This 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.

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

THIS INSTRUCTION BOOKLET CONTAINS IMPORTANT WARRANTY INFORMATION AND CONTACT DETAILS.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY ADVANCE™ OR NINTENDO DS™ VIDEO GAME SYSTEM.
Thank you for selecting DONKEY KONG™ COUNTRY 3 for your Nintendo® Game Boy Advance™ system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

CONTENTS

06 trouble again
08 starting the game
09 map screen
10 game screen
12 kongtroller layout
14 dixie’s tricks
16 kiddy’s know-how
18 the kong family
19 animal buddies
20 the northern kremisphere
22 kremlings & co.
24 new features
27 treasure & items
28 batches of barrels
31 warranty information
 Trouble Again!

Months after their most recent victory against King K. Rool and his Kremling army, the Kings 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 were 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 haybunny 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 grip with Kiddy Kong. The game pauses if a life ends so that the GBA can be passed to the next player.

Enter a name, select SNK and you’ll join the game in the Northern Kremland. 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

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 K.K. 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 K.O.N.I. and a special gold pennant will also appear on the flagpole.

During your DKC3 adventure, you’ll find yourself challenged by all manner of different terrain. Nine sprawling areas of the world lie before you, ranging from the eerie depths of Lake Orangatango to the dizzying heights of the peak they simply call K.J.
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**
- Heard these to pay for items in Brother Bear shops, and also to take part in Cranky and Swanky's mini-games.

**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!
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 Hovercraft Spin to get her safely across the roughest of terrains.

**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.

**Hovercraft 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 logs 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 up 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.

**Team 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 backing 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 (or about) every corner of the world. Always good to see a familiar face, even if it's Cranky's!

Funky's Rentals
The coolest of Kongs has opened up his own boat rental shop, which he prepared to let family members use for free. He's also hosting new challenges to share with 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. It's still a good source of useful advice, though.

Swanky's Dash
Back on the road with his one-man show, Swanky has embraced technology and upgraded to brand new State-of-the-art VR setup! 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 he happens 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.

Enuguarde the Swordfish
Post-adventures have taught Digo just how valuable Enuguarde'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 bend the best guys.

Ellie the Elephant
Ellie the Elephant 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.

Enuguarde the Swordfish
Post-adventures have taught Digo just how valuable Enuguarde'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 bend the best guys.

Parry the Parroted Bird
Once released, Parry will take up position overhead and watch your moves, grabbing those hard-to-reach gadgets as he goes.

Squawks the Spider
Make full use of these sensational web-shooters to take out loos and build web platforms over the widest of gaps.
The Northern Kremisphere

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

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

Cotton-Top Cove
The last holiday destination in the Northern Kremisphere, famed for its picturesque waterfalls. It's a shame that these precious Kreamlings have sensed the tourist threat.

Kreamwood Forest
This murky stretch of woodland is salted 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.

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

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

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.

Pacifica
Accessed through a secret passageway at the bottom of the lake, this place remained hidden for many years. Only recently did these dumpy Kreamlings tumble across the entrance.

Koos Kore
Dirk Kong and Kiddy Kong's final destination. Koos Kolly is in the dark heart of the Koos Kore, patrolled by a terrible army of Kreamlings. Visitors are clearly not welcome.

Kaoz Kore

The Kremlings may be down from past defeats, but they're not out yet. Here are just a few of those repillon 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.

**Krip**
- Sharp-knotted snapper who goes for the head. Get ready to hop!

**Krumple**
- A real tough guy among the Kremlings — approach with care, especially in Donkey Kong's case as his lightweight jumping attacks will bounce right off!

**Kop**
- Propeller-equipped enemy who attacks from the skies. Try banning repeatedly on Kop's head to gain height.

**Kuchanka**
- A cowardly character who hides in his barrel jacket, hurrying out bombs. Get in close and teach him a lesson.

**Klump**
- A natural athlete who sticks to the ropes, though some of his entries actually involve in-air instruction (especially those who hang around too long).

**Koopa**
- His springy tail can propel him in your direction or an alarming rate.

**Banana**
- Heavily armed but not too bright. When he's firing heedlessly, it's safe to stand on the barrel of his gun.

**Swoopy**
- Sharp-beaked monarch promo to getting embarrassingly stuck after a backdoor attack.

**Koko**
- Colorful, deceptively harmless-looking desert fish cut swimming lazy laps of the local waters.

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

**Bounty Boss**
- This glutinous fellow 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 Diddy 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.

Blizzar
The top shopkeeper of the bunch has various useful gifts and items for sale—at a price!

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

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

Basher
Not the sharpest tool in the box, Basher tries to be2 serious only to blurt out secrets by mistake.

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

Blas tactical
Bluff old Brigadier Blazek has an army veteran from the days of the Kramwani War.

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

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

Benny and Bjorn
Benny and Bjorn are identical twins from far-off shores who run the ski lifts on the mountain.

Bolter
This cheery, swag-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 mythical Banana Birds which, once rescued, will offer you help on the way to Winky Kong's retreat. Try to find and release as many as possible to keep the old girl company.
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 defying an onslaught of bouncing Bristles!

Swanky’s Dash
Swanky got rid of his old fairground racket 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).

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.

Treasure & Items

DK Coin
No level is completely barren until you’ve found the DK Coin, but each one is under the protection of Kumba the Kromling!

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

Bonus Coins
Earn extra lives at Bonus Level hidden throughout the game. Good for keeping Boom boom at his big secret!

Bananas & Banana Bunches
Watch for banana formations that point to 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 Diddy'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.

**DK Barrel**
This is where you'll find your partner when they're not already with you. If you already have both Kings, you won't be able to break the DK Barrels that boast in mid-air.

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

**Bonus Barrel**
Bounced into a Bonus Barrel to launch right into a Bonus Level.

**Invincibility Barrel**
Shield yourself with one of these beauties to gain temporary invincibility.

**Trockster Barrel**
As the name suggests, these barrel out and track you in the appropriate direction.

**Steel Barrel**
Throwing one of these is a fantastic way to clear out 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 take a life before reaching the end.

**Enguarde Barrel**
No surprises! When you've entered this barrel, transform into Enguarde the swordfish. Invincible for underwater combat!

**Squawks Barrel**
To reach higher areas, enter the Squawks barrel to turn into that long-time friend of the Koopa, 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 left-handed web-slinger, Squitter.

**Ellie Barrel**
Looking for a way to transform into a 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?"
12 MONTH WARRANTY FOR NINTENDO GAME BOY ADVANCE™ (GAME PAK)

The benefits conferred by this Warranty are in addition to all other conditions and warranties in respect of this product which the consumer may have under the Trade Practices Act 1974 of the Commonwealth of Australia and/or similar State, Territory or Country Laws.

Nintendo Australia Pty Limited warrants this Game Boy Advance™ (GAME PAK) to be free of defects in materials, workmanship and manufacturing to the original purchaser for a period of twelve months after the date of purchase and upon presentation of purchase receipt.

1. Nintendo Australia Pty Limited will at its option and subject to the terms and conditions stated below, repair or replace free of charge this GAME PAK or any component part, which upon examination by Nintendo Australia Pty Limited is found to be defective.

2. This Warranty shall not apply:
   (a) if the GAME PAK has been subjected to misuse, abuse, accident or water of any kind;
   (b) if the GAME PAK has been modified and/or tampered with;
   (c) if a repair has been made or attempted by the purchaser or their agent;
   (d) The following are not covered by this Warranty:
       (i) Liquid damage;
       (ii) Dirty/Corroded Game contacts;
       (iii) Wear and tear.
   (e) if the unit fails due to causes unrelated to defective materials or workmanship.

3. Nintendo Australia Pty Limited accepts no liability pursuant to this Warranty for any cost or consequential damage or economic loss whether direct or indirect, to any person or property, arising from breakdown or failure of this product and no responsibility is to be implied or accepted over and above the replacement value of the product.

This Warranty is given by Nintendo Australia Pty Limited and no other person or organisation is authorised to vary its provisions and conditions.

Before returning a GAME PAK for service:
Visit our website www.nintendo.com.au
Contact Nintendo Customer Service on (03) 9750 9022
for Warranty and Repair information and all other general enquiries.
Hours of operation: 9:00am to 5:00pm Monday to Friday (EST)

NINTENDO AUSTRALIA HEAD OFFICE
Secretary Industrial Park, 604 Elth Road, Scoresby Victoria 3179
Australia

NINTENDO HELPLINE 190 224 1001
A recorded information service available 24 hours per day.
Recorded gameplay information covering a range of games for Nintendo systems.
Troubleshooting and set-up information also available.
INFORMATIVE ONLINE CALL RATE AT $1.95 PER MINUTE
INCLUDING GST
(Calls from mobile and public phones attract a higher rate)