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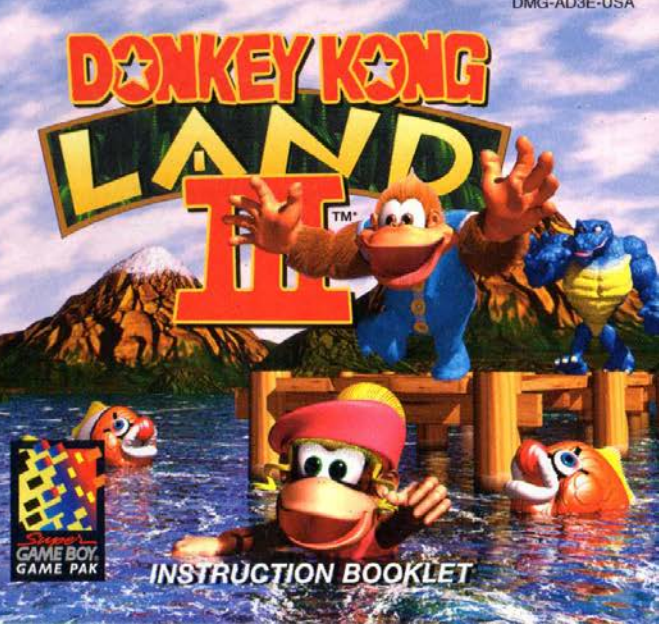
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Nintendo

GAME BOY

DMG-AD3E-USA

DONKEY KONG LAND III™



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Thank you for selecting the Donkey Kong Land III™* Game Pak for your Nintendo® Game Boy® system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.



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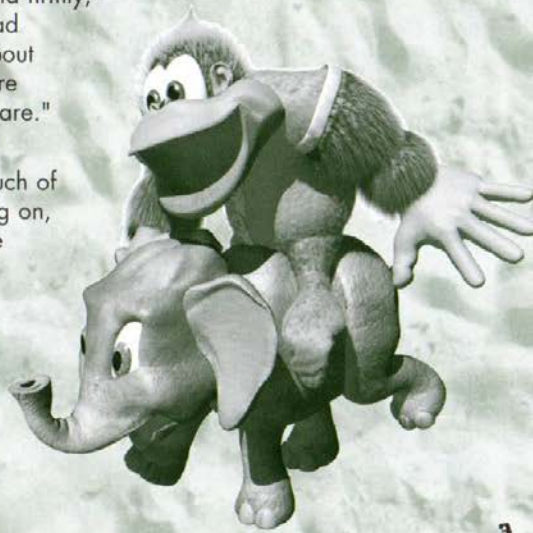
THE RACE AGAINST TIME

Usually one of the most restful and laid-back places imaginable, Donkey Kong Country had become a hive of activity in recent days. This, following the announcement of a contest to find the fabled Lost World that had dominated the legends of the area for centuries. Would-be explorers rushed in from all over the world to seize this long-awaited chance at fame and fortune. DK and Diddy were one of the first to get caught up in the craze.

This left Dixie, quite literally, holding the baby. She sighed, looking down at Kiddy, the massive toddler who skipped along through the jungle at her side. Normally, she had no objections to baby-sitting Kiddy, but what if she wanted to enter the competition herself? Nobody had even bothered considering that, of course. And why not? Hadn't she done just as much as Diddy in getting DK back from the Kremlings? Of course she had – but then, she was only a girl, right?

"Come on, Kiddy," she said firmly, changing her course to lead them to the shore. "It's about time we showed them we're every bit as good as they are."

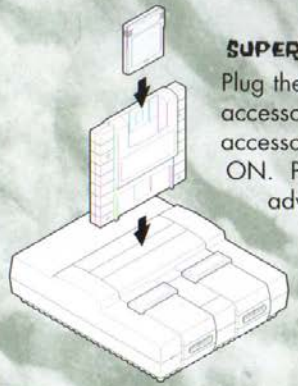
He might not have had much of an idea of what was going on, but clearly Kiddy knew the makings of a good adventure. Cheering heartily, he bounced along in Dixie's wake as she disappeared into the depths of the jungle.



PLUGGING IN

GAME BOY SYSTEM

First, you have to plug the Game Pak into the Game Boy system. Then turn the power ON. Press START when you're ready for a great adventure.



SUPER GAME BOY® ACCESSORY

Plug the Game Pak into the Super Game Boy accessory. Then insert the Super Game Boy accessory into your Super NES®. Turn the power ON. Press START when you're ready for adventure.

GETTING STARTED

SAVE SLOT

When you start the game, select one of three game files to save your progress in. If you want to continue a previously-saved game, you'll be able to select the saved game on this screen. Make sure SELECT GAME appears at the bottom of the screen before pressing START, the A or B Button to begin the adventure. If you wish to clear a game slot, press SELECT so CLEAR GAME appears at the bottom of the screen. Highlight the desired Game Slot and press START, or the A or B Button to clear.



MAP SCREENS

WORLD MAP

As you search for the fabled Lost World, use the World Map to guide your way through the main levels of Donkey Kong Land III. If you manage to defeat the Koin baddy in each area of a level, a special DK Coin appears next to the level name at the bottom of the World Map. If you find all the Bonus Coins in each area of a level, an exclamation point "!" appears next to the level name. This helps you identify levels you've completed.

LEVEL MAPS

During your adventure, you'll explore many Kremling-infested terrains. Use the Level Maps to reveal individual areas. Level Maps help you determine if you've found the Bonus and DK Coins. When you defeat the Koin baddy in an area, a special DK Coin appears next to the area name at the bottom of the Level Map. When you find all the Bonus Coins in an area, an exclamation point "!" appears next to the area name.

GAME SCREEN

During game play, counters appear when you collect an item. The following counters might appear on the screen:

BANANA COUNTER

This keeps track of how many bananas you collect. Get 100 for a free life!



K-O-N-G LETTERS

Collect the set to earn a free life.



LIFE HEARTS

These hearts let you know how many lives you have left. They appear at the bottom of the screen.

BEAR COIN

You'll be collecting these coins to pay for information and services from the Brothers Bear.



TIMER

In the Bonus Levels you'll have a limited amount of time to get the Bonus Coins.

CONTROLLER FUNCTIONS

You've got a bunch of things you can do with your characters. With all of these different movements and attacks, study this section thoroughly before you begin your adventure.



+CONTROL PAD = MOVE CHARACTER

SELECT = CHANGE CHARACTERS WHEN YOU HAVE BOTH ANIMAL FRIENDS' SPECIAL ABILITY

START = PAUSE

A BUTTON = JUMP
SWIM

B BUTTON = SOMERSAULT AS KIDDY
HELICOPTER SPIN AS DIXIE
PICK UP BARREL, RELEASE TO THROW
PRESS AND HOLD TO RUN
PRESS AND HOLD TO CLIMB FASTER
ANIMAL FRIENDS' ATTACK

KIDDY KONG

Kiddy's a portly toddler with lots of power.



KIDDY'S ADVANTAGES

Kiddy's roll enables him to make jumps that are longer than average.

Also, notice that he carries the barrel out in front of him and that it acts like a shield as he runs into enemies.

SOMERSAULT

Kiddy's signature roll attack lets him bowl over enemies. If he somersaults off the edge of a platform and then jumps, he'll jump farther than normal.



THROW

Kiddy can pick up barrels and toss 'em like yesterday's trash!





JUMP

You can jump on top of some enemies to attack them.

SWIM

You might think that because Kiddy Kong is so big, he'd sink to the bottom of the lake. That's not true!



CLIMB

Yes, this young ape can climb like the rest of the Kongs. Press and hold the B Button to make him climb faster.



RUN

Running makes the game faster and more exciting. While running, Kiddy Kong will automatically pick up items.



DIXIE KONG

Dixie Kong is in the starring role as she travels through the jungle in search of the Lost World. She has terrific adventuring abilities as she navigates tough terrain with her Helicopter Spin.

DIXIE'S ADVANTAGES

Using her Helicopter Spin, Dixie Kong can make unbelievably long leaps to avoid obstacles. Her Helicopter Spin is also handy for slowing her descent. You'll have better control over where she lands.

DIXIE'S HELICOPTER SPIN

Spinning her ponytail to create a helicopter effect gives Dixie Kong an almost unfair advantage. She can make long leaps in the air and whip enemies on the ground.



THROW

Dixie Kong tosses things with her ponytail! She holds them above her head, giving her a different throwing trajectory than Kiddy's.





CLIMB

Being a monkey, Dixie Kong can climb like crazy.

JUMP

Jumping is a vital skill if you plan on finding the Lost World. You can jump on top of some enemies to attack.



SWIM

Growing up on an island, Dixie Kong learned how to swim at a young age. She's as much at home in the water as she is in the trees.



RUN

Running is helpful when you're trying to beat the clock. While running, Dixie Kong will automatically pick up items.



ANIMAL FRIENDS

ELLIE THE ELEPHANT

This hefty young herbivore is fast and strong. Ellie has the ability to shoot water at the baddies.



ENGUARDE THE SWORDFISH



Using his incredible swimming ability and his sharp bill to knock out enemies, Enguarde is a great friend to have on your side!

SQUAWKS THE PARROT



The egg-spitting Squawks returns from previous adventures to lift Dixie Kong and Kiddy Kong to higher ground!

SQUITTER THE SPIDER

Squitter's webs can take out most baddies with ease. His web platforms create stepping stones across gaps that would normally be impassable.



TREASURE AND ITEMS

DK COIN

You'll have to defeat a Kremling named Koin to get this golden treasure! You haven't really finished a level until you've collected the DK Coin.



BONUS COINS

You'll earn Bonus Coins in all the Bonus Levels hidden throughout the game.



END OF LEVEL FLAG

To beat a level, raise the flag by grabbing the rope at the end of the level.



BEAR COINS



Use these coins to pay for information at the Brothers Bear shops. You'll find these coins all over the continent.

ITEMS

BANANAS & BANANA BUNCHES

It's possible to get every banana. The bananas may point you in the direction of secret areas, hidden items, or the end of the level.



EXTRA LIFE BALLOONS

Pop one of these things to get an extra life.



KONG LETTERS

Collect the letters to spell KONG and earn an extra life.



NO ANIMAL SIGN



This sign indicates that your animal friend cannot continue beyond this point. If you try to go past, he'll simply disappear.

BONUS BARREL

Bonus Barrels launch you into Bonus Levels when you jump into them.



BOOSTER BARREL

Jump in one of these barrels and you'll be launched to higher ground.



DK BARRELS

Here's where you'll find your partner if you don't already have him or her.



STAR BARREL

Star Barrels mark a midway point in the stage. If you break one of these barrels, you'll continue from that point.



TRACKER BARREL

These barrels will shoot you out and then follow you to the left or right.



STEEL BARRELS

You'll find these scattered about the island. These things are reusable!



ELLIE BARREL

This is how you become Ellie. Simply jump in and you'll be transformed.



SQUAWKS BARREL

To reach higher areas, you've got to try this barrel. You'll become the egg-spittin' Squawks.



SQUITTER BARREL

If you encounter this barrel, you can become the eight-legged Squitter.



ENGARDE BARREL

Swim into this barrel and you'll turn into Enguarde the swordfish.



BLAST BARRELS

This barrel will launch you to places you probably couldn't reach otherwise.



KREMLINS & BADDIES

You will encounter hoards of enemies during your fantastic adventure. Take a look at some of the crew below:



KOBBLE
Standard Kremling baddy, a real pushover.

KRIMP
Sharp-toothed snapper who goes for players' heels.



KRUMPLE
A real tough guy among the Kremlings; don't take him head on!



KOPTER
Propeller-wielding baddy that can dive from the skies to attack.



BAZUKA
He's armed with a powerful launcher that can fire just about anything.





KLASP
Exclusive rope baddy who shimmies towards the players.

REKOIL
His springy tail can propel him towards players at great speed.





KUCHUKA
Cowardly character who hides in his barrel-throwing bombs.



SNEEK

Defeat this rat baddy before he defeats you.

BUZZ

His buzz-saw protects his whole body from attack.



BRISTLES

Tough baddies with a prickly back. Defeat these guys only from the front.



KOCO

Clown fish that patrols the waters on DK Island.



BOUNTY BASS

Defeat this gluttonous fish if you get a chance!



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REV-B

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REV-I

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