only found around the marshlands of Creme Kuei. When hit, they cause Krockheads out of the marshy water to be used as platforms. Plus and minus barrels plus and minus barrels appear only in the Haunted Hall level, and are therefore used to increase and decrease the timer. If the timer runs out, Kahl hurts the Congo. One plus barrel appears at an earlier level, Rickety Race, and it has another role of accelerating the roller coaster just as it hits it. At one bonus level, plus a barrel causes roller coasters to go backwards. Rotable barrels of Rotatable barrels are a type of barrel Kannon that the player can rotate in any direction. They have a countdown timer on them, and Kongs are automatically shot when it reaches zero. Star Barrels star barrels appear halfway through each level, and Kongs can activate one by jumping on it. Therefore, if the kongs lose their lives and re-enter the level, they can continue from Star Barrel. Managed trunks Managed trunks appear only in the level, The Fire Furnace. They are similar to rotatable barrels, except that the congs move the trunk instead of rotating it. When the deadline reaches zero, Kongs are blasted out of the barrel. TNT Barrels TNT Barrels are explosive barrels and are stronger than conventional barrels. If kongs throw a TNT barrel on a fragile wall, they can blow it away and create a hole. TNT Stems can also be used to instantly defeat red zingers. Collecting (edit) there are several unique collectibles that Kongs are required to collect in order to complete the game. They appear on most levels. Image title description of Cranky's Video Game Hero Coins Cranky's Video Game Hero Coins are large gold coins with the symbol DK. They were hidden by Cranky Kong on all levels. There are 40 to collect. After beating Captain K. Rool, Cranky counts how many Kongs have gathered and diddy ranks respectively as part of cranky's Video Game Hero contest. In the Game Boy Advance version, the total amount was increased to 68 due to some additional tasks and mini-games. Kremkoin Kremkoin appears at the end of each bonus-level challenge when Kongs have fulfilled their goal. They must be paid at the Klubba kiosk to enter the Lost World levels. The Golden Feathers (GBA version) Golden Pen is hidden in every level in the Game Boy Advance version. Diddy and Dixie can use Golden Feathers to update Expresso stats in Expresso's Racing bonus game. Photos (GBA version) Photos are used to fill out the Scrapbook, which Wrinkly gives Kongs in the Game Boy Advance version. There are a total of 40 photos, and there are several ways that Kongs can get them. Some are obtained by defeating the enemy with an icon camera overhead, others are hidden in the level, and some photos are obtained by completing a mini-game of conga or challenge. Locations (edit) There are five unique locations that are placed character, and these areas appear in most worlds. Title Description Funky's Flights II Diddy and Dixie can rent Funky Kong in Biplan Barrel to travel to the worlds they previously visited. In the Game Boy Advance version, Funky uses only a place to place specific Gyrocopter tasks in every world. The remake allows the player to use the Gyrocopter from the world map at any time after the Air Loop task is completed. Bonus Swanky's Bonanza Extra mini-game quiz is hosted by Swanky Kong. Diddy and Dixie must correctly answer three questions, each of which are the little things associated with the game to win extra life balls. Once the call is complete, Kongs cannot reproduce it. Kong Kollege is a creation run by Wrinkly Kong, where Diddy and Dixie can keep their game (in every world, the first save for free, but subsequently for the price of two banana coins) or buying level hints. In the Game Boy Advance version, Kongs can't keep their game in Kong Kollege. They can get a note from Wrinkly and then her class of each page filled with photos (she rewards DK Coin on the page). Museum of monkeys (SNES) / Cranky's Hut (GBA) Here, Cranky Kong gives vague hints about where Kongs can find secrets within levels; Like Kong Kollege, some tips are free while others cost banana coins. In game Boy Advance, the location is renamed Cranky's Hut, where Cranky also hosts the Expresso Racing mini-game. Klubba's Kiosk A tollbooth is operated by Klubba to protect others from entering the Lost World. However, in each location, Klubba allows Diddy and Dixie to enter the level of The Lost World if they pay fifteen Kremkoin to it. In the Game Boy version, Advance Klubba also features a mini-game, Bag a Bug. Levels edit codes to edit the Menu Cheats in the Game Boy Advance version. The player enters the WELLARD cheat in the original version, when the player launches a new file, they can click down many times to go to the hidden option Cheat Mode. By emphasizing the option, the player can press a combination of buttons to enter one of two cheats: One cheat removes all DK Barrels. It is activated by input: B, A, Right, Right, A, Left, A, X One cheat makes Kongs start with 50 lives. It is activated when typing: Y, A, Select, A, Down, Left, A, Down The Game Boy Advance version has its own Chita menu (under options), where the player instead inputs the cheat from the keyboard letters. There are nine cheats that they can enter. Cheat Effect FREEDOM Unlocks All Levels of HELPME Start with 15 Lives KREDITS Shows Game Employees Credits ONETIME Opens Music Player RICHMAN Start with 10 Banana Coins ROCKARD Removes DK Barrels and Star Barrels WEAKLING Start with 55 Lives WELLARD Removes Only DK Barrels WELLRICH Start with 50 Banana Coin Differences in Other Versions This section is a stub. You can help Super Mario Wiki by expanding it. Game Boy Advance (edited) It was suggested that this section be rewritten. Battle against the added boss, Kerozen. As is the case with the Game Boy Advance remake of the original Donkey Kong Country (and later the remake of Donkey Kong Country 3), changes have been made to the game, including: intro cutscene is played when the player starts a new file, which is an abbreviated version of the story from the guide. There are some differences, most of them dialogue: Funky Kong starts surfing the waves, but accidentally falls into the water. After Cranky's talks with Donkey Kong, The Flying Croc hovers over Donkey Kong. Captain K. Rool orders his henchmen (Krook, Kannon, and Kabongo are shown) to kidnap Donkey Kong as a means to ensure that Donkey Kong does not interfere with his plans. Two ropes fall under the airship, and eight klingers (four on each rope) slide into the trees. Two green Kutlasses ambushed Donkey Kong on each side and tie it. Donkey Kong pulls up to the airship, where K. Ruhl tells Donkey Kong that he will never see his friends or DK Island again. Diddy and Dixie ask Cranky to read the note aloud. The note is almost identical to that in the manual, except that for the yellow-bellied, land-lubbing Kong family: the greeting has been removed. A tame story describes Diddy and Dixie arguing with Cranky over their rescue of Donkey Kong. He also describes Funky and Wrinkly initially not wanting to help save Donkey Kong. This doesn't happen during the scene. At the end of the scene, Funky offers to let them all go tomorrow before saving Donkey Kong. Diddy insists on leaving immediately and says Engarde will accept them. In the original, the last level in K. Rool's Keep Stronghold, Showdown, was the small room where Donkey Kong was found tied up and suspended, and Diddy or Dixie would do their winning dances, only to see DK get grabbed away. In the Game Boy Advance version, the level is on the roof of the castle and the player must fight the new boss, Kerozene. Kugel's trousers change from yellow to red. The graphics of the game are a little brighter because the original Game Boy Advance units don't have screen lights. This removed the dark atmosphere of the original version. The file selection screen at the beginning now has Diddy Kong as a cursor, a la Donkey Kong Land 2. Also in European versions, the screen name itself is the window of art donkey Kong Land 2 (the American release has a title screen based on an art field from the original Donkey Kong Country 2, while in the Japanese version, it is based on promotional works by Diddy and Dixie exploring the marsh area). Cranky Kong talks to Kongs after they defeated the boss, which also happens in the Game Boy Advance version of Donkey Kong Country and Donkey Kong Country 3. The Swanky quiz is redesigned in the remake and has some new issues. Candy also appears as his assistant. The view from the windows at Kong Kollege differs depending on the world's setting. The incorrect mathematical equations on the board were changed and the title was changed to read Sums. The new game mode called Diddy's Dash is available from the beginning. In this mode, the player can only play as Diddy and must reach the end of the level as quickly as possible. There are no star barrels; instead, several checkpoints are scattered throughout the scene. If Diddy is hit by an enemy or an obstacle, he instantly appears at the last checkpoint. Mini-games have been added to the remake, including Bag Bug, Expresso Racing, and Funky's Flights. Tiny Kong appears in some of them. Funky's Biplane Barrel is being replaced by a Gyrocopter, which Kongs can travel around the world map for free after they have completed the aerial loop. The Monkey Museum has been replaced by Hutm Cranky. There are more color variations for Kaboings and Flotsams than the original. When the conga defeats Crowe, his spirit, Kipi Crow, comes out of his corpse and flies away. The Kleeveer-level boss has lightning-fast effects in the background scenery. Instead of simply selecting the front screen and file, a new main menu with three options was added: Start (which is the selected file), Tyre Diddy and Bonus Games. Unlike the original game, all the levels that the player opens to the Lost World are available from any entry into it. Heroes of the cranky video game in the Game Boy Advance version. In Cranky's Video Game Heroes, Link and Yeshi were switched to second and third place each. No Hoppers trash can, Sonic shoes, and Jim's Earthworm beam gun were also removed. 28 more Cranky's Video Game Hero Coins were added, bringing the total to 68. The Super Nintendo controller does not appear in K. Rool Duel. The song Disco Train, which plays on roller coaster levels, has been modified to remove screeching sounds during its intermission. Almost all sound effects have been altered, including Kongs, enemies, bosses, and even effects such as explosions and wind. Some of the enemy voices were taken from Donkey Kong 64 and Diddy Kong Racing. Dixie's sound effects were reused from Tiny Kong to Donkey Kong 64. The Hidden Music Test provides titles from the official soundtrack instead of identifiers above the landscape level. However, Stickerbush Symphony has been renamed Stickerbush Symphony. Wrinkly Kong gives diddy and Dixie notes as homework. Wrinkle asks them to fill every page with photos they find. A new menu has been added to the world map, allowing the player to save their game at any time, review Wrinkly and Cranky hints, use Gyrocopter, check notes, and check out mini-game high scores. Swanky Kong charges ten Banana Bunch Coins for rematch against boss. After Diddy and Dixie defeated the boss, Swanky rewards them with the Blue Balls. In the original, when Dixie makes her helicopter spin, Diddy will be behind her, still. In the remake, he flips behind her. Death and the end of the level of music no longer change depending on the level. Instead, it changes depending on which symbol is used at the time. Music Run! Rambi, Run!, which plays when King Jing pursues Kongs in the original version of Rambi Rumble was replaced by the music heard when racing against Scream in the remake. Despite this, the original music can still be heard in the Sound Test. The world maps have been redesigned to be bigger and bigger. The deception that allows the player to get all the Kremkoin in the first level is no longer present. However, this can still be done by entering the FREE code on the password screen. Player's life and banana coins are now saved, instead of losing them whenever the game is off after saving. When Kapten K. Ruhl is defeated, Donkey Kong knocks him out of the Flying Croc through the cockpit, instead of shooting him through the roof. Another scene shows Flying Krock about to crash, with Funky Kong bringing Gyrocopter to evacuate Donkey Kong, Diddy, Dixie, and Cranky Kong from the ship shortly before it is destroyed. In addition, during the fall of K. Ruhl, he is no longer eaten by sharks after falling into the waters around the Kremsky embankment. Crocodile Kore's ending has also been slightly changed. From afar, Donkey Kong, Diddy and Dixie witness Crocodile Island sink underwater. Holiday music has been added in the background, and K. Rool says he's not done with Kongs and that it can't be stopped. His escape is prevented by Funky Kong, who drops bombs from Gyrocopter on K. Rool, who remains adamant on revenge on the Kongs. Captain K. Rool now utters a grunt just before his blunderbuss forcibly expel the cannonball. Initially, he will make sounds only when he lost consciousness after each stage of the final battle (which were reused from Krushi). Glitches edit Home article: List of Donkey Kong Country 2: Diddy's Kong quest glitches Castle Crush glitch edit Warning! Doing this act can damage your game's save files. Note: This glitch only works in versions of SNES and Wii U. This has been fixed for the Game Boy Advance and Wii Virtual Console versions. Two examples of failure effects. Castle Crush glitch has become infamous among fans as the most fatal crash of the series. To do this, the player must enter Castle Crush with Diddy Kong as the main character (Dixie is not mandatory, but cannot be the lead character). The player then has to pick up the first DK barrel and hold it against the wall. Now the player must drop the barrel and quickly pick it up again; if done correctly, the barrel will break, but Diddy will act as if he is still holding it. After throwing the invisible barrel, it will be replaced by a nearby object, with an exact object depending on how much level has been passed before the throw. Throughout the part of the level, this will cause the enemy to deform before Diddy, after the enemy often dies immediately. If it is thrown at the top, it will be replaced by the No Rambi sign. Both of these outcomes are relatively harmless. However, if thrown soon after being picked up, the invisible barrel will be replaced by the nearby Rambi Barrel. The conversion aspect of the Rambi Barrel becomes broken after it happens, and tend to cause Diddy to either turn into a screen-sized glitchy mess, the wrong color Of Klubba without the hammer that stands still, or the all-black Kleeveer, which slowly moves to the side during rotation. In all three of these cases, the game will usually be a softlock soon after. The consequences of the failure can vary. While some have been lucky to avoid without negative consequences, others have reported keeping the data erased due to file damage, the game becoming damaged to the point of being near unplayable. Even worse, but rarely, some SNES consoles have been damaged and become non-functional due to this glitch. The quotes from the main article: List of Donkey Kong Country 2: Diddy's Kong quest quotes Wrinkly Kong All these Kremlings want to do is learn how to fight and squash monkeys! These naughty crocodiles! All they want to learn is how to fight and squash monkeys, Tsk! When you see Kaptein K. Rool, can you ask him if he did his homework? Hurry up together! The school is almost over! You need to learn a little more! if you're going to beat Kremlings! You are looking a little tired dear. Want to keep your game? Good luck, kids. Be careful now, Kongs. Were you to see my husband Cranky? He complains a little, but he knows all about this island. Goodbye, dear. Don't be a stranger now. Well! Just look at all these sums that the Kremlin did. Shamefully! I hope you behaved better than these reptiles. Why did I even catch one sharpening his sword in class yesterday. Links to other games - Donkey Kong - Cranky makes a direct reference to this intro game by saying: Swiping girls and throwing barrels seven days a week, I was! Donkey Kong Jr. - The overall plot of the game was similar to the plot of Donkey Kong Jr., where Donkey Kong was kidnapped by an old enemy (Mario in the case of Donkey Kong Jr., and K. Rool in Donkey Kong Country 2), with the main character (the eponymous character in Jr., Diddy and Donkey in Dixie Kong Country 2) having to go from his home to the home of the main villain to save the Super Mario Bros. that he will send the player to Minus World. Super Mario Series - Mario pretends to be the hero of a video game as a first place or runner-up depending on the number of Cranky's Video Game Hero Coins received. Yoshi also appears in second or third place in the SNES version and third place or occupies in the GBA version depending on the number of coins received. The Legend of the zelda series - On Video games Heroes, the link can be seen in third place or ranked in the SNES version and second or third place in the GBA version. Sonic The Hedgehog Series - Sonic's discarded shoes are seen among the No Hoppers pile in the original SNES game. Killer Instinct - Killer Instinct arcade closet and main thunder poster can be seen at Cranky's Monkey Museum. Earthworm Jim Series - Jim Earthworm discarded blaster is seen among the No Hoppers pile in the original SNES game. Donkey Kong Country - This game is a follow-up to Donkey Kong Country. Some graphics, particularly for Diddy Kong and several elements and objects, are reused from this game. The reason the Kongs don't swap the banana hoard for Donkey Kong is because they just tried to get them back into this game. Also in the game you can find a stuffed Winky. In addition, Cranky states that Donkey Kong Country 2 will never be as good as Donkey Kong Country and then says it was rubbish. The sound effect of Steel Barrels play can be heard in Clyme Cannon, and when Kleeveer hit the cannonball. Steel Kegs cameo in the ship to hold level-type scenery. Donkey Kong Country 2: Kong diddy's quest - remake references the original as when the monkeys win Kerozene Cranky says: I bet you didn't expect that!, as Kerozene did not appear in the original; Also K. Ruhl says: You didn't think it would be so easy, did it?, as Kerozene appears. Links in later games edit Donkey Kong Country 3: Dixie Kong Double Problem! - This game is a sequel to Donkey Kong Country 2. Wrinkle mentions how she gave up her job at the school that was her occupation during Donkey Kong Country 2. In addition, many of the item sound effects and graphics in Donkey Kong Country 2 are used again in this game. In game boy Advance, Swanky looks the same as donkey Kong Country 2. Donkey Kong Land 2 is a direct semi-sequel to Donkey Kong Country 2, in which most level names and bosses remain the same. Donkey Kong 64 - Banana coins, debuting in Donkey Kong Country 2, are back. Paintings by Kapten K. Ruhl hang on sunken ships in this game. In the Game Boy Advance version of Donkey Kong Country 2, Tiny Kong appears in the mini-games Funky Kongnapped and Kong napped 2. DK: Jungle Climber - Funky Theme in this game is the cover theme of Funky Home Monkey, WarioWare: D.I.Y. Showcase - Microgame DK Country is based on the game. Donkey Kong Country returns - Levels of ships and volcanic levels make a comeback as well as banana coins. Donkey Kong Country: Tropical Freeze - Enemies in this Viking game known as Snomads, but since the Vikings are a type of pirate that may be a reference to Donkey Kong Country 2. In addition, Dixie Kong returns as a playable character, and her gumball gun and air guitar idling animation (as well as playing real guitar during resemble her blowing gum idle animation and winning animations, respectively, respectively, Donkey Kong Country 2. The blackberries level comes back, and is called Bramble Scramble after being in Donkey Kong Country 2. Super Smash Bros. Ultimate - In this game, one of King K. Ruhl's attacks involves his use of his blunderbuss, and he also wears his pirate hat when using the move. Captain K. Rool also appears as a spirit in this game, using his work from Donkey Kong Country 2: Diddy's Kong quest. In King K. Rool announce the trailer Rivals, Donkey Kong and Diddy Kong eyes a comically bulge in horror when they witness King K. Rool bring down King Dedede (who pretended to be King K. Rula is like a prank), referring to their reactions when about to face the boss in Donkey Kong Country 2 (and to a lesser extent, Donkey Kong's reaction when, even before the first Country Donkey Kong turned out to be a blockbuster, the game's development team already had plans for a sequel, that the first Donkey Kong Country has already featured the most stock platforming level archetypes. While some ideas from its predecessor were shifted over, all levels in the country two Donkey Kong were brand new. Replacing Donkey Kong with a new Dixie Kong character came from a desire to take risks and surprise the players. Speaking about the level of game design, Miles explained that Donkey Kong Country 2 went with a more exploration-based structure, as if we did this speed running again, there wouldn't be a lot of opportunities for us to go somewhere else with it and make the game more different from its predecessor. Secret collectibles and Lost Worlds have been included to give the game more intrigue and expand its play value. Nintendo was less involved in the development of Donkey Kong Country 2, which Gregg Miles chalked up to the success of the first game. Preview and Unused Content Edit Main Article: List of Donkey Kong Country 2: Diddy's Kong Pre-Release quest and unused content Rare Witch Project preview and German guide strategy to edit Mr. X, an earlier version of Kackie. His work comes from a German player guide. The Rare Witch Project website once previews several upcoming enemies and characters for Donkey Kong Country 2: Diddy's Kong quest. Among these enemies was a sinister-looking character who was simply christened Mr. X. Mr. X was an early version of the enemy Kackie, a ghostly Kremling that appears in a haunted hall level and haunts Kongs throughout the level in the final version of the game. Mr. X was a phantasmagoric white Kremlin with red eyes, wearing a large black jacket covered in army medals, and also possessed two small hand hooks. Despite his status as an unused item, Mr X somehow managed to be included in the official German guidebook which claims that he is a character no one knew or saw. Donkey Kong Country 2: Diddy's Kong quest has received widespread critical acclaim, according to critics, to be one of the best titles on the virtual console. Reviews Release Reviewer, Publishing Score Comment Wii Mark Birnbaum, IGN 8.8/10 If you love the action platformer games, then Donkey Kong Country 2 is not a brain. There is a good chance that you've already played it on SNES or GBA so you know how similar it is to the original. Hence, it is easy to recommend spending 800 Wii points for those who enjoy the original Rareware classic. Who doesn't like to explode out of barrels and collect bananas? Of course, no normal person. Wii Frank Provo, GameSpot 9/10 If you're looking for a diverse platformer that will take some time to finish, look no further than Donkey Kong Country 2. It's well worth 800 Wii points that you need to fork out to download it on the Wii. The Wii by Damien McFerran, Nintendo Life 9/10 Donkey Kong Country 2 may prove frustrating for some young or less dedicated players. For those who love the challenge this is probably one of the best games available on a virtual console. PAL users will be happy to hear how this game developed by Rare this game is optimized for 50 Hz. This means that there is no real difference between this and his fellow NTSC. Aggregators Compiler Platform / Score GameRankings 89.81% Main article: List of Donkey Kong Country 2: Diddy's Kong quest staff Chief Programmer Assistant Chief Programmer Technical Programmer Characters / Animation Objects / Animation Of Backgrounds for this theme image gallery, see for the full list of media on the subject, see list of The Donkey Kong Country 2: Help: Media - Have you had problems with the game? The name of the language means Japanese/パドキコキコグキコ ディクション ディディSep Donka Ca Dikushi and Rio Didi Super Donkey Kong 2: Dixie and Diddy Game ranked 33rd in the 100th nintendo Power issue in the 100 best Nintendo games of all time in 1997. Originally, the subtitle was Diddy Kong's quest, but was later changed to Diddy's Kong quest, which is a pun on conquest. This is the only game in the original Donkey Kong Country trilogy where players start with four lives by default. In the other two games, players start with five default lives. The game above the screen is also used in bugs and anti-piracy screens in the game. This also happens in Donkey Kong Country 3: Dixie Kong Double Problem!. The manufacturer of arcade games called Sunwise made a Japanese-only slot machine based on the Japanese version of Donkey Kong Country 2: Diddy's Kong quest called Swanky no Bonus Slot (which translates as Swanky Bonus Slots). The release date is unknown and it was their only Mario game. The game will play a piece of music, while will rotate. Donkey Kong Kong 2: Diddy's Kong quest coverage on other niWA wikis: Nintendo Japan web page (SNES) Nintendo UK website Nintendo Magazine System (UK) #39, page 14. Nintendo. (April 6, 2016). スーパードンキーコング2 ディクション&amp;ディディー. Nintendo. Received on April 6, 2016. 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Nintendo removing all Donkey Kong Country games from virtual console - Gimme Gimme Games - Donkey Kong Country 2: Diddy's Kong quest, page 31 - Donkey Kong Country 2: Diddy's Kong quest guide, page 17 and one of the main commentary also explains some of the technical aspects of glitch - b c e Rory Milne (July 2018), Making a Donkey Kong Country 2. Retro Gamer magazine Issue 181 (p. 65 to 68). Extracted September 27, 2020 - recovered 6/4/2009 donkey kong country 2 gba rom. donkey kong country 2 gba cheats. donkey kong country 2 gba color restoration. donkey kong country 2 gba vs snes. donkey kong country 2 gba differences. donkey kong country 2 gba release date. donkey kong country 2 gba rom hack. donkey kong country 2 gba download

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