

# Donkey Kong Country

*Version 3.1*

By Cataquack Warrior



Ah, the sweet sounds of the jungle. Nothing to do but relax and... Hey, what's the big idea, dropping in on me like this?!



Huh, some "Jump-chan" said I'd give you the tour of this place? Forget it; I've had enough bad luck with "Jump" guys, and besides, I have enough of a time with all my young dimwit relatives paying me a call for advice. If I was them, I'd figure everything out on my own, and complete each game in half the time. Really, why do people need this "jump" thingymabob when you could just go out and play the games? Those games were made for a hardier age, so they're still playable. Kids these days, they always want someone to do everything for them instead of just doing it themselves. That reminds me of back when...

You're still here? Ugh, I was hoping if I yammered on enough you'd leave me alone. But all right. This world is focused around a set of games called "Cranky Kong Country." What, you heard it's called Donkey Kong Country? Okay, sure, if you want to call it that, but let me tell you, without yours truly here as the star, you'd have nothing but a cheap game trying to be all fancy with "3D" and all that newfangled stuff. So you'd better



listen to me if you want to know what's what. You won't get half the wisdom with just one of those game guides, and even with those they don't make them like they used to...

Now where was I? Oh, anyway, this is a wild and wacky world. Even my home on DK Island is full of various environments from jungles to mountains to coral reefs. And that's leaving aside all of the other places you can explore. But there's plenty of do-badders out there like the Kremlings and Snowmads just looking to stir up some trouble. But you've got to have some challenge to keep yourself in shape. If I wasn't busy, I'd go out there myself and give 'em what for with my cane. But I'll leave it to you young whippersnappers.

You have +1000 Banana Points (BP) to start out with, and ten years for the jump. Good luck, and have fun! And try not to bother me too much!



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## Location



From lush jungles to foreboding mountains to dives under the sea, there are many strange lands to explore, but every adventure has to begin somewhere, so you'd better take a look at the map. Roll a 1d8 to determine where you start out, or pay 50 BP to choose.



**1. DK's House-** You start out at Donkey Kong's home, with a tropical jungle backdrop. He's pretty friendly, but don't let him think you're after his bananas.

**2. Monkey Mines-** Part of the extensive network of caverns and mines running throughout DK Island. Hope you're not claustrophobic.



**3. Gangplank Galleon-** The flagship of King K. Rool, though it's kind of run aground. You had best have a reason for being aboard, or you may end up walking the plank. Oh, well; if you get dunked, there's plenty to explore beneath the waves as well, even if you have to deal with some hungry wildlife.

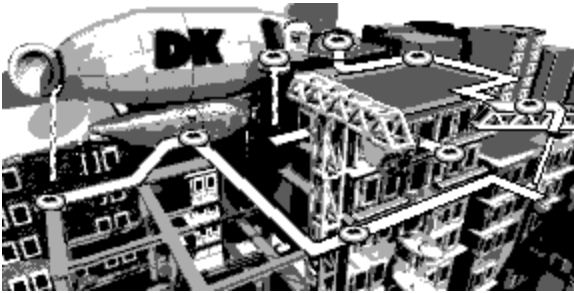




**4. Krazy Kremland-** The star attraction of Crocodile Isle, though it's fallen into disrepair of late. Rides are free for all Kremlings (others, not so much). There are more sights to see off the beaten path, but be careful not to get stung by brambles and bees.



**5. Big Ape City-** A sprawling metropolis. Though it's a ways from the tropics, the Kongs and Kremlings still like to visit the city. Just watch out for annoying plumbers, carpenters, and pest control.



**6. Northern Kremisphere-** A northern getaway filled with lakes, there is plenty to explore here. But be on guard; word has it that a baron's moved in, and strange things are going on in his lab.



**7. DK Mountain-** A massive volcano towering over DK Island. Its peaks are filled with snow, but the volcano itself is hot albeit dormant for now. Be careful not to awaken the tiki spirits lurking inside.



**8. Bright Savannah-** It's as if you are on the vast plains of the Serengeti, with ancient tribal totems here to welcome you. This wild island has recently become a fiefdom in the Snowmads' conquest, but even they find living in the untamed wilderness a harsh existence, with everything from tornadoes to wildfires to thorn infestations. Even so, there are many hidden wonders and joys to be found amidst the struggle for survival. The island's a ways from DK Island and the main action, but with enough work you can find your way back there.





## Background



All right, what kind of animal are you? How do you do the things you do? Share with me... Okay, maybe I took that from another series, but I've to have some sort of tune for this rap, and it's still from Nintendo, so who cares?

There are some diverse ecosystems all over the place, so you have plenty of options. Pay 50 BP to determine your age and gender; if not, you are the same gender as you were before the jump.

**Drop-In-** You come as you were from before the jump. You may not have much firsthand experience with this land, but that makes the exploration even more interesting.

**Kong-** Let's give a big hand to the next member of the D.K. Crew! As part of the extensive Kong family, you are some sort of ape. Or monkey – the exact genealogy of the Kongs is a little confusing. In any case, remember to eat plenty of bananas – they're good for your health, and tasty, too!



**Kremling-** These reptilian baddies are often found plotting with King K. Rool to conquer various lands. The Kremlings bring with them some more advanced technological know-how, but whether that's a match for dumb apes with big fists remains to be seen.





**Wildlife-** You are one of the other various critters that live in one of the many habitats around here. Maybe you've sided with the Kongs, or maybe you're working for the villains, or maybe you just want to live a wild life. But whether you walk, swim, or fly, you call this place home.



**Snowmad-** These chilly (literally) Vikings traverse the seas to establish various colonies. Hardships and ordeals are all part of a soldier's life, but fight well and you might be able to enjoy troop amenities during breaks – and you'll always have plenty of fish to eat!





## Perks



It's a jungle out there, so you're gonna need some power and punch to survive. Though why you need all these options is beyond me. Back before you whippersnappers, we only had a few buttons like "A" and "B" to press, but we learned to live with it. Made things a lot simpler. All discounts are 50% off.

**Jumpman** (100 BP, Free Drop-In)- Everyone on the island knows some degree of jumping, but you are especially gifted in that regard. Not only can you regularly jump (also possible in all other backgrounds), but you can now also double jump, backflip, and even handstand jump! All this makes it easier to dodge attacks by jumping over them. Furthermore, you now get "points" for successfully jumping over obstacles, and you get a tiny spurt of energy each time.

**Buddy System** (200 BP, Discount Drop-In)- This power can be activated when you are traveling with a partner. When active, the perk allows your partner to avoid all damage and obstacles as he or she accompanies you. He or she will always find a way to keep up with you, and will suffer no damage from attacks. That said, there is a cost. As long as you are running the show, your partner cannot take any actions, and just automatically follows your lead. Either by your own will or as a reflexive reaction when you take damage, you can swap your active status to your partner, giving him or her the lead and control over the power.

**Bonus Sleuth** (300 BP, Discount Drop-In)- There are plenty of special bonus areas scattered throughout DK Island and various other parts in this jump, with special prizes if you complete the challenges. You can try to find them on your own if you want, but with this perk you have a keen eye for uncovering these secret areas. You're still on your own for completing the bonuses, but at least you don't have to wrack your brains to find the hidden entrances. Plus, you can now find similar bonus areas in all subsequent jumps.

**Skipping the Challenge** (400 BP, Discount Drop-In)- Dang it, you just want to get to K. Rool and have the showdown, not get stuck in some race against a demented parrot! Then again, what if you just slipped by him? Whenever there are mini-challenges that you must complete before facing your actual objective, you have the option of avoiding the extra roadblock. As long as you can sneak past your opponent, the challenge will never begin, and you can move forward unimpeded. You cannot use the skill once you have directly approached the challenger and signaled your acceptance of the challenge. Also, this does not allow you to skip your intended objectives.



**Cheater** (600 BP, Discount Drop-In)- Kids these days don't appreciate how lucky you are, getting all those chat hubs and this and that for every little error, glitch and cheat in a game! When I was your age, we had to wrack our brains and bash buttons like monkeys just to find those codes they toss around like popcorn now. You can at will activate several special "cheat codes" that will affect you and your surroundings (a 50-foot radius that homes in on your location whenever you move). The EE86-13E3 code makes all ground, from earthy soil to steel grates, bouncy like a springy tire; the EE86-1AE3 code has a similar effect, but it only affects you instead of everyone like the first code. EE86-12E3 allows you to jump into the air and, like a cannonball, crash down and cause a mini-earthquake that hurts and stuns any enemies within 50 feet of you on the ground. EDD7-5AEA lets you to jump higher, while E7DD-535A gives any steed (whether a living animal or a vehicle) the ability to "jump", and if it can already jump it can now jump higher. The MERRY code, assuming you took *Bonus Sleuth*, causes all bonus areas to have a Christmas theme until you deactivate the code; it also increases your luck at finding Christmas/holiday items in general.

**Roll and Twirl** (100 BP, Free Kong)- You've learned couple of special tricks. First, you can spin forward in a somersault and cartwheel. This roll allows you to move faster, and it also serves as a form of attack against opponents. Since you roll like a barrel, someone with the right athletic skills (see *Barrel Master*) could run on you when you're rolling, thus letting you keep rolling indefinitely. For the second trick, you can spin your arms or hair around you horizontally to give yourself a "helicopter" lift; this allows you to shoot into and glide through the air. This rolling/spinning could even help you swim against strong currents.

**King of the Jungle** (200 BP, Discount Kong)- It's a jungle out there, and you've got the strength to prove you're the king. You now have increased physical strength, such that you can shatter boxes, walls, floors, and even giant boulders in a single punch or slap. You also gain enhanced athletic skill, such that you could easily kick or throw an enemy or projectile straight at a target without missing a beat and likewise flex your body to evade punches and other attacks. In addition, whenever an enemy is temporarily stunned and you're up close, you can unleash a spectacular combo of strikes in one go.

**Team-Up** (300 BP, Discount Kong)- Two monkeys are better than one. You can carry a partner on your shoulders and then throw him or her as a live projectile. It can be used to hurt enemies and break open roadblocks, but it has another use. Assuming your partner's not hurt, he or she will boomerang right back to you after a couple of seconds; this can be useful for snagging things just out of reach off a cliff, for instance. If you throw your partner onto a new platform or ledge that you can't reach on your own and he or she reaches it successfully, you will teleport to your partner's position. This also lets you combine abilities to a degree; for instance, if your partner has a jet pack to hover, you could hover while carrying him, even if the jet pack was only meant to carry the weight of a single person.

**Runaway Cart** (400 BP, Discount Kong)- From mine carts to rockets sleds to other things that shouldn't make for reliable transportation, you have a way of getting different potential vehicles to work for you. Furthermore, you can enhance the capabilities of your "vehicle" in several ways. First, you can get it to start moving just by hopping into it, and once you get it into motion you can ensure that it stays in motion for as long as possible instead of slowing down and stopping when it normally would. Second, you can get it to continue to move as if on a stable track even when you are not on one at all. For instance, you could have a mine cart or roller coaster car continue to move forward smoothly off its actual track. Third, you can make the vehicle move in ways that would normally be impossible for it, such as making a mine cart literally jump into the air. Fourth, the vehicle you are riding gains an enhanced degree of protection such that even an incredible volatile rocket barrel could survive at least a few separate headlong crashes into walls and other things before blowing up.



**Konga Beat** (600 BP, Discount Kong)- They say that music soothes the savage beast, and you have quite the savage beat. For the perk to work, you need two drums, though any will work. After some warm-up drumming to stir up the magic, you can seize control of a target, though it works better on voluntary subjects. By beating the right drum, the subject moves forward, and by beating the left drum, the subject reverses direction. Hitting both drums at once causes the subject to jump. You can experiment with the drums to find new rhythms to move your puppet around in complex ways, from swinging on vines to wall jumping. Furthermore, you can visualize your target's location, even if he or she is out of your sight. You can also use your drum skills for offensive attacks, such that making a groovy rhythm will release a powerful shockwave around you.

**Krakpot Genius** (100 BP, Free Kremling)- The Kremlings are notorious for their various inventions and factories, and you are one of their top scientists! You have the know-how to, with enough resources and manpower, create a wide variety of weapons, vehicles, and other various machines, as well as factories to produce them. They tend to be a little eccentric at times, but they get the job done, most of the time. Your industrial work tends to create a lot of pollution, but that's just more for you, and less for those tree-hugging monkeys.

**Detachable Dentures** (200 BP, Discount Kremling)- You have exceptionally sharp teeth, and a jaw that seems to have a mind of its own. At will, you can cause your dentures to leap right out of your mouth. Jumping around like a shark, the teeth will then try to bite down on any available target, somehow having superb senses despite the lack of eyes or a nose (or brain). Still, they are still just teeth and can be destroyed with enough work. Fortunately, if your teeth are lost, they'll regrow in your mouth in one day. Also, if the rest of your body is destroyed, your soul will survive in your teeth, giving you one last chance. If you have only your jaws left, your body will regenerate after a week or so. But once they're destroyed, unless you've found a sturdier body or other failsafe for yourself, it's game over.

**Sturdy Scales** (300 BP, Discount Kremling)- Your scaly hide is exceptionally firm, thus increasing the amount of force it takes to leave a mark on you. Your overall natural defense (ignoring things like artificial armor) is increased to a fair degree. For instance, if a regular sword used to be able to cut you, it would take a stronger sword like a flaming one to cut or damage you at all. Even so, if an attack is strong enough to account for your increased defense, it can still pierce through your defenses, and given the higher intensity of the attack it's bound to pack a wallop! Also, the perk only accounts for physical attacks; spiritual and magical powers, for instance, would likely not be covered by the perk.

**First Strike** (400 BP, Discount Kremling)- This perk is a luck boost that significantly enhances your likelihood of success when you are launching a "first strike" – whether it's stealing a hoard of bananas or kidnapping your longtime rival. The luck boost applies to both the attack itself and the getaway. The level of luck increases when your target does not know that you're coming, and the success rate also rises when you give a narrow focus to your mission – like kidnapping a single target rather than trying to capture everyone; however, that sort of narrow focus means that you're always going to be forgetting something or someone in your larger plans. As the perk only accounts for your initial attack, you'll need to shore up your defenses if you want to hold onto your booty for long.

**Back for More** (600 BP, Discount Kremling)- You just don't know when to quit. If you are knocked out in a fight, you can quickly recover for round two – heck, you might even be raring for up to five rounds before you throw in the towel. At the very least, the perk increases your overall endurance. But more than that, whenever you are hit by a critical blow or enter a "knocked out/K.O." state, the perk will activate and give you an energy boost; the boost won't restore you to full health, but it will give you enough energy to continue to put up a good fight. However, the more times that the K.O. restoration boost activates in a 24-hour cycle, the less effect it will



have – the first boost might have you nearly back to your full strength, but after the third time you’re still going to be mighty winded when you get another boost, for instance. Even if you are completely defeated, you have an increased likelihood of escape/survival so you can plot your revenge.

**Want a Ride?** (100 BP, Free Wildlife)- You make the perfect steed for people wanting to ride into battle. People can easily sit on your back even as you charge and leap past obstacles, and you will feel only the slightest burden, even if you’re carrying a 300 lb. gorilla. In addition, you gain increased agility, and the extra weight won’t slow you down. The only problem is that you have the unfortunate reflect of ejecting riders if you get hit by something painful, but they can board you again as long as you are still nearby.

**Aquatic Ambience** (200 BP, Discount Wildlife)- You can now breathe and swim underwater without any problems. Furthermore, you are unaffected by the water’s temperature, even if it is boiling hot or ice cold. You are also immune to poisons in the water you are swimming through; at most you might get blurred vision.

**Suck ‘Em Up** (300 BP, Discount Wildlife)- Just by inhaling, you can pull distant objects or water straight to your mouth (or trunk). Also, you can suck up and store and later shoot it out at enemies; however, you will need to refill between sprays. If you shoot water you suck up into other water, it has the additional effect of temporarily cooling that body of water; boiling hot water will mellow to a survivable temperature, and deadly-cold water will solidify into ice. Plus, with enough training, you can suck in and store items harmlessly inside your stomach. In addition, you can blow air to do various things like put out the fire surrounding enemies.

**Making a Point** (400 BP, Discount Wildlife)- When people mess with you, they tend to get the point, literally. Whether quills, stingers, or horns, you have sharp physical protrusions on some part of your body. Anyone making physical contact with your spiky areas will get gored, providing a nifty offense and defense. You can choose where your spikes will be positioned after you purchase the perk, but unprotected areas are still vulnerable. You can cover yourself with spikes everywhere for near invulnerability, but that kind of makes it difficult to touch anything; try not to hug anyone.

**Big Bad Boss** (600 BP, Discount Wildlife)- Most of the animals on DK Island are relatively small, but every now and then there’s one that’s grown to a giant size. You are now four times the size you normally would be, giving you increased strength and defense. You might also get a few new special abilities and attacks. After the jump, you can switch between your normal and giant size at will.

**Fish/Fruit Weaponist** (100 BP, Free Snowmad)- Given how you’re at sea so often, it makes sense that you would make the most out of your greatest resource: fish! And scurvy’s a big killer at sea, so you’d better love your fruits, too! You are skilled in the art of using fish as weapons in combat, whether by hurling them at targets or by shooting them like arrows. Likewise, you know how to mold fruit to meet your needs, whether it’s making bouncy gel trampolines or turning normal fruits into bombs. In fact, the fish/fruit components are enhanced when they are used by you, so that a watermelon explodes with the same intensity of TNT or a fishbone spear is as strong as a metal weapon. You also gain increased skill and luck at finding, gathering, and using fish and fruits.

**Fire in the Frost** (200 BP, Discount Snowmad)- Despite your kind’s affinity for ice, you can summon fire – which is a pretty nifty trick when everything is chilly. You can temporarily summon flames around your body for protection, or enchant projectiles with fire. If you train hard enough, you can even summon blue flames that constantly surround your body and can never be snuffed out. If taken with *Fish/Fruit Weaponist*, you can infuse your fish/fruit weapons with fire.



**Slick Traction** (300 BP, Discount Snowmad)- You were born on the ice, and the first thing you learned was how to walk – without slipping. You can now easily walk across ice and similar surfaces without slipping. On the flipside, you are a master at sliding, taking advantage of the low friction to nimbly slide straight into opponents, even on non-icy surfaces. Also gives you greater resistance to the cold.

**Thick Blubber** (400 BP, Discount Snowmad)- Your skin is strengthened by blubber, and most physical attacks would normally hurt you will just bounce right off. Essentially, the perk ensures that lower-level attacks that would normally damage you will fail to leave damage unless three separate attacks of that level are made within one hour of each other. The perk only accounts for attacks on the lower end of the spectrum, and the farther you go away from the minimum level of power needed to damage you, the less likely that the perk will activate. Also, the perk only accounts for physical attacks; spiritual and magical powers, for instance, would likely not be covered by the perk. For 100 extra BP (discount is still applicable), you can increase the minimum number of blows that bounce off.

**Ice Lord** (600 BP, Discount Snowmad)- You are one of the great champions of the Snowmads who can wield the power of the snow. For instance, you can send out shockwaves of ice or summon large ice blocks from above you. With enough training, and the right magical tools, you can even summon powerful blizzards, quickly leaving your mark on conquered lands and setting in icy environments that are very difficult to remove. In addition, the ice you spread weakens the durability of targets, such that temples and mountains that have withstood the test of time might crumble at the slightest weight once you coat them with ice. If you took *Fish/Fruit Weaponist*, you can enchant said weapons with ice.

**Barrel Master** (200 BP)- You will find many different types of barrels during your adventures, and they can all come in handy, if you know how. First of all, you are able to pick up any barrel and throw it at enemies with enough force to knock out a crocodile. You also know how to get them to roll on almost any surface, and can even run forwards or backwards on top of them (yet see what's ahead of the barrel's path); you can potentially apply the latter to other circular things like wheels. Second, you can hide yourself in any barrel, even ones still loaded with their usual stock. Regardless of weight, you can move around with your barrel armor effortlessly. Most barrels are designed to resist damage, so this sort of protection should come in handy, and unless you expose yourself or attempt to move, you'll look just like a normal barrel. Just be sure that you don't use one carrying explosives, or things might end with a bang.

**Tiki Lore** (400 BP)- The forgotten magics of the ancient tiki idols sealed beneath the island. You can now create tiki servants out of bananas, and you can also use mashed bananas to bring preexisting masks to life as tikis. The tikis have various abilities, particularly the power to musically hypnotize wild beasts. You can also cast the musical hypnosis yourself; the hypnosis' effect is stronger the more intelligent the victim is (and the hypnosis doesn't stall their thoughts processes, enabling them to use complex tactics and machinery if within their normal capabilities), but particularly stupid creatures will be too dumb to affect – plus, enough punches and the like to the face will snap people out of the hypnosis.



## Items



Eh? You want some treasures too? Fine, but I'm not running a charity here! When we beat games back in the day, we didn't get any fancy prizes, just the sense of satisfaction. Now designers litter their games with so much collectible junk that you can practically trip over it!

All discounts are 50% off. Any items that are damaged, lost, or destroyed will reappear within your Warehouse in a month unless otherwise stated.



**Geezer Gramophone/Banana Boom Box** (50 BP, Free Drop-In)- Two music players that are able to automatically play every music tune from the Donkey Kong series. The Banana Boom Box plays all of the music in the same manner as they were in the games, whereas the Geezer Gramophone plays them all in a softer, more old-fashioned version. You can mentally activate the music to play around you

regardless of where you or the music players are located.

**Game Collection** (100 BP, Discount Drop-In)- A set of all the different Donkey Kong video games, along with the different game consoles and equipment for them. It even comes with completed versions of cancelled/abandoned games like Donkey Kong Racing, Coconut Crackers, and Diddy Kong Pilot; plus, the collection will also contain any fan ROM hacks/fan games of your choice like The Lost Levels, Donkey Kong Country 4: The Kongs Return, and A Tribute to Donkey Kong Country, now adapted and expanded so you can play them like regular video games. All of the games also come with complete manuals and cases. However, the set does not include the original arcade trilogy; see *Arcade Gallery*.



**Capsule Machine** (200 BP, Discount Drop-In)- A special prize machine placed in your Warehouse. Pay a small price, and you get a capsule with a random collectible inside. Each ball contains a small figurine based on different things you have experienced. The variety of capsules increases with the jumps, but you still run the chance of getting the same ones again. Also, if purchased alongside Arcade Gallery, the room will now also include pinball machines.





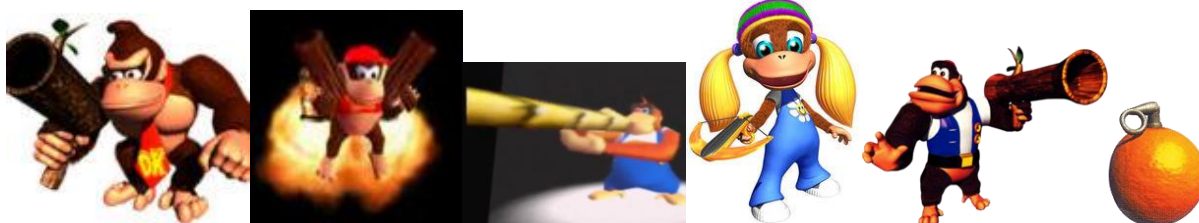
**Bug Spray** (300 BP, Discount Drop-In)- High-quality insect repellent, effective both on arthropods and apes. (Ugh! I remember that awful weapon! Why do you have to keep pestering me with this old junk?!)

**Arcade Gallery** (400 BP, Discount Drop-In)- Now here's something worth your bananas! You now have an arcade room attached to your Warehouse. The room contains many classic arcade machines and games, including the three original Donkey Kong games and the old shooter game Jetpac. The arcade updates to add in any arcade games in the worlds you visit, though you can remove games from the arcade if you like (but not the Donkey Kong or Jetpac games). Also, sometimes beating the games will give you special rewards.



**Hammer** (600 BP, Discount Drop-In)- It's Hammer Time! ...Or, as I remember it, "Ouch" Time. Once you hold this large mallet in your hands, you feel a sudden boost of energy that causes you to swing the hammer around wildly. Any enemies in your path will be knocked away! However, it can only be activated for seven-second intervals, so make your time count. Also, as your focus is entirely on swinging the hammer, you can't use your hands for other tasks, or jump more than you could normally. Even so, the sheer power of the hammer is worth the effort.

**Ape Armory** (50 BP/weapon, First Free Then Discount for Kong)- A selection of food-themed weapons. There's the Coconut Shooter, which fires coconut shells; the Peanut Popguns, twin pistols that shoot peanuts; the Gumball Popgun, which shoots bouncy gumballs; the Grape Shooter, a bamboo blowgun that launches grapes; the Feather Bow, a crossbow that shoots feathers; the Pineapple Launcher, a bazooka armed with pineapples; and Orange Grenades, grenade-shaped oranges that pack a bang when thrown. You can pay 50 BP extra (Kong Discount cuts it down to 25 BP) for one of several upgrades, like increased ammo, sniper targeting, and homing attacks; you can buy multiple upgrades for your different weapons.



**Candy's Headphones** (100 BP, Discount Kong)- Special headphones that, when worn, restore the "musical energy" of the wearer. The energy embodies the musical strength of the user, though the individual's reserve naturally wears out with extended use. But with these headphones, which never run out of music energy, you always have a ready beat to unleash at a moment's notice.

**Jumper Museum** (200 BP, Discount Kong)- A nifty little museum featuring various memorabilia based on the things you've seen in your adventures, including souvenirs that you can sell on the cheap for cash. It's not really a high-class museum, though; it's more like one of those tourist trap gimmicks you'd find on Route 66, with the "displays" being more a clutter of junk than an organized exhibit. That said, it's cool junk, even if none of it has any real power or monetary value. Plus, the cabin-like museum has some decent living quarters to serve as your home away from home. When you purchase it, the museum automatically comes with a bunch of Donkey Kong and Nintendo memorabilia.





The museum follows you between jumps and can be accessed from your Warehouse. You can place it in a jump at any spot you wish, and it will remain safe from harm by outside forces even if you were to place it next to a hive of giant hornets or in a haunted forest. Furthermore, you can actually set up copies of the museum in six different places of your choice if you so wish; each would have all of the “exhibits”, and you could instantly travel from one of the museums to another.

**Barrel Cannons** (300 BP, Discount Kong)- Special barrels found throughout this world that can blast you in different directions, perfect for reaching places you could not normally reach. Some of them rotate, though, so you’ll need to make sure you fire at the right time. They’ll still be here without the purchase, but with the purchase you have better luck in finding them when you need them. Also, they will now begin to appear on other worlds you visit. Plus, you know how to build more of them.



**Carnival Games Booth** (400 BP, Discount Kong)- A large circus tent that you own. You can set it up anywhere you wish, whether it’s in a fiery volcano, a snowy mountain, or a hostile castle, and nobody and nothing will interfere with the carnival booth. That said, the tent prevents fighting inside for all parties, and nothing prevents people from attacking you when you’re out of the safety of the tent. The circus tent contains multiple games that you can host, from game show quizzes to ball-tossing carnival games to racing through pipes. Heck, you could even host fishing contests

if you want. Winners will be given various rewards that appear out of thin air (so you don’t need to worry about providing them yourself). You can also compete in the games yourself in the hopes of winning some new goodies. The booth follows you between jumps and can be accessed from your Warehouse. You can place it in a jump at any spot you wish. Furthermore, you can actually set up copies of the booth in six different places of your choice if you so wish; each would have all of the games, and you could instantly travel from one of the tents to another.

**Banana Hoard** (600 BP, Discount Kong)- A large room attached to your Warehouse, containing thousands of bananas, including some rare ones like giant (larger than two gorillas combined) bananas with Nintendo logos. And these aren’t normal bananas; note only do they stay eternally fresh and ripe, but eat some of the whoppers, and you might find that you have the strength of a gorilla. You can add more bananas to your hoard if you collect them. When used up, the bananas replenish after a few days. The room containing the hoard can also be summoned to a location of your choice each jump. If you have the hoard’s room accessible from the outside world, you can selectively choose to make it so that anyone trying to rob you will prioritize raiding the banana hoard above any other potential targets.







**Krook's Hooks** (50 BP, Free Kremling)- Two large hooks that you can attach to your appendages and then launch like boomerangs at targets.

**King's Krown** (100 BP, Discount Kremling)- The crown for the ruler of the Kremlings. Aside from making it easier to command reptilian beings, its crown points are sharp, piercing anyone who tries to hit you on the head. It can also be thrown like a boomerang.



**Koin Shield** (200 BP, Discount Kremling)- A large shield powered by a DK coin. As long as you have the shield in the proper position, any physical attack launched at you will be stopped, causing attacks to bounce right off. That said, while you can move your shield into new positions accordingly, it can only cover part of your body, leaving the unprotected side vulnerable.

**Blunderbuss** (300 BP, Discount Kremling)- A seemingly-antiquarian gun that in fact contains many high-tech enhancements. It can shoot cannon balls (including spiked ones), function as a vacuum, spray disorienting gases, and even temporarily project invisibility on the user. Just be careful what you suck back into the gun.

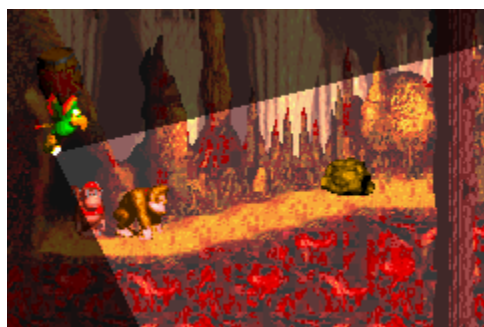


**KAOS** (400 BP, Discount Kremling)- A powerful robot equipped with everything from saw blades to punching gloves to a detachable head. However, instead of a computer system, it needs two live subjects to be inserted inside. If the robot is destroyed, the subjects inside will escape unharmed, but the main system overwrites their personal control over the mech as long as KAOS' programming is active. If the captured subjects have special magical/spiritual powers (simply physical skills won't work), the mech may be enhanced with similar abilities.

**Crocodile Rock** (600 BP, Discount Kremling)- A towering naval fortress that is an island in its own right, even containing a natural ocean cove, a factory, and a floating, haunted castle in addition to the main facilities. Gloomy clouds constantly hang over the isle, and even on sunny days there is a light, dreary drizzle of rain surrounding the battleship. However, the ship's workings are rather complicated, requiring a lot of expertise to run smoothly. Mess up, and you might run aground. The isle is also armed with the Blast-o-Matic

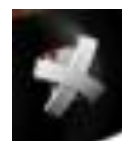


superweapon, which has the power to blow a whole island to bits – in theory, at least; the weapon is kind of finicky and confusing like the rest of the ship and tends to malfunction.



**Torchlight** (50 BP, Free Wildlife)- A small yet bright lantern that lights up the area around you, and will never go out as long as you have it on. Has a limited range, but still very useful for finding your way through dark places.

**Patch** (100 BP, Discount Wildlife)- Ever had a time where you tried and tried to repair something, but there was one little thing you couldn't fix? Well, you're in luck. A simple fusion of two oversized Band-Aids in the shape of an X, this patch can be stuck on to any machine or vehicle to solve a single problem it has.



**Animal Crate** (200 BP, Discount Wildlife)- A large box specially designed to transport you, hence the unique symbol on the front. Enter the box, and professional handlers will somehow ship you to wherever you wish in the world – whether it's in the middle of the jungle or inside an impenetrable castle. However, there's one hitch; although it can easily be opened by tapping the roof of the box, it cannot be opened from the inside. At least there are breathe holes and a daily supply of simple animal fodder and water to keep you alive, but you had best hope that someone you know will be there to let you out shortly. Once the box is opened, a new crate appears in your Warehouse. Can also store any animal, shrinking it to just the right size to fit inside.





**Zinger Hive** (300 BP, Discount Wildlife)- A large, honeycombed hive filled with tasty (and sticky) honey, enough to last you for years even if it did not continually refill. Interestingly, given its sticky nature, you can actually climb the honey when it is attached to walls. The honey is always fresh and very tasty and healthy. Zingers and larvae included.



**Animal Barrel** (400 BP, Discount Wildlife)- This barrel works somewhat like the Animal Crate, but with a twist. Once someone breaks open the barrel storing you, both of you are sucked in, but only you (or whoever else was put inside the barrel first) are seen breaking out. What has happened is that the two of you have merged together temporarily. Although you (or whoever's inside) serve as the physical body, both of you have mental control over the body, albeit fused as a singular mind. It works best with partners who trust each other and know how to cooperate. The fusion only last as long as you stay within a certain radius of the original barrel, and once you leave the area you will separate. Experiment around with it, and see what happens; maybe you can even find some way to combine your powers in this fashion. As with the Animal Crate, any critter of any size can squeeze into the barrel indefinitely.



**Army's Armor** (600 BP, Discount Wildlife)- Not all of the Kremling's tools are made for their own troops; some of it is loaned out to other critters in exchange for their assistance against the gorillas. This nifty armor, originally meant for an oversized armadillo, has been modified to fit you. It has two large cannons mounted on, which shoot fireballs at foes. The armor is very durable, protecting you from most attacks as long as you don't poke your head out. You can also roll around as a ball in the armor. However, if you do suffer damage, the internal recoil will cause the mechanical armor to short circuit, (relatively) mildly electrocuting you each time. In addition, you get retractable rocket boosters mounted on your sides, allowing for limited hovering and shockwave attacks when you land. Plus, you get a retractable, mega cannon right at the top of the armor; it can launch not only fireballs quicker, but also missiles.



**Fish Vat** (50 BP, Free Snowmad)- A ton of large crates and nets full of freshly-caught fish. The fish is kept perpetually fresh and free from rot inside the containers. The boxes are initially stocked with local species, but you can selectively change the contents to include any species of fish that you have caught in the past.





**Autumn Manuela** (100 BP, Discount Snowmad)- One of the great yodeling horns made by the owl artisans allied with the Snowmad clans. When you blow into the horn, the concentrated air will evolve into a powerful gust, capable of lifting anything under the horn's opening. You can also bury the end into the ground to conceal it, and it will still work just dandy!



**Lemington Wheel** (200 BP, Discount Snowmad)- A hamster-like wheel with outer spikes to gore obstacles in your path. The spikes also allow greater traction, such that you can cling onto grass, moss, and dirt among other things, even when upside down; however, a sudden shift in the surface you are attached to might cause you to lose your grip.



**Raider Longship** (300 BP, Discount Snowmad)- A huge Viking-style ship, large enough to span a volcano's crater, that is the Snowmad flagship. It is powered by sail and by rowing. Although it is best used close to shore, it can still travel long distances by sea. Oh, and did I mention that your ship can fly (and unlike the other modes of travel, it uses magic to move all by itself)?

**Giant Fruits** (400 BP, Discount Snowmad)- One of your clan's greatest conquests of late was Juicy Jungle, where many oversized (the size of cars and boulders at the very smallest) fruits grow. You now have seeds for some of the giant variants, such as grapes, pumpkins, and melons. You'll need to get the equipment to properly dice them, but the fruits can be served in a variety of ways, from fresh to dried to the old Snowmad specialty of iceberg-sized popsicles. And better yet the fruits stay eternally fresh and ripe. No bananas included.







**Gjallarhorn** (600 BP, Discount Snowmad)- The legendary treasure of the Snowmads, this giant horn is the vessel for the mystical cold of the far north. At the very least, blowing into the horn shoots out large snowballs at enemies, and with enough concentration you can summon ice dragons. Most of all, with the proper ritual and musical accompaniment, you can unleash an enchanted wrym blizzard, potent enough to freeze a whole island. The targeted area will remain in a wintry blizzard state until you or someone else uses the horn to release the spell. As the counter to this, you can have the horn instead blow out flower petals to bring warmth and fair weather to the landscape.

**Race Vehicle** (50 BP)- A race vehicle of your choice, anything ranging from a standard race kart to a “barrel blast” bongo barrel jet pack. You can purchase this option multiple times.



**Blue Balloon** (300 BP)- Gives you extra air to access in environments where you can't breathe.



**Crash Guard** (300 BP)- A blue potion or shield that protects you when you are riding or piloting a vehicle. The magic protects you from damage several more times when you hit obstacles before the vehicle crashes from damage.

**Banana Juice** (300 BP)- A potion made from ground-up bananas. Your health is increased past your max level, giving you excess hp. However, once you lose the extra hp provided by the potion, you can only heal yourself to your normal limit.



**Green Balloon** (400 BP)- Ever fallen off a cliff to what was all but certain doom? With this balloon, you are saved from your fall and return to safe ground, generally where you were before you fell. Does not work when you are riding on or piloting vehicles.



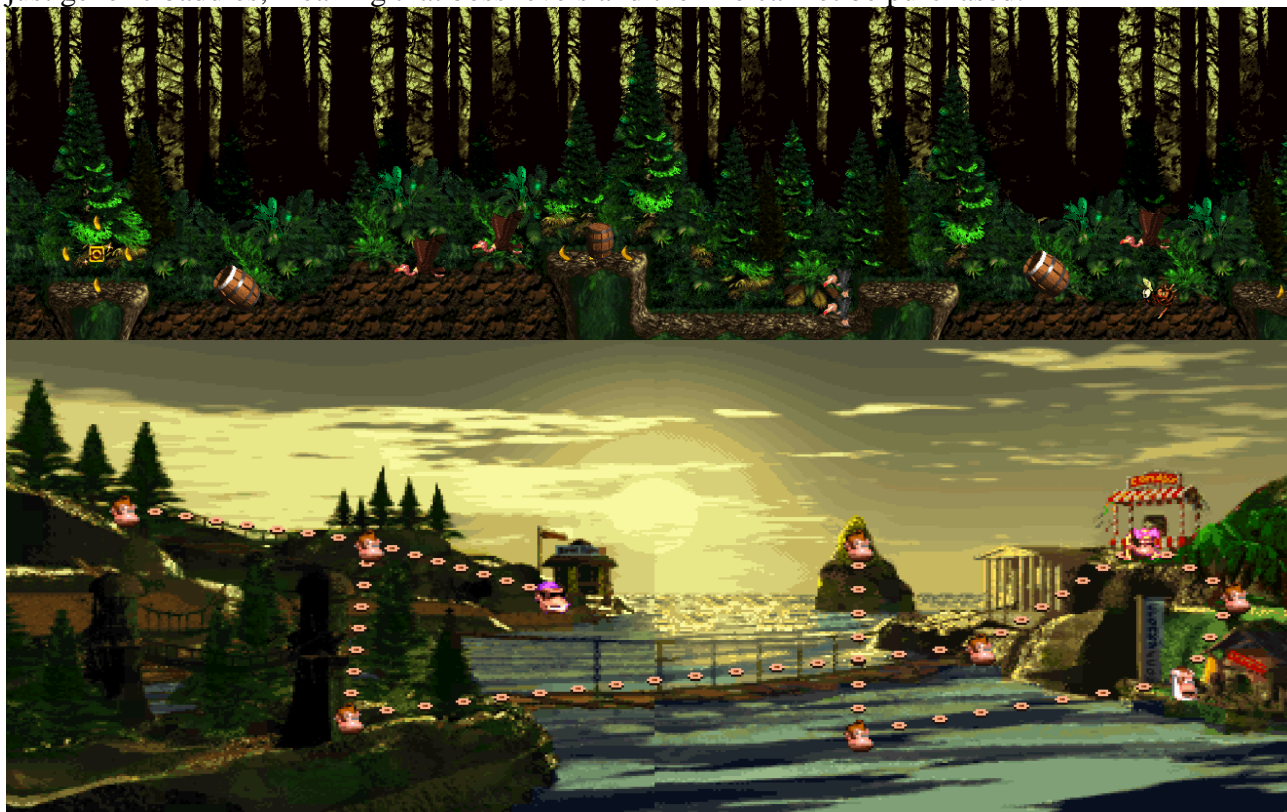


**Heart Boost** (400 BP)- This potion boosts your health temporarily, giving you vitality exceeding your normal level and protecting you from more damage than you could normally sustain. Even if you suffer damage, you can still restore your help up to the extra level provided by the Heart Boost, at least until the potion wears off.

**Red Balloon** (600 BP)- You are restored from death away from danger and with half your total hp instead of losing the jump. The balloon pops after being used, but will return in the next jump.



**Levels/Worlds** (50/150 BP)- There are a ton of neat levels to explore in this universe, so why not take some with you as a memento? You can pay 50 BP for a single level, or you can pay 150 BP for an entire “world” area. Choose from the full selection of *Donkey Kong* games. For instance, you could pay 50 BP for the single, forested level Vulture Culture, or you could instead pay 150 BP for the entire Vine Valley region, which includes not only forests but also ancient temples and deep sea reefs. The level/world can be accessed from your Warehouse at any time, or you can summon the area to the outside world at a location of your choice. If you place it in a jump’s world, it will either appear out of the blue as a recreation of that area or be retconned into the setting’s history. The original environment(s) in the level/world are preserved, even if the region surrounding it is entirely different; still, things generally work best when you import a world/level adjacent to a biome that matches it. The recreated level/world is exactly how the area was in the original game, though you could feasibly change things up if you have the necessary resources and manpower. If the area was retconned into the setting, then its exact layout and the behavior of the locals depend on the land’s new history in that jump. Everything from landscapes to buildings to lifeforms is recreated, but individual people are not recreated, just generic baddies, meaning that boss levels and the like cannot be purchased.





## Companions



These can be some dangerous parts, so you should probably take a buddy with you, at the very least.

**Import** (50/300 BP)- With this option, you can either import old companions to or create new companions in this world. You can pay 50 BP per companion or pay 300 BP for a grand total of 8 companions. Each companion gets a free background of their choice and 600 BP to spend on purchases.

**Canon Companion** (100 BP)- For 100 BP, you can have any canon character from the games become your companion (with the exception of characters covered in other companion options). You can purchase this option multiple times for multiple companions.

**Baddie Buddies** (100 BP)- People always love a parade, and you've got your own squad of generic enemies marching right behind you. Luckily, they're on your side. With this purchase, you get up to 100 common enemies that are steadfastly loyal to you. The Baddie Buddies, when purchased, count as a single companion slot for imports, and powers and other purchases they make are divided evenly amongst the full company. The kind of enemies you get with the purchase depends on what background you have. If you're a Drop-In, you get the "Mini-Jumper Toys", a bunch of human child-sized, wind-up toys that vaguely resemble you – they're rather simple things, but they can mimic skills you have (to a degree) and can be used for a variety of different tasks; if you don't want just Minis, you can also include enemies from Donkey Kong Jr. and the original Mario Bros. arcade game. Kongs get a variety of ape enemies from the different games, including Monkikkis, Manky Kongs, Minkeys, Monchees, and Ninjapes, as well as enemies from the Donkey Kong (including the '94 Gameboy edition) and Donkey Kong 3 games (when DK is the bad guy). As a Kremling, you get to take your pick from the various Kremling baddies that have appeared in the different games. For Wildlife, your selection encompasses the miscellaneous "wild" baddies of the games. As for Snowmads, your army consists of various enemies directly affiliated with the Snowmad horde. Within the options available to you per background, you can determine the specific enemies in your army and how many of each make up the 100 total enemies. Only common enemies can be chosen; bosses, and singular enemies that could be considered the equivalent of bosses (like Squiddicus from Stormy Shore and Irate Eight) will not qualify. If you wish, you can purchase this option multiple times for different sets of enemies, but you must purchase the baddies linked with your background in your first buy.





**Brothers Bear** (50/500 BP)- Thirteen bears who live up in the Northern Kremisphere. They all have their own eccentricities and hobbies, but are all friendly. While they don't really have any exceptional skills, each has his own mundane talents to draw on. Barter runs a swap shop and always has some random but maybe useful trinkets he's willing to trade for other items. Bazaar runs a general stop with some various items he's collected on his adventures; he's a bit of an explorer, and if you ask he might tell you about his encounter with the Hylian hero Link. Blue is a depressed fellow, but he has a good heart, and would be overjoyed if you remember his birthday. Blunder runs an information booth and knows a lot about secret areas in different worlds. Blizzard is an avid hiker and climber, but he always takes the time to remember his friends and

family's birthdays and give presents. A veteran of the Kremean War, Bazooka is a hardy gunner, assuming he has the cannons and ammunition. Barnacle loves to collect seashells, and sometimes he finds other things in his beachcombing as well. Baffle is a self-proclaimed code breaker (and maker), though he sometimes needs a little help with tougher puzzles. Bramble is a dedicated botanist who strives to protect natural ecosystems and find new plants. Brash is an athletic champ who loves a good challenge (though he might get a little upset if he's outdone by someone). Identical twins Benny and Björn are natural-born mountaineers, and they are pros at running chair lifts and other forms of mountain transportation. Boomer is a whiz with explosives and machines, and with enough work can even start back up a dormant volcano. You can pay 50 BP for each one bear, or 500 BP for all 13 of them; purchase all 13, and we'll throw in a 14<sup>th</sup> one – Bachelor, a romantic seeking a date.



**Cranky Kong** (200 BP, Discount Drop-In)- What?! I have to put up with you for 10 whole years, and you think I'll want to spend more time with you?! Then again, you're not too bad, even if you're nowhere near my level. I've picked up a lot of neat skills that this age has forgotten even exist, and I'll give you some useful hints if you listen long enough.

**Animal Friend** (100 BP, Discount Kong)- A friendly animal mount of your choice, whether the rhinoceros Rhambi, the swordfish Enguarde, or another creature. Being in a sense a very big pet, your Animal Friend does not count against companion limits unless specifically imported as a companion. Can be purchased multiple times.





**Wild Boss** (100 BP, Discount Kremling)- An oversized, boss-rank creature of your choosing, the perfect way to slow troublesome heroes down. Its attacks are rather predictable, but it is loyal and dedicated to its mission. You can also have the boss upgrade applied to an animal companion/pet that you already have. Since the boss is sort of like an oversized, untame pet, it does not against companion limits unless specifically imported as a companion. Can be purchased multiple times for additional bosses.



**Banana Bird Queen** (100 BP, Discount Wildlife)- You have befriended the mother of the Banana Birds, the Banana Bird Queen. Like regular Banana Birds, she can lay either regular eggs that give birth to more Banana Birds or, instead of eggs, bananas. She can also create giant, boulder/car-sized eggs – great for dropping on people you don't like. She can also sing to undo seals, but she cannot use it to break seals that are used on her.



**Cold Commander** (100 BP, Discount Snowmad)- With this companion purchase, a creature of your choice from within the DKC setting will be appointed as a commander who is loyal to you and will fight under your banner. Your commander, given a Viking-esque attire to display the privileged rank, is empowered to boss rank, but its size isn't increased at all from normal. On the other hand, unlike Wild Boss, your Commander is more intelligent and could potentially develop more complex attacks. Your Commander will also gain an affinity for ice. You can import a preexisting companion into this position if you wish. Can be purchased multiple times for additional commanders.





## Drawbacks



Can't blame you for wanting more of a challenge; then again, nothing says I can't blame you for a lack of brains in getting yourself killed. Take up to +600 extra BP; anything else is just for the sake of boasting.

**Rare Opportunities** (+0 BP)- The other, vaguely-related Rare games are now a part of this world, and you can explore those areas if you wish. You could check out Timber's Island, the Isle O'Hags, or even Willow Woods. Though you might want to hold off on visiting Conker – that area's a little edgy. If you already took another jump based on a Rare game, it is now a part of this world and all changes you made apply.

**Jumpman's Legacy** (+0 BP)- DK Island and its surrounding areas are now part of the Mario world, and you can explore the other parts of the world as you see fit. If you have already played a Mario-based jump, it is now part of this world and all changes you made apply.

**K. Nowing Your Grammar** (+0 BP)- Even if the Kremlings haven't conquered the island, they've at least conquered the grammar system. All words starting with the letter "C" now start with "K", among other things.

**On With the Show** (+0 BP)- The games are normally rather distinct from that one TV series, but by taking this drawback, it will be set in the same world as the cartoon. If you took the cartoon DKC jump, whatever you did there will have ramifications here.

**Ook Ook Ook!** (+100 BP)- You can only "talk" in basic grunts and squeals. Hopefully you're good at charades.

**The Ol' Banana Peel Gag** (+100 BP)- You'd think that people would be more worried about all the banana peels lying around! Well, it's not a big issue, because nobody actually seems to ever slip on them – except you. Whenever you step on a banana peel, you'll slide out of control. And there's plenty of peels no matter where you go.

**Fruit Allergy** (+100 BP)- You are allergic to all fruits, especially bananas. The symptoms are usually nonfatal, but this severely limits your dietary options, especially on an island where bananas are the most common type of food. If you took the Snowmad background, you are allergic to fish instead.

**Chunk of a Coward** (+100 BP)- No matter how strong you might be, on the inside you're a big chicken. You get easily frightened and might even kowtow when you feel like you're in over your head. Still, maybe you'll be able to conquer your fears when you're up against the wall.

**Cranky Old Timer** (+100 BP)- This drawback makes you into a big ornery windbag who just blabbers on and on at people. I tell you, those old coots are so annoying! ...What?



**Soggy Snapper** (+200 BP)- A fairly nimble, mean fish wants to take a bite out of you. It's invincible against all attacks, and it will appear in any water body you pass by or through, whether you're taking a dive in the ocean or just wading up a stream.

**Slip and Slide** (+200 BP)- All surfaces, at least for you, are now slippery like ice.

**Ow!** (+200 BP)- Whenever you take any damage, you panic and start running back and forth like crazy. You'll calm down after five minutes or so.

**Disaster Naturale** (+300 BP)- It seems that wherever you are, the environment around you is out to kill you. Blizzards will swarm you with snow in the mountains, vines you try to grab onto have an increasing likelihood of snapping, rain seems to pour whenever it's the most dangerous time to slip, and tall rock formations tend to either crumble when you're on them or topple down right toward you. And don't think you'll be safe if you head toward civilization – whether it's runaway rollercoaster cars or short-circuiting machinery, the technological things around you also seemed booby-trapped specifically for you.

**Robbed** (+300 BP)- It seems that there is always someone or something on the island after your goodies, and you will have your treasures stolen again and again (especially bananas).

**Kaptured** (+400 BP)- For whatever reason, King K. Rool has decided to lock you up in a cage. The cage is incredibly sturdy, and requires multiple cages hidden across the land. Hopefully someone is willing to put all the effort into rescuing you.

**Crash Course** (+500 BP)- Just a warning, no cheating in the game with outside powers! You cannot use any magical abilities or items you obtained outside of this jump. If you ignore our warnings and attempt to do so, you will begin to spasm uncontrollably. Continue cheating, and the whole game – and world – will crash. And don't try any codes, either, including local ones!

**Apes of Wrath** (+500 BP)- No matter what you look like, you remind the Kongs of a particular plumber who caused them all a lot of trouble way back when. As a result, the Kongs will greatly distrust you, and if trouble starts they will likely accuse you first. And unfortunately, the monkeys like to punch first, ask questions later. Also, they will believe that you have stolen any bananas and fruits in your possession, and will work to “liberate” and claim them for themselves.

**Jumpman's Revenge** (+600 BP)- It seems that Mario held more of a grudge over that old incident than most people thought, and now he's back for revenge. Mario has rallied the entire Mushroom Kingdom to destroy DK Island and anything else in the way (including you).



## Bonus Scenarios



Looking for even more stuff? Huh, you're almost as canny as this old man. If you search hard enough, there are a couple bonuses you could potentially earn. But they're for the most determined gamers, so you'd better be ready for a challenge.

Taking a bonus scenario grants you +300 BP that does not count toward the drawback limit. But you will only get the extra +300 BP after you complete the respective scenario. You can ignore a scenario's mission even after you choose it here, and still successfully complete the jump. Once you finish a scenario, though, you get +300 BP that you can use more purchases in the jump, either at that point or when you complete the jump; the extra BP does not carry over to other jumps.



**Banana Fairies-** Somehow, you figured out a way to slip into the tiny entrance on Banana Fairy Island and seek an audience with the Banana Fairy Princess. It appears that all of her precious fairies have gone missing, and you need to find them. You will be given a special camera that catches and traps them in photographs for you to give the Princess. There are 108 of them, so you'll have to search high and low. It will be tricky, but you will be rewarded by special "Mystery Menu" bonuses you can access from your warehouse. Find and return 11 fairies, and you can now watch key cutscenes from your adventures (even ones where you were not present). Find 32, and you unlock some extra bonus stages. 51 banana fairies, and you can fight any boss-rank opponent you have previously defeated. 64, and the Princess will gift you and your companions with a special shockwave attack. 88, and your camera can now capture other targets (literally) on film, though they gain increased resistance accordingly with their size and strength. And if you retrieve all of the fairies, you get a special banana as a reward, and the Banana Fairy Princess' eternal friendship. If you wish, she will join you as a companion.

Despite her small size, she is a master with "banana" magic, particularly in summoning all bananas in the vicinity. She is also a master of "photo" magic, and can use cameras and the like as the foci for unique spells.





**Kollegiate of Kong Kollege-** To complete this mission, you will need to graduate from Wrinkly Kong's Kong Kollege. She has a rather flexible teaching system and doesn't count against tardies and absences; you can just come and go to her classes as you feel like it. However, at the end of the jump, there will be a thorough, multi-part exam that you will need to pass in order to graduate and complete the challenge. Fortunately, no matter where you travel, you can find quick access to the school. Whenever you attend classes, Wrinkly will offer study materials, lectures, and quizzes to help you practice. Her courses cover five subjects. Mathematics is simply a basic math course – nothing too hard unless you've forgotten how to count. Geography tests your knowledge over the different areas of the world. History covers both the history of the setting and the history behind the making of the games. P.E. is a skills-oriented, hands-on

subject that tests your ability with key skills in the setting, such as climbing/swinging from trees, throwing/riding barrels, and swimming. Finally, Miscellaneous is basically a quiz with random “fun facts” you could potentially learn from the setting. The final exam will be the toughest of all the tests, and it will cover all the areas, so get studying! Furthermore, to qualify for taking the final exam to begin with, you'll need to complete a homework assignment and fill in a scrapbook with various pictures from across the world. As a reward from graduating, Wrinkly will give you a special “classroom” you can summon. It's not actually a physical classroom, but rather a mental projection/simulation. When you enter the classroom, the “teacher” will offer basic freebie lessons on the setting you're in, such as talking about the different environments, mentioning fun facts about individuals, or explaining how some of the main abilities in the world (chakra in *Naruto*, haki in *One Piece*, magic in *Harry Potter*, etc.). The “teacher” is a simple projection and can't teach more than the basics, but it will be enough to at least get you started.

**The Great Race-** While the *Donkey Kong* world is known first and foremost for its explorative adventures, it also has a proud legacy of racing (even if some of those stories never made it to a game). At some point in the jump, you will be invited to participate in the Golden Banana Grand Prix. This grand racing tournament will have you racing by whatever means you can (kart, animal buddy, barrel rocket, etc.) along dozens of race tracks that weave all throughout the *Donkey Kong Country* universe. From underwater coral mazes to narrow walkways around brambles in the sky to sandy deserts with fossils, you'll have to overcome all sorts of environmental hazards while also staying ahead of your competitors. And everyone from the Kongs to the Kremlings to others are eager to win the whole cup. If you manage to make it all the way to the final race and win, you will receive a couple of prizes. First is a gold trophy with a banana sticking out of the cup; aside from symbolizing your victory, the trophy can turn gold and silver into bananas. Second, you can now freely access all of the race tracks from the tournament via your Warehouse or simply by opening a portal to them. Nobody will be able to leave the boundaries of the race tracks (as the setting is otherwise frozen in time), but this is still a great way to have fun racing against your friends.







**Lost World-** Oh? You managed to find all of the special DK emblems and Bonus Coins that I hid all throughout the jump? Well done! Some of them were really hard to find, so it must have taken a lot of work. Well, I have one last challenge for you: I have awakened Skull Island, an ancient isle that plays a key role in Kong and Kremling mythology. The levels on this treacherous island are the hardest yet, and you will need to draw on all the skills you've learned in your adventures here. But if you succeed, I will reward you with your own Lost World. A portal to this primeval, untamed world can be found in your Warehouse. The dangers are many, but the potential rewards are great. The vast land is in fact a mixture of various environments. In each subsequent world or jump you explore, you have the opportunity to find another portal to the Lost World, opening up a new level in the jungle that reflects that world. With each area you conquer, you get closer and closer to the large, central volcano, which seems to continually emit a mysterious, prismatic power. Who knows what awaits you at your final destination, in the heart of the primal jungle untouched by time?





## Fin



Well, who would have thought a whippersnapper like you could last ten whole years in this jungle? ...I mean, I always knew you could do it. How could you go wrong with everything you learned from old Cranky? So let's sit back and watch the credits roll.

...Though, if you don't mind me asking, after the credits finish, what's your game plan?

**Go Home-** Yeah, this whole jump thing is a lot of crock, if you ask me. Once it's all said and done, us heroes deserve an easy retirement back home. You return to your original home just after you left the first time. You retain all powers, knowledge, and abilities you've collected, and any items, companions, or other things you picked up come home with you, too.

**Stay-** And I thought my troubles were over... But...I have to admit, you've got some spunk. So no worries, I'm sure you can make a home here, and what's one more person bothering me now again? You won't be able to continue jumping, but you'll retain any special power and know-how and the like that you've earned, and you'll keep any items, companions and the rest that you've collected. Now step aside; you're blocking my favorite TV show; just what are they going to do with that coconut, I wonder?

**Next Jump-** On to the next world, huh? I guess you don't want to quit halfway, huh? You've already been to the best place already, of course, so I bet the rest will be easy as heck for you. Or it would be for me, at least. Well, at least send us a postcard sometime. Good luck, kid!



## Notes



So you have some questions for old Cranky, huh? Well, you've put up with my rambling up to now, so I guess I can cut to the chase.

**Big Bad Boss-** In addition to the general boost in strength and defense you get with the size increase, you'll likely pick up a few special attacks, but they're kind of variable and at least partially linked to the type of animal you are. A giant hornet, for instance, could possibly shoot not just one single giant stinger like a projectile, but a half dozen at once. A giant spider could compress his venom into little bouncyball globs and then spit them out at targets. A gargantuan octopus could release pitch-black ink that is not only large enough to flood a stadium but also highly toxic for anyone exposed to its full brunt for long. On the other hand, some of the potential powers you might gain are just...weird. Like a giant tropical condor learning to spit out big, energy-infused "shadow meteors." Or a giant pufferfish somehow learns to create a rain of fireballs or, by stomping the water, generate energy shockwaves. In any case, the exact sort of special attacks you get will be the kind you'd expect from a boss in the DK games and will be left up for you to determine based on what sort of critter you chose. Please also note that the overall size and abilities of the Big Bad Boss is what you can likewise expect from the Wild Boss companion purchase.

**Levels -** Despite most of the levels being two-dimensional sidescrollers in the original games, when you buy a level as a purchase the overall boundaries are expanded to encompass the scenery surrounding the level on all sides, to a fair extent. A level like Oil Drum Alley would include the surrounding factory equipment you can see in the background, for instance, but a level like Snow Barrel Blast would only include the tree line, not the mountains in the far distance. On the other hand, you can selectively choose whether access is in the full, all-directional manner or locked in the set-up from the original game (such as 2D) for enemies/trespassers who intrude on the level.

**Lost World Reward-** To clarify on the personal Lost World you get for completing the Skull Island bonus scenario, think of it as an alternate end-jump option, in a way. Essentially, if you can reach the volcano and defeat the powerful guardian(s) inside, the volcano will erupt in a prismatic torrent and you will earn a Spark.

Each Lost World level appears after you complete a jump, thus adding new territory to the deep jungle of that world. The level that appears after a jump will generally reflect the environments and challenges of that jump's



setting, and potentially also mythical environments from stories within that jump. For instance, the Lost World level following *Toriko* might reflect the liquid-like landmass of the Landsea and have challenges that test your food skills. Or *ARIA*'s jump might be a seaside level with open, pristine waters like those of Neo-Venezia. And the *Yu-Gi-Oh!* level might be a desert with a strong emphasis on puzzle-solving. Also, the overall "challenge rating" of each level is somewhat higher than the overall challenge rating of the jump world that the level is based on. As a result, high-stake jumps like *40K* will have especially intense levels while slice-of-life settings will likely have much easier levels to complete.

But it's not always easy to predict what sort of level you'll get for each jump. The Lost World has a mischievous streak to it, so sometimes it will do the opposite of what you'd expect, like give you an icy cave after you completed a jump with lots of fire. And if the jump's setting would be too easy or not fit with the style of the Lost World, such as with some school or slice of life jumps, the level will default to Donkey Kong-style environments. Overall, the Lost World emphasizes wild nature, and while there may be some small signs of habitation like ancient ruins, there won't be anything too advanced like cities or space stations. Plus, keep in mind that while the level will base itself on the jump you completed, and use environments and potentially even creatures from that world, it's going to upgrade the setting and possibly add in new things entirely to make the level harder in comparison.

In general, it will take a minimum of five levels (not including the one that appears after completing Donkey Kong Country) that are especially strong and challenging before the volcano's entrance will unlock. Low-rank levels that aren't too hard to beat won't count for as much compared to a difficult level, though, so if you mostly did those easier levels you'd need to take a lot more of them (like, say, maybe 5-10 levels with a low challenge rating counting for a single high-challenge level) before the volcano will deem you worthy.

Furthermore, there is a guardian – boss – inside the volcano, and you will need to defeat it to gain your Spark. The power and overall challenge level of the boss scales accordingly with your own power such that it is slightly stronger than you, meaning that any attack it makes will be guaranteed to do at least some damage to you if it hits. And the guardian is invincible from all attacks and other effects that you can impose on it. The one godsend is that all you need to do is wait for the boss to suddenly become vulnerable; at this point, any attack can beat it – you just have to last long enough for that to happen, which is easier said than done.

Also keep in mind that each level you beat empowers the volcano further, thus determining exactly how strong your Spark is. Complete a lot of Lost World levels or at least a fair number of strong ones, and your Spark will be just as good as that of other end jump scenarios. But if you try to scrape around the bare minimum, you may find that your "Spark" is like the paltry flicker of a candle, hardly worth being called a Spark. This may also affect some other rewards you were planning to cash in when you got your Spark, if you decided to be cheap and run for the volcano as soon as you could. Things that are empowered by your Spark may get a watered-down boost if your Spark isn't as good as it would otherwise be after an end jump. On the other hand, things that are given to you separately as rewards or are simply fiat restrictions on powers that are to be removed post-Spark won't be affected negatively, though you'll still lose any extra experience/competence you would have earned through more adventures.