

Nintendo

GAME BOY[®] COLOR

CGB-BDDE-USA

DONKEY KONG COUNTRY[™]

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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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 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!"





Insert your Donkey Kong Country Game Pak into your Game Boy® Color system, then turn the power ON. When you come to the Title Screen, press START.



On the Main Menu, press ← and → on the + Control Pad to rotate the available options. Then press the A Button to select one.

Adventure:

Play the main single-player game.

Bonus:

Compete in a bonus game against the computer.

Link-Up:

Challenge a friend to a bonus game using a Game Link® cable (sold separately).

Print:

Print out stickers and banners using a Game Boy® Printer (sold separately).

Options:

Adjust several different game settings.



GETTING AROUND IN DK COUNTRY

World Map



Regional Map



Choose Adventure from the Main Menu, then choose one of the three save files. You'll see a map of Donkey Kong Country. Use the + Control Pad to move your character (either Donkey Kong or Diddy) around the map. Press the A Button to select a place to go. You'll need to complete each level before you can move on to the next one.

Your game will be saved automatically while you are between levels, so be sure to wait until DK or Diddy appears on the map before you turn your Game Boy Color OFF.



KONG-TROLS



+ Control Pad

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

SELECT

In-game: Switch characters (when you have a buddy saved)

START

Menus: Make a selection
In-game: Pause

A Button

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

B Button

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

Press START, then SELECT to exit a level you have previously finished and return to the Regional Map.

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 move slightly while you're in midair.

Run

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

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!

Swim

When underwater, press ← and → on the + Control Pad to swim left and right. Press the A Button to swim up. Press ↓ on the + Control Pad to dive faster.



Throw Barrels

Press the B Button while standing beside a barrel to pick it up. Hold the B Button to carry the barrel around with you, then release the button to throw it. If you would rather set the barrel down, press ↓ on the + Control Pad when you release the B Button.

Barrel Roll / Cartwheel Attack

Press the B Button to perform either Donkey Kong or Diddy's signature attack.

Hand Slap

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

Tag Team

Break open a Buddy Barrel (see pg. 11) to have one Kong wait off-screen 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 SELECT to switch between them manually during the game.



K-O-N-G Letters

Banana Counter

Life Balloons

Buddy Barrel





Bananas

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

K-O-N-G Letters

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

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.

DK Sticker Packs

Uncover these hidden items, found near green bananas, with stomps or hand slaps, then use the Game Boy Printer to print them out.

Wooden Barrels

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

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.

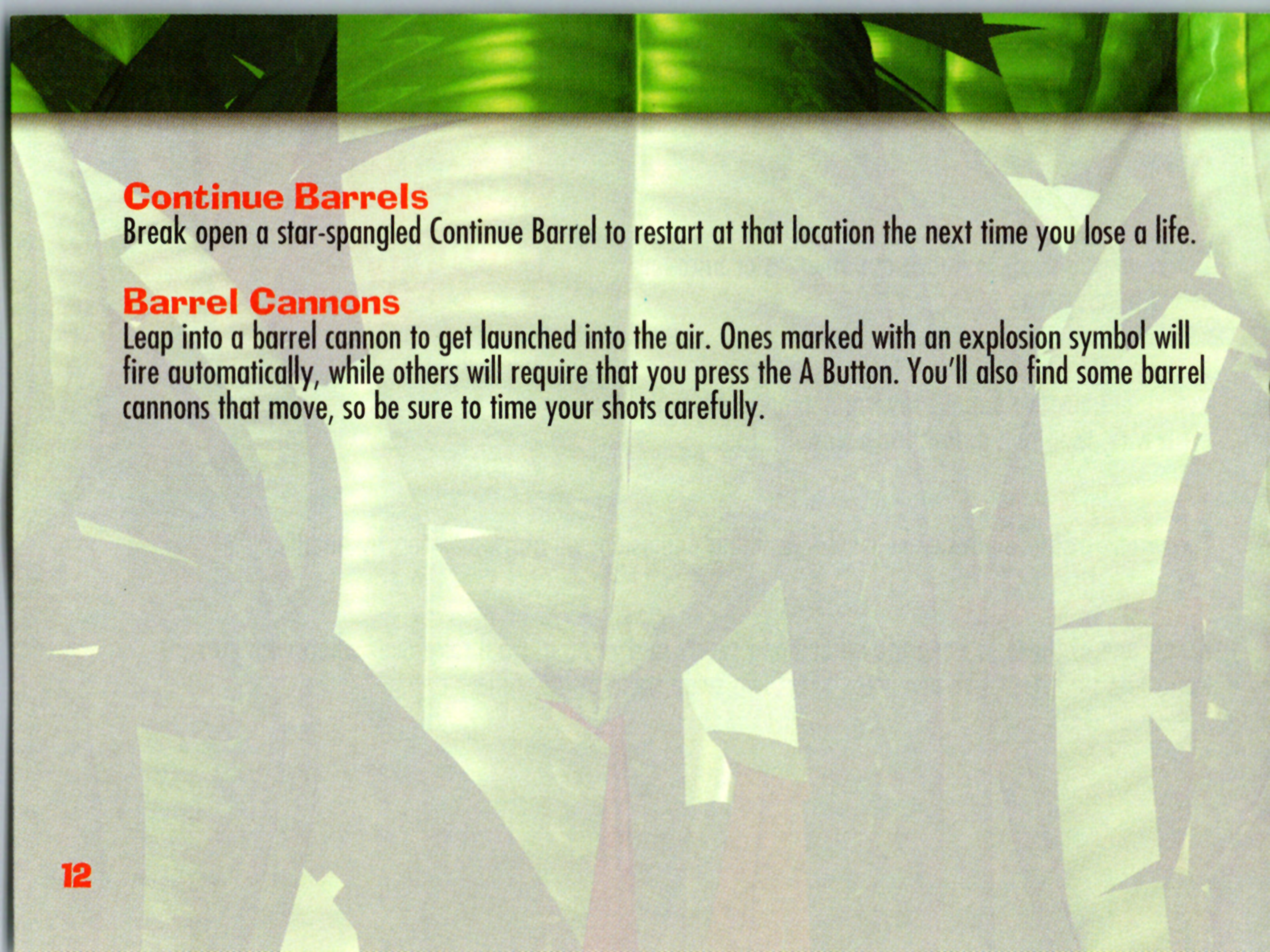
TNT Barrels

Throw one of these powder kegs—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 SELECT 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. Ones marked with an explosion symbol will fire automatically, while others will require that you press the A Button. You'll also find some barrel cannons that move, so be sure to time your shots carefully.



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

DK's surf-punk friend operates a Flight Barrel Service that can take our heroes back to any level they've already finished.

Candy Kong

Candy Kong is the banana of Donkey Kong's eye. She'll send DK and Diddy to bonus areas where they'll have a chance to find extra Multiplayer games.



Cranky Kong

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



Animal Crates

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



Rambi the Rhino

Rambi can charge straight through any enemy in his path. Hold down the B 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...

Expresso the Ostrich

Though he can't really fly, if you press the A Button, Expresso will make a long jump. Tap the A Button to flap his wings in midair. He can also run faster than any other animal friend when you hold down the B Button. Small enemies will pass right underneath his legs, but be warned that he isn't strong enough to jump on the larger ones.





Enguarde the Swordfish

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

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.



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 level with his flashlight.



King K. Rool

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



Kritter

You'll encounter this commonplace Kremling quite frequently.





Krusha

This robust reptile is impervious to most attacks.

Klump

Klump's helmet protects him from attacks from above.



Klap Trap

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

Rock Kroc

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

You can play either of the bonus games against the CPU or a friend. To play against the computer, choose Bonus on the Main Menu. To play against a friend, connect two Game Boy Color systems using a Game Link cable, then choose Link-Up on the Main Menu.



Crosshair Cranky

Keep your finger on the trigger and your eyes on your target, 'cause the Kremlings are after your bananas! Work alone or with a friend to see who's the best of the simian snipers.

Controls:

+ Control Pad:

A Button:

B Button:

Aim

Fire a coconut

Reload

Funky's Fishing

Catch the fish, then flick them into your boat to keep it afloat—but be sure to avoid catching the junk!
Catch special combinations of fish, then pass them to your friend's boat to sink it.

Controls:

+ Control Pad:

Shift your boat left or right /

Raise and lower your hook

A Button:

Flick your hook to catch a fish

B Button:

Activate a Kombo attack

Crosshair Cranky

Keep your finger on the trigger and your eyes on your target, 'cause the Kremlings are after your bananas! Work alone or with a friend to see who's the best of the simian snipers.

Controls:

+ Control Pad:	Aim
A Button:	Fire a coconut
B Button:	Reload

PRINTING

Collect sticker packs by breaking open suspicious-looking parts of Donkey Kong Country's scenery. You can print out the stickers using the Game Boy Printer or trade them with friends via the Infrared Communications Port. You can also collect special stickers by finishing the entire game with all the Star Barrels turned off and by finishing with all the DK Barrels turned off. (You can turn these barrels off by choosing Options on the Main Menu.)





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REV. B

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REV. L

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