

# Donkey Kong Country Game Script

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**This walkthrough was originally written for Donkey Kong Country on the SNES, but the walkthrough is still applicable to the GBA version of the game.**

---Donkey Kong Country Game Script---

If you see a barrel with  
stars on it, break it open!  
It's a mid point marker.

Find Candy and she can  
save your game for you!

Funky can send you anywhere  
you've already been  
on the island, in a flash!

Look out for disguised holes  
on the ground and jump on them  
from a great height

Look out for banana arrows,  
they'll point the way! Of  
course, I wouldn't need them!

If you find any bananas,  
you can be sure the Kremlings  
have been there before you!

If you find any barrels with  
DK on them, smash them open!  
Your buddy might be inside!

Grab any  
extra life balloons quickly,  
before they float away.

Klaptrap's teeth are too big  
to use the roll attack!  
You need to jump on him!

Zingers sport spikes on their  
backs! You can't jump on them  
unless you're riding Winky!

Klump's hard hat protects him  
against your jump attack.  
You'll have to roll him!

Krusha is the toughest  
Kremling-- only a barrel will  
knock him out!

Floating barrels will break

as soon as you touch them.

Steel ringed barrels break  
only when they hit a wall.

Steel kegs are indestructible,  
follow them and they'll mow  
down all baddies in their path!

Hold the run button down and  
jump on baddies to gain extra  
spring to your leaps.

Bounce on the fixed tires  
to hurdle obstacles  
and reach bonuses.

Push the free tires to areas  
where they will help you  
find hidden bonus levels.

You can roll over Slippa,  
or just squash him  
with a jump attack.

Gnawty the beaver can  
be rolled or jumped on.

That's all folks!

There's nothing more  
I can tell you.

You know all you need  
to know, for now.

Come back and see me sometime,  
I'll be here!

I don't know any more  
than that at the moment.

That's all there is to it.

Piece of cake if you ask me.

So long, suckers!  
Try not to hurt  
yourself out there!

That's all the advice old  
Cranky here can give you.

I'm getting tired,  
I gotta take me a nap!

You practically know more  
than I do, now.  
Well... almost.

I don't have anything else  
to tell you right now,  
maybe later.

I could sit here and rock  
all day, especially if  
you two leave me alone!

I gotta go now,  
I'll see you guys later...  
if you're lucky!

Well, that's about  
the size of it!

Say, is that the time?  
I gotta fly.

I could tell you yarns about  
the old days all day long!

Y'all come back now, hear?!

If you get stuck,  
come back and see me.

Can't say I expect to see  
you again, but you  
might get lucky, I guess.

It's been nice  
talking to you guys.

Eh sonny? Speak up,  
I can't hear you.

Donkey, I've seen enough!  
That tie-- turn it off!

This stereo sound is making  
my tired old ears bleed!  
Turn it down before you go!

All this game play  
is too much for me.

I'm back to my cabin for a nap.

Remember the original  
Donkey Kong? Think I'll go  
play that... see you later!

There's too many baddies  
around for my liking...  
I'm off to lie down!

I'd ask you in, but they  
didn't have any memory left  
to display the cabin interior!

Now, off you go!! See if you  
can't finish this ridiculous  
quest without my help!

Make sure to shut the gate  
on your way out.  
I didn't raise you in a barn!

See ya later, alligator!  
Ha! Ha!

After a while, crocodile!

You kids today!  
You don't have any  
respect for your elders!

We never had movement  
like this  
when I was in video games!

Back in my days, we used to  
have real game play...

I bet they wasted  
half the memory already,  
just on this section alone!

They can't keep this  
level of graphics up for  
much longer!

We used to be lucky if we got  
three shades of gray,  
let alone any real colors!

We used to have to survive  
with a two frame walk!

Sometimes our sprites  
used to change size  
for no apparent reason!

We never had any of this  
fancy 3-D stuff! Oh no, we  
had to survive on what we had!

And what little we did have,  
we were happy with!

Well, I've never seen  
anything like it!

Enjoy this demo while you can,  
it can't last much longer!

That's right, 4 shades of  
gray, in a 2x2 character  
block, that's all we had...

I can't play this game,  
the colors are all too rich  
for my poor old eyes!

Why, even the bananas have  
more frames and colors than  
I had in the entire game!

Look!...look at this!...as  
I rock, my beard swings!  
Waste of frames in my opinion!

Aye! That was when we had  
real game play, that was!

And this was developed with  
the latest state-of-the-art  
3D work thingys, was it?

The trouble with you kids,  
is that you're all too soft!

The old games were far  
harder when I was a young 'un!

We used to play for hours on a  
single screen game and think  
we were lucky, and we were!

You wouldn't last two minutes  
in a real game!

I could get through  
D.K.Country with only  
one life, easy!

I'm talking about when  
games were games!

3 lives and 3 continues,  
that's all we had!

Games never looked like this  
when I was a lad.

And we were much better off  
in those days as well

Bet you thought this  
was 64-bit eh, boy?!

I've got more game play in my  
little finger than you've got  
in this whole game!

Y'know what they say,  
all graphics and no game play!

32 meg..? That would be more  
than 30 games in my day,

and they'd be great games, too!

You know what's even worse?  
When you get to the end,  
and then have to start again!

All this fun can't  
be good for you!

You wouldn't know a good game  
if you were in it!

A single joystick, and  
a single button is all that's  
needed to make good game play!

I wouldn't be seen dead  
in a game like this one!

I say you can't better the  
graphics, sounds and  
playability of a Game & Watch!

So you're back again!  
I knew a punk kid like you  
couldn't do the job...

That was quick. You didn't  
leave me enough time to think  
of any other stupid comments!

I don't know why  
I'm telling you all this,  
you didn't listen last time!

You have to  
do better than that!

You only just left!

Back again?! That was quick!

Came back to the master  
for more advice, hunh?!

Still got you beat, hunh?!

Yup! Don't make game players  
like they used to!

Okay, I'll do the level for you!  
...Naw!.. Only kidding!

I don't know how you dare  
show your face in here again,  
after that pitiful performance!

Whoa, Dudes!  
My name's Funky Kong!

My bodacious Jumbo Barrel  
can launch you to any point  
on the island!

Most unfortunately, it can  
only send you to a place  
you've already been to...

which is a complete and  
total bummer, let me tell you!

Hi! I'm Candy Kong  
and this is my Save Point!

If you want to save your  
current game, jump into  
my spinning save barrel!

Hello guys,  
got anything worth saving?

Can I help you monkeys  
save your game?

How would you like  
a quick spin in my  
save barrel?

Yoo-hoo, Honey Kong!  
Now's a good time to save  
where you've gotten to!

It must have been hard work  
for you to come all this way!  
why not save your game?

Wow! You guys really came a  
long way!  
Save your game now,  
while you have a chance!

Yeah, crucial Kongs! If you  
feel the need for speed,  
jump in and like, jet!

You dudes need some lives or  
something? Jungle Japes  
is the place for that!

Yo Gorillas!  
Go see old man Cranky,  
he can help you out!

Lookin' good, Kongs!  
Buckle up and blast off,  
you're outta here!

If you guys see Candy on your  
travels, tell her I'll give  
her surfing lessons anytime!

Fancy a flight, DK Dude?  
You know the score,  
hop in and high tail it!

Whoa, Donkey dude! Maybe your  
little surf buddy's on another  
level. Go check 'em out!

Yo Diddy cool! Lost the  
big guy again? Blast off  
back and see the scene!

Still talking to yourself,  
huh? Check out the jungle, I'm  
sure you'll find your buddy!

Well done Donkey my boy!  
Who'd have thought a young  
whippersnapper like you  
could've beaten that bunch  
of no good Kremplings?  
You've made an old man proud!

Go and look in your hoard,  
I think you'll be  
in for a surprise!

Congratulations Red Team!

You whopped those crafty  
crocodiles and are  
first past the post!

Whatever happened to the  
Yellow Team? I guess those  
guys need more practice!

Whatever happened to the  
Red Team? I guess those  
guys need more practice!

Congratulations Yellow Team!

If I had been playing,  
I'd have found everything!

I'm sure there must be some  
bonus rooms you haven't found!

What a player you are,  
Donkey my lad!  
You've beaten the Kremplings

and found absolutely  
everything! You're nearly  
as good as I used to be!

Well, well, well, if it  
isn't the Red Team!



What happened to you two?

The Yellow Team finished  
ages ago! Too good for  
you were they, huh?

Well, well, well, if it  
isn't the Yellow Team!  
What happened to you two?

The Red Team finished  
ages ago! Too good for  
you were they, huh?

Donkey boy! Where's Diddy?

Donkey, you young  
whippersnapper!  
Long time no see!

Donkey boy! It seems  
like years since we last met!

It's about time you visited  
your frail, old Grandpa!

Hey! Can you spare  
your old pappy a banana?

And what have you brought  
for your old Grandpa?

Well, you've amazed  
your old Grandpa  
by getting this far!

So, you've finally come  
to get some game play advice  
from your old Grandpa!

Diddy boy! Where's Donks?

Diddy, you young pup!  
Boy, I can't believe  
how much you've grown.

Well, well! I didn't  
expect to see YOU today!

You're doing pretty good  
to get this far...

So you found me, did ya?!  
What do you want?!

Who told you I was here?  
Was it that  
obnoxious Funky Kong?

Well, well!

Look what the cat dragged in!

Haven't seen you in this neck  
of the woods in a long time!

What do you want, eh?  
I'm a busy ape, I am!

Ahh! At last!  
Somebody to chat with!

You're lucky you caught me,  
I was just heading out.

Have you brought back  
those bananas I loaned you?

Last time I saw you,  
you were wearing diapers!

Come over here and  
let me have a look at you!

Well looky what we have here!

Aren't you a sight  
for sore eyes?!

A whole mob of Kremplings  
just passed through!

This here's rhino country!

Hey boy! Can you believe  
the shack they stuck me in?!

Hey boy!  
Did you fetch me my paper?!

You big ape!  
I could hear you coming  
from miles away!

It's hard to find  
peace and quiet any more,  
with you around!

Sure, come on over!  
Beats talking to myself...

Ahh! It sorta takes me back,  
seeing you here!

Boy, this place has been busy  
lately! What with all  
the Kremplings, and now you!

Sure looks like I'm  
Mr. Popular today, yes siree!

Sure beats a visit  
from Mrs. Kong!  
How can I help you?

Fancy running into  
you two way out here!

I ain't got nothing left,  
so don't even ask.

I just gave my last barrel to  
that orangutan buddy of yours.

What in tarnation do you want?

More freeloaders?!  
Well I ain't got nothing  
for ya, so scram!

Betcha won't get  
much further than this...

In Jungle Hijinx,  
stick to the tree tops  
to earn extra lives.

You can find the fun in  
Ropey Rampage between  
a rock and a hard place!

A leap of faith is all  
it takes to find Winky in  
Barrel Cannon Canyon

Go bananas in the snake pit  
of the Reptile Rumble!

The crafty Croctopus corners  
his crock of collectibles  
in Coral Capers.

Burn rubber for the  
golden rhino  
in Bouncy Bonanza.

The bananas in  
Stop & Go Station  
will put you right!

Avoid Mine Cart Carnage  
and jump early  
to get the extra life.

Rolling some rubber will  
put you on the right road  
in Millstone Mayhem!

On Snow Barrel Blast, sometimes  
down will not take you out;  
it may help you go forward.

On Croctopus Chase, there's a  
right way and a wrong way  
to get past the barrels.

In Ice Age Alley,  
birds of a feather flock  
together to get your wings.

Bouncing the Bouncer will  
slide you to success during  
Slipslide Ride!

The TNT gives you a couple of  
real wall to wall blasts  
in Torchlight Trouble.

For Elevator Antics, you'll  
have to climb higher  
than a hornet's nest!

For you Trick Track Trekkers,  
the Gnawty twins  
know a secret!

In Mine Cart Madness,  
you're just 3 bounces  
away from bonus land.

Once you're in the Poison  
Pond, the right way is not  
the only way to get the point.

Blackout Basement could give  
you a sinking feeling, but  
you'll end up sky high!

Let Diddy hold out the TNT  
in Manic Mincers.

Take enough rope and  
you'll amaze yourself  
in the Misty Mine.

The Loopy Lights vulture's  
barrel will blow you away.

The Platform Perils vulture  
knows it's sometimes better  
to come down to earth.

You're in Tanked Up Trouble  
if you're all gassed up  
and no where to go!

In Orang-utan Gang, follow the  
last barrel down to discover  
a barrel of laughs!

A single banana

is all you need for  
a bonus in Tree Top Town.

Get on down with the bananas  
and get ready to party  
in Temple Tempest!

Keep your eyes peeled for  
Rambi the rhino! He can crash  
into almost any hidden room.

He can't really fly,  
but Espresso the ostrich  
can flutter about.

Enguarde the swordfish  
will help you  
get straight to the point!

Rambi the rhino can help you,  
but he'll want  
to charge for it!

I hear if you roll off  
a platform, and press the jump  
button, you'll do a super jump.

Someone told me that if you  
hold down the Y Button,  
you can run!

I read in the manual that you  
can jump farther if you hold  
down the run button!

I reckon that Rambi the rhino  
could break open just about  
any hidden entrance.

If you bounce a keg off a wall  
and then jump on it as it  
rolls back, you can ride it!

If you roll attack a baddie,  
your speed increases when  
you hit the next one!

I was told that if you bounce  
on eight consecutive baddies,  
you'll get an extra life.

I heard that Espresso the  
ostrich can't jump on baddies.  
I guess his legs are too thin.

You can roll over Hister,  
or just squash him  
with a jump attack.

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Game Text (c) 1994 Nintendo/Rare

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Note: The last piece of text only appears in a beta script. Also, the beta flip-flops "Back in my days, we used to have real game play..." and "All this fun can't be good for you!" The final version also corrects "I can't play this game, the colors are all to [sic] rich for my poor old eyes!"

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