Wii™

DONKEY KONG™
COUNTRY
RETURNS

INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

Any manuals provided with this software are digital reproductions of the original printed manuals.
Please note that references may be made to features that can't be used in this version of the game.
There may also be references to outdated consumer information, e.g. warranties and support hotlines.

For product information, please visit the Nintendo website at:
www.nintendo.com
For technical support and troubleshooting,
please refer to the Operations Manual for your Wii U console or visit:
support.nintendo.com

For age rating information for this and other software,
please consult the relevant website for the age rating system in your region.
PEGI (Europe): www.pegi.info
USK (Germany): www.usk.de
Classification Operations Branch (Australia): www.classification.gov.au
OFLC (New Zealand): www.classificationoffice.govt.nz
Russia: minsvyaz.ru/ru/doc/index.php?id_4=883

*T*his seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.

Original
Nintendo
Seal of
Quality
™

Thank you for selecting the DONKEY KONG™ COUNTRY RETURNS Disc for your Wii™ system.

WARNING: Please carefully read the important health and safety information included in this booklet before using your Nintendo® Hardware system, Disc or Accessory.

Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet. Always save these documents for future reference.

50Hz 60Hz
Modes Supported
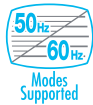
THIS GAME SUPPORTS 50 Hz (576i) AND 60 Hz (480i) MODE.

EDTV-/HDTV
Compatible

IMPORTANT LEGAL INFORMATION

THIS NINTENDO GAME IS NOT DESIGNED FOR USE WITH ANY UNAUTHORISED DEVICE. USE OF ANY SUCH DEVICE WILL INVALIDATE YOUR NINTENDO PRODUCT WARRANTY. COPYING OF ANY NINTENDO GAME IS ILLEGAL AND IS STRICTLY PROHIBITED BY DOMESTIC AND INTERNATIONAL INTELLECTUAL PROPERTY LAWS.

Powered by **mobiclip**

Nintendo®

The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to a different language than those available in the game, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual – Channels & Settings.

60 Hz (480i) Mode

50Hz 60Hz
Modes Supported

Many people don't know what the difference between 50 Hz and 60 Hz is, but since most modern TV models support 60 Hz it's definitely worth finding out if your TV is compatible. In basic terms, Hz (hertz) is related to the number of frames per second (fps) appearing on your screen.

50 Hz produces 25 fps and 60 Hz produces close to 30 fps, which may not sound like a big difference, but the increase in quality from 25 to around 30 fps is quite noticeable on-screen. With 60 Hz you get a smoother game screen with less flicker and the game running at optimal speed, all of which produces a great gaming experience.

The default setting of the Wii console is 50 Hz (576i) Mode. To change this, activate 60 Hz (480i) Mode by selecting this TV TYPE in the Wii Settings. However, certain (mainly older) TV sets are unable to display games in 60 Hz (480i) Mode, and therefore a small number of players could experience difficulties using this display mode on their TVs. To find out if your TV set features 60 Hz (480i) Mode, consult your TV instruction manual or contact the manufacturer.

If, after changing the setting to 60 Hz (480i) Mode, the screen appears blank or distorted, it will likely be the case that your TV does not support 60 Hz (480i) Mode. To revert to the default setting, press RESET on the Wii console while holding the down direction on the ✚ Control Pad, and the Wii system will restart in 50 Hz (576i) Mode. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.

Also, when you connect the Wii RGB cable (RVL-013) (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, or you connect the Wii Component AV cable (RVL-011) (sold separately) to a TV which has component video inputs, you can enjoy an intensely sharp picture on-screen.

EDTV / HDTV (480p) Mode – Progressive Scan

EDTV-/HDTV
Compatible

EDTV / HDTV (480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed with minimised flicker, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible play conditions.

However, it may be the case that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the Progressive Scan display needed for the EDTV / HDTV (480p) Mode, consult your TV instruction manual or contact the respective manufacturer for details. Please make sure to use the Wii Component AV cable (RVL-011) (sold separately) and to enable Progressive Scan on your display device when selecting this mode.

The default setting of the Wii is 50 Hz (576i) Mode. To activate EDTV / HDTV (480p) Mode, please select this TV TYPE in the Wii Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.

Optimising Your Settings

To enhance your game play experience you can make use of the following features:

Volume / Rumble – This game uses the Wii Remote Speaker and the Rumble function. To adjust the volume of the speaker or turn Rumble ON or OFF, do so on the **Wii Remote Settings Option Screen** accessible from the **HOME Menu**.

Synchronising your Wii Remote with the Wii console

Synchronising the Wii Remote is necessary to use it with the Wii console. The Wii Remote included with your Wii console has already been synchronised with the console. The **Standard Mode** procedure is used when adding additional Wii Remotes to your system or if you want to re-synchronise your original Wii Remote. This procedure allows the Wii Remote to communicate with the console.

Standard Mode – Once synchronised, the Wii Remote will stay synched to the console unless you overwrite this setting by synching the Wii Remote to a different console.

One Time Mode – This mode allows you to temporarily use your Wii Remote on a console other than your own or to use a friend's Wii Remote on your console. **It does not delete the Standard Mode setting stored in the Wii Remote**. In this mode, the Wii Remote will only communicate with the console while the power is on. When the power is turned off, the Wii Remote will lose its synch with the console.

• A Wii console can have up to 16 Wii Remotes synched to it – 10 in **Standard Mode** and 6 in **One Time Mode**.

• Only a Wii Remote in **Standard Mode** can turn the console power on or off.

One Time Mode Synchronisation

NOTE: This mode temporarily removes **Standard Mode** synchronisation setup for all Wii Remotes until the power of the Wii console is turned off. When the power is turned back on again, the **Standard Mode** settings will return.

1. Press the HOME Button on a Wii Remote that is synchronised with the console.
2. Select the Wii REMOTE SETTINGS option from the **Home Menu Screen**, then select the RECONNECT option.
3. Press the 1 and 2 Buttons simultaneously on the Wii Remote that you want to synchronise with the console. **The order in which you synchronise Wii Remotes will set the player order for multiplayer games**.
4. The Player LED will blink during the synching process. Hold the buttons down until the blinking stops which indicates that the connection is complete.
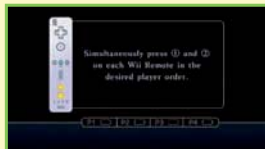

For more information please refer to the Wii Operations Manual – System Setup.

Nunchuk Neutral Position Reset

NOTE: If the Control Stick is moved out of neutral position when the power is turned on, or when connecting to the Wii Remote, that position will be set as neutral position, causing incorrect game control during game play. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, Plus (+) and Minus (–) Buttons on the Wii Remote for three seconds.

To prevent this from occurring, do not move the Control Stick when:

• Turning on the Wii console
• Plugging the Nunchuk into the Wii Remote
• Starting Channels from the **Wii Menu**
• Returning to the **Wii Menu** from games or Channels.

Control Stick
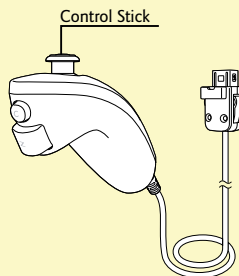
Caution – Use the Wii Remote Wrist Strap

Feed the cord on the Wii Remote Wrist Strap through the connector hook. Insert the Nunchuk plug into the external extension connector on the bottom of the Wii Remote. Place your hand through the Wii Remote Wrist Strap and hold the Wii Remote firmly in your hand. Slide the strap lock up so that the wrist strap will not fall off your wrist. Do not over-tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Wii Remote Wrist Strap in place.
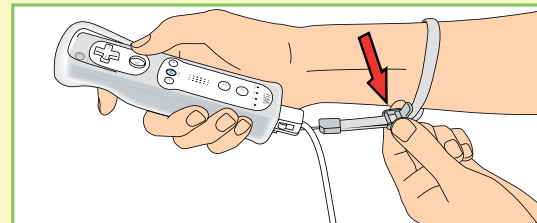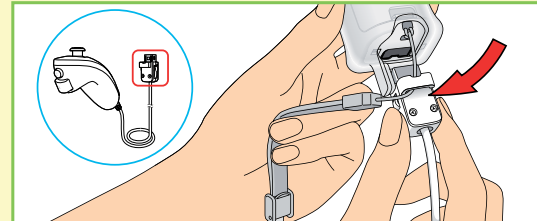
CAUTION: Always keep a firm grip on the Wii Remote and Nunchuk. Use the Wii Remote Jacket (RVL-022) and the Wii Remote Wrist Strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. The Wii Remote Jacket will provide protection if the Wii Remote is accidentally thrown or dropped during game play. Please ensure there is sufficient distance from other people and objects when playing Wii games. Stop playing and dry your hands if they become sweaty or wet. The Wii Remote responds to minor movements so do not use excessive, rapid or wide swinging motions.

Be sure to install the Nunchuk as described. Use the connector hook on the Nunchuk plug with the Wii Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the external extension connector on the Wii Remote and striking objects or people.

WARNING: Not suitable for children under 36 months of age. The Wii Remote Wrist Strap and the cord of the Nunchuk can coil around the neck.

Contents

Wii Menu Update

Please note that when first loading the disc into the Wii™ console, the console will check if you have the latest version of the **Wii Menu**, and if necessary a **Wii System Update Confirmation Screen** will appear. Select OK to proceed with the update. Updates can take several minutes and may add Channels to the **Wii Menu**. Please note that the Wii console must have the latest version of the **Wii Menu** in order to play the disc.

NOTE: If, after performing an update, the Disc Channel still does not display the title of the inserted disc, a second update is required. Please repeat the above procedure.

Channels added by a **Wii Menu** update will be saved to the Wii System Memory if there is enough free space. These additional Channels can be deleted from the **Data Management Screen** in Wii Options, and can subsequently be re-downloaded from the Wii Shop Channel at no extra cost.

When the **Wii Menu** is updated, unauthorised hardware and/or software modifications may be detected and unauthorised content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorised software or accessories will continue to function with the Wii console after this or future updates of the **Wii Menu**.

Prologue

Can't a tired old ape take a nap around here? A bunch of shifty-eyed musical miscreants just kicked our volcano into overdrive and took over Donkey Kong Island! Enough with the noise, already!

These rhythmic rabble rousers are up to no good. They've been putting some kind of musical mojo on all our animal buddies and toting off every banana in sight. And get this: They've even gone after Donkey Kong's secret hoard! Nothing burns that boy's biscuits like someone messing with his precious bananas!

Just what do they want with all these stolen bananas? Back in my day, I'd take care of this mysterious predicament without breaking a sweat, but Donkey Kong and his little pal Diddy Kong are all worked up and ready for action. If anybody can run, jump, cling and swing to the bottom of all this banana burglary, it's those two!
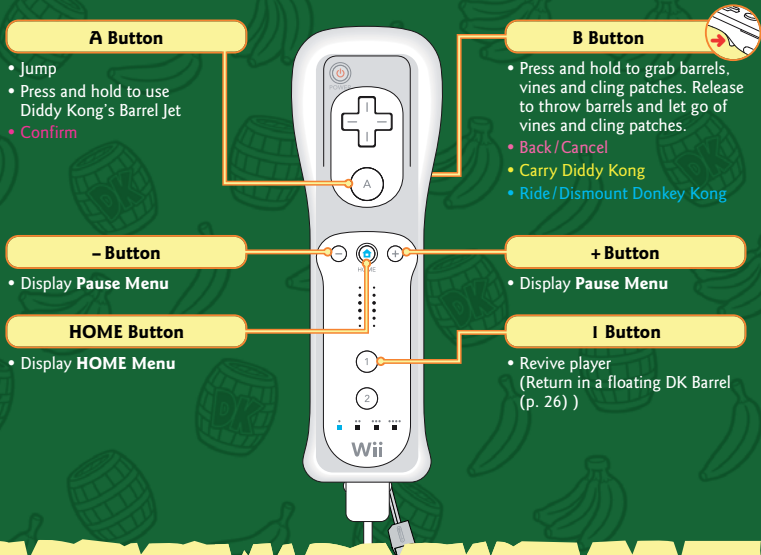
Controls

DONKEY KONG™ COUNTRY RETURNS can be played using the Wii Remote™ and Nunchuk™ controller or a single Wii Remote held horizontally. This manual will explain in-game controls, assuming you are using the Wii Remote and Nunchuk controller configuration.

Nunchuk Style (Wii Remote and Nunchuk)

- **Standard Controls**
- **Menu Controls**
- **Donkey Kong Controls (Two-Player Cooperative Mode)**
- **Diddy Kong Controls (Two-Player Cooperative Mode)**

For advanced Donkey Kong moves, please see p.18–19.
For advanced Diddy Kong moves, please see p. 20–21.

A Button
- Jump
- Press and hold to use Diddy Kong's Barrel Jet
- Confirm

B Button
- Press and hold to grab barrels, vines and cling patches. Release to throw barrels and let go of vines and cling patches.
- Back / Cancel
- Carry Diddy Kong
- Ride / Dismount Donkey Kong

– Button
- Display **Pause Menu**

+ Button
- Display **Pause Menu**

HOME Button
- Display **HOME Menu**

1 Button
- Revive player (Return in a floating DK Barrel (p. 26))

Shake the Wii Remote and Nunchuk:
- Ground Pound
- Blow (Tilt the Control Stick down)
- Roll (Tilt the Control Stick left or right)

Control Stick
- Walk / Run (Tilt left or right)
- Crouch (Tilt down)
- Select option
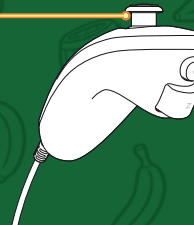
Z Button
- Press and hold to grab barrels, vines and cling patches. Release to throw barrels and let go of vines and cling patches.
- Carry Diddy Kong
- Ride / Dismount Donkey Kong

Horizontal Style (Wii Remote)

✚ Control Pad
- Walk
- Run (Hold 1 Button)
- Crouch (Hold down on ✚ Control Pad)
- Select option

+ / – Button
- Display **Pause Menu**

HOME Button
- Display **HOME Menu**

A Button
- Revive player (Return in a floating DK Barrel (p. 26))

1 Button
- Press and hold to grab barrels, vines and cling patches. Release to throw barrels and let go of vines and cling patches.
- Back / Cancel
- Carry Diddy Kong (Hold up on ✚ Control Pad)
- Ride Donkey Kong (Hold up on ✚ Control Pad) / Dismount Donkey Kong (Hold down on ✚ Control Pad)

2 Button
- Jump
- Press and hold to use Diddy Kong's Barrel Jet
- Confirm
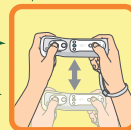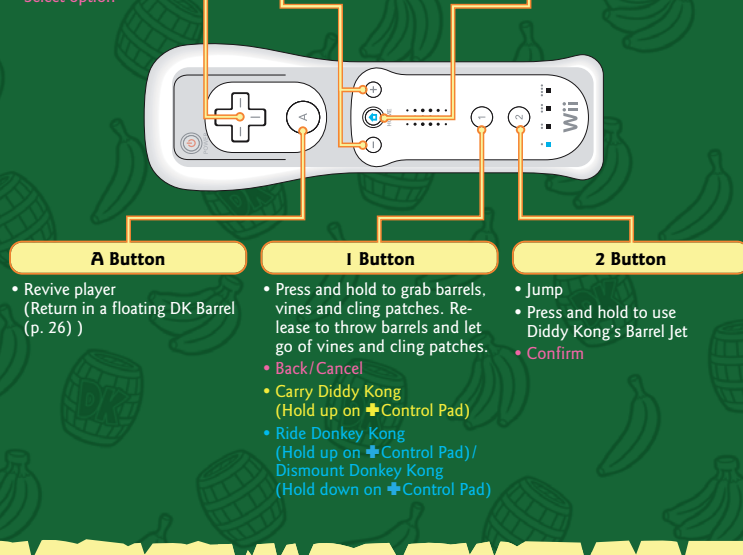
Shake the Wii Remote:
- Ground Pound
- Blow (Hold down on the ✚ Control Pad)
- Roll (Hold left or right on the ✚ Control Pad)

Getting Started

1 Insert the DONKEY KONG COUNTRY RETURNS Disc into the Disc Slot. The Wii console will switch on. The **Health and Safety Screen**, as shown here, will be displayed. After reading the details press the A Button. The **Health and Safety Screen** will be displayed even if the Disc is inserted after turning the Wii console's power on.
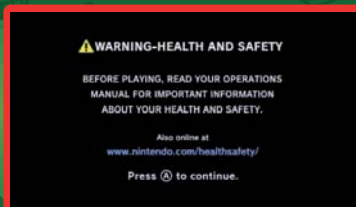
2 Point at the Disc Channel from the **Wii Menu Screen** and press the A Button.
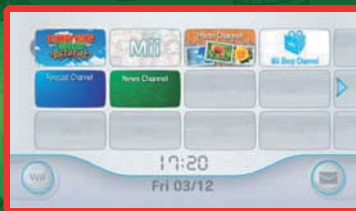
3 The **Channel Preview Screen** will be displayed. Point at START and press the A Button.

4 The **Wii Remote Wrist Strap Information Screen** will be displayed. Tighten the strap around your wrist, then press the A Button. The **Title Screen** will be displayed.

Creating a Game File

1 On the **Title Screen**, press the A Button and B Button simultaneously to proceed to the **Select Game Screen**.

2 When playing for the first time, highlight a new game file using the Control Stick and press the A Button. This will take you to the **Start Game Screen**.

3 If you would like to continue a previously saved game, select the appropriate file and press the A Button to continue.

Copying and Erasing Files

If you would like to copy an existing file, press the + Button and select the file you would like to copy, then select a destination file. To erase a file, press the − Button and select the file you would like to erase.

Note: Once a file has been erased, it can't be restored. Please be careful.

Start Game

After selecting your file, you will be taken to the **Start Game Screen**. You will have the option to start a one- or two-player game or enter the **Options Menu** or **Extras Menu**.

Options Menu

AUDIO
Adjust the music volume or sound FX volume.

HOW TO CONTROL
Confirm Nunchuk Style (Wii Remote and Nunchuk) or Horizontal Style (Wii Remote) controls (p. 8–9). Highlight the control configuration you would like to review and press the A Button. You can change your control configuration anytime by connecting or removing the Nunchuk accessory to or from the Wii Remote.

Extras Menu

As you progress through the game and meet certain criteria, you will unlock art and music. These items can be found in this section.

Saving

Your game progress and items you collect will automatically save to the file you chose on the **Select Game Screen**. If you quit a level by selecting RESET from the **HOME Menu** or by pressing the POWER Button or RESET on the Wii console, your recent game data will not be saved.
- Do not touch the POWER Button or RESET while the game is saving.
- Please see your Wii Operations Manual – Channels & Settings for information about how to delete files from the Wii System Memory.
- You will need 2 blocks of free space in the Wii System Memory to create save data.

Game Screens

World Selection Screen

On this screen you can travel around Donkey Kong Island by tilting the Control Stick in the direction you want to move. Select the world you want to visit, then press the A Button to enter the world's **Level Selection Screen**.

Note: You must defeat the boss in the current world to discover more worlds on Donkey Kong Island.

Press the Z Button to activate the FreeLook Camera. Once activated, use the Control Stick to freely look around Donkey Kong Island. Press the Z Button to exit FreeLook Mode.

Level Selection Screen

The **Level Selection Screen** shows you which levels you need to complete before you can move to the next world. When you first arrive in a new world, only one level will be available. Once you complete the level, a new path will open. Defeat the boss at the end of the current world to proceed to the next world. You can return to the **World Selection Screen** at any time by pressing the B Button.

KONG Letter Icon
Indicates this level's KONG Letters have been found (p. 24)

Puzzle Piece Icon
Indicates this level's Puzzle Pieces have been found (p. 24)

Time Attack Medal (p. 17)

Balloons (p. 24)

Banana Coins (p. 24)

Cranky Kong's Shop (p. 25)

Map Pause Menu

While viewing the map, press the + Button or – Button to bring up the **Pause Menu**.

ADD / DROP PLAYER

Add or remove a player. If Diddy Kong is not present, you must spend one balloon (p. 24) to let Player Two join.

- You can add or remove a player anytime on the **Level Selection Screen** or **World Selection Screen**.
- To play with another player, you will need a Wii Remote and Nunchuk or Wii Remote per player. (Additional accessories are each sold separately.)

LEVEL SUMMARY

The **Level Summary Screen** displays the levels you have unlocked and items you have acquired: KONG Letters, Puzzle Pieces and your best Time Attack medal.

Tilt the Control Stick left or right to view information for other worlds.

OPTIONS

For more information, see p. 12.

QUIT GAME

Select to return to the **Title Screen**.

Start a Level

Use the Control Stick to move the Donkey Kong icon to the level you wish to play, and press the A Button to bring up the following menu:

PLAY

Begin the level.

TIME ATTACK

This will appear after you complete the level and play it again. For more information, see p. 17.

INVENTORY

This option allows you to use items purchased from Cranky Kong's Shop (p. 25). Use the Control Stick to highlight the item you want to use and press the A Button to select it. Press the B Button to return to the previous screen and begin the level.

If you select an item and want to remove it, select ⊘ and press the A Button.

In-Game Pause Screen

Press the + Button or – Button to pause the game and bring up the in-game **Pause Screen**. This screen shows your current status on the left side of the screen and menu options on the right. Select the menu options using the Control Stick and confirm by pressing the A Button.

Hearts

Remaining hearts for Donkey Kong and Diddy Kong. This indicator is visible at all times.

Bananas

Number of bananas collected.

Balloons

Number of lives remaining.

Banana Coins

Number of Banana Coins collected.

Puzzle Pieces

Number of Puzzle Pieces you have found in the current level.

KONG Letters

Shows which KONG Letters you have acquired in the current level.

OPTIONS

Enter **Options Menu** (p. 12).

RESUME

Continue your game.

QUIT LEVEL

Return to **Level Selection Screen**.

For more information on these items, see p. 24.

Checkpoints

When you reach a checkpoint, the tutorial pig will save your progress. If you make a mistake later in the level you will start from the last checkpoint you passed.

If you complete the level, lose all your lives or quit to the **Level Selection Screen**, you will start from the beginning of the level your next time through.
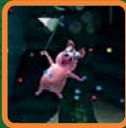
Time Attack Mode

Once a level has been completed, you can replay it in **Time Attack Mode** to acquire a gold, silver or bronze medal. On the **Level Selection Screen** (p. 13), move the Donkey Kong icon to the level you want to play and select TIME ATTACK from the menu (p. 15).

When the level starts, a timer will appear in the lower-left corner of the screen. This timer indicates the required time for the displayed medal. Below this timer is your current time.

If your time exceeds the displayed time for the current medal, the timer will adjust for the next medal. The best medal you have acquired will be displayed on the **Level Selection Screen** (p. 13) and **Level Summary Screen** (p. 14). If you want to retry the level for a better time, press the + Button on the **Level Clear Screen** or press the + Button or – Button during play to pause the level and select RETRY from the **Pause Menu**.

Note: The RETRY option will be available from the **Pause Menu** during **Time Attack Mode**. In **Time Attack Mode**, you will start the level without Diddy Kong.

Actions

Donkey Kong's Moves

These are Donkey Kong's standard moves. When you find a DK Barrel and release Diddy Kong, he will automatically jump on Donkey Kong's back and provide additional abilities.

In **Two-Player Cooperative Mode** (p. 26), Diddy Kong will not automatically jump on Donkey Kong's back. Press the Z Button or B Button when close to Diddy Kong to carry him on Donkey Kong's back.

Walk / Run

Tilt the Control Stick left or right to walk. As you tilt the Control Stick farther in one direction, Donkey Kong will begin to run.

Crouch

Tilt the Control Stick down to crouch.

Jump

Press the A Button to jump. Press and release for short jumps, or press and hold for longer jumps.

Barrel Roll

Shake the Wii Remote or Nunchuk while tilting the Control Stick left or right to roll.

Ground Pound

While not moving, shake the Wii Remote and Nunchuk to ground pound. This will stun nearby enemies and allow Donkey Kong to interact with certain objects in the environment, such as special DK Plates.

Blow

Tilt the Control Stick down and shake the Wii Remote or Nunchuk.

Grab

Press and hold either the Z Button or B Button to pick up barrels and other objects or grab vines. Release the button to throw the barrel or let go of the object or vine.

Cling

Press and hold either the Z Button or B Button to cling to certain surfaces like grass, sails and chains. Tilt the Control Stick in a direction to move along the surface. Shake the Wii Remote or Nunchuk to pound. Release to let go.
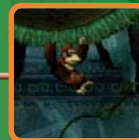
Barrel Jet

With Diddy Kong on Donkey Kong's back, hold the A Button after jumping to hover in midair for a short period of time.

Kong Roll

With Diddy Kong on Donkey Kong's back, shake the Wii Remote or Nunchuk while tilting the Control Stick left or right to perform a Kong Roll. Donkey Kong will continuously roll until you stop shaking the Wii Remote or Nunchuk.

Here's a tip from my days as a beloved hero: Try rolling off a ledge and jumping in midair. That'll get your blood movin'!

Diddy Kong's Moves

Diddy Kong is only playable during **Two-Player Cooperative Mode** (p. 26) and will be controlled by Player Two.

Diddy Kong can jump on and off Donkey Kong's back by pressing either the Z Button or B Button.

When using Horizontal Style (Wii Remote) controls, hold up on the ✚ Control Pad and press the 1 Button to jump on Donkey Kong's back. To dismount, hold down on the ✚ Control Pad and press the 1 Button.

Walk / Run

Tilt the Control Stick left or right to walk. As you tilt the Control Stick farther in one direction, Diddy Kong will begin to run.

Crouch

Tilt the Control Stick down to crouch.

Jump

Press the A Button to jump. Press and release for short jumps or press and hold for longer jumps.

Barrel Jet

After jumping and while in the air, hold the A Button to activate Diddy Kong's Barrel Jet. When Diddy Kong is on Donkey Kong's back, Donkey Kong will have control of the Barrel Jet.

Cartwheel Attack

Shake the Wii Remote or Nunchuk while tilting the Control Stick left or right to perform a Cartwheel Attack.

Peanut Popgun

After jumping and while in the air, shake the Wii Remote and Nunchuk to shoot Diddy Kong's Peanut Popgun. When Diddy Kong is on Donkey Kong's back, Diddy Kong can still shoot his Peanut Popgun.

Popgun Pound

While not moving, shake the Wii Remote and Nunchuk to shoot Diddy Kong's Peanut Popgun at the ground to create small tremors. These tremors will stun nearby enemies and allow Diddy Kong to interact with environmental objects such as DK Plates.

Blow

Tilt the Control Stick down and shake the Wii Remote or Nunchuk.

Grab

Press and hold either the Z Button or B Button to pick up barrels and other objects or grab vines. Release the button to throw the barrel or let go of the object or vine.

Cling

Press and hold either the Z Button or B Button to cling to certain surfaces like grass, sails, and chains. Tilt the Control Stick in a direction to move along the surface. Shake the Wii Remote or Nunchuk to pound. Release to let go.

Rambi's Moves

In some stages, you will find Rambi the rhinoceros waiting to help in your quest. Moving and jumping with Rambi is the same as with Donkey Kong, but Rambi has some unique moves of his own.

To use Rambi, locate a crate with the Rambi logo on its side. Jump on the crate and ground pound to release Rambi.

To jump on Rambi's back, press the A Button while standing next to Rambi. To dismount Rambi, press either the Z Button or B Button.

When using Horizontal Style (Wii Remote) controls, press the 2 Button while standing next to Rambi to jump on his back, and hold down on the ✚ Control Pad and press the 1 Button to dismount him.

While riding Rambi, Donkey Kong will be invulnerable to most enemies and environmental dangers, as Rambi will knock them out of the way.

Shaking the Wii Remote and Nunchuk will cause Rambi to ground pound.

Shake the Wii Remote or Nunchuk while tilting the Control Stick left or right to charge Rambi forwards.

Mine Carts

While riding a mine cart, you can jump or crouch (p. 18) to avoid obstacles.

In some mine cart levels, Donkey Kong jumps separately from the mine cart. In these stages you must time your jumps so that you land back on the mine cart.
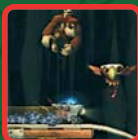
Rocket Barrel

Rocket Barrels control their own direction of travel. After jumping in a Rocket Barrel, rapidly press the A Button to start the rocket. Once in the air, press or hold the A Button to increase the rocket's thrust. Release the A Button to decrease the thrust.

Rocket what? In my day, we had to walk uphill both ways to get around the island!

Barrels

Regular Barrel	These regular-looking barrels are perfect to throw at enemies and objects in the environment.
DK Barrel	Barrels marked with "DK" have your friend inside. Break this barrel to release him. Breaking this barrel will also replenish any lost hearts.
Barrel Cannon	These barrels are marked with a white arrow. Jump into them and press the A Button to blast across gaps and long distances.
Blast Barrel	Barrels marked with a white explosion will automatically blast you out once you jump into them.
Slot Machine Barrel	This barrel is found at the end of the level. You must time when to break this barrel to gain one of the following rewards:

Banana Bunch
Worth five bananas

Banana Coin
One Banana Coin

Balloon
One extra life

DK Icon
Receive a random item (Shake controllers to receive more of that item)

Note: Some Barrel Cannons are marked with a skull and crossbones. These barrels will disappear after use.

Collectibles and Items

Banana	This yellow fruit is the object of Donkey Kong's quest. Collecting 100 bananas will earn you one balloon.
Banana Coin	Collect these coins to use at Cranky Kong's Shop.
KONG Letter	Complete a level collecting all four letters to receive the KONG Letter icon (p. 13).
Puzzle Piece	Each level contains hidden Puzzle Pieces. Use all of Donkey Kong's and Diddy Kong's moves to locate them.
Balloon	Balloons provide extra lives.
Heart	A heart will refill one of Donkey Kong's or Diddy Kong's hearts.

I heard through the apevine that something nifty happens if you find all the KONG Letters and Puzzle Pieces. Get a move on!

Cranky Kong's Shop

Donkey Kong's white-bearded, grouchy grandfather, Cranky Kong, has set up shop in each world to sell items to aid Donkey Kong. Cranky Kong can ramble on about anything, but don't ignore what he has to say, as his ramblings provide advice for those who pay careful attention.

One Balloon	Provides one extra life.
Three Balloons	Provides three extra lives.
Seven Balloons	Provides seven extra lives.
Squawks	Squawks will help you locate Puzzle Pieces.
Heart Boost	Adds one extra heart to your heart count. The effect will be available until finishing or quitting the level.
Banana Juice	Use this item to become invulnerable. Be careful not to take too many hits, as it will wear off.
Map Key	Use this key to open the locked path on the **Level Selection Screen**.

Two-Player Cooperative Mode

When playing a two-player game, please keep in mind the following gameplay differences from a one-player game.

If your character loses a life, press the 1 Button to use a balloon and you will return floating in a DK Barrel.

When the barrel touches the other character, it will break and you will be back in the game. To float towards the other player, shake the Wii Remote and Nunchuk. You can also bring a character back by breaking a DK Barrel found in the level.

Note: One balloon will be consumed per revived character.

When Diddy Kong is on Donkey Kong's back, all movement is controlled by Donkey Kong. This includes riding Rambi, Rocket Barrels, Mine Carts and Diddy Kong's Barrel Jet (p. 19). When Diddy Kong is not on Donkey Kong's back, either character can control Rambi, Rocket Barrels and Mine Carts.

Both Donkey Kong and Diddy Kong must jump in Rocket Barrels, Mine Carts and Barrel Cannons to activate them.

If Donkey Kong and Diddy Kong are separated and one character is off-screen, the off-screen character will warp to the on-screen character after a few seconds.

Super Guide

If you are having trouble on a particularly tough stage and lose enough lives, the tutorial pig will appear and offer Super Kong's assistance to complete the stage.

To activate Super Guide, stand in front of the tutorial pig, then press the + Button or – Button and follow the on-screen instructions.
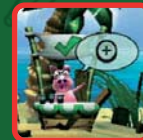
Once Super Guide has been activated, press the + Button or – Button at any time to control Super Kong. When this character is used to complete a level, you will only unlock the path to the next level. You will not be rewarded with any collectibles (p. 24) and the level icon on the **Level Selection Screen** will remain red instead of changing to blue. Once you complete the level on your own, the level icon will turn blue.

Super Kong? Bah, fiddlesticks! I could do a better job with my eyes tied behind my back! Now, where'd my cane get off to?

Cranky's Tips

1 Always explore each level thoroughly to find all the secrets. That pesky Tiki Tak tribe haven't found everything hidden on this island.

2 If you get lost, try going right... or was it left? Maybe up? Sorry – senior moment.

3 Some enemies are too tough to beat with a simple jump. Try different moves when you encounter a new enemy. Like ground pound. Or better yet, buy stuff from my shop!

4 Leave no banana behind. If you collect enough of them, you'll get an extra balloon. I'm not sure exactly how many bananas you need, because I'm so tough that I only need one balloon!

5 That Donkey Kong may be strong, but he's not the only monkey in the barrel. He'll need Diddy Kong's help to get to those hard-to-reach places.

Credits

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Senior Development Director
Bryan Walker

Production Manager
Ryan Harris

Production Coordination
Shane Lewis

Design

Senior Design
Kynan Pearson
Mike Wikan
Tom Ivey

Design
Andy Schwalenberg
Bill Vandervoort
Brandon Salinas
Jay Fuller
Russell O'Henly

Contract Design
Jonathan DeLange
Stephen Dupree

Art & Animation

Art Director
Vince Joly

Art Lead
Ryan Powell

Principal Art
Elben Schafers

Technical Art
Chris Voellmann

Senior Art
Chuck Crist
Luis Ramirez

Art
Amanda Rotella
Jay Epperson
Matt Manchester
Quinn Smith
Sean Horton
Ted Anderson
Teague Schultz
Thomas Robins
Russell Lingo

Contract Art
Mark Brady
Reed Ketcham
Mike Witt

Senior Animation
Dax Pallotta
Derek Bonikowski
Will Bate

Animation
Carlos Mendieta
Raphael Perkins
Stephen Zafros

Contract Animation
Chris Torres
Nick McBride

Additional Thanks
Danny Richardson
Sammy Hall

Engineering

Engineering Director
Tim Little

Senior Engineering
Aaron Walker
Alex Quinones
Jim Gage
Mike Miller

Engineering
Akintunde Omitowoju
Andy Hanson
Dan Higdon
Eric Rehmeyer
Frank Maddin
Jesse Spears
John Sheblak
Jose Guerra
Rhys Lewis
Ryan Cornelius

Audio

Audio Supervisor
Scott Petersen

Contract Sound Design
Bobby Arlauskas
Frank Bry
Gl33k, LLC

Contract Sound Scripting
Monty Goulet

Operations
Al Artus
Ethan McDonald
Faith Casper
George Thomas
Kellie Prinz Johnson

Translation & Administration
Akiko Furukawa-Laban

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Supervisor
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Assistant Producer
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Coordination
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Kaori Miyachi

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Kiyohiko Ando
Atsuto Yagi

Music Supervisor
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Music
Minako Hamano
Masaru Tajima
Shinji Ushiroda
Daisuke Matsuoka

Storyboards
Naoki Mori
Tomoe Aratani

Illustration/ Conceptual Art Support
Shigehisa Nakaue

Character Supervisors
Tsuyoshi Watanabe
Yusuke Nakano

Artwork
Yoshitomo Kitamura
Yasuo Inoue

Technical Support
Yoshito Yasuda
Shingo Okamoto
Tomohiro Umeda

Special Thanks
Keisuke Terasaki
Akiya Sakamoto
Toshihiko Okamoto
Takumi Kawagoe
Shintaro Kashiwagi
Hiroki Hirano
Kanae Dohta
Takashi Tezuka
Hiroyuki Kimura
Shigeyuki Asuke
Tsutomu Kaneshige
Yoshiaki Koizumi
Mahito Yokota
PolyAssets United Inc
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Project Development
Tom Prata
Tim Bechtel

Project Development/ NOA Coordination
Todd Buechele

NOA Localization
Nate Bihldorff
Eric M. Smith
Anne-Marie Laperriere
Cesar Perez

NOA Design
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Hitomi Ross

NOA Product Testing
Sean Egan
Robert Jahn
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Teresa Lillygren
Nicko Gonzalez De Santiago
Sara Hoad
Stephane Arlot
Jeffrey Storbo

Special Thanks
Reggie Fils-Aime
Jacqualee Story
Jill Whitney
Nicola Wright
Mindy Bannan
Jason Mahaffa
Gregg Brown
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Ryan Pikarski
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Martin Weers

Localization Coordination
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de Moya Rodríguez

Quality Assurance Coordination
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Isabelle Stein
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Mario Maldonado Rodríguez
Pablo Jesús Sánchez Morcillo

Manual Localisation

Artwork Producers
Andrea Dopico
Britta Henrich

Proof Reading and Layout
Pieter Van Nueten
André Hahn
Julia Jarocki
Ana Luz
Marion Magat
Cornelia Bilz
Sascha Nickel
Verena Lischka
Uschi Lipinski
Oleg Sdarskij
Martin Heyne
Moni Händschke
Jasmina Libonati
Wojtek Sitarski
George Kamaroudis

Dutch Manual Text Translation
Robert de Boer
Carsten Harmans

Executive Producer
Satoru Iwata