

GAME BOY ADVANCE

AGB-BBKE-USA

The logo features the letters 'DK' in a large, bold, red font with a thick yellow outline and a black drop shadow. Below 'DK' is the text 'KING OF SWING' in a smaller, bold, yellow font with a black outline and drop shadow. A small crown icon is positioned above the 'K' in 'KING'. A trademark symbol (TM) is located to the right of the 'DK' letters.

DK
KING OF SWING™

INSTRUCTION BOOKLET

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 BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

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Story

The sky is the clearest blue. The lush-growing primeval forest bursts with life. Normally quiet, today the jungle is buzzing with excitement.

And no wonder, for the Jungle Jam festival that will determine the true hero is finally about to take place!!

In the Jungle Jam arena, Cranky Kong and Donkey Kong discuss storing away the winner's medals that will be presented to the victors in order to prevent them from being stolen.

Just at that moment, there is a flash of light from high up in the skies, and King K. Rool appears in an airborne carriage. The precious medals are gone!

Without the medals, there can be no Jungle Jam. The question is, can Donkey Kong get the winner's medals back safely?

Controls

This game is played in a slightly different way than previous action games. Most actions can be performed using just two buttons, the L Button and the R Button. You can move, jump, and even attack with just these two buttons! Pegs and panels play the most important roles in the actions Donkey Kong performs. You'll find floating pegs and panels on the game screen. By grabbing and swinging on them, you'll be able to dodge and jump enemies and progress through the game. See pages 13-16 for a more detailed description of the various different actions.

L Button

- Move to the left
- Grab hold of a peg with your left hand and turn counterclockwise
- Throw an item with your left hand
- Choose an option

L + R Buttons

- Jump off the ground
- Attack (hold and release when you flash)

R Button

- Move to the right
- Grab hold of a peg with your right hand and turn clockwise
- Throw an item with your right hand
- Choose an option

A Button

- Use Going Bananas
- Confirm

+ Control Pad

- Move left and right
- Choose an option

START

- Start game
- Pause (see p. 12)

B Button

- Restore life
- Cancel



Starting the Game

Insert the DK™: King of Swing Game Pak into the Game Boy Advance system. After a few moments, the title screen will be displayed.

Title Screen

On the title screen press START or the A Button to go to the file-selection screen.



File-Selection Screen

Select Start New Game to start a new game or a saved file to continue a game. The percentage next to the file may rise up to 200 % as you make your way through the game. Once you have selected the file, press the A Button to go to the mode-selection screen.



Deleting a File

To delete a save file, choose Erase File on the file-selection screen, next select the file you want to delete. When the confirmation window appears, select Yes. **BE CAREFUL:** Save files cannot be recovered once you have deleted them!

Mode-Selection Screen

Choose one of the four available game modes:

ADVENTURE (see p. 10)

An adventure that involves winning back the medals stolen by King K. Rool.

SINGLE-PLAYER JUNGLE JAM (see p. 17)

Hold climbing races and other competitions with your sights on the gold medal.

MULTIPLAYER JUNGLE JAM (see p. 19)

Battle it out with your friends using a Game Boy® Advance Game Link cable.

EXTRAS

Do useful things like receive lectures from Cranky or change the language. As you progress through the game two extra modes will appear in this menu.



About Saving

DK: King of Swing is an auto-save game. In Adventure mode, your progress is saved automatically each time you complete a level, and in Single-Player Jungle Jam mode your record is saved when the competition ends. There is no save function in Multiplayer Jungle Jam mode.

Adventure

Map Screen

If you choose Adventure on the mode-selection screen, after the introduction and Cranky's lesson, you'll enter the map screen. From here, you'll be able to choose the world and the level you want to play. When you start a new game, only the first world (Jungle World) will be available. As you proceed through the game, you'll be given more worlds and levels to choose from.

Use the + Control Pad or the L and R Buttons to choose the level you want to play. Confirm your selection with the A Button.



Boss Stage

Once you have completed every level on one map, the Boss Stage will appear. To move on to the next map, destroy the boss by completely draining his strength gauge.



Status Screen

The Status Screen is displayed when you press START on the map screen. This screen allows you to check up on how many medals you have retrieved and how many Crystal Coconuts you have. Choose Return to Map or press the B Button to return to the map screen, or choose Quit to return to the mode-selection screen.



Medals

There are three kinds of medals: bronze, silver, and gold, one of which is hidden somewhere in every level. Find them all so that the competition to crown the jungle hero will finally take place! Every time you get a complete set of medals (gold, silver, and bronze), there will be a surprise!



Crystal Coconuts

There is one Crystal Coconut hidden in every level. Collect them all and things could go well for you!



The medal and Crystal Coconut you have found in a level are displayed next to the level name on the map screen or at the top-left of the game screen.

The Game Screen

Each level is divided in several sub-levels. Your goal is to climb up to the exit by destroying enemies and steering clear of obstacles. Try also to collect all the bananas you see. They will be very useful!



Pause Screen

The Pause screen is displayed when you press START during the game. Choose Return to Game to continue playing, Return to Map to exit the level, or Quit to return to the mode-selection screen.



How to Play

To complete this game, you'll need to master attacking, use Going Bananas wisely, and get good at basic actions.

Move Left and Right

Press left on the + Control Pad or press the L Button to move to the left and right on the + Control Pad or press the R Button to move to the right. You can even move some degree to the left and right while you are in the air.

Jump Off the Ground

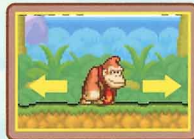
To jump, press the L and R Buttons while you are on the ground and then release them simultaneously.

Grab a Peg

Jump toward the pegs and press the L Button to grab one with your left hand and the R Button to grab another one with your right hand. Hold down the buttons to keep hold of the pegs.

Swing

If you keep hold of a peg or panel with your left hand (L Button), you will swing counterclockwise. If you keep hold of a peg or panel with your right hand (R Button), you will swing clockwise.



Jump From a Peg or Panel

If you release the L Button or the R Button while swinging, you will jump upward in the direction Donkey Kong is facing.

Attack

Defeat enemies and smash open barrels and crates using this move. Press and hold the L and R Buttons briefly and release them when Donkey Kong flashes.

Throw

You can use rocks and bombs to defeat your enemies. If you touch a rock or a bomb, hold down the L Button or R Button to grab it. Release the button to throw it. Any rocks or bombs you are holding when you land will be released.

Going Bananas

If you press the A Button, you will be invincible for 10 seconds and your capacity to jump and attack will increase. Yet, this will cost you 20 bananas. You can use Going Bananas at any time during a game as long as you have 20 bananas or more.

Restore Life

Restore one heart's worth of life with 10 bananas by pressing the B Button. You can restore life any time if it is running low.



Items and Pegs

During the game you will find different items and mechanisms that will help you defeat enemies and proceed in the adventure.

One



Bananas

Five



Ten



Rocks



To throw a rock, grab it with the L or R Buttons and then release it. Rocks can be used to kill enemies and smash open barrels.

Bombs



You can grab and throw bombs in the same way as rocks, but they explode after a certain time. **BE CAREFUL:** You will lose life if you get caught in an explosion.

Handle Peg



When you grab these, the handle turns and the mechanism operates. You can change the direction it turns in by grabbing it with the other hand. Other handle pegs move left and right and up and down.

Switch Peg



Grab with both hands to lower the lever and operate the mechanism.

Jack Peg



Pull down the peg repeatedly to operate the mechanism.

Conveyor Belt



This is a peg board that moves along in a certain direction. Hang on to the same place if you want to be carried along with it.

Barrels and Other Items

Besides pegs, you can also make clever use of barrels, tires, and crates. They will help you through the adventure.

Normal Barrel

Use an attack to smash them open. These barrels contain bananas and medals, so give it a try.



Rolling Barrel

Touch the barrel to get into it. Use the L and R Buttons to change the way you are facing. Press the L and R Buttons and then release them simultaneously to fire.



Question Barrel

If you smash one of these open with an attack, peg boards will appear, doors will open, and other changes will occur.



Bonus Barrel

Get into the barrel to get to the Bonus Stage. Try to pick up as many bananas as you can within the time limit!



Booster Barrel

Touch the barrel and you can ride on top of it. Press left and right on the + Control Pad or use the L and R Buttons to change direction.



Tire

Tires repel things that hit them. If used in the right way, tires can help you get to places that you couldn't normally reach.



Barrel Cannon

Touch the barrel and you'll fire automatically in the direction the barrel is facing.



Wooden Crate

Wooden crates can be smashed open with an attack. They contain barrels, bananas and other goodies.



Single-Player Jungle Jam

Battle it out against the computer in different kinds of races and battles and aim for the gold medal!

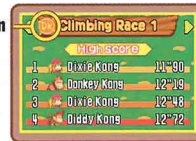
Choose Single-Player Jungle Jam on the mode-selection screen and confirm with the A Button. Choose Select Event to go to the event-selection screen (see p. 18) and View Records to go to the high-score screen.



High-Score Screen

Here you can check out the top four high scores for each event. Press the + Control Pad left or right or use the L and R Buttons to move between events. To return to the previous screen, press the A Button, B Button, or START when you have finished. The best medal you have won so far is displayed.

Medals You Have Won



Event-Selection Screen



Choose the competition you want to take part in with the + Control Pad. After you have done so, you will be taken to the character-selection screen.

Climbing Races

The first player to reach the goal is the winner.

Obstacle Races

Quickly smash the wooden crates that block your path to reach the goal or climb up to the goal by timing your jumps to the movements of the moving panels.

Attack Battles

Score as many points as you can by attacking your opponents. **BE CAREFUL:** You lose points if you get attacked or hit an obstacle!

Barrel Blast

Try to predict where the barrels will show up and break as many as you can!

Character-Selection Screen

Press left or right on the + Control Pad or use the L and R Buttons to choose a character. You can also change its color by pressing up or down on the + Control Pad. Press the A Button or START to confirm your choice. Press the A Button again or START to begin the competition.



Results Screen

This displays the results of the competition. Once you have finished checking the results, press the A Button to go to the high-score screen. When you have checked the high scores, press the A Button again to exit.



Multiplayer Jungle Jam

Before you start playing Multiplayer Jungle Jam, please carefully read Multi- and Single-Pak Game Play on pages 23–24 and make sure that the Game Boy Advance Game Link cables are properly connected.

Multi-Pak Game Play

Choose Multiplayer Jungle Jam from the mode-selection screen and make sure that all players who are taking part have selected Multi-Pak Mode. Once all of the connections have been checked, Player 1 presses the A Button or START to go to the event-selection screen. To select the event and the characters, please follow the steps for Single-Player Jungle Jam described above. All the actions must be performed by Player 1.



Medal Ceremony

Once all the competitions have finished, the medal ceremony takes place and the overall rankings are announced.



Single-Pak Game Play

Player 1 chooses Multiplayer Jungle Jam from the mode-selection screen and then selects Single-Pak Mode. When the caption OK? appears on the screen, Player 1 can start the data transfer by pressing the A Button or START.



Once the data transfer is complete, press the A Button or START to start the competition. Three climbing races are held, with the players vying for the best number of first-place finishes.



When the three races are over, choose either Continue or Quit. If you choose Quit, please turn off your Game Boy Advance system in accordance with the on-screen instructions.

Characters

Donkey Kong

DK clammers his way up level after level to win back the medals stolen by King K. Rool. In the Jungle Jam, his all-round athletic talents are sure to put him among the front-runners.



JUMP █
ATTACK █

Dixie Kong

She has the ability to jump high. Armed with her natural mobility, she'll be looking to get among the medal-winners at Jungle Jam.



JUMP █
ATTACK █

Cranky Kong

Head of the Jungle Jam Executive Committee. He teaches Donkey Kong useful information like how to grab hold of pegs.



Funky Kong

The sunglasses-wearing, coolest of the Kongs. Preferring attack-based contests to races, he's the dark horse of the Jungle Jam.



JUMP █
ATTACK █

Diddy Kong

Diddy Kong is lightning quick and a good jumper. His light physique could make him vulnerable in attack-based contests, though...



JUMP █
ATTACK █

Wrinkly Kong

Wife of Cranky. Even though she's passed away, she's a gentle Kong who frets about Donkey Kong.





King K. Rool

Boss of the Kremling Krew and sworn enemy of the Kongs. This time, he runs off with some valuable medals in an attempt to ruin the Jungle Jam.

Zinger

A pesky little enemy with a nasty sting in his tail. Make skillful use of Going Bananas to flick him away.



Fire Necky

The head honcho of the Neckies spits out burning rocks. Attacking him won't work, but try using those rocks to your advantage.

Mini-Necky

A disagreeable enemy who spits coconuts as well as flying around in the air.



Kremling

King K. Rool's sidekicks. They play around with pegs and panels to block Donkey's path. Rock-throwing Kremlings are bad news!



Congazuma

Keeper of the jungle ruins. He uses his inimitable jump attacks to pounce on opponents. Time your attacks well!

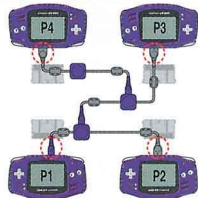
Multi- and Single-Pak Game Play

Necessary Equipment

Game Boy Advance systems	_____	One per player
Game Paks - Multi-Pak	_____	One per player
Single-Pak	_____	One Game Pak
Game Boy Advance Game Link cables	_____	Two players: One cable
		Three players: Two cables
		Four players: Three cables

Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Game Paks into the individual Game Pak slots. For Single-Pak play, insert the Game Pak into Player 1's Game Pak slot.
2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn the Power Switch on each game system ON.
4. Now follow the instructions for Multi-Pak or Single-Pak play.



- Do not connect any game systems that will not be used during game play.
- The player who plugs the small, purple connector into his or her Game Boy Advance will be Player 1.

Troubleshooting

You may experience malfunctions or be unable to transfer game data in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When more than four Game Boy Advance game systems are linked.



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