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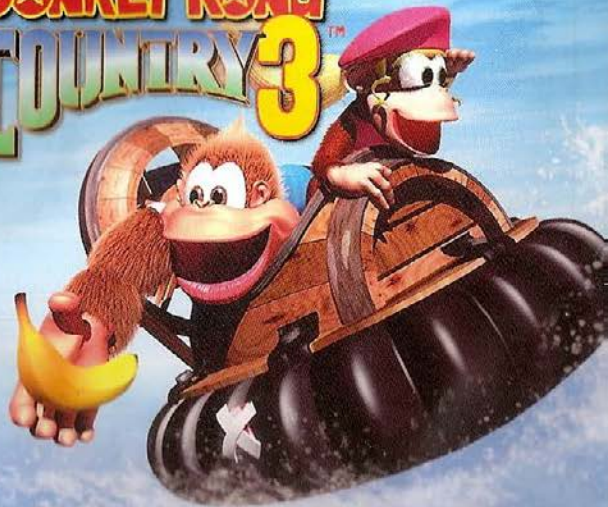
NINTENDO AUSTRALIA PTY. LTD.
Scoresby Industrial Park, 804 Stud Road, Scoresby Victoria 3179 Australia
<http://www.nintendo.com.au>

NEW ZEALAND DISTRIBUTOR MONACO CORPORATION LTD.
10 Rothwell Avenue, Albany, Auckland

GAME BOY ADVANCE

DONKEY KONG COUNTRY 3

AGB-BDQU-AUS



INSTRUCTION BOOKLET

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY ADVANCE™ OR NINTENDO DS™ VIDEO GAME SYSTEM.

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An illustration of Donkey Kong and Dixie Kong. Donkey Kong is at the top, wearing his signature blue overalls with yellow buttons and a red tie, with a wide, happy grin. Below him is Dixie Kong, wearing a red bandana and a red and yellow outfit, also smiling. They are set against a light blue sky background with some green foliage on the right side.

Trouble Again!

Months after their most recent victory against King K. Rool and his Kremling army, the Kongs were still celebrating. Soaking up the sun in their favorite glade on DK Island, Donkey Kong and Diddy Kong often slung up hammocks, hit the music, and spent the day chilling out with banana milkshakes.

Dixie Kong sometimes joined them, but early one morning she was surprised to find Diddy's room empty. A scribbled note on the table read: "Gone exploring the islands with DK. Back tomorrow!" Dixie could remember at least three times that they'd already tried this plan, and they'd yet to make it further than the beach, so that's where she went looking. She realized well before she arrived that it was far too quiet for DK and Diddy to be around. Surely they hadn't stuck to one of their hare-brained schemes for once? Well, she hoped that they were having fun, wherever they were. Neither of them

returned that day, and when another visit to Diddy's place the following morning found it still deserted, Dixie found herself starting to worry. Everybody knew what kind of trouble those two were capable of getting themselves into: just what had they landed in this time?

When there was still no sign of them by the third morning, Dixie decided to take matters into her own hands, being no stranger to adventure herself. Without a second thought she made her way down to the southern shores of DK Island and swam across to the mainland. A brief visit to Wrinkly Kong at her relaxation retreat told Dixie that the boys certainly had passed by, though without saying where they were headed.

Following Wrinkly's suggestion, Dixie called on Funky Kong at his beach workshop, but Funky just pointed across the cluttered room to his only other recent

visitor — Dixie's hefty toddler cousin Kiddy Kong, who lounged in a corner chewing happily on a spare tire. After a certain amount of pleading on Funky's part, Dixie agreed to give him a break from the role of reluctant babysitter by letting Kiddy join the search for a while.

So it was that the two of them set out on the latest adventure in the Kong family records, soon to discover a whole new variety of Kremlings running loose in the world, all seemingly under the control of a new master, KAOS.

Starting the Game

Insert your DKC3 Game Pak into your Game Boy Advance system, then turn the power **ON**. To begin a game, 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

Allows a single player to tackle the entire quest, controlling both Dixie Kong and Kiddy Kong.

Two-Player Team Mode

One player controls Dixie Kong while the other gets to grips with Kiddy Kong. The game pauses when a life is lost so that the GBA can be passed to the next player.

Enter a name, select **END** and you'll join the game in the Northern Kremisphere. Use the **+ Control Pad** to move and the **A Button** to select a destination. Each level must be completed before you can reach the next.



Global Save Data Erase

It is possible to clear the cartridge 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 **SELECT**. This must be done from the save file-selection screen.

Map Screen



During your **DKC3** adventure, you'll find yourself challenged by all manner of different terrain. Nine sprawling areas of the world lay before you, ranging from the eerie depths of Lake Orangatanga to the dizzying heights of the peak they simply call K3.

Not only will the Map Screen bird's-eye view show you what lies ahead, it also gives you access to the World Map Menu, complete with those all-important options to save or quit the current game. Press **START** on the Map Screen to access the World Map Menu.



To mark your progress through the various landscapes, a Krem Flag will pop up on the map to show your next destination. Completing a level raises the flag of your leading Kong character (pink for Dixie, blue for Kiddy). If you tackle all the Bonus Levels, the flag will be fully unfurled. Defeat Koin and a special gold pennant will also appear on the flagpole.

Game screen

During play, item counters will briefly pop up when you collect something, but are kept off-screen most of the time to reduce clutter. Look for the following displays:

Banana Counter

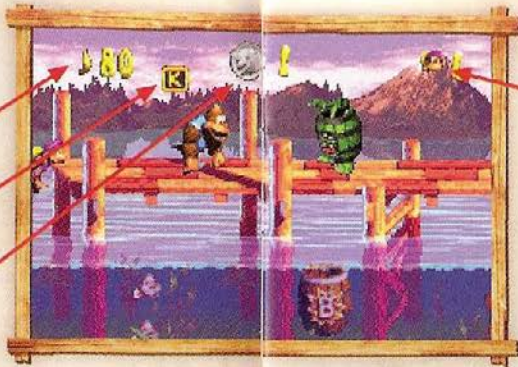
Keeps track of how many bananas you collect. Make it to 100 and pick up an extra life!

K-O-N-G Letters

Grabbing the full set of four letters during a single level will also earn you an extra life.

Bear Coin

Hoard these to pay for items in Brother Bear shops, and also to take part in Cranky and Swanky's minigames.



Life Balloon Meter

Appears when you pick up an extra life balloon (or lose a life) to let you know how many lives you have remaining.

Timer

Appears during Bonus Levels only, where you'll be given a strictly limited amount of time to complete challenges and claim Bonus Coins. Don't dawdle!

Kongtroller Layout

L Button

Dismount Animal Friend
Switch between Dixie and Kiddy

+ Control Pad

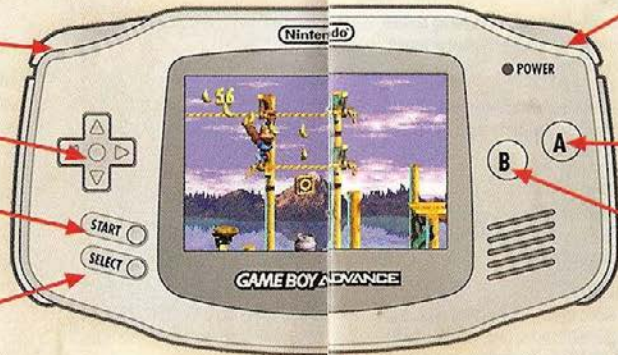
Menus: Scroll through selections
In-game: Move character

START

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

SELECT

Press **START** then **SELECT** to exit a previously finished level and return to the map
In-game: Switch between Dixie and Kiddy



R Button

Team up / Split up (with both characters in play)
Charge animal buddy's super move (press and hold)
Spin web platforms (with Squitter)
Draw water from rivers and waterfalls (with Ellie, press **R Button** and **Down** on + Control Pad)

A Button

Menus: Make a selection
In-game: Jump / Swim
Flap wings (with Squawks)

B Button

Menus: Cancel a selection
In-game: Roll (as Kiddy) / Helicopter Spin (as Dixie)
Pick up barrels (release to throw)
Run (press and hold)
Perform animal buddy's standard attack
Throw teammate (when teamed up)
Suck up barrels (with Ellie)

Dixie's Tricks

This time out it's Dixie Kong in the starring role as she roams across the islands in search of her friends. She's a fearless, determined heroine with terrific adventuring abilities, using her trademark Helicopter Spin to get her safely across the toughest of terrain.

Dixie's Advantages

Dixie Kong is light on her feet and a superb jumper. Her extraordinary hair allows her to control her descent from jumps and falls, making it possible to pull off some unbelievably long leaps and avoid all kinds of obstacles.

Helicopter Spin

Spinning her ponytail like a helicopter blade gives Dixie Kong an almost unfair advantage. Press and hold the **B Button** to turn a fall into an easily controlled glide. It's also a force to be reckoned with as a direct frontal attack!

Swimming

Growing up on an island, Dixie learned to swim at a young age, so she's as much at home in the water as in the trees! Tap the **A Button** to swim, press and hold the **B Button** to increase speed, and use the **+ Control Pad** to navigate underwater hazards.



Throwing

Dixie tosses barrels and kegs with her ponytail, holding the barrels above her head to give her a slightly different throwing trajectory to Kiddy. Press **Up** on the **+ Control Pad** while throwing to launch an item into the air.

Running

While moving in a direction with the **+ Control Pad**, press and hold the **B Button** to run. The extra speed is helpful when you're trying to beat the clock in a bonus level. While running, Dixie will automatically pick up items.

Climbing

Being a monkey, and a particularly nimble one at that, Dixie Kong can climb like nobody's business. Press and hold the **B Button** to climb faster.

Teaming Up

Throwing: If Kiddy throws Dixie upwards, she can reach places well out of normal jumping range. If Dixie throws Kiddy upwards, she can guide his fall to smash through fragile-looking barriers.

Rolling: If Dixie throws Kiddy against a wall then jumps on him before he stops moving, she can catch a ride — when rolling, Kiddy has all the momentum and force of a Steel Barrel!





KIDDY'S KNOW-HOW

Kiddy Kong's a very sturdy toddler with bags of brute strength. He can reveal secret areas by breaking down doors and smashing into the ground, and he's a lot like Donkey Kong and Diddy Kong in the way he seems to get into trouble all the time!

Kiddy's Advantages

Kiddy Kong's roll allows him to make longer than average jumps, and he carries barrels in front of him like a shield as he runs into enemies. Kiddy can also skip across water by rolling off the edge and jumping as he hits the surface. If you can master this technique, use it to cross long stretches without having to swim through the dangers below.

Rolling

Kiddy's signature roll attack lets him bowl over enemies. He can also extend the range of his jump by rolling off the edge of a platform before leaping.

Throwing

Kiddy's strength allows him to pick up barrels and certain enemies (after stomping on them) and fling them around as if they weigh nothing at all! Press **Up** on the **+ Control Pad** to launch things up into the air.



Jumping

Jumping is a vital skill to master if you plan on tracking down DK and Diddy Kong. Kiddy should use his weight to his advantage by bouncing on the bad guys' heads, though even this won't defeat some enemies!



Swimming

Kiddy's size might make you think that he'd sink straight to the bottom, but it turns out he's actually quite a good swimmer. Tap the **A Button** to begin swimming, hold the **B Button** to speed up, and use the **+ Control Pad** to ensure you give underwater obstacles a wide berth.



Running

Hold down the **B Button** while moving to make Kiddy Kong run — useful for beating the clock or making an escape! As with Dixie, Kiddy will automatically pick up items while going at full tilt.



Climbing

Despite his bulk, this young ape can shimmy up and down ropes as well as the rest of the Kongs. Press and hold the **B Button** to pick up speed.

The Kong Family

Once again, everyone's getting in on the act: you'll find various Kong family members trying to make their mark in just about every corner of the world. Always good to see a familiar face, even if it is Cranky's!



Funky's Rentals

The coolest of Kongs has opened up his own boat rental shop, which he's prepared to let family members use for free. He also has several new challenges in store for you!



Wrinkly's Retreat

Cranky's long-suffering wife has finally decided to give herself a break, taking it easy and relaxing in exotic locales. She's still a good source of useful advice, though.



Swanky's Dash

Back on the road with his one-man sideshow, Swanky has embraced technology and upgraded to brand new state-of-the-art VR equipment. Be sure to check it out!



Cranky's Dojo

Cranky claims to be in training for "Cranky Kong Country". It doesn't take a genius to work out that he could probably do with some help if you happen to be in the area.

Animal Buddies

As always, the Kongs can call upon the unique talents of the local wildlife to help them through those particularly tricky areas. Some are old hands at the adventuring life, others are eager new recruits...



Ellie the Elephant

This young herbivore can use her trunk to pick up and launch barrels at enemies, or spit out water blasts when there's a good source to draw from.



Enguarde the Swordfish

Past adventures have taught Dixie just how valuable Enguarde's sharp bill and effortless underwater agility can really be.



Squawks the Parrot

An egg-launching veteran back to lift the Kongs to high ground. His relatives carry barrels to bombard the bad guys!



Parry the Parallel Bird

Once released, Parry will take up position overhead and match your moves, grabbing those hard-to-reach goodies as he goes.



Squitter the Spider

Make full use of those sensational web-shooters to take out foes and build web platforms over the widest of gaps.

The Northern Kremisphere

There are nine main areas to explore in this part of the world, not counting secret caves, Kremling hideouts and Brother Bear residences. That gives you over fifty levels to conquer before the end of your journey!



Lake Orangatanga

A relatively peaceful starting point with a wide variety of terrain to prepare you for those later, tougher areas. Take the opportunity to fine-tune your simian skills while you can.



Cotton-Top Cove

The best holiday destination in the Northern Kremisphere, famed for its picturesque waterfalls. It's just a shame that those cackling Kremlings have scared off all the tourists.



Kremwood Forest

This murky stretch of woodland is split by a thriving river, but most fishermen are kept at bay by tales of a giant spider lurking up in the treetops. Truth or exaggeration? Who knows...



Mekanos

Industrialization has thoroughly poisoned the island of Mekanos, making it a dangerous place by anyone's standards. All visitors can expect to face some harsh challenges before they leave.



K3

The icy, treacherous footing isn't the only hazard you'll have to face on the permanently frozen slopes of K3 — reckless Lemguins and psychotic snowmen also make their homes here.



Pacifica

Accessed through a secret passageway at the bottom of the lake, this place remained hidden for many years. Only recently did those dumsy Kremlings stumble across the entrance.



Razor Ridge

Pure mountain air and majestic views are what Razor Ridge is all about. The scenery would attract a lot of sightseers if only there weren't quite so many unpleasant critters running riot.



Kaos Kore

Dixie Kong and Kiddy Kong's final destination, Kaos Castle lies at the dark heart of the Kaos Kore, patrolled by a veritable army of Kremlings. Visitors are clearly not welcome.



Krematoa

A volcanic island that features heavily in local folklore, the Lost Land of Krematoa is said to have disappeared beneath the waves long, long ago. Anyone wishing to investigate the legend further should seek out an expert on the subject...

Kremlings & Co.

The Kremlings may be down from past defeats, but they're not out yet. Here are just a few of those reptilian bad boys (and other hostile locals) who'll be doing their very best to get in your way.



Kobble

Standard Kremling adversary, relying more on numbers than individual strength.



Krimp

Sharp-toothed snapper who goes for the heels. Get ready to hop!



Krumple

A real tough guy among the Kremlings — approach with care, especially in Dixie Kong's case as her lightweight jumping attacks will bounce right off!



Kopter

Propeller-equipped enemy who attacks from the skies. Try bouncing repeatedly on Kopter's head to gain height.



Kuchuka

A cowardly character who hides in his barrel sheller, hurling out bombs. Get in close and teach him a lesson.



Klasp

A natural athlete who sticks to the ropes, though some of his cousins actually home in on intruders (especially those who hang around too long).



Re-Koil

His springy tail can propel him in your direction at an alarming rate.



Bazuka

Heavily armed but not too bright. When he's firing horizontally it's safe to stand on the barrel of his gun.



Sneek

Not much of a nuisance except to Ellie, who really isn't so keen on rats and mice.



Bristles

Tough hedgehog opponent with a roll attack. Use head-on battle tactics to avoid getting splinters.



Koin

Steadfast guardian of the DK Coin in each level. Nothing less than a Steel Barrel will be enough to knock Koin off his feet.



Buzz

Airborne adversary with a razor-sharp buzzsaw. Red Buzzes are completely invulnerable!



Swoopy

Sharp-beaked menace prone to getting embarrassingly stuck after a botched attack.



Koco

Colorful, deceptively harmless-looking downfish out swimming lazy laps of the local waters.



Nibbla

A hungry fish who seems happy to be your friend — as long as you can keep him well-fed!



Bounty Bass

This gluttonous fish offers up big bonuses when defeated, though that's not as easy as it sounds.

New Features

The Brothers Bear

In addition to the Kongs and their animal friends, Dixie and Kiddy can now visit the Brothers Bear in cabins around the world. Each of the thirteen Bears has something different to offer... if you can get into their good books.



Bazaar

The top shopkeeper of the bunch has various useful bits and pieces for sale — at a price!



Barnade

He runs the gift shop and drives a hard bargain, but sometimes it's worth spending a little extra.



Brash

Big and boastful with a bit of a bad attitude. Careful what you say when Brash is around!



Blunder

Not the sharpest tool in the box, Blunder tries to be sarcastic only to blurt out secrets by mistake.



Blue

His name says it all — he's not a happy Bear. Can you pin down the problem and cheer him up?



Bazooka

Bluff old Brigadier Bazooka is an army veteran from the days of the Kremean War.



Blizzard

Adventurous Blizzard is trying to scale the heights of K3. At the very least, he's got ambition!



Bramble

Bramble's the name, and botany's the game: this Bear has a lifelong fascination with flowers.



Benny and Bjorn

Eccentric identical twins from far-off shores who run the ski lifts on the mountain.



Barter

This cheeky, swap-happy Bear has a tendency to "borrow" items whenever he needs them.



Banana Birds

As you make progress in your search for Donkey Kong and Diddy Kong, you may come across mystical Banana Birds which, once rescued, will flutter off to Wrinkly Kong's retreat. Try to find and release as many as possible to keep the old girl company.



Baffle

Baffle loves codes and spends days deciphering them, but it looks like he may have met his match...



Boomer

This reclusive Bear holds the secret to the Last World. Of course, you'll have to find him first.



Bachelor

Lovelorn Bachelor seems very keen to go out on a date, just as soon as he's picked up a few essentials.

Cranky's Dojo

This is where Cranky now spends most of his time, training for what he considers to be an inevitable comeback. Help him to regain (or, according to him, *maintain*) the lightning reflexes of his youth by deflecting an onslaught of bouncing Bristles!

Funky's Rentals

Funky Kong's vehicles will prove essential to Dixie and Kiddy's quest, with each new invention allowing them to reach more distant areas. Two early vehicles are listed below, but Funky's got plenty more up his tropical shirt sleeve (including a special vehicle for master players), not to mention various new challenges for you to try.

Motorboat

At the start of the game, this modest little tub is all that you'll have available.



Hovercraft

One step up from the standard boat, this machine has more power against the currents that block off certain areas.

Swanky's Dash

Swanky got rid of his old fairground tent in order to live life on the technological cutting edge with a fancy new VR machine. But it didn't come cheap, so anyone wishing to use it is charged a small fee (no children, though, it's far too dangerous).

Treasure & Items



DK Coin

No level is completely beaten until you've found the DK Coin, but each one is under the protection of Koin the Kremling!



Bear Coins

Use these coins to play minigames, and to pay for items in the shops run by some of the Brothers Bear.



Bonus Coins

Earned in four varieties of Bonus Level hidden throughout the game. Good for paying Boomer to reveal his big secret!



Bananas & Banana Bunches

Watch for banana formations that point out secret areas, hidden items, or the way to the end of the level.



No Animal Sign

Make it this far with an animal friend and you'll be rewarded depending on how difficult it was to get there.



Extra Life Balloons

Always a welcome sight: pop one to pick up an extra life.



K-O-N-G Letters

Spell out the whole word in a single level to earn an extra life.



Level Flag

To mark a level as cleared, raise the flag by grabbing the rope at the end.

Batches of Barrels

You'll find dozens of barrels scattered in Dixie and Kiddy's path as they explore the continent. Jump into one to find out what it does, or go in fully prepared by checking out this list first!



Auto-Fire Barrel

This barrel will automatically launch you to places that you'd never be able to reach otherwise.



TNT Barrel

As you might expect, these detonate when thrown. Use the explosion as a weapon or to open hidden areas!



Bonus Barrel

Bound into a Bonus Barrel to blast right into a Bonus Level.



DK Barrel

Here's where you'll find your partner if they're not already with you. If you already have both Kongs, you won't be able to break the DK Barrels that float in mid-air.



Invincibility Barrel

Shatter one of these beauties to gain temporary invincibility.



Tracker Barrel

As the name suggests, they blast you out and track you in the appropriate direction.



Steel Barrel

Throwing one of these is a fantastic way to clear an area of enemies. And they're reusable, too, if you're careful!



Star Barrel

These mark a midway point in the level. Break one to continue from that point if you lose a life before reaching the end.



Enguarde Barrel

No surprises: swim into this barrel to transform into Enguarde the swordfish. Invaluable for underwater work!



Squawks Barrel

To reach higher areas, enter this barrel to turn into that long-time friend of the Kongs, Squawks the parrot.



Booster Barrel

Jump into one of these and hold on tight as it launches you to higher ground.



Squitter Barrel

Hop into this barrel and you'll become everyone's favorite eight-legged web-squitter, Squitter.



Ellie Barrel

Looking for a way to transform into new girl Ellie? This barrel is just what you need.



"Are you serious? One Cranky Comment throughout the entire manual, that's all the respect I get? And on the stinking Barrels page too?"

NOTES

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NINTENDO AUSTRALIA HEAD OFFICE

Scoresby Industrial Park, 804 Stud Road, Scoresby Victoria 3179
Australia

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