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published for the Super Nintendo Entertainment System SNES in The game is a sequel to the first Donkey Kong Country and was later followed by a third game, Donkey Kong Country 3 Dixie Kong's Double Trouble. More monkey business.<http://www.marjoleintje.nl/include/userfiles/850i-manual-transmission.xml>

Download and play the Donkey Kong Country 2 Diddys Kong Quest ROM using your favorite SNES emulator on your computer or phone%9. Always look for this seal when buying THIS GAME PAK WILL WORK ONLY WITH THE. NAMES OF CONTROLLER PARTS TO h. This is a good thing as the original was. The Video Game Museum Scans, Gamepics, screenshots, ads, reviews, endings and more.I love the look them two shaders give old 2D games. The Entire Donkey Kong Country 2 OST, includes also Jingles Compilation. How To Speedrun Donkey Kong Country 2 Beginners Guide .! % Recommended. Tap on the "Manual Entry" option and enter digit key that is generated by Google and sent to your email address. 4xBRZ and Waterpaintscanline. Please feel free to support me by sending a PayPal donkey kong country 2 manual scan donation. Donkey Kong Country 2 Diddys Kong Quest is the second installment of the Donkey Kong Country series. There will be no textonly documentation unless that is how it was originally released. It was released on 21 November in Japan, and in December in North America and Europe. View and Download Nintendo Donkey Kong Country Returns instruction booklet online. Lilliputian, the site had serious problems that lasted for over a year which meant it was meaningless to approve manuals for download. Released in on the SNES, its prerendered 3D graphics were particularly bluffing and innovative for its time. If donkey kong country 2 manual scan you love actionplatformer games then Donkey Kong Country 2 is a nobrainer. Be careful,. The donkey kong country 2 manual scan official seal is your assurance that this product is licensed or manufactured by Nintendo. The Entire Donkey Kong Country 2 OST, includes also Jingles Compilation. 2 of collectors 0% have this game for sale or trade. Is there a cheat code that I can use to finish the en. Youre pressing buttons, but its taking time for the game to respond.

In Donkey Kong Country 2 Diddys Kong Quest, the second installment of this superb series, you wage battle against Kaptain K. by Kong. YOU can play Donkey Kong Country 2 by yourself or with a friend. You like this project. Also if you guys would like me to do more videos on older games like this and other emulators please let me know. This free Super Nintendo game is the United States of America region version for the USA. Donkey Kong Country 2 Diddys Kong Quest SNES, BR Magazine Ad Scan February 18, 90s ad art brazil diddys kong donkey kong country 2 manual scan quest DKC donkey kong donkey kong country magazine nintendo playtronic rare scan. 2 of collectors 0% have this game for sale or trade. Donkey Kong Country 2 Diddys Kong Quest donkey kong country 2 manual scan is rated out of 5 by 2. For anyone familiar with the original donkey kong country 2 manual scan DK Country game this is more of the same. Donkey Kong Country 2 has sold over million copies woldwide, making it the sixth bestselling game on the SNES. Check them out to find answers or ask your own to get the exact game help you need. previous page . Always look for this seal when buying THIS GAME PAK WILL WORK ONLY WITH THE. Donkey Kong Country 2 Manual Scan 2 Powers and abilities, 3 Personality, 4 Game appearances, 5 Official profiles and statistics. Be the first one to write a review. Thank you! Whats up guys, this is a test of Donkey Kong Country running on Snes 9x using 2 custom shaders. This manual will explain ingame controls. — Donkey Kong Country 2 manual, page Puftups are porcupine fish enemies that inhabit the donkey kong country 2 manual scan waters of Crocodile Isle and the bog in Ghost Island. I made an unfair review before based on some super subjective issues I had. Release date Nov 21st, Donkey Kong Country 3 Dixie. Donkey Kong Country 2 Instruction Manual Mr. Doom factory sealed mint. Keeping this website up and running takes me endless time and significant amount of money each year.

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It was developed by Rareware and published by Nintendo for the Super Nintendo Entertainment

System. They first appear in Donkey Kong Country 2 Diddys Kong Quest. The fiendish Kaptain K. Enjoy the game and rate us 5 stars for our efforts. Find release dates, customer reviews, previews, and more. Donkey Kong Country 2 is now able to play on Windows Phone. Donkey Kong Country 2 Diddys Kong Quest SNES Game. Rool and his vast army of Kremlings. You have been randomly chosen to take part in a brief survey. Lets take a look at some of the best ones. The incredible Advanced Computer Modeling ACM graphics in this game have been specially optimized for the donkey kong country 2 manual scan Game Boy. Review Donkey Kong Country 2 Diddys Kong Quest. Now that the site is running properly donkey kong country 2 manual scan again we will just have to wait to see if any of the editors return. Donkey Kong Country 2 SNES Super Nintendo Game Cartridge Cleaned Tested and Guaranteed to Work. The official seal is your assurance that this product is licensed or manufactured by Nintendo. Game Boy Advance games manuals. A similar enemy, Pufftup, appears in Donkey Kong Country Tropical First appearance Donkey Kong Country 2. Were here to provide you with those manuals for situations when you really shouldve had them to begin with. Please feel free to support me by sending a PayPal donation. X from the German instruction manual. Among the many hits from Nintendo, Donkey Kong Country undoubtedly sits at the pinnacle of games that have marked the history of gaming. Donkey Kong Country 2 Diddys Kong Quest is an platform video game developed by Rare and published by Nintendo for the Super Nintendo Entertainment System SNES. It takes place shortly after Developers Rareware. Donkey Kong Country 1 factory sealed mint. Manuals. by Paul on Jan 1st, Welcome one and all to this DKC2 walkthrough which will take you by. Rool has kidnapped Donkey Kong, and its up to Diddy Kong and Dixie Kong to rescue him.

This free Super Nintendo game is the United States of America region version for the USA. Now I cant find the darn thing. Please try again. Please try again. Please try again. Then you can start reading Kindle books on your smartphone, tablet, or computer no Kindle device required. Register a free business account To calculate the overall star rating and percentage breakdown by star, we don't use a simple average. Instead, our system considers things like how recent a review is and if the reviewer bought the item on Amazon. It also analyzes reviews to verify trustworthiness. You can discuss this issue on the talk page or edit this page to improve it. Its soundtrack is also widely praised. It was released in 1995 and had Diddy Kong as the star. A port of the game was released for the Game Boy Advance in 2004 and was rereleased on the Virtual Console in 2007. However, it should be noted that some elements were tweaked in the remake. Funky is seen surfing and then falling off his board. He asked for Donkey Kong to join him, but DK simply continues lounging. Cranky soon leaves. It was slightly different in the remake. Meanwhile, above, Kaptain K. Rool, aboard his vessel, The Flying Krock, commands his minions to invade the island and take Donkey captive so that his next attempt at stealing the Banana Hoard wont be a failure like the last two times. Donkey, still lounging, did not notice the attack until Kutlasses ambushed him and took him prisoner. Kaptain K. Rool assures DK that he will never see his precious island or his friends again. If you want him back, you scurvy dogs, youll have to hand over the Banana Hoard ! Cranky suggests to give up the hoard, but Diddy insists that Donkey Kong would be furious if he lost his bananas again. Diddy and Dixie ride to Crocodile Isle via Enguarde, and then start their quest. Here, they find the Gangplank Galleon docked lazily onto the shore, abandoned.

They would next travel to the lava world of Crocodile Cauldron, the swamps of Krem Quay, the ruined amusement park Krazy Kremland, K. Rools Keep, and finally, the Flying Krock. All of the Kremkoin are needed to be collected to reach him. Once he is defeated a second time, Diddy and Dixie win once again. Then, all of the Kongs go off the island and see it sink underwater with K. Rool escaping. Diddy retains his cartwheels and agility making him the faster of the two, can climb and swim faster, jump higher and farther, however Dixie can whip her ponytail similar to DKs roll, hold barrels above her head like DK, and has a very useful ability; she can use her ponytail like a

helicopter and lower her falling speed via her Ponytail Whirl, allowing the Kongs to reach farther areas than before however Espresso has been removed likely because of this. Dixie and Diddy have a new teamup ability, usable only when both Kongs are in, allowing the Kongs to ride on one another. The Kong on top can be thrown as a weapon or way to get to high areas. More ropes and such have been added, and the Kongs can now climb horizontal ropes as well Diddy has gained new animations for this. Animal Crates return, though Kongs can now directly transform into animal buddies via Animal Barrels. Swimming returns, though it acts more like Mario games, with the ability to get on land and return to water between areas of the level. Collecting one hundred yields a life, with Banana Bunches worth ten regular bananas, meaning that ten of these types give an extra life. Animal Buddies cannot proceed past this sign, however when they do they are turned into a prize usually a coin or bananas. The symbol on the crate tells what Animal Buddy the crate imprisoned. The returning Animal Buddies crates are slightly redesigned. They are slightly small than in Donkey Kong Country. They are used to safely float over lava. It also can defeat many enemies. When thrown on the ground they bounce and lose momentum.

These usually yield prizes when broken. Collecting these are needed to finish the game. At the end of the quest, Cranky tallies the collected number of DK Coins and ranks them with other Nintendo characters Mario, Yoshi, and Link all make cameos in Crankys Video Game Heroes. There are forty in the Super Nintendo version and sixty two in the Game Boy Advance version, per the new sidequests and minigames. It should be noted Lost Worlds Kremkoin is replaced with DK Coins. Putting the Kannonball inside a Kannon grants access to a Bonus Area. These items are used to upgrade Espresso II's stats in the Espresso Racing minigame. Both items are exclusive to the Game Boy Advance version. There are multiple ways of obtaining these items. They were unchanged from Donkey Kong Country. All must be found and entered to get 102% complete in this game. As the name suggests, they are movable. He retains his very strong horn, ramming ability, and now gains a supercharge for his horn, allowing him to charge much faster and break through bonus doors. With his supercharge, he can access underwater bonus areas. He can be directly controlled and can shoot eggs from his beak. A blue subspecies conjecturally called Flapper is found in the level Parrot Chute Panic. Flapper can only descend and cannot spit eggs from his beak. When jumping on him, Clapper will breath on the water found in the stages, either cooling it down or freezing it. Espresso II is playable as a part of the Espresso Racing minigame. When player one is defeated, player two takes over. Once found, players can scroll through the games background music themes. It allows players to enter a cheat codes to start off the new game. Though the first use requires payment, each use after is free. In the GBA remake players can summon Funkys gyrocopter anywhere on the world map, so he instead ran a minigame in the remake.

He gives hints once more, but this time theres the option to choose which hint for the stages in a world, though come at a small fee. Crankys other major role is the counting of DK Coins and running Espresso Racing. She also gives hints somewhat like Cranky, but are more general and about abilities or animal buddies. She also handles a Scrapbook in the GBA remake. Swanky has no other major roles. Much like Swanky, she has no other major role. Candy Kong cameos as a host in the GBA version. Once a quiz is done it cannot be played again. Wrinkly Kong can also give hints for a price, and apparently teaches Kremlings when the Kongs arent around. It is replaced by Crankys Hut in the GBA port. Cranky also hosts the Espresso Racing mini game in his hut. However, Klubba will let the Kong access the Lost World if he is paid with at least fifteen Kremkoin. Klubba also hosts a minigame called Bag a Bug in the GBA port. Some of them are return from the previous game, though slightly altered in appearance to fit the pirate theme, as well as tweaked names except for Zinger. However, all bosses have a unique stage and not all are simply bigger versions of regular enemies. Mr. X was to be a boss in the game, but has been scrapped out of the game later confirmed to be the enemy Kackle. Both Kongs also ride on the animal buddy together. The music can still be heard in the sound test, though. This also happened in Donkey Kong Land 2. The level itself has been

made easier but still difficult. The first of these was Mr. X being a beta enemy later confirmed to be Kackle, likely for K. Rools Keep as it has no boss. Kerozene was added as the boss of K. Rools Keep in the Game Boy Advance version, and the second being mourning sprites for Diddy and Dixie. Also, there was to be Flitters with a purple coloration with blue wings or green wings. Also, there was to be a red and turquoise coloration for the Flitters. The beta red Flotsam. The beta yellow Floatsam. The beta purple with green wings Flitter.

The beta purple with blue wings Flitter. The beta red Flitter. The beta turquoise Flitter. Add a photo to this gallery The SNES Japanese boxart. The SNES PAL boxart. The North American back boxart for the SNES version. The Japanese back boxart for the SNES version. The North American Game Boy Advance boxart. The European Game Boy Advance boxart. The Japanese Game Boy Advance boxart. The North American back boxart for the Game Boy Advance version. The full logo Logo without subtitle Add a photo to this gallery Japanese version title screen. The North American title screen for the Game Boy Advance version. The European title screen for the Game Boy Advance version. The Japanese title screen for the Game Boy Advance version. A beta version for the title found in German strategy guide. The Game Over screen in the Super Nintendo Entertainment System version. The Game Over screen in the Game Boy Advance version. Add a photo to this gallery Dixie Kong DK caged Cranky Kong Funky Kong Wrinkly Kong Swanky Kong Add a photo to this gallery. Content is available under AttributionShare Alike 3.0 Unported unless otherwise noted. Privacy policy About the MarioWiki Disclaimers Mobile view. It is a sequel and direct followup of Donkey Kong Country; the game stars Diddy Kong, as he and his girlfriend, Dixie Kong, make their way through Crocodile Isle to save Donkey Kong from the Kremling Krew. A sequel to Donkey Kong Country 2 Diddys Kong Quest was released in 1996, Donkey Kong Country 3 Dixie Kongs Double Trouble! It features several differences, including the addition of photographs and extra Crankys Video Game Hero Coins. It omits the Diddys Kong Quest subtitle, thus the game is simply known as Donkey Kong Country 2. Around the same time, Donkey Kong Country 2 Diddys Kong Quest was released for the Wii U Virtual Console in Europe and Australia in October 2014, and in the United States and Canada in February 2015.

For handhelds, the game was ported exclusively to the New Nintendo 3DS Virtual Console in 2016. It will be made available on Super Nintendo Entertainment System Nintendo Switch Online for the Nintendo Switch on September 23, 2020. A similar Game Boy title was released a year later, in 1996, Donkey Kong Land 2. They're really scraping the bottom of the barrel this time!" Funky Kong is busy surfing waves among the seagulls. Cranky Kong walks up to Donkey Kong and hits him on the head with his cane. Donkey Kong replies that even stars need time off. Donkey Kong asks Cranky to leave him alone and stop pestering him, so Cranky leaves. Donkey Kong then goes to sleep in his chair. They go to the beach to investigate, and the Kongs find many footprints surrounding Donkey Kongs broken chair. They find a note in the chair which reads If you want him back, you scurvy dogs, you'll have to hand over the banana hoard! Kaptain K. Rool Cranky asks if they have any better suggestions, and Diddy and Dixie both say that they want to rescue Donkey Kong themselves. The two get in a brief argument with Cranky, who does not believe Diddy qualifies as a video game hero. Thus, it's up to Diddy to save his uncle, and alongside Dixie, who insisted on joining him, starts his journey. They defeat numerous enemies and collect items on their way. Diddy and Dixie first travel aboard Gangplank Galleon, a large pirate ship docked at the coast. After completing the world, Diddy and Dixie move on to the volcanic world, Crocodile Cauldron, then the swampy Krem Quay, then the abandoned amusement park Krazy Kremland, and a spooky woods, Gloomy Gulch. Diddy and Dixie eventually reach the end of the sixth world, K. Rools Keep, where they find Donkey Kong tied up in a chamber. Just as they celebrate, Donkey Kong is pulled up into K. Rools personal airship, The Flying Krock. The Kongs eventually enter Crocodile Isles power source, Krocodile Kore, where they reencounter Kaptain K. Rool. After a short battle, K.

Rools blunderbuss explodes, which propels him into the energy geyser powering Crocodile Isle. This blocks the power flow, which then destroys Crocodile Isle. Just before the isle sinks, K. Rool escapes on a boat, laughing as he sails off into the horizon. The player controls Diddy Kong and Dixie Kong, whose basic abilities include jumping, climbing, and swimming. The Kongs usually jump to cross gaps and grab airborne items. Either Kong can perform a midair jump if they cartwheel or spin off a nearby ledge, often necessary for reaching secret areas or collectibles. Like Donkey Kong Country, Diddy can perform a cartwheel attack and still retains his agility he can jump, climb, run, and swim a bit faster than Dixie. Dixie's equivalent to the cartwheel attack is the Helicopter Spin, where she spins into an enemy. Dixie has the advantage of also being able to perform the ability in midair, where she whirls her ponytail to glide to nearby areas or to cross some large gaps. There are more enemies that Diddy and Dixie can defeat by their respective cartwheel or spin attack, rather than a jump attack. While this slows Diddy and Dixie's movement, either Kong can be thrown to reach items or higher areas. When a Kong is thrown to a higher platform, the lead Kong automatically moves up there with them. This way Diddy can defeat an enemy who walks into the object. Dixie holds an object over her head with her ponytail, and this still leaves her vulnerable to attack. The player must hit the jump button, to advance upwards into the water. If the player does not press the button, the Kongs slowly float to the bottom. Pressing enables them to descend quicker. The original Super Nintendo version has two hidden modes which can be accessed by pressing Down on the a number of times. The first player controls Diddy while the second player does Dixie. Players can change turns by switching the Kongs or by losing their Kong. This mode does not appear in the Game Boy Advance version.

The remake features more cheats than the original, each of which has to be spelled out using letters. It also includes a time attack mode, which is somewhat a successor to DK Attack from the Game Boy Advance remake of Donkey Kong Country. During the Kongs' adventure, Cranky Kong hosts the Bonus Game at his hut in most worlds, each having their own race. Before a race, the Kongs must power up Expressos' stats with Golden Feathers, which gives him a winning chance against his opponents. By completing a race, the Kongs are rewarded with a DK Coin. During the adventure, Funky hosts a challenge in each world and rewards a DK Coin for each completed challenge. During the adventure, if the Kongs play this game, Klubba only rewards them with common items such as Banana Coins and Extra Life Balloons instead of a DK Coin. The player only controls Diddy, who must complete each level as quickly as possible while being tracked by an onscreen timer. He retains his fast speed, strength, cartwheeling, high jumping, and agility. When he hits an End of Level Target, Diddy performs on his boombox. Dixie is noted for her Helicopter Spin ability, which allows her to glide in midair. If Dixie hits an End of Level Target hard enough, she performs on an electric guitar. There is one Kremling who acts as a supporting character. Cranky provides level hints to the Kongs at a fee. In the Game Boy Advance version, the Monkey Museum was renamed to Cranky's Hut, and he also hosts the Expressos Racing bonus game. In the game's backstory, Donkey Kong was kidnapped and held ransom by Kaptain K. Rool and the Kremlings, who demanded the Kongs give the Banana Hoard to them. Diddy and Dixie go on an adventure to rescue Donkey Kong. He leases the Biplane Barrel to Diddy and Dixie, allowing them to travel back to worlds they have previously visited. In the Game Boy Advance version, Funky hosts a challenge in each world, and allows the Kongs to use the Gyrocopter from the world map.

He prevents others from entering the Lost World, but Diddy and Dixie can pay 15 Kremkoin to Klubba from each of his kiosks to access the Lost World from that location and unlock one of its levels. Klubba wields a cudgel, and if the Kongs decide to leave his kiosk, Klubba whacks them out using his cudgel. In the Game Boy Advance version, Klubba hosts a firefly collecting minigame. In it, Swanky gives three questions to Diddy and Dixie. If they answer all three correctly, Swanky rewards them with Extra Life Balloons. She operates a Kong Kollege in nearly every world, and like her husband, Wrinkly provides hints and information to the Kongs. She also has a crucial role of allowing

the Kongs to save their game progress. In the Game Boy Advance version, Diddy and Dixie can obtain the Scrapbook from Wrinkly, who provides hints on the photograph location. Each Animal Friend has its own abilities to help the Kongs find Bonus Barrels, Crankys Video Game Hero Coins, Banana Coin, and other collectible items. There are a total of nine Animal Friends, the most of any Donkey Kong Country series game. Diddy and Dixie can only transform into or ride six of the Animal Friends. Animal Friends have a larger 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. Diddy and Dixie can get Clapper to cool the water when they jump on him. In Lava Lagoon, Clapper cools the boiling liquid into water, allowing the Kongs to swim through the water. In Clappers Cavern, Clapper freezes the water to solid ice, allowing the Kongs to move past the Snapjaw below. With his sharp bill, Enguarde can defeat most underwater enemies. The game introduces the Superstab, which allows Enguarde to break open some walls. During the adventure, Espresso is owned by Cranky Kong, who wants to train him into becoming a racing bird.

Unlike other Animal Friends, Espresso does not appear in any of the main levels to help Diddy and Dixie. The Kongs must use Golden Feathers to boost Expressos stats during race. It is the only Animal Friend that is unaffected by enemies and stage hazards and the only one that the Kongs cannot ride. Quawks only appears in the level Parrot Chute Panic, and unlike Squawks, it can neither spit eggs nor flap higher. It only slowly descends down the hive and around the Zingers. It is a powerful ally, capable of defeating most enemies with its horn. Rambi has an ability that first appears in the game, Supercharge, which allows him to charge fast into enemies and break some walls leading into a Bonus Level. With the ability, Rattly can reach higher areas and items and Bonus Barrels that the Kongs cannot reach themselves. With his Superjump, ability, Rattly can charge up and then perform an even higher jump. It can shoot pellets from its mouth, allowing it to defeat stronger enemies like Zingers. Unlike the other Animal Friends, Squitter gets injured if he touches an enemy. There's only three of these in the game at most!" Most of them first appear in Donkey Kong Country 2 Diddys Kong Quest, though a few of them return from Donkey Kong Country. They attack by rapidly spinning around while following the Kongs. Cat O 9 Tails eventually get dizzy from spinning, which allows the Kongs to defeat them by jumping on them. Sometimes, as it spins, the Cat O 9 Tails catches the Kongs into its tails and throws them upward. The Kongs can defeat a ClickClack by jumping on it twice; the first jumps flips over a ClickClack, allowing the Kongs to pick it up and throw it. ClickClacks can instantly be defeated if the Kongs roll into it or throw an object at it. Some move back and forth whereas some others stay in one spot. Flitters are often used by the Kongs to get across gaps. Like the other underwater enemies, they can only be defeated by Enguarde.

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