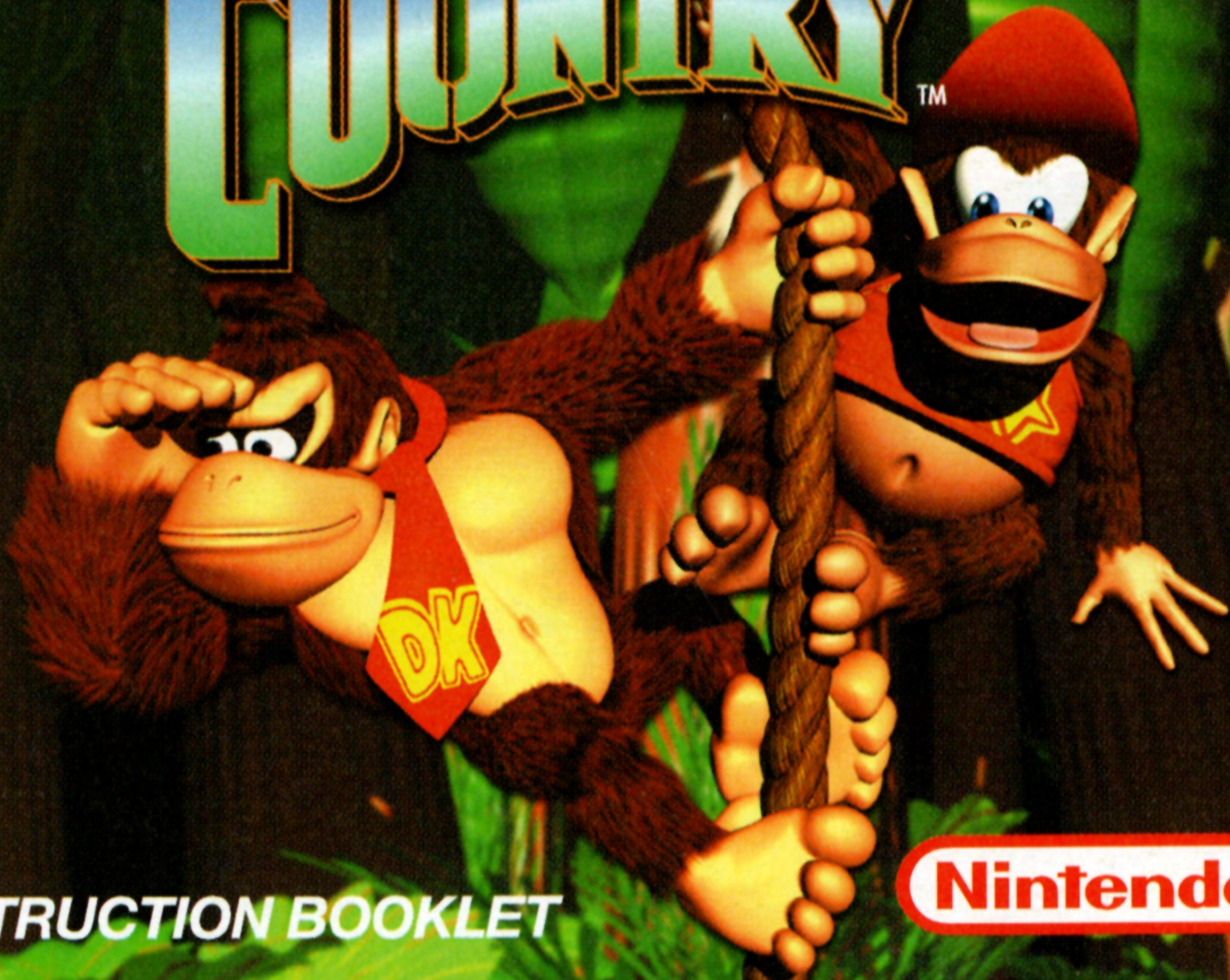


GAME BOY ADVANCE

AGB-A5NE-USA

DONKEY KONG COUNTRY



INSTRUCTION BOOKLET

Nintendo

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 **WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



kong-tents

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NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play assistance.

For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529.

This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)

Please have Visa or MasterCard ready

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-883-9714

Simian Story

What? This old chestnut again?
Even I'm fed up of hearing it
by now!



Storms lashed the rugged terrain of Kong Island, and outside Donkey Kong's treehouse, Diddy shivered. DK had assigned him to guard duty on this awful night as part of his "hero training," and he was not happy about it... But a rustling in the undergrowth soon brought him out of his reverie.

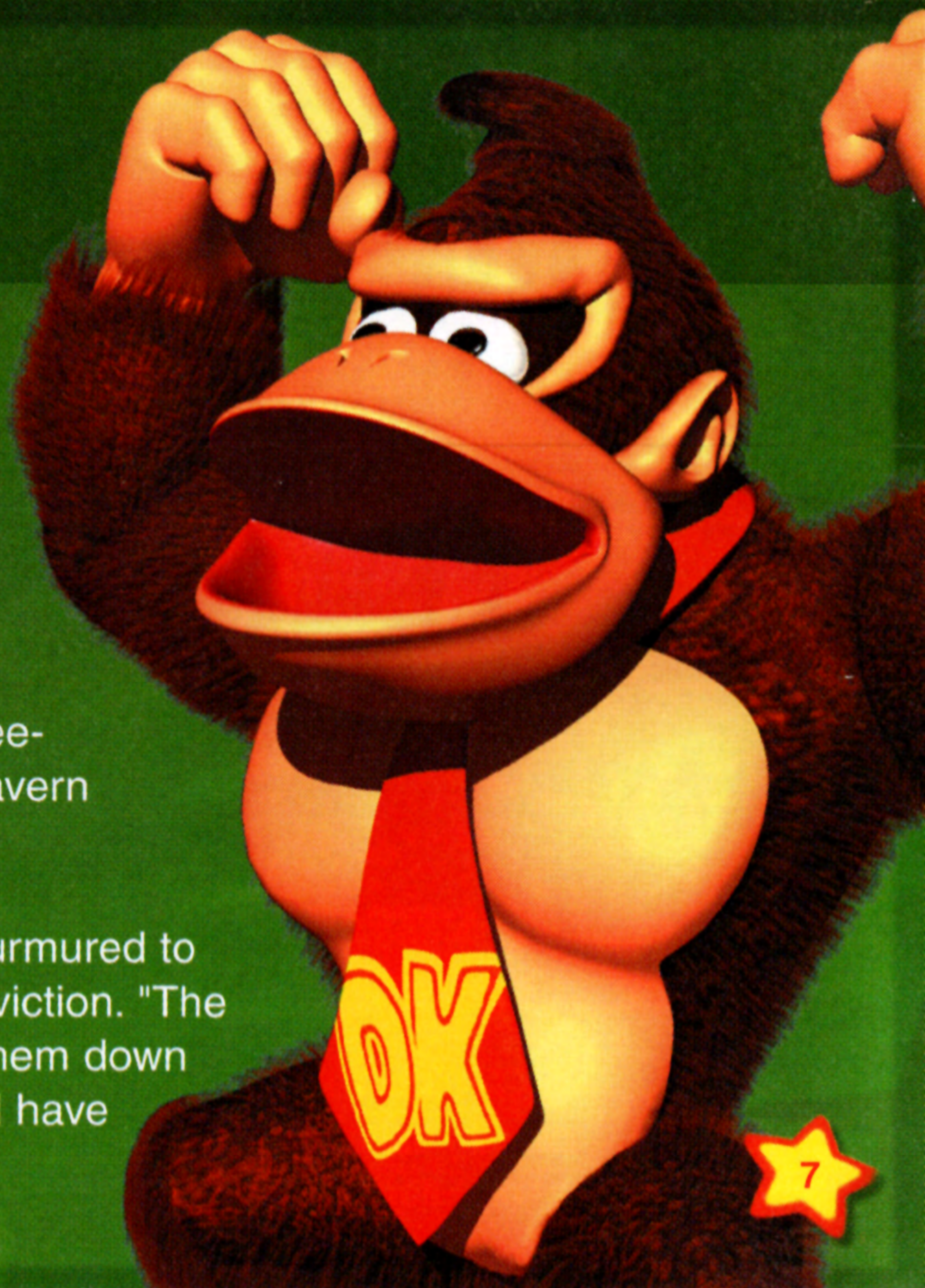
"W-w-who goes there?!?" Diddy called. There was no answer but the flashing of reptilian eyes, claws and teeth. Diddy somersaulted into the fray but was quickly overcome by the weight of many scaly assailants.

"It'sss the sssmall one... Ssseal him inssside thiss barrel and tosss it into the bussshesss... Donkey Kong'sss bananasss are oursss!" came a sinister voice.

The next morning, Donkey Kong awoke to the familiar rasping voice of Cranky Kong. "Take a look inside your banana cave," Cranky cackled from outside his treehouse. "You're in for a big surprise!"

Donkey's mind raced as he vaulted to the cave and peered inside. Instead of the dull golden glow of thousands of bananas, there were only a few discarded peels. These had been trampled into the dirt by hundreds of reptilian feet, judging from the many three-toed footprints that covered the damp cavern floor. But what about...

"Diddy... gone... my little buddy..." DK murmured to himself. He was suddenly filled with conviction. "The Kremlings will pay!" he raged. "I'll hunt them down through every corner of my island, until I have every last banana from my hoard back!"



Monkey Menu

Insert your Donkey Kong Country Game Pak into your Game Boy® Advance system, then turn the power ON. When you reach the title screen, press START.

On the main menu, press Up and Down on the + Control Pad to cycle through the available options, then press the A Button to select one.



START: Begin the main game with one or two players.

DK ATTACK: Race against the clock and try to accumulate high scores (only available once the levels are unlocked in the main game).

EXTRAS: Play Funky's Fishing and Candy's Dance game, either solo or against a friend (using a Game Boy Advance Game Link® cable—sold separately).

Getting Around



Choose START from the main menu and select one of the three available save files. Next, decide between one or two players.

One-Player Mode

A single player tackles the entire quest alone, controlling both Donkey Kong and Diddy Kong.

Two-Player Mode

One player takes control of Donkey Kong while the other handles Diddy Kong. The game pauses when one character loses a life so that the GBA can be passed to the other player and the quest continued.



After entering your name and selecting END, a short intro sequence will lead you into a map of Donkey Kong Country. Use the + Control Pad to move your character around, and press the A Button to select a destination. Each level must be completed before you can move on to the next.



World Map Menu

To access the World Map menu, press the START Button. Use the + Control Pad and A Button to select an option.

Save:

This is the only way to save your progress.

Funky:

This option will become available once you have spoken to Funky.

Scrap Book: An empty book, yet to be filled.

Level Stats: A breakdown of each level and the items discovered so far.

Quit Current Game

From the World Map menu, you may quit the game and return to the title screen by pressing SELECT. You will be given the chance to save your game first.


Global Save Data Erase

It is possible to clear the Game Pak memory completely, though be warned that doing so will erase ALL game data including high scores.

To activate, first hold down the L and R Buttons, then press START and the A Button. This must be

done from the save file selection screen.

10



Hah, go on—erase your game!
It'd be a darn sight more fun than
trying to play it...

KONG-trols



L BUTTON

In-game: Switch characters or dismount animal buddy

START

Menus: Make a selection / Call up World Map menu (on World Maps only)
In-game: Pause

R BUTTON

In-game: Run

A BUTTON

Menus: Make a selection
In-game: Jump / Swim

B BUTTON

Menus: Cancel a selection
In-game: Run / Attack / Pick up barrel (release to throw barrel)

+ CONTROL PAD

Menus: Scroll through selections
In-game: Move your character

SELECT

Menus: Quit
In-game: Switch characters or dismount animal buddy

Press **START** then **SELECT** to exit a level that you have previously finished and return to the map.



Game Screen

BANANA COUNTER



K-O-N-G LETTER

LIFE COUNTER



BUDDY BARREL

All this fancy animation makes me sick. Back in my day we'd have two frames and enjoy it!



CAMERA:

Uncover these hidden items with stomps, jumps or hand slaps, then check out the scrap book.

BANANAS:

Grab 100 of these to earn an extra life. A banana bunch is worth 10 bananas.



KONG Kollectibles



BALLOONS: Earn extra lives by collecting balloons. Red balloons are worth one extra life, green are worth two, and blue will give you three.



ANIMAL TOKENS:

Collect three of a kind to play a bonus level and possibly win lots of extra lives.



LETTERS: Find all four letters on a single level to receive an extra life.



APE-bilities

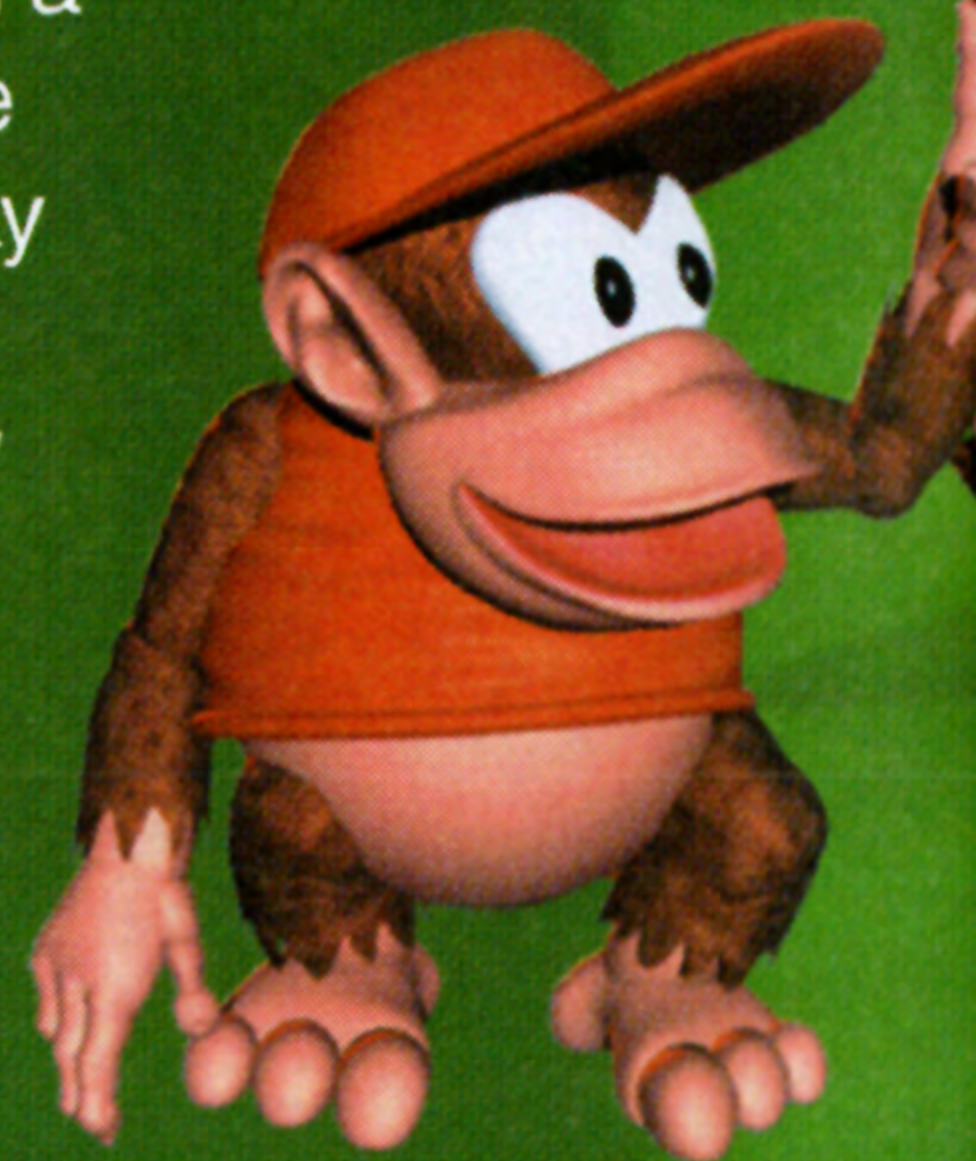
RUN: Press the B or R Button while holding down a direction on the + Control Pad to run. You'll get around faster this way, and you'll jump further if you get a running start.



BARREL ROLL / CARTWHEEL ATTACK: Press the B Button to perform the Kongs' signature attacks.

THROW BARRELS: Press the B Button while standing beside a barrel to pick it up. Hold the B Button to carry it around with you, then release the button to throw it. To set the barrel down gently, press Down on the + Control Pad when you release the B Button.

TAG TEAM : Break open a Buddy Barrel to have one Kong follow while you play with the other. When the Kong in action gets hit by an enemy, the other will immediately jump in to take his place. Press the L Button to manually switch between them during the game.



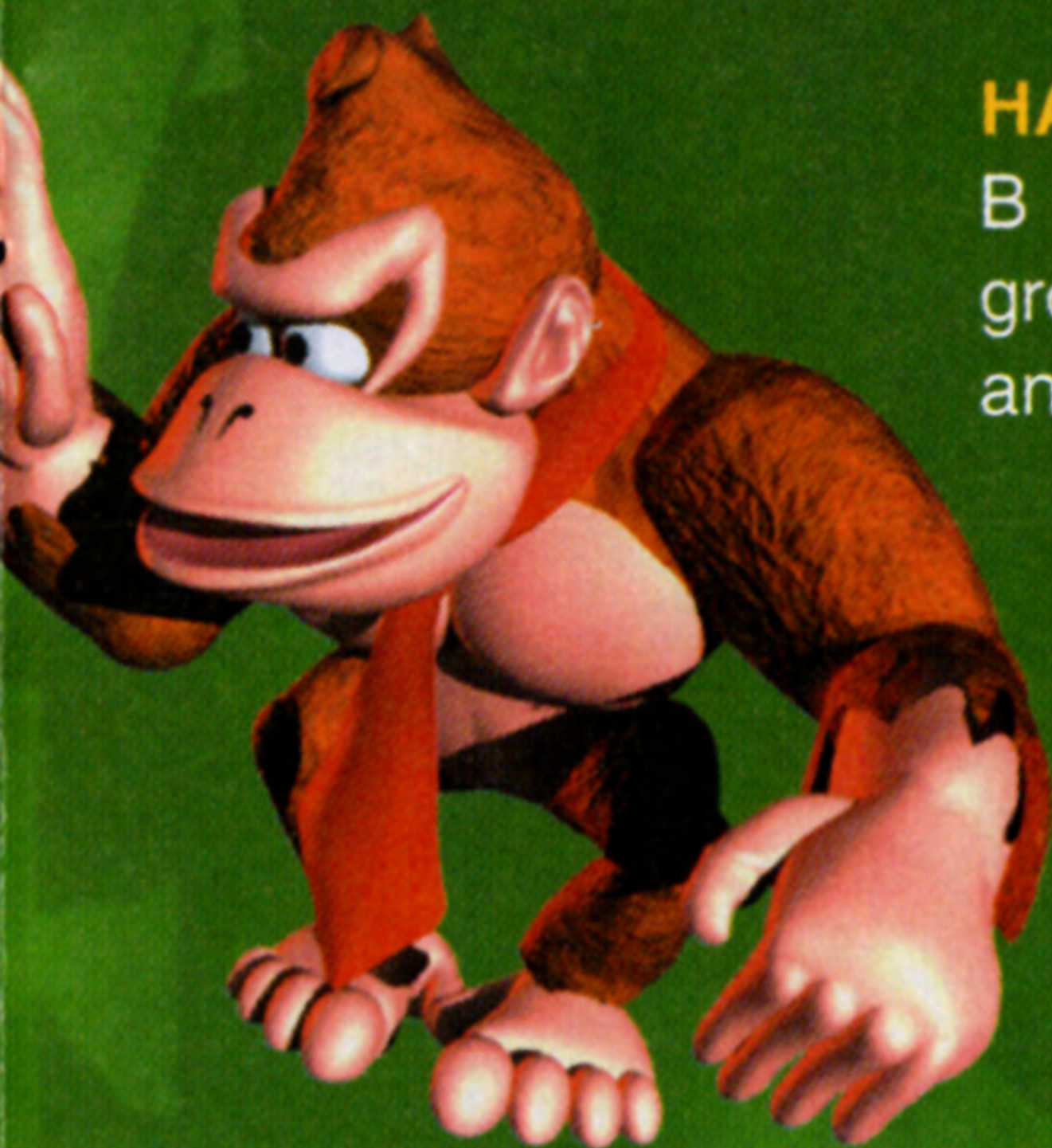


SWING: Simply jump onto a vine and you'll automatically grab hold of it. Press the A Button to jump off, but be careful where you land!

JUMP: When you're on land or swinging from a vine, press the A Button to jump. You can get rid of most baddies by bouncing on their heads. You can also use the + Control Pad to change direction slightly in mid-air.



HAND SLAP: When using Donkey Kong, press the B Button and Down on the + Control Pad for a powerful ground slap. Use this move to shake up most baddies and to break through weakened areas of scenery.



SWIM : When underwater, press Left and Right on the + Control Pad to swim left and right. Press the B Button to swim upward. Press Down on the + Control Pad to increase dive speed.



Barrels Full of...



WOODEN BARRELS: Use regular barrels to knock out enemies or uncover secret bonus areas.



VINE BARRELS: Similar to regular barrels, but one knock will cause a vine barrel to shatter.



STEEL KEGS: Roll steel kegs to take out several enemies at a time. You can also bounce one off a wall, then hop onto it for a smooth ride.



TNT BARRELS: Throw one of these powder kegs and the resulting explosion will harm any nearby baddies.



BUDDY BARRELS: Break one of these to keep the other Kong ready and waiting. He'll take over when your current Kong takes a hit, or you can press the L Button to swap them at any time.

CONTINUE BARRELS: Break open a star-spangled Continue Barrel to restart at that location the next time you lose a life.



BARREL CANNONS: Leap into a Barrel Cannon to get launched into the air. Those marked with an explosion symbol will fire automatically, while others will require a press of the A Button to launch. You'll also find some Barrel Cannons that move, so be sure to time your shots carefully.



BONUS BARRELS: Hidden deep within the levels, these barrels unlock great rewards.

WARP BARRELS: Invisible until hit, these barrels will warp you through the level at light speed.



STOP & GO BARRELS: Found on Stop & Go Station, one touch of these barrels will stop a Rock Kroc in its tracks.

ON & OFF BARRELS: These barrels litter the Loopy Lights level. Hit one to light up the area.



So where's the Quit Barrel to get you out of this sorry excuse for a game?

FISHING BARRELS: Jump into this barrel to be transported to the open seas.



DANCE BARRELS: Jump in to hook up with Candy in her new dance game.





The KONG Krew

DONKEY KONG

The king of swing... The thrilla gorilla... The prime primate... It's Donkey Kong!

DIDDY KONG

Diddy's goal in life is to be a big-shot video game star, just like DK. With his speed and agility, he'll get there in no time!



FUNKY KONG

This time around, DK's surf-punk friend operates an unusual combo of Flights and Fishing.



CRANKY KONG

Although most of Cranky's conversations are hot air, he'll occasionally drop a hint or two about the game.



CANDY KONG

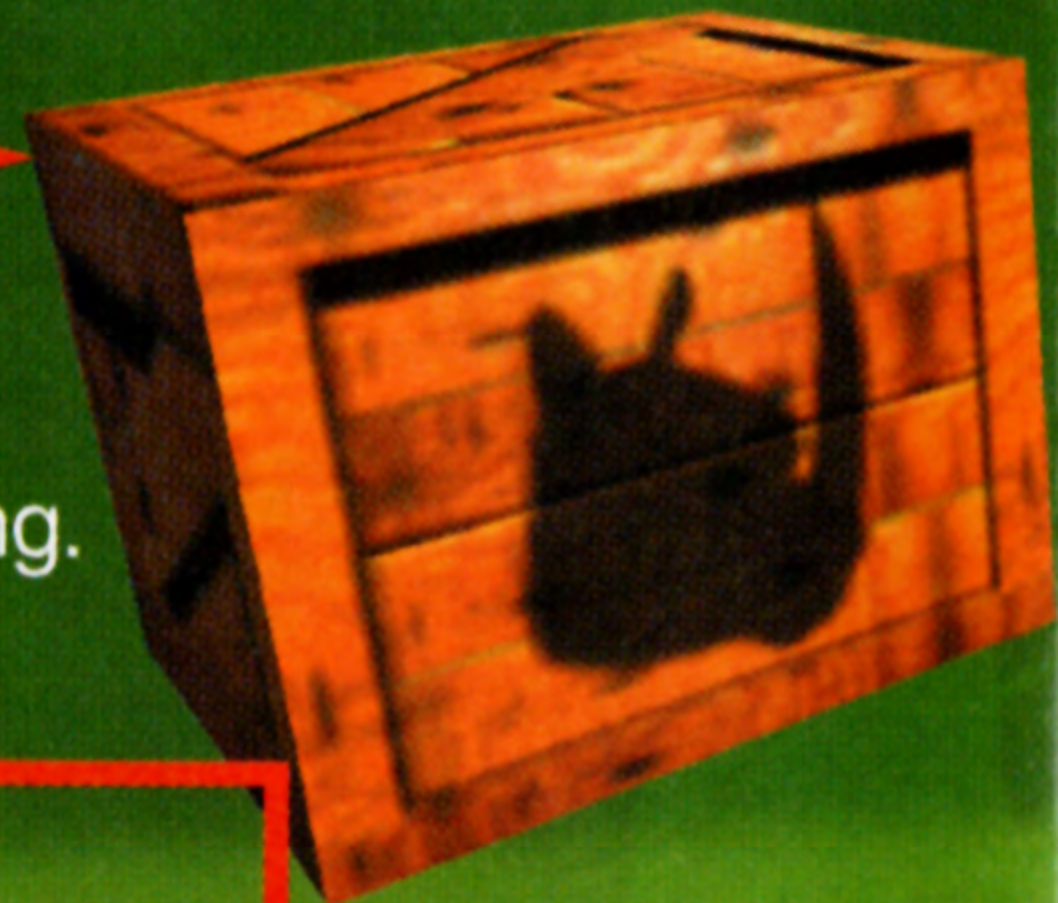
Candy Kong is the banana of Donkey Kong's eye. She'll send DK and Diddy to her bonus areas where they'll be challenged to dance for extra items and rewards.



Amiable Animals

ANIMAL CRATES

Jump into a crate to get a little help from an animal friend. Press the L Button to return control to your Kong.



WINKY THE FROG

If you press the A Button, Winky can out-jump any other animal friend, plus his powerful legs can take out some of the toughest enemies.



RAMBI THE RHINO

Rambi can charge straight through any enemy in his path. Hold down the B or R Button to make him run and press the A Button to make him jump over pits and cliffs. He is also useful for breaking into some bonus levels...



ENGUARDE THE SWORDFISH

Press the A Button to charge into enemies with Enguarde's sword nose, taking out most underwater baddies.

SQUAWKS THE PARROT

You'll find this helpful bird in only one place - the deepest, darkest cave level. He'll help guide you through the area with his flashlight.



EXPRESSO THE OSTRICH

Though he can't really fly, pressing the A Button allows Expresso to make a long jump. Tap the A Button to flap his wings in mid-air. He can also run faster than any other animal friend when you hold down the B or R Button. Smaller enemies will pass beneath him, but be warned that he isn't strong enough to jump-attack the larger ones.



Baddies

Look at the state of this lot—and I bet they'll still bash you to a pulp!

KLUMP

Klump's helmet protects him from attacks from above.

KING K. ROOL

This Kremling Kommander was the mastermind behind the great banana heist.

ROCK KROC

He'll use his krafty Kremling kamouflage for sneak attacks.



KRUSHA

This robust reptile is impervious to most attacks.



KRITTER

You'll encounter this common-place Kremling quite frequently.



KLAP TRAP

Don't even bother with roll attacks, or you'll end up right in his klamp-like jaws.





Extras

DK ATTACK

An all-new DKC challenge: use the Kongs to race through the levels before the one-minute time limit elapses.


Everything collected or defeated will add to your score, so go all-out to achieve the highest possible totals and gain the medals.



BONUS GAMES

You can play any of the bonus games alone or against a friend. To start a game, highlight EXTRAS on the main menu and choose either Funky's Fishing or Candy's Dance Studio. Now select either one or two players.

To play against a friend, connect two Game Boy Advance units using a Game Boy Advance Game Link cable. For more information about linking your Game Boy Advance systems, see page 28.



Agh! When will that family of mine aspire to more than a few seedy bonus games?

FUNKY'S FISHING

Try to achieve a high score by hooking as much sea life as possible before the time runs out. Gain extra time by hooking multiples of the same-colored fish.



CONTROLS:

+ Control Pad:

Left and Right - Move Enguarde across the surface of the water
Up and Down - Adjust the height of the hook in the water

A Button: Hook the fish
B Button: Activate combo bar (multiplayer only)
L Button: No action
R Button: No action
START: Pause the game
SELECT: Quit to title screen (when paused)

Two-Player Modes:

3 Minutes: Try to achieve a higher score than your opponent before the three minutes are up.

5 Minutes: Try to achieve a higher score than your opponent before the five minutes are up.

Endurance: Battle it out with your opponent to decide a clear winner.

Combo Bar (multiplayer only):

At the bottom of the screen is a combo bar, which will increase with each combo executed. This will allow you to drop trash into your opponent's boat, reducing their score/time (depending on play mode). If you are feeling less hostile you can choose to award yourself extra points or time.

Combos? Multiplayer options?
Hidden extras? You youngsters
are so shallow!



CANDY'S DANCE STUDIO

Try to keep up with Candy in her latest dance routines. Follow the instructions that scroll across the top of the screen.

CONTROLS:

- + Control Pad:** Perform dance move
- A Button:** Perform dance move
- B Button:** Perform dance move
- L Button:** Perform dance move
- R Button:** Perform dance move
- START:** Pause the game
- SELECT:** Quit to title screen (when paused)



Two-Player Mode:

Take part in a dramatic dance-off against your opponent and score points by performing to the best of your ability. The player with the higher score at the end of the game wins!

TOP TIP: Getting Perfect will give you a head start!

Using the Game Boy Advance Game Link[®] Cable

Here's all of the information you need to link multiple Game Boy Advance systems.

Necessary Equipment

- *Game Boy Advance systems*: One per player
- *Donkey Kong Country Game Paks*: One per player
- *Game Boy Advance Game Link cables*: One

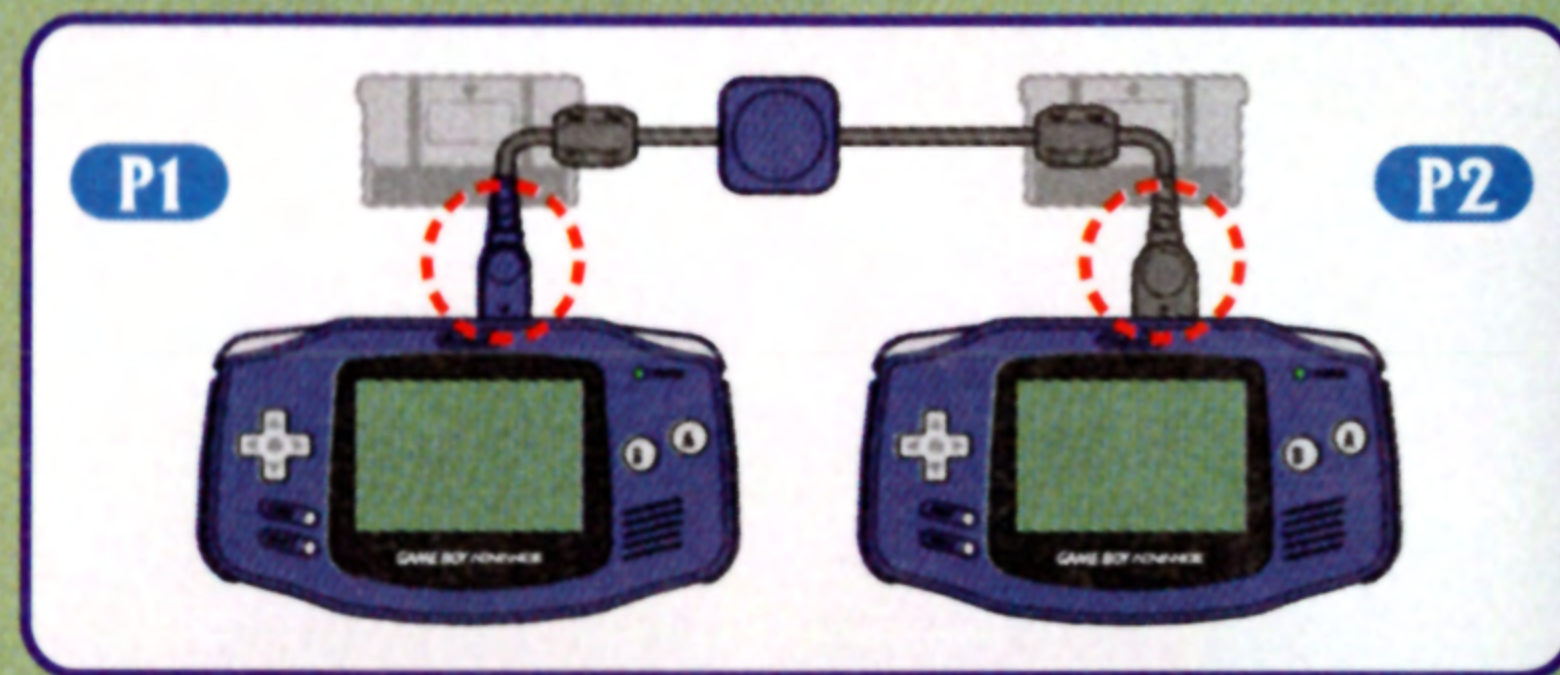
Linking Instructions

1. Make sure that the power on all of the game systems is turned off, then insert the Donkey Kong Country Game Paks into the individual Game Pak slots.
2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn both game systems on.

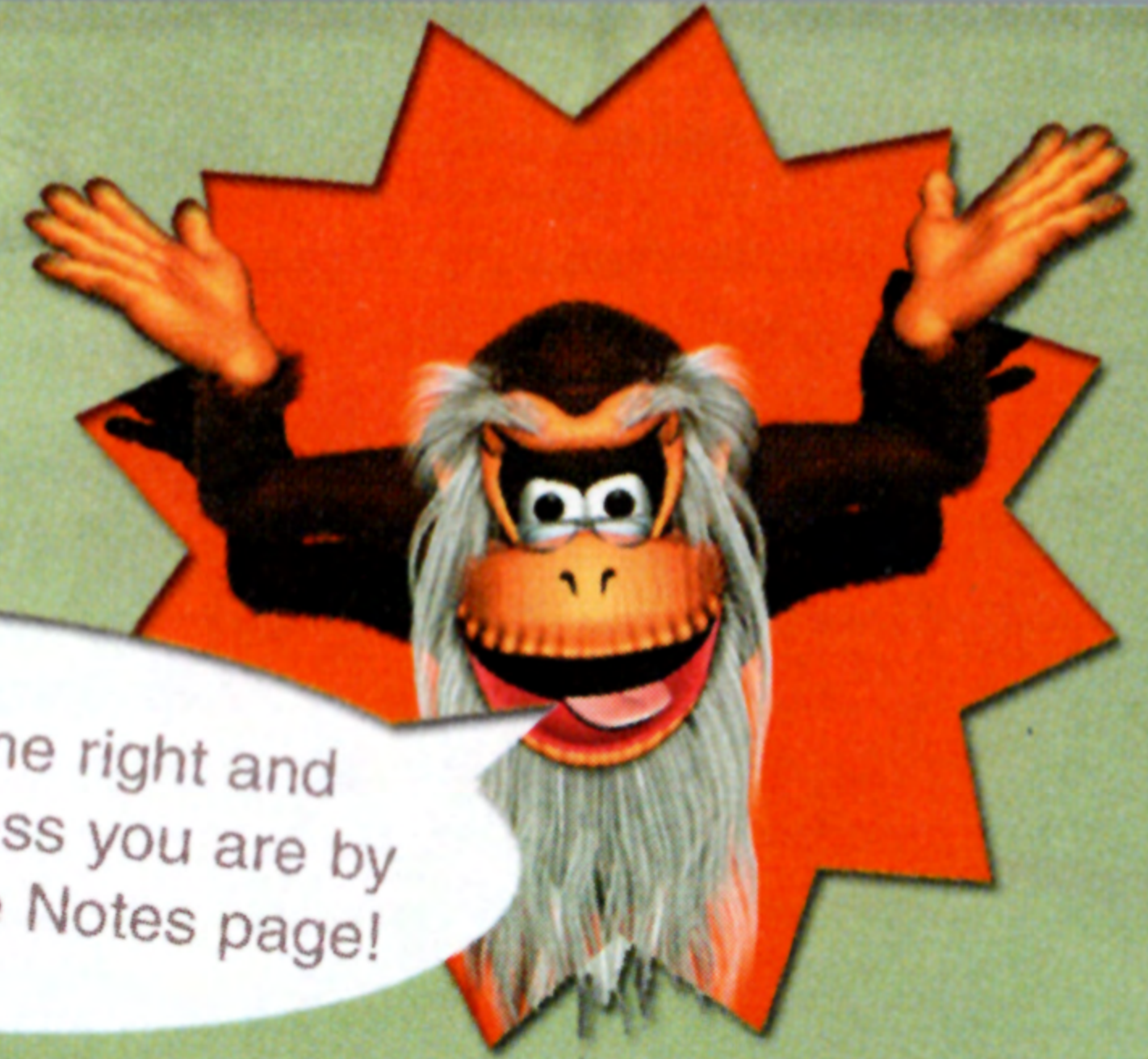
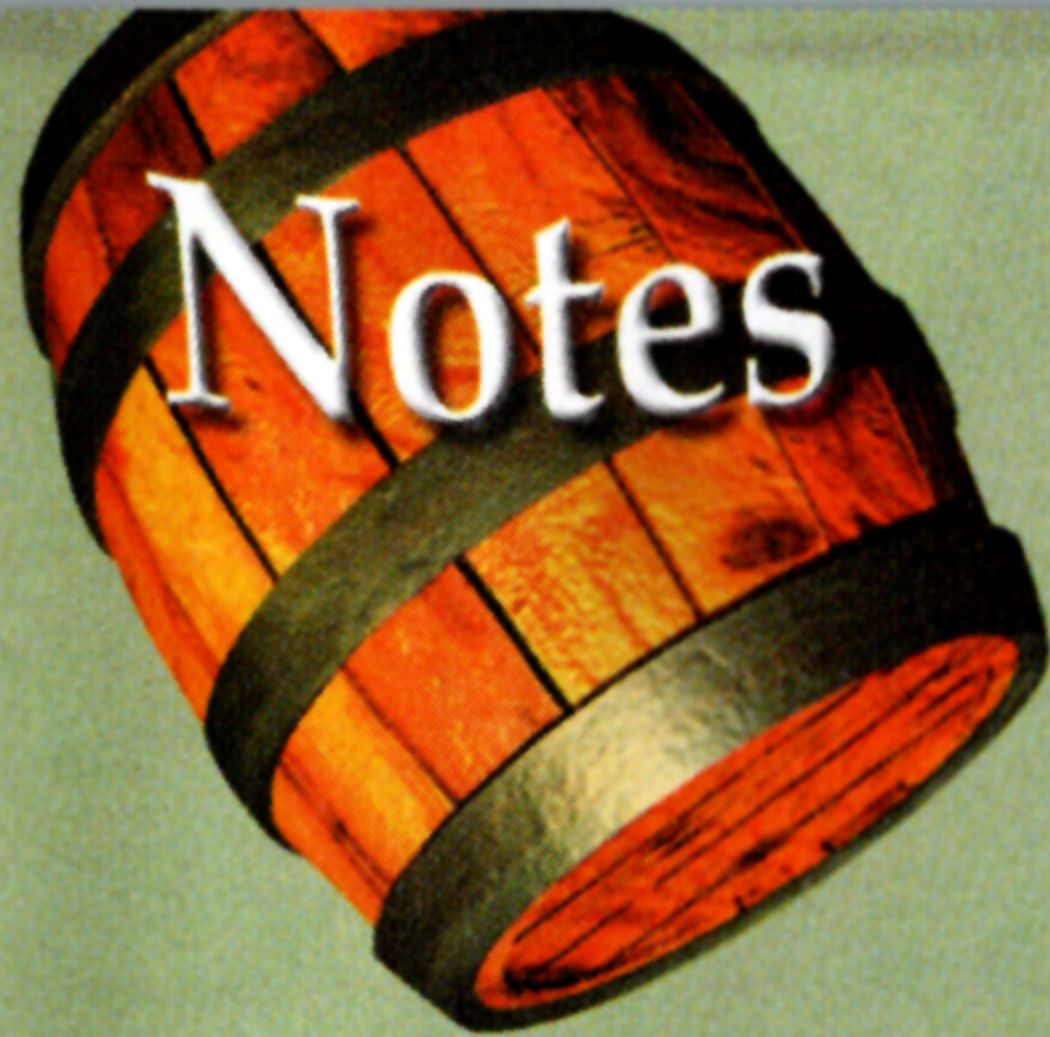
Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When more than two Game Boy Advance systems are linked.



Player One will be the player with the smaller end of the cable connected to his Game Boy Advance.



Go on, prove me right and show how hopeless you are by actually using the Notes page!

IMPORTANT

REV-C

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REV-N

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