Thank you for choosing the Donkey Kong Country™ Returns 3D game for the Nintendo 3DS™ system.

Please note that, for this manual, "Nintendo 3DS" refers to both Nintendo 3DS and Nintendo 3DS XL.

Please read this manual carefully before using the software. Please also read your Operations Manual for more details and tips to help you enjoy your playing experience.

⚠ IMPORTANT

Before using this software, read all content within the Health and Safety Information application on the HOME Menu.

To access this application, tap the ⚠ icon on the HOME Menu, then tap Open and read the contents of each section carefully. When you are finished, press ⌂HOME to return to the HOME Menu.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

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

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

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 start with three hearts by default (page 8) and can buy a larger variety of items (page 12) than in Original Mode.

🔆 Original Mode

This mode is the same as the Wii version of the game. You start with two hearts by default.

◆ There are new levels in both modes.

Start Game

Choose the number of players.

◆ Two-player mode is played via Local Play (page 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 the 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 Ⓧ on the Select Game screen, and then select a game file to delete. To delete all save data, press and hold Ⓐ + Ⓑ + Ⓧ + Ⓨ simultaneously when starting the game from the HOME Menu.

◆ Deleted data cannot be recovered, so be careful.

Copying Data

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

Data can be lost due to user action, such as repeatedly powering off and on the system or removing the Game Card or SD Card while saving. Data loss may also be caused by poor connectivity, due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.

Move/Crouch

Slide ○ left or right to move and down to crouch.

Jump

Press Ⓐ/Ⓑ to jump, or press and hold Ⓐ/Ⓑ to jump higher. Pressing Ⓐ/Ⓑ with the right timing after jumping onto an enemy will allow you to jump even higher.

Grab

Hold down Ⓛ/Ⓡ to pick up barrels and other objects or to grab on to grass, ropes, vines, etc. Release Ⓛ/Ⓡ to throw the barrel or let go of the object.

Ground Pound

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

◆ Some enemies are invulnerable to the Barrel Roll attack.

Blow

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

When with Diddy Kong

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

Barrel Jet

Hold Ⓐ/Ⓑ during a jump to hover in midair for a short time.

Kong Roll

Rapidly press Ⓧ/Ⓨ 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 (page 13), you can have him jump on Donkey Kong's back by getting close to him and pressing Ⓛ/Ⓡ.

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

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

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 Ⓐ/Ⓑ while jumping to hover in the air for a short time.

Peanut Popgun

Press Ⓧ/Ⓨ 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 Ⓛ/Ⓡ. Press Ⓛ/Ⓡ again to dismount.

◆ If you have selected +Control Pad controls in Options, use ✛ + Ⓧ/Ⓨ to jump on Donkey Kong's back and ✛ + Ⓧ/Ⓨ to get down.

◆ The only move available while on Donkey Kong's back is shooting with the Peanut Popgun.

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 (page 9) and Banana Coins (page 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 (page 9)

⚫ Locked

③ Cranky Kong's Shop

You can purchase items (page 12) here.

④ Level Summary

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

🟠 Find all KONG Letters (page 12)

🟢 Find all Puzzle Pieces (page 12)

🟠 Clear Time Attack

◆ The color depends on your level-clear time.

⑤ Boss level

⑥ Locked path

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

Map Pause Menu

Press START on any map screen to open the map pause menu. Here you can view a Level Summary for all levels, edit the game options, or quit the game.

Start Menu

Select Play to start the level (page 8).

Time Attack

Reach the goal within the time limit.

◆ You need to clear a level at least once to unlock this mode for it (however, it will not be unlocked if you clear the level with Super Guide).

◆ 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 reequipped later in a different level.

◆ You cannot equip some items when playing via Local Play or in certain levels.

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

1 Player

Diddy Kong will appear when you break a DK Barrel (page 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.

2 Players

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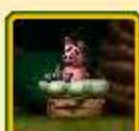
◆ If you complete or quit a level or lose all your lives, you will start from the beginning of the level the next time you enter it.

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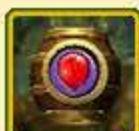
◆ If the barrel has the 🐵 symbol, the item you get will be random. Press Ⓧ/Ⓨ rapidly to increase the quantity.

Bonus Stages

There are hidden bonus stages in the 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 Ⓐ 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 character shown on the right will appear. Get close to him and press START to complete the level with the invincible Super Kong.

- · Press START to begin controlling Super Kong.
- · The path to the next level will be unlocked if you complete a level 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 mine cart to ride it. Press Ⓐ/Ⓑ to jump, and slide Ⓒ down to crouch.

Rocket Barrel

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

Horizontal

Press Ⓐ/Ⓑ to ascend. Release to descend.

Vertical

Press Ⓐ/Ⓑ to speed up. Release Ⓐ/Ⓑ to return to the previous speed. Slide Ⓒ left or right to move.

Rambi

If you break a container with the Rambi logo, Rambi will appear. Jump onto its back to ride, destroying obstacles as you go. Press Ⓧ/Ⓨ while moving to dash.

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

DK Barrel

Throw to break it and release Diddy Kong. You will also recover all your hearts.

Regular Barrel

Throw at enemies, special walls, or obstacles.

Barrel Cannons and Blast Barrels

Jump inside to blast out in a specified direction.

	Press Ⓐ/Ⓑ to blast out.
	Press Ⓐ/Ⓑ to blast out. The barrel will break afterward.
	This barrel will blast you out automatically.
	This barrel will blast you out automatically, and then it will break.

Items Found in Levels

Banana

Collect 100 bananas to obtain one balloon.

Banana Coin

Use to buy items in Cranky Kong's Shop.

Heart

Refills one of Donkey Kong's or Diddy Kong's hearts.

Balloon

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 Piece

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, the effects of some items (Squawks, Heart Boost, Banana Juice, and Crash Guard) will be carried over.

Red Balloons

The number shows how many balloons you will get.

Squawks

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

Heart Boost

Adds one extra heart to your heart count.

Banana Juice

Protects you from damage 5 times in New Mode and 10 times in Original Mode.

Map Key

Opens a locked path on the world map.

Green Balloon

Saves 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

Protects your mine cart or Rocket Barrel from taking damage twice.

Portable DK Barrel

Tap 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.

Two-Player Co-op Mode (Local Play) 📶

This software supports multiplayer games via wireless communication. Using Local Play, two players can play together as Donkey Kong™ and Diddy Kong. Each player must have a copy of the software.

You Will Need...

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

Connection Procedures

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. If you press Ⓐ to use a balloon, you will

return floating in a DK Barrel. Press Ⓧ/Ⓨ 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 who 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 Support Information

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SUPPORT.NINTENDO.COM

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