

Nintendo Makes a Monkey Out of Me: "Donkey Kong Country Returns" and "Super Mario All Stars"

Written by Luke Hamilton

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Donkey Kong Country Returns

When I got Super Nintendo at the tender age of 11, I had to play *Donkey Kong Country* because it was the only game I had. It turned out to be a lot of fun, but so frustratingly hard that I grew to be a bit of a potty mouth. More than 14 years later, *Donkey Kong Country Returns* (released in November on Wii) brings back old memories of exciting platforming gameplay – and some stress-induced vulgarities.

Evil Tikis have hypnotized the other animals on Donkey Kong Island and forced them to steal DK's banana horde, leading Donkey and Diddy Kong to go on a big adventure to get them back. Extremely similar to the Mario games, you don't need much background: You're there to experience impulsive, top-tier platform gaming, not figure out who stole the Hope Diamond.

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