(Nintendo)



DMG-ADDE-USA



INSTRUCTION BOOKLET





Nintendo of America Inc. P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN JAPAN

This official 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.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



Starting the Game.																													. 4
Controller Function	s										1																	*	. 7
Diddy's Moves			*			*																							. 8
Dixie's Tricks									×								4			0.0		-		?	à				10
Dixie's Tricks Treasure											19	K	-	-	No.		*	•	1	n		K	0	2	L	١.			12
Items											-	•		J	1	è	9	ř	1000	900		ī	-		77	1.			13
Barrels							*							d	1	Ü		L			-	Z		å	ľ				15
Animal Friends														1	8	10		7	ŧ.			3	-	C	6	7	3-		18
Animal Friends Kong Family														5	ī	1		k	2	Ģ	ų	Ê	Į.						22
Enemies												-	-	-		-	è	1		10	8	6					2		24
Warranty And Servi	ic	е	lı	nf	o	r	m	18	ıt	ic	or	١.		•	Q		1		d		7		-		=	-	٤		28

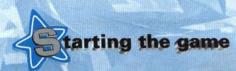
Thank you for selecting the Donkey Kong Land 2™ Game Pak for your Nintendo® Game Boy® system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

^{© 1996} Nintendo. Game by Rare. TM & ® are trademarks of Nintendo of America Inc.

^{© 1996} Nintendo of America Inc.

ing K. Rool and his band of Kremlings apenapped Donkey Kong. They're demanding the Kongs to hand over the banana hoard for Donkey's safe return. Donkey Kong would have a fit if they lost the banana hoard again. So it's up to Diddy and Dixie Kong to save him. Help the two monkeys make their way through all the Kremlings and all the traps to find Donkey Kong.





GAME BOY SYSTEM

First you have to plug the cartridge into the Game Boy system. Then turn the power on. Press START when you're ready for adventure.



SAVE SLOT

When you start the game, you'll get to choose which slot to save your progress in. During the game you'll have to make it to Kong Kollege so Wrinkly Kong can

save your game, but more on that later. If you're continuing your game from before, you'll be able to select the saved game on this screen.

SUPER GAME BOY SYSTEM

Plug the cartridge into the Super Game Boy.
Then insert the Super Game Boy into your Super NES. Turn the power on. Press START when you're ready for adventure.

GAME SCREEN

During game play, the different counters that tell you how many items you have collected are scrolled off the screen. They'll appear when you collect an item. The following things 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 remaining. They appear at the bottom of the screen.

TIMER

In the Bonus Levels you will have a limited amount of time to get the Kremkoin. Time remaining is shown at the top center of the screen.



MAP SCREENS

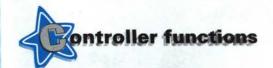
There is a map screen for each of the Worlds in DKL2.

The maps show the different Levels in the

World. You can also see the locations of the different Kong Family members who will help you on your adventure. In each location, arrows will point in the direction you can go next.









SELECT

Change characters when you have both. Executes animal friends' special ability.

Jump

A BUTTON

B BUTTON

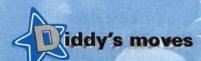
Cartwheel as Diddy. Helicopter spin as Dixie. Pick up barrel, release to throw.

Press and hold to run. Animal Friend's attack.









Diddy's in the starring role this time and he's off to prove himself a true member of the Kong Family of Video Game Heroes. He'll have his work cut out for him as he storms Kaptain K. Rool's pirate haven on Crocodile Isle!



CARTWHEEL

Diddy's signature cartwheel attack lets him bowl over enemies. If he cartwheels off the edge of a platform and then jumps, he'll leap a little farther than normal.

CLIMB

Crocodile Isle is covered with climbable terrain, which makes it a perfect place for a monkey to explore. Diddy and Dixie can not only climb up and down here, but they can also climb to the right and left if the rope or chain allows.

THROW

Diddy can pick up barrels and certain enemies (after stepping on them), and then throw them.



SWIM

Swimming comes in handy in the many aquatic areas of Crocodile Isle. Tap the B Button to make Diddy swim.
Use the

Use the + Control Pad to make him sink or swim fast.

RUN

Hold down the B Button as you move to make Diddy run. Running makes the game faster and more exciting.







Dixie and Diddy are inseparable friends and go everywhere together. Both share a love of adventure and the awesome abilities to make it fun! Dixie's powerful ponytail allows her to equal and sometimes even surpass Diddy's adventuring abilities.

DIXIE'S **HELICOPTER SPIN**

Using her terrific tresses, Dixie can float slowly to the ground from high places by pressing and holding the B Button as she falls. While on the ground, Dixie can also spin to defeat enemies.



Being a monkey, Dixie can swing just like Diddy and Donkey Kong. Her aerial abilities give her an edge when she's at high altitudes because she can helicopter to slow her fall.



Dixie isn't afraid of the water (or much else for that matter). She's as much at home under the sea as her friend Diddy is.



Dixie uses her ponytail to pick up and throw barrels. She holds the barrels above her head, which

gives her a slightly different throwing trajectory than Diddy has.

RUN

with caution.

Hold down the B Button as you move to run. While running, you will automatically pick up any objects in your path, so use this







KREMKOINS

You can earn a Kremkoin in each Bonus Level. There are three different types of Bonus Levels. In one type, you must collect all the Stars to make the Kremkoin appear. In the second type, the Kremkoin is hidden and you must find it. In the third type, you have to defeat all the baddies to make it appear. You can use Kremkoins to pay off the monstrous Klubba so you can cross his toll bridge. What is on the other side? That's for you to find out!

CRANKY'S VIDEO GAME HERO COIN

These huge DK coins are well hidden, one per level, by Cranky himself. Collecting these will improve Diddy's status as a video game hero in Cranky's eyes. You have not really finished a level until you have collected the Video Game Hero Coin.



BANANA BUNCH KOINS

These coins are used to pay the various members of the Kong Family for their help.

Yes, the days of free advice are over. Even old Cranky charges for his words of wisdom (although the insults are still free).



EXTRA LIFE BALLOONS

Pop one of these things to get an extra life.



Use this balloon to safely float over lava, just don't run out of hot air or things will get a little hotter.

CRATES

You'll find these scattered about the island. Picked up and thrown, they make good weapons to bean enemies with.



BANANAS AND BANANA BUNCHES

The trail of bananas will lead you to your ape-napped buddy, Donkey Kong. It is possible to get every banana, and in fact the bananas will point you in the direction of secret areas, hidden items or the end of the level.

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. Don't feel too bad, though. You'll be rewarded depending on how difficult it was to reach the sign.



KONG LETTERS

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



TREASURE CHESTS

These chests contain many different types of items. Break them open by throwing them at enemies to discover what is inside.



KANNONS AND KANNONBALLS

END OF LEVEL

TARGET

Jump on the

target to end

the level.

Kannonballs by themselves are good, reusable ammunition to throw at enemies. If you place a kannonball in a kannon, it will flash, indicating that it's loaded. Jump into the loaded kannon and it will launch you to a Bonus Level.



PLAIN BARRELS

What's more fun than a barrel of monkeys? How about Diddy and Dixie in a barrel? There are tons of barrels in DKL2 and most have special uses.



CHECK AND X BARRELS

The Check Barrels will open the gates on the roller coaster, the X Barrels will close them.



ROTATABLE

Use ➤ and < on the + Control Pad to rotate this Barrel into the



BARREL

desired position.



BONUS BARRELS

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





KANNON BARRELS

There are several types of Barrel Kannons: The Arrow Barrel simply launches you in the direction of the arrow. Use the + Control Pad to make your character move to the right or left once you're airborne. Blast Barrels will automatically launch you in a certain, preprogrammed direction. **Delayed Blast Barrels** will allow you to aim them in the desired direction before they blast you out. Be careful though, with some of these barrels you only have a limited amount of time to shoot them before they go off automatically.

TNT BARREL

TNT Barrels explode when they are thrown. Be careful, because some Kremlings actually like to live in TNT Barrels...

DK BARRELS

when it is in

mid-air.

Here's where you'll find your partner if you don't already have him or her with you. If you already have both characters, you won't be able to break this Barrel

STAR BARRELS

Star Barrels mark a midway point in the stage. If you break one of these barrels, you'll continue at that point if you lose a life later in the level.

ANIMAL BARREL

Barrels marked with an animal friend's picture will transform Diddy or Dixie into the animal if they jump in. If they jump into a Barrel that shows a picture of the animal that you are already transformed into, you will gain an extra hit as that animal (two hit maximum).



EXCLAMATION POINT BARREL

Break these barrels to gain temporary invincibility.



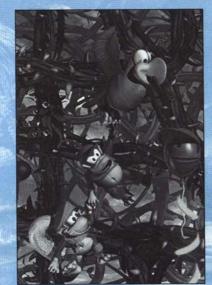
BIPLANE BARREL

This flying barrel is available for rent from Funky Kong. Use it to travel back to levels you have already visited.





Don't underestimate the value of good animal friends. They can be found throughout the game's different Worlds and Levels.



ENGUARDE THE SWORDFISH

Enguarde adds invaluable assistance in aquatic settings. As Enguarde, you don't need to press the A Button to swim. If you press the A Button, Enguarde will dash forward and use his sharp bill to knock out enemies.

Hold SELECT to charge.

RAMBI THE RHINO

This powerful Rhinoceros loves to use his horn. Press the A Button to butt everything out of his path.

Hold SELECT to







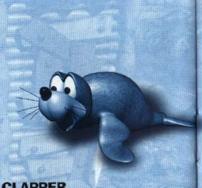
SQUITTER THE SPIDER

This giant arachnid is one of the coolest animal friends. Press the A Button to jump. Press the B Button to shoot a web. Make a platform by shooting a web and then pressing SELECT.



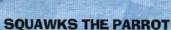
CLAPPER THE SEAL

Most seals can't change boiling hot water to room temperature, or turn water to ice but Clapper can. Jump on him and he'll perform these services for you.



RATTLY THE RATTLESNAKE

Rebelling against the Kremlings who infest the island, Rattly offers his high-jumping ability to help the Kongs. He can jump much higher than the Kongs, courtesy of his springy tail. Hold SELECT to jump higher.



Squawks' role in Diddy's adventure is very important. He helps Diddy and Dixie explore higher grounds. Squawks can also spit eggs at enemies if you press the B Button.







Even though Diddy and Dixie are supposed to be going on these quests on their own, the rest of the Kong clan just couldn't stay out of it, especially since there is money to be made helping beginning adventurers! You'll find all the Kong Family members in the prime business locations throughout Crocodile Isle.

FUNKY'S FLIGHTS

Funky's Flights are the only way to fly! If you've already been to an area, you can use Funky's Flights to revisit that place. This time, though, you'll have to pay your fare in Banana Coins to get a ticket.



WRINKLY'S KONG KOLLEGE

Wrinkly Kong's school room is a vital place for the Kong's to visit. Even if you're having fun on your adventure, you'll want to go to school because nice Mrs. Wrinkly can save your game.
Since this is a private school, you'll have to pay tuition in Banana Bunch Koins.





KLUBBA'S KIOSK

The towering Klubba is only friendly if you pay him. He demands payment of anyone who would cross his bridge, but he'll only accept Kremkoins. What's on the other side? Why would anyone want to go there? You'll have to find out for yourself.





Our heroes encounter tons of K. Rool's Kremling Crew during their treacherous adventure on Crocodile Island. You'll need to outwit these swashbuckling baddies to rescue DK and the banana hoard!



This peg-leg Kremling is the standard type you will encounter.





KLOBBER

This Kremling hides in a barrel. When you get close, he pops out and tries to push you around.

NEEK

Named for the annoying little squeaking sounds they make, these bilge rats infest every corner of Crocodile Isle.



KABOING

This Kremling bounces around on two spring-loaded peg legs.



KLINGER

Look out below! Klinger climbs around in the rigging, ready to slide down on anyone below him.



If you flip this beetle on its back, you can carry it around and use it as a weapon!



Musclebound and muscle-headed. Kruncha is impervious to Diddy and Dixie's attacks. They only make him mad!

KANNON

It looks like Klump can shoot now!



ZINGER

The bugs are back! Zingers return to endlessly buzz about and cause the Kongs all kinds of problems.





FLITTER

Flitter hovers in many locations.

Bouncing off these dragonflies is a useful means of reaching hidden areas, but be careful!

KLAMPON

He's Klamptraps' bigger brother, and he has a monstrous appetite for monkeys!

KLUBBA

His club should give you a clue about what might happen if you try to cross his bridge without paying the toll!



FLOATSAM

Floatsam is a stingray that cruises ceaselessly back and forth.

LOCKJAW

This fat-lipped piranha will try to bite anyone who swims too close.



SHURI

Shuri spins around underwater, trying to skewer careless swimmers with his pointy little arms.



Krook rockets his hooked hands at anything that comes near.



SPINY

Spiny may have a soft underside, but its quills will strike you if you get too close.



PUFTUP

Slowly but steadily, Puftup rises from the depths, getting bigger as he puffs himself up. Watch out for his spines.



Kutlass mail-ordered his razor-sharp swords from a TV offer. They turned out to be a little bigger than they looked on his small screen.



KAPTAIN K. ROOL

The leader of the pack is back, and this time he's packing a blunderbuss!





IMPORTANT:

REV-

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline 1-800-255-3700 (U.S. and Canada) Or your local authorized Nintendo retailer. 3-MONTH LIMITED WARRANTY

(For Hardware, Game Paks, & Accessories)
Nintendo of America Inc. ("Nintendo") warrants to the
original purchaser that the product (hardware, game paks
and accessories) shall be free from defects in material and
workmanship for a period of three (3) months from the
date of purchase. If a defect covered by this warranty
occurs during this three (3) month warranty period,
Nintendo will repair or replace the defective product or
component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card lattached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY You may need only simple instructions to correct any

problem with your product.

Call the Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 7 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO

AUTHORIZED REPAIR CENTER** or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-NICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.