NINTENDO DS™

DONKEY KONG™
JUNGLE CLIMBER
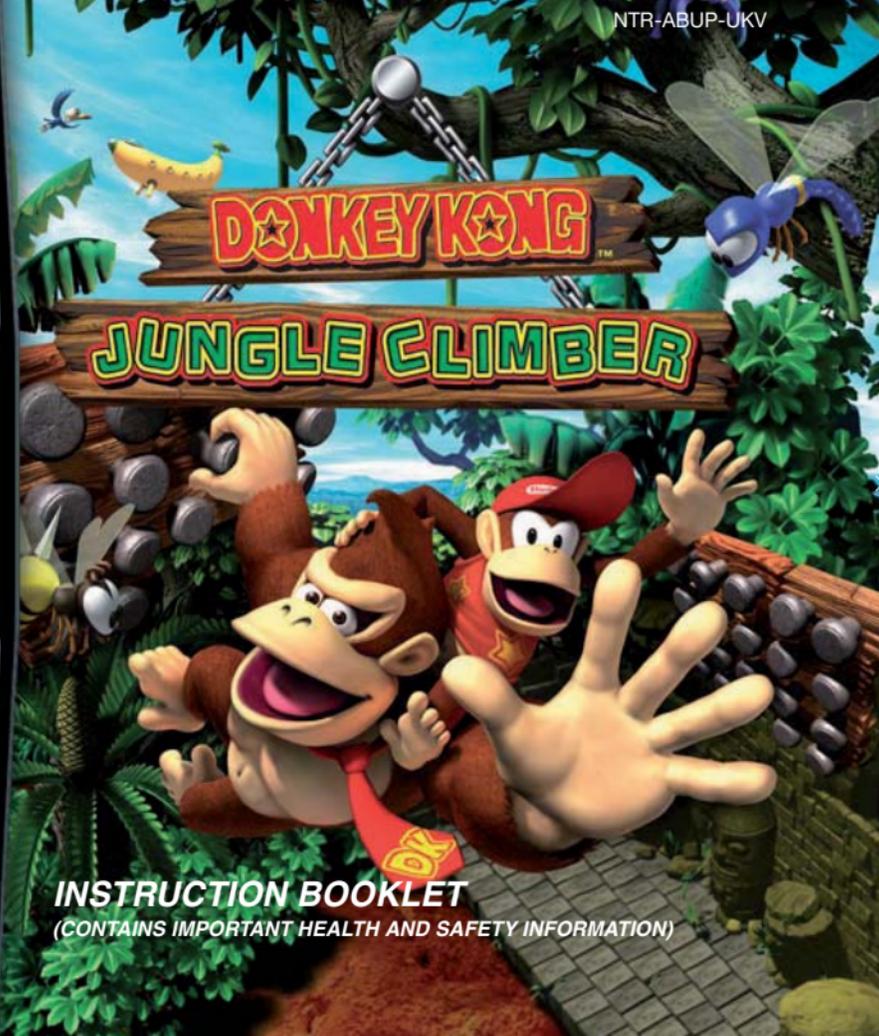
INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

*T*his 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.

Original
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Quality
™

Thank you for selecting the DONKEY KONG™ JUNGLE CLIMBER Game Card for Nintendo DS™ systems.

IMPORTANT: Please carefully read the important health and safety information included in this booklet before using your Nintendo DS system, Game Card, Game Pak or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet. Always save these documents for future reference.

This Game Card will work only with Nintendo DS systems.

IMPORTANT: The use of an unlawful device with your Nintendo DS system may render this game unplayable.

WIRELESS DS SINGLE-CARD DOWNLOAD PLAY
THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.
2 – 4

Contents

In this manual, game screens surrounded by a **green border** are from the top screen of the Nintendo DS™ system. Game screens with an **orange border** are from the Touch Screen.

Story and Characters

Donkey Kong and his friends decided to take a well-earned holiday on beautiful Sun Sun Beach, located, of course, on tropical Sun Sun Island.

After enjoying a splash in the ocean, a hungry Donkey Kong and his friends saw a massive banana floating atop a mountain. Without a moment's hesitation, Donkey Kong raced off for the mountaintop.

Who knows what kind of adventure he'll find there?

Donkey Kong
Gentle giant of the jungle – and our hero!

Diddy Kong
He's always ready to give DK a hand.

Cranky Kong
This old-timer's got a lot of smarts.

Xananab
A mysterious alien shaped like... a banana?

Funky Kong
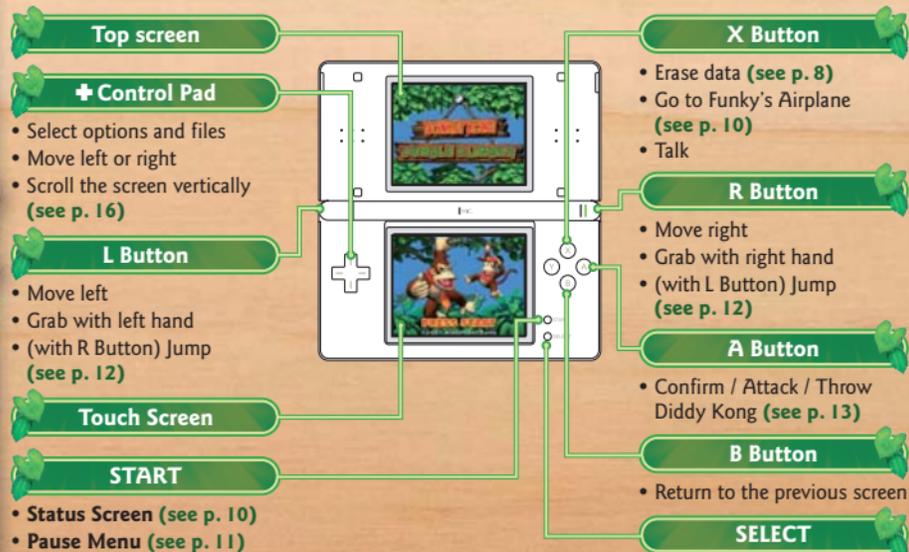The CEO, founder, and sole employee of Funky Flights.

King K. Rool
The leader of the Kremlings and sworn enemy of Donkey Kong!

Basic Controls

In DONKEY KONG™ JUNGLE CLIMBER, most of the controls use just the L Button and R Button! For more details on the controls, **see p. 12 –13**.

Top screen

✚ Control Pad
- Select options and files
- Move left or right
- Scroll the screen vertically **(see p. 16)**

L Button
- Move left
- Grab with left hand
- (with R Button) Jump **(see p. 12)**

Touch Screen

START
- **Status Screen (see p. 10)**
- **Pause Menu (see p. 11)**

X Button
- Erase data **(see p. 8)**
- Go to Funky's Airplane **(see p. 10)**
- Talk

R Button
- Move right
- Grab with right hand
- (with L Button) Jump **(see p. 12)**

A Button
- Confirm / Attack / Throw Diddy Kong **(see p. 13)**

B Button
- Return to the previous screen

SELECT

- Press START, SELECT, and the L and R Buttons simultaneously to reset the game and return to the **Title Screen**.
- To enter **Sleep Mode**, close your Nintendo DS system. When you open your Nintendo DS system again, the game will resume where you left off. **Note:** if you're playing a multiplayer game, you will lose your wireless connection.

Getting Started

Make sure your Nintendo DS system is turned off. Then insert the DONKEY KONG JUNGLE CLIMBER Game Card into the Game Card slot on the back of your Nintendo DS system until it clicks into place.

Starting the Game

When you turn on the power of your Nintendo DS system, the **Health and Safety Screen** will be displayed. Once you have read the message, please touch the Touch Screen.

Touch the DONKEY KONG JUNGLE CLIMBER Panel on the **Nintendo DS Menu Screen**.
If your Nintendo DS system is set to **Auto Mode**, you will skip this step. See your Nintendo DS Instruction Booklet for more information.

On the **Title Screen**, press START to bring up the **File Select Screen**.

The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the Instruction Booklet of your Nintendo DS system.

> ⚠ WARNING - HEALTH AND SAFETY
> BEFORE PLAYING, READ THE HEALTH
> AND SAFETY PRECAUTIONS BOOKLET
> FOR IMPORTANT INFORMATION
> ABOUT YOUR HEALTH AND SAFETY.
>
> TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT
> www.nintendo.com/healthsafety/
> Touch the Touch Screen to continue.
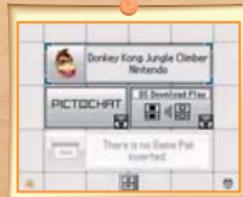
● Saving Your Game

This game saves your progress automatically. In **Adventure Mode (see p. 10)**, your game is saved whenever you complete a stage. In **Challenge Mode (see p. 17)**, your score is saved after you finish a minigame.

Select a File

Press ◀ or ▶ on the ✚ Control Pad to select a file. If you're starting a new game, select a barrel with the words START NEW GAME above it. If you want to resume a game, select the save barrel you used last time you played. To see your progress on a saved game, just move to that barrel and check the top screen. You'll see details on completion, lives remaining, number of bananas, and more. Press the A Button to select a barrel and continue to the **Select a Mode Screen**.

Stage Name

Start New Game

✚Control Pad ←→: Select

● Erasing a File

Select a file using the ✚ Control Pad, then press the X Button. You will be asked to confirm your decision with the A Button.
Be careful. Once you erase a file, it's gone forever!

Select a Mode

Choose one of these four game modes using the ✚ Control Pad. Press the A Button to select the mode you want to play.

Adventure
DK

✚Control Pad ←→: Select

ADVENTURE (see p. 10)	Single-player **Adventure Mode**, in which you play as Donkey Kong.
CHALLENGE (see p. 17)	Unlock these minigames by playing **Adventure Mode**.
EXTRAS (see p. 17)	Unlock these bonus features by playing **Adventure Mode**.
VS. BATTLE (see p. 18)	Compete against up to three other players in multiplayer battles.

Adventure

Each island is made up of many stages. If you complete all the stages and defeat the boss at the end, you can move on to the next island!

Map Screen

Select a stage by pressing ◀ or ▶ on the ✚ Control Pad, and press the A Button to begin that stage. Press ▲ on the ✚ Control Pad to select a different island. Pressing the A Button during the island selection takes you to the stage selection on the island currently selected.

Stage Name

Stages

When you complete a stage, the marker turns blue.

Items (see p. 15)

All items you found in the stage currently selected will be shown here.

Crystal Stars

Crystal Stars make Donkey Kong invincible **(see p. 13)** for a short time. Use them wisely.

Funky's Airplane

If you've collected all the oil barrels **(see p. 15)** on an island, Funky Kong can fly you to the outer island in his plane. Press the X Button to visit him.

Status Screen

Press START to view the **Status Screen**, where you can see details on what items you've found on each stage.

Game Screen

Grab on to pegs to make Donkey Kong spin around them. Let go to fling yourself into the air. Avoid any enemies (you'll lose a life if you hit one), and head for the Goal Gate! That's all you really need to know!

Bananas collected (see p. 15)

You'll earn an extra life for every 100 bananas you collect.

Gems collected (see p. 15)

You'll earn an extra Crystal Star for every 100 gems you collect.

Enemy

DK's remaining lives

Talk

Press the X Button to talk to Cranky or Xananab, the banana alien.

Pegs

Crystal Star
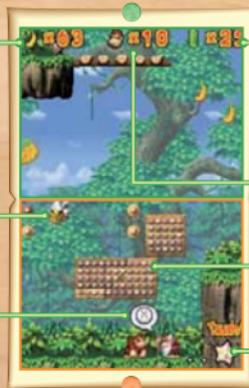
Goal Gate and the Boss Battle

Go through the Goal Gate to clear a stage. In a boss battle, you'll have to reduce the boss's HP to zero in order to defeat him.

Goal Gate

Boss's HP

Pause Menu

Press START on the **Stage Screen** to display the **Pause Menu**. Select either CONTINUE or RETURN TO MAP. Depending on the mode, the feature will be different.

Action

Most of Donkey Kong's basic actions use nothing more than the L Button and the R Button!

Move left / right

Press the L Button to move to the left and the R Button to move to the right. Donkey Kong can move while in the air or underwater as well. You can also move Donkey Kong with the ✛ Control Pad.

Jump from the ground

Press the L Button and R Button simultaneously, then release them to jump.

Grab the peg

Press the L Button to grab a peg with Donkey Kong's left hand, and press the R Button to grab it with his right hand. You can also grab with both hands at the same time.

Spinning

If you keep holding on to a peg with one hand, Donkey Kong will start spinning. Holding with the L Button spins Donkey Kong anticlockwise, and holding with the R Button spins him clockwise.

Jump from a peg

Once Donkey Kong's holding a peg, release the button to make Donkey Kong jump in whatever direction he's aiming at that moment: up, down, left, right, wherever!

Spin Attack

Press the A Button to attack while jumping. While Donkey Kong is spinning, he can defeat enemies and destroy barrels. This also works with the Y Button and the B Button.

Throw

When Donkey Kong touches a rock or bomb, press the L Button or the R Button to grab it. Donkey Kong will throw it when you release the button.

Watch out for enemies with spikes! Hit them where there are no spikes to defeat them.

Invincibility

If you have any Crystal Stars, you can become invincible for a short time by tapping the star on the Touch Screen. While you're invincible, you can fly through the air! Use the L Button and the R Button to steer.

Crystal Star

Time Remaining

● Actions Using Diddy Kong

Press the A Button during a spin attack to throw Diddy Kong at far-off enemies or grab items Donkey Kong can't quite reach on his own. This also works with the Y Button and the B Button.

Diddy Kong can also help use certain special items. If Donkey Kong gets hit while he's carrying Diddy, Diddy will disappear, but you won't lose a life.

Barrels and More

As you explore the islands, you'll find all manner of barrels and items on each stage. Try them all out to see what they do! Here's a quick rundown of what you'll see as you play.

Booster Barrel
This barrel will blast Donkey Kong in whatever direction it's facing. Just hop in and get set for a wild ride!

Spinner Barrel
Hop in this barrel, and change where it's aiming by pressing the R Button or the L Button. Press the A Button to blast off in the desired direction.

DK Barrel
If Donkey Kong's on his own, smashing this barrel will free Diddy Kong to join him.

Bonus Barrel
Hop in this barrel for a quick bonus game!

Switch Handle
Grab on to this switch with both hands to pull it down and activate... something!

Boulder
Hold on tight to start rolling this boulder one way or the other.

Items

In each stage, you'll run across a number of useful items while you play.

Bananas
There are three different banana items: single bananas and bunches of five or ten bananas. Collect 100 bananas to earn an extra life.

Gems
Gems come in three sizes: small (green, worth one), medium (blue, worth five), and large (red, worth ten). If you collect 100 gems, you will earn a Crystal Star.

KONG Panels
There are four letter panels spelling out the word KONG. If you collect all four panels in a single stage, you'll earn an extra life.

Oil Barrels
Collect these to ride Funky's Airplane .

DK Coin
Find this coin in a stage to unlock features in Extras .

Banana Coins
Collect as many of these as you can, because who knows what could happen!

Tips

Here's a little helpful advice to get you on your way!

Jump Every Which Way

If you want to move left, right, up or down, then grab pegs with both hands to stop spinning, and let go – but make sure you're aiming the right way before you leap!
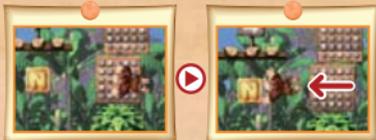
Check Your Surroundings

When you're on the ground or holding on to the pegs, press ▲ or ▼ on the ✚ Control Pad to scroll the screen vertically and see more of your surroundings. Look for enemies and nearby pegs before you let go.
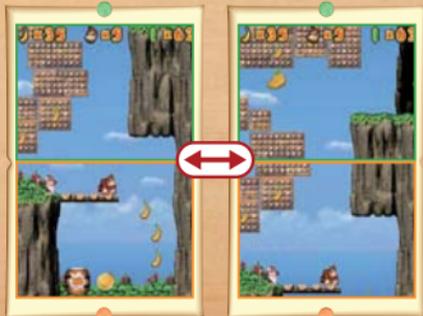
Drift in Mid-air

While you're flying through the air, press the L Button to move to the left and the R Button to move to the right. The longer you hold the button down, the farther in that direction you'll move. Also, if you hold either the L Button or R Button down in the air when there's nothing around, you'll grab the next peg Donkey Kong's hand touches automatically.

Challenge

As you clear stages and move through the islands, you'll unlock new minigames in **Challenge mode**. Select a minigame with the ✚ Control Pad (game instructions appear on the top screen), then confirm your selection by pressing the A Button.

Jump over the logs rolling down the hill. Jumping over multiple logs with a single leap earns you more points.

Rolling Panic

Catch falling bananas. You'll earn extra points for juggling the glowing banana.

Banana Grab

There are six different minigames.

Extras

This mode contains three options. Select one with the ✚ Control Pad, and confirm with the A Button.

LECTURES	Review any of Cranky's lectures you've seen in **Adventure mode**.
STORY	Watch any story scenes you've seen in **Adventure mode**.
CHEATS	Activate special features and abilities for use in **Adventure mode**. Collect DK coins to unlock them .

Vs. Battle

Up to four players can compete using a single Game Card over DS Wireless Communications. Please see "DS Wireless Communications (Single-Card Play)" on pages 20–21 before starting.

Starting Vs. Battle

Player with DS Card (Host)

Wait for others to join you at the **Entry Screen**. Press the A Button to start sending the game data. Once it's done, you will move to the **Game Select Screen**.

Players without DS Card (Client)

Download the data from the host. Once the download is completed, you will move to the **Game Select Screen**.

Communication Error

If you're disconnected during the game, the battle will end immediately. If this happens to you, simply follow the instructions and start over.

Game Select   `Controls on the Host`

Select which game you want to play with the ✚ Control Pad. Press the A Button to confirm.

SPEED CLIMB	Climb as fast as you can!
BOOSTER BATTLE	Race your friends in a Booster Barrel!

Character Select

Select which character you want to use from the list. Use the ✚ Control Pad to choose and press the A Button to confirm. Once everyone has picked a character, the game will start.

Total Points   `Controls on the Host`

Once you finish your game, you'll see the **Results Screen** and then get to look at your total points. Select KEEP GOING to advance to the next stage. Select QUIT to return to the **Game Select Screen**.

Clients cannot bring up the **Pause Menu**.
Until you select QUIT, the game will continue.

Here is an explanation of how to play using Single-Card Play.

The Things You'll Need

Nintendo DS system . . . . One for each player

Donkey Kong Jungle Climber Game Card . . . . One

Connection Procedures

Host System:

1. Make sure that the power is turned off on all systems, and insert the Game Card into the system.

2. Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.

3. Touch the DONKEY KONG JUNGLE CLIMBER Panel.

4. Now, follow the instructions on page 18.

Client System:

1. Turn the power on. The **Nintendo DS Menu Screen** will be displayed.

NOTE: Make sure the **Start-up Mode** of your system is set to MANUAL MODE.

For further details on how to set up the **Start-up Mode**, please refer to the Instruction Booklet of your Nintendo DS system.

2. Touch DS DOWNLOAD PLAY. The **Game List Screen** will appear.

3. Touch the DONKEY KONG JUNGLE CLIMBER Panel.

4. You will be asked to confirm your choice. Touch YES to download game information from the Host System.

5. Now, follow the instructions on page 18.

Guidelines for Communications

For best results when using the wireless communications feature, follow these guidelines.

The ▦ icon is an indicator of wireless communications. It appears on the **Nintendo DS Menu Screen** or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate the wireless communications function.

DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.

Within 10 metres
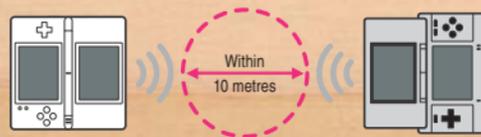
The ▦ icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.

When wireless communications are in progress, the Power Indicator LED will blink rapidly.

| 0 | 1 | 2 | 3 |

Weak ◀━━━━▶ Strong

For best results, follow these guidelines:

• Begin with the distance between systems at about 10 metres (30 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.

• Keep the maximum distance between systems at 20 metres (65 feet) or less.

• The systems should face each other as directly as possible.

• Avoid having people or other obstructions between the Nintendo DS systems.

• Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

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