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Thank you for selecting Donkey Kong™ Country Returns 3D for Nintendo 3DS™.

This software is designed only for use with the European/Australian version of the Nintendo 3DS system.

Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.


Before use, please also read the Operations Manual for your Nintendo 3DS system. It contains important information that will help you enjoy this software.

- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual refer to both Nintendo 3DS and Nintendo 3DS™ XL systems.

## Health and Safety Information

### IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.

To access this application, touch the  icon on the HOME Menu, then touch OPEN and read the contents of each section carefully. When you

have finished, press  to return to the HOME Menu.

You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

## Information Sharing Precautions

When sharing content with other users, do not upload/exchange/send any content that is illegal or offensive, or could infringe on the rights of others. Do not include personal information and make sure you have obtained all necessary rights and permissions from third parties.

## Language Selection

The in-game language depends on the one that is set on the system. This title supports five different languages: English, German, French, Spanish and Italian.

If your Nintendo 3DS system language is set to one of these, the same language will be displayed in the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English.

For instructions about how to change the system language, please refer to the System Settings electronic manual.

## Age Rating Information

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](http://www.pegi.info)

USK (Germany):  
[www.usk.de](http://www.usk.de)

Classification Operations Branch  
(Australia):  
[www.classification.gov.au](http://www.classification.gov.au)

OFLC (New Zealand):  
[www.censorship.govt.nz](http://www.censorship.govt.nz)

## Advisories

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After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

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## 2 Introduction





Donkey Kong Country Returns 3D is a Nintendo 3DS remake of Donkey Kong™ Country Returns for Wii™.

The game has many new features, such as new levels and the beginner-friendly New Mode (p. 3).



## 3 Getting Started

### Select Game

To play from the beginning, select **NEW GAME**. To continue, select a game file with your save data using  and then press  to confirm.



### New Game

Select the game mode you want to play.

#### **New Mode**

This is a new, beginner-friendly mode. In this mode you play with a maximum of three hearts (p. 8) and can buy a larger variety of items (p. 12) than in Original Mode.

#### **Original Mode**

This mode is the same as the Wii version of the game. You play with a maximum of two hearts.

- ◆ There are new levels in both modes.

# Start Game

Choose the number of players.



- ◆ Two-player mode is played via Local Play (p. 13).

Extras	View images, dioramas and movies or listen to music.  ◆ You will need to unlock these by progressing in the game.
Options	View or edit audio and controls options. You can choose to control the game with either the Circle Pad or the +Control Pad.


- ◆ The information in this manual is based on the Circle Pad controls.





## Saving Data

Your game progress and items you collect will be automatically saved to the game file you chose on the Select Game screen.

- ◆ A rotating  icon will be displayed while the game is saving.

## Deleting Data

To delete save data, press (X) on the Select Game screen and select a game file to delete. To delete all save data, press and hold (A) + (B) + (X) + (Y) simultaneously when starting the game from the HOME Menu.

- ◆ Deleted data cannot be recovered, so be careful.

## Copying Data

To copy save data, press (Y) on the Select Game screen, select the game file you want to copy and an empty slot to copy it to.

- Do not turn the power off, reset the system or remove Game Cards/SD Cards while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.



### Move/Crouch

Slide  $\odot$  left or right to move, and down to crouch.

### Jump

Press  $\text{A}/\text{B}$  to jump, or hold to jump higher. Jump onto an enemy and press  $\text{A}/\text{B}$  with the right timing to jump even higher.

### Grab

Hold down  $\text{L}/\text{R}$  to pick up barrels and other objects or to grab onto grass, ropes, vines, etc.



Release  $\text{L}/\text{R}$  to throw the barrel or let go of the object.

### Ground Pound

Use  $\text{X}/\text{Y}$  to pound the ground. This can stun nearby enemies and reveal hidden items. Use this move while clinging to grass to pound a wall or ceiling.



- ◆ Some enemies cannot be stunned.

## Barrel Roll

Press (X)/(Y) while moving to roll and attack enemies. Press (A)/(B) while rolling for a long jump.



- ◆ Some enemies are invulnerable to the Barrel Roll attack.

## Blow

Press (X)/(Y) while crouching to blow. This is useful for putting out fires or revealing hidden items.



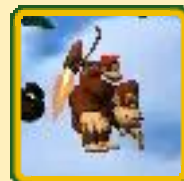
## When with Diddy Kong

When you meet Diddy Kong (p. 8), he will jump onto Donkey Kong's back. You will then be able to use the following actions.

- ◆ In single-player mode, once Diddy Kong is on Donkey Kong's back, you cannot make him get down.

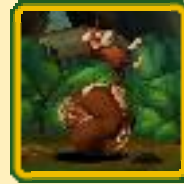
## Barrel Jet

Hold (A)/(B) during a jump to hover in mid-air for a short time.



## Kong Roll

Rapidly press (X)/(Y) while moving to perform the Kong Roll attack.




- ◆ Some enemies are invulnerable to the Kong Roll attack.

### Carry Diddy Kong

When Diddy Kong is controlled by another player in two-player mode (p. 13), you can have him jump on Donkey Kong's back by getting close to him and pressing (L)/(R).

- ◆ If you have selected +Control Pad controls in Options, use + + (X)/(Y) instead.





Diddy Kong is only playable in two-player mode. His basic moves are the same as Donkey Kong's, but he has some unique ones too.

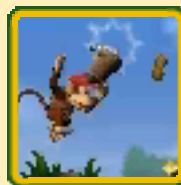
### Barrel Jet

Hold down (A)/(B) while jumping to hover in the air for a short time.



### Peanut Popgun

Use (X)/(Y) to shoot the Peanut Popgun.



- ◆ The effect is different depending on the enemy. Some enemies are invulnerable to the Peanut Popgun.



## Jump on Donkey Kong's Back

To jump on Donkey Kong's back, press **L/R**. Press **L/R** again to dismount.

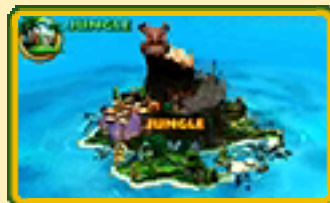
- ◆ If you have selected +Control Pad controls in Options, use **+ + X/Y** to jump on Donkey Kong's back and **+ + X/Y** to get down.
- ◆ The only move available to the player controlling Diddy Kong while on Donkey Kong's back is shooting with the Peanut Popgun.



## 7 Game Maps

### Island Map

This is a map of the whole island. Select a world you want to go to.



### World Map




This is a detailed map of a world. Select the level you want to play.

- ◆ The number of balloons (p. 9) and banana coins (p. 12) you have collected will be shown on the Touch Screen.



#### ① Level Name

#### ② Level

-  : Cleared
-  : Not cleared or only cleared in Super Guide (p. 9)
-  : Locked

#### ③ Cranky Kong's Shop

You can purchase items (p. 12) here.

#### ④ Level Summary

The following icons will be shown if you satisfy certain requirements.



: Find all KONG Letters (p. 12)



: Find all Puzzle Pieces (p. 12)



: Clear Time Attack within a specified amount of time

- ◆ The colour depends on your level clear time.

#### ⑤ Boss Level

#### ⑥ Locked Path

Buy Map Keys (p. 12) to open these paths.

#### Map Pause Menu

Press  on any map screen to open the Map Pause Menu. Here you can view a Level Summary for all levels in a world, edit the game options or quit the game.

## Start Menu

Select PLAY to start the level (p. 8).



## Time Attack

Reach the goal as quickly as possible.

- ◆ You need to clear a level at least once to unlock this mode for it.
- ◆ Time Attack can only be played in single-player mode.

## Inventory

Equip items you have purchased. Go back to the Start Menu when you've finished to start the level.

- ◆ You can equip one item in Original Mode and up to three items in New Mode.
- ◆ In New Mode, equipped items that have not been used can be re-equipped later in a different level.
- ◆ You cannot equip some items when playing via Local Play, or in certain levels.



## 8 Game Screen



### ① Hearts

You lose hearts when you take damage.

- ◆ Donkey Kong's hearts are at the top and Diddy Kong's are shown below.

### ② Items Collected

## About Diddy Kong

### Single-Player Mode

Diddy Kong will appear when you break a DK Barrel (p. 11). He will jump onto Donkey Kong's back and help him out.

- ◆ Diddy Kong will lose hearts if he gets hurt. When he loses all hearts, he will disappear.

### Two-Player Mode

Diddy Kong will be controlled by one of the players. He will join the adventure right at the start of the level.

#### Pause Menu

Press  to open the Pause Menu, where you can change the game options or quit the level.





Defeat enemies and solve puzzles as you make your way to the goal.

### Checkpoints

If you lose a life after passing a checkpoint, you will restart the level from the last checkpoint you passed.




- ◆ If you complete or quit a level, or lose all your lives, you will start from the beginning of the level the next time you enter it.

## The Goal

Break the Slot Machine Barrel to clear the level. Your item reward depends on the symbol shown on the barrel when you break it.



- ◆ If the barrel has the  symbol, the item you get will be random. Press (X)/(Y) rapidly to increase the quantity.

## Bonus Stages

There are hidden bonus stages in some levels.



Get all the items within the time limit to obtain a Puzzle Piece.

## Lives and Balloons

If you lose all your hearts or fall down a pit, you will lose one balloon and restart from the beginning of the level or the last checkpoint.

## Game Over

If you lose a life when you don't have any more balloons left, the game will be over. Press (A) to restart with four balloons.

- ◆ In two-player mode, you will restart with three balloons.



## Super Guide

If you lose eight lives in one level in Original Mode or five in New Mode, the tutorial pig will appear. Get close to him and press **START** to have the invincible Super Kong finish the level for you.



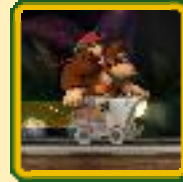
- While in Super Guide, press **START** to begin controlling Super Kong.
- The path to the next level will be unlocked if a level is completed in Super Guide.
- Items obtained by Super Kong will not be saved.
- Super Guide is only available in single-player mode.





## Mine Carts

Jump onto a cart to ride it. Press **A/B** to jump and slide **C** down to crouch.



## Rocket Barrel

Jump into a Rocket Barrel and rapidly press **(A)/(B)** to start it. The controls depend on the direction in which you're flying.

### Horizontal

Press **(A)/(B)** to ascend.  
Release to descend.



### Vertical

Speed up with **(A)/(B)**.  
Release to return to the previous speed. Slide **(C)** left or right to move.



## Rambi

Break a container with the Rambi logo and Rambi will appear. Jump onto his back to ride, destroying obstacles as you go. Use **(X)/(Y)** while moving to dash.



- ◆ Press **(L)/(R)** to dismount. If you have selected +Control Pad controls in Options, use **(+)** + **(X)/(Y)** instead.



## 11 Barrels

### DK Barrel

Throw it to break it and release Diddy Kong. When it breaks, you will recover all your hearts. It can also be used in the same way as a regular barrel.



### Regular Barrel

Throw it at enemies, special walls or obstacles.



### Barrel Cannons and Blast Barrels

Jump inside to blast out in a specified direction.



Press (A)/(B) to blast out.



Press (A)/(B) to blast out. The barrel will break afterwards.



This barrel will blast you out automatically.



This barrel will blast you out automatically and then it will break.



## Items Found in Levels

### Bananas



Collect 100 bananas to obtain one balloon.

### Banana Coins



You can use them to buy items in Cranky Kong's Shop.

### Hearts



A heart will refill one of Donkey Kong's or Diddy Kong's hearts.

### Balloons



Red balloons provide extra lives.

### KONG Letters



Collect all four in a level in one playthrough. Something nice will happen if you collect all KONG letters in a world.

### Puzzle Pieces



Collect all Puzzle Pieces in a level to unlock something in Extras.

## Cranky Kong's Shop

The effects of equipped, usable items last until you lose a life, or finish or quit the level.

- ◆ In New Mode, if you lose a life and restart the level or continue from a checkpoint, the effects of some items (Squawks, Heart Boost, Banana Juice and Crash Guard) will be carried over.

### Balloons



The number shows how many red balloons you will get.

### Squawks



Squawks will let you know when you're near a Puzzle Piece.

### Heart Boost



It adds one extra heart to your heart count.

### Banana Juice



Protects you from damage five times in New Mode and ten times in Original Mode.

### Map Key



It opens a locked path on the World Map.

## Green Balloon



It will prevent you from losing a life if you fall down a pit, but only once. It will be used automatically when you fall into a pit.

## Crash Guard



It will protect your Mine Cart or Rocket Barrel from taking damage twice.

## Portable DK Barrel



Touch the Touch Screen to take this barrel out. You can use it at any time when you're not with Diddy Kong.

Green Balloons, Crash Guards and Portable DK Barrels appear only in New Mode.





## 13 Two-Player Mode



## Two-Player Co-op Mode (Local Play)

Two players can play together as Donkey Kong and Diddy Kong using Local Play.

Please be aware that if you decide to play using wireless communication, the User Name set in the Nintendo 3DS System Settings will be made visible and will also be shared with other players.

### You Will Need:

- One Nintendo 3DS system per player
- One copy of the software per player

### Setup

One player needs to select Donkey Kong and the other, Diddy Kong. Follow the on-screen instructions to proceed.



- ◆ The player who chooses Donkey Kong will be the host. Progress will be saved to the host's game file.
- ◆ This software does not support Sleep Mode during Local Play, even when the Nintendo 3DS system is closed.

## Losing Lives and Reviving

If a character loses a life, he will disappear from the level. Press (A) to use a balloon and he will return floating in a DK Barrel. Press (X)/(Y) to get close to the other player's character. The barrel will break when it touches the other character and you will be back in the game.



- ◆ If the barrel carrying a character falls off-screen, the balloon count will decrease by one.

### DK Barrel

You can also bring a character back without using a balloon, by breaking a DK Barrel found in the level.

### When Both Players Lose a Life...

If both players lose a life at the same time or a player loses a life when the other player's character is still in a barrel, two balloons will be used and both players will be returned to the beginning of the level or the last checkpoint.

## When Separated

If the players become separated as described below, the player that was left behind will be automatically warped to the other player after the countdown.

- When the characters become separated and one is off-screen.
- When one character enters a Barrel Cannon or Blast Barrel.



## 14 How to Contact Us

For product information, please visit the Nintendo website at:  
[www.nintendo.com](http://www.nintendo.com)

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:  
[support.nintendo.com](http://support.nintendo.com)