

Nintendo Gateway 64 - Executive Summary

Game Title	Donkey Kong® 64
Manufacturer	Nintendo of America Inc.
Trademark Information	© 1999 Nintendo. Game by Rare. The Rare logo must appear on packaging, instruction manuals and all other printed material, along with "Rareware logo is a trademark of Rare".
Category	3-D Action / Adventure

Game Description

Donkey Kong 64, is one of the biggest games every created for the N64. It features massive environments and stunning graphics. Multi-colored lighting effects create amazing visuals complemented by rich textures and engaging level design. Fire Diddy out of a barrel, take Donkey for a wild ride on a mine cart and explore an ancient Aztec temple with Tiny. Discover a number of mini games and hidden bonus stages that keep the action fresh and unpredictable.

Controller Functions

Control Stick:	Walk, run or tiptoe, depending on how much pressure is applied. Swim.
Control Pad:	Not Used
A Button:	Jump. Hold button longer to jump higher. Swim fast.
B Button:	Attack. Pick up and throw. Swim slowly.
Z Button:	Duck and crouch. Dive underwater. Water brake when swimming.
L Button:	Not Used
R Button:	Move camera behind. Keep button pressed to lock camera into this position until released
Up C Button:	Toggle camera between head cam and regular view.
Down C Button:	Zoom camera in and out.
Right C Button:	Pan camera right.
Left C Button:	Pan camera left.
Start:	Brings up Pause Menu and Status screens.

