

DONKEY KONG JUNGLE BEAT

INSTRUCTION BOOKLET

EmuMovies



NINTENDO
GAMECUBE™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC 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	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	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, 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, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, and Y Buttons and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



DK Bongos

THIS GAME IS COMPATIBLE WITH THE DK BONGOS CONTROLLER ACCESSORY.

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Rather talk with a game counselor?

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Please have Visa or MasterCard ready

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Callers under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-883-9714

EVERYONE 10+



Nintendo

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Pound anything

DONKEY KONG JUNGLE BEAT™



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that gets in DK's way
as he conquers the
kingdoms and becomes

the king of the
jungle lands!!!

Using the DK Bongos™ controller accessory



To fully enjoy Donkey Kong Jungle Beat, it is strongly recommended that you play using the DK Bongos Controller Accessory. All control explanations in this manual refer to controls when using the DK Bongos.

IMPORTANT: To prevent possible discomfort or injury, and for information on connection and proper operation of the DK Bongos Controller, please read the DK Bongos Controller Accessory instruction booklet.



Clap Sensor

When you clap, **STUFF HAPPENS!**

DK will pound his chest, clap his hands, or reach for items.

➔ P.12



NOTE: If your hands get tired from clapping, you can always tap the gray bands on the side of the DK Bongos to activate the Clap Sensor.

using a Nintendo Gamecube controller



START/PAUSE

Pause the game.
Confirm selections.

Walk left or right.
Make selections.

Jump.
Confirm selections.

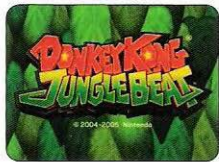
+ Tap to run.

Pound chest and clap hands.
Reach with hands.

NOTE: This game does not support the rumble feature of the controller.

Getting started

Insert your Donkey Kong Jungle Beat Game Disc into your Nintendo GameCube and insert a Memory Card into **Slot A** (this game will not use Memory Card Slot B). Close the Disc Cover and turn the power on. The title screen will appear.



playing for the first time

Follow the on-screen instructions to create a Donkey Kong Jungle Beat game file on the Memory Card in Slot A.

saving the game

The game saves automatically after you clear a kingdom (see [P.10](#)).

A Memory Card with space for 1 file and 3 blocks is required to save this game.

To continue playing from your saved data, be sure that the Memory Card with your Donkey Kong Jungle Beat game file is inserted in Slot A when starting.

To learn how to erase game files from Memory Cards and reformat Memory Cards, refer to your Nintendo GameCube Instruction Booklet.

Do not touch the Memory Card or the POWER Button when saving data.



continuing

As you play, the number of kingdoms you can explore will increase. Choose the kingdom you want to visit and begin playing.



Hit the left or right drum to make your selection and press **START/PAUSE** to confirm.



options

Choose Options from the kingdom selection screen to adjust the **sound** and **Clap Sensor** settings. (Settings will be saved after you return to the title screen.)



•Sound

Set sound to stereo or mono.

•Clap Sensor

Set the volume at which the Clap Sensor picks up sound. There are two ways of setting the sensor: Auto, in which Clap Sensor sensitivity is adjusted automatically while you play, or Manual, in which you adjust sensitivity manually. When choosing the Manual setting, look at Donkey Kong in the bottom-right corner of the screen. If he is moving even though you aren't clapping, the sensor is reacting to background noise. **Adjust the setting until Donkey Kong stops moving when you aren't clapping.**



Game Flow

Each kingdom is made up of two stages and a fight with the regional king.

The Opening Ceremony

The first time you play the game, you'll enter the first course after the opening ceremony.



Getting Through Stages

Work DK through the two stages, gathering as many beats along the way as you can. (See [▶ P.11](#) to find out more about beats.)



Fighting Kings

A powerful king awaits DK at the end of the two stages.



Clearing the Kingdom

Once DK has toppled the king, he's cleared the kingdom. The number of beats he has after defeating the king determines how many **crests** he'll be awarded. **The adventure will then be saved up to that point.** If you replay a kingdom you've already cleared, your game will only be saved if you record a new high score.

Select a Kingdom

The kingdoms you can visit will increase as you earn more crests, but you cannot play new kingdoms until you have earned the number of crests required for that particular region.



The Crests

Crests increase in value from bronze to silver and so on. Earning crests of higher value will allow you to visit more kingdoms.

playing the game

The game screen

Beats

Donkey Kong's energy increases as he collects more bananas, which are counted as beats. DK loses beats when he is attacked by an enemy; if he's attacked after his beats drop to zero, the game is over.



Bananas



DK can earn one beat for each banana he collects, but the number of beats he earns will increase depending on how he grabs the banana. See [P.17](#) for details.

Donkey Kong

As you're playing, DK will appear enlarged on some game screens. (He may not appear enlarged on others.) If you watch him closely, you may discover stuff you didn't know about DK!

Blooms



You'll notice that DK's actions sometimes cause blooms to appear as he ventures through the kingdoms. If DK collects 100 of these blooms, he'll earn 100 additional beats. If he doesn't reach 100 blooms, he won't receive any beats.

Kingdom Life



If DK claps nearby, he'll get tossed in the direction of the arrow.



Swing to the tip and a banande lion will fling DK into the air.



Swing left and right to jump very far.



Jump into the flower to be spit out wrapped in a bubble; DK can now float into the sky.

DK'S MOVES

WALK / RUN

Hit the left or right drums to make DK walk left or right. Rapidly hit the same drum and DK will run in that direction.



CLAP / REACH

When you clap your hands, DK will make a noise that affects things around him, sometimes allowing him to reach nearby bananas.



Clap Grab

DK can reach out to grab bananas that would normally be just out of reach.



Sound Wave Attack

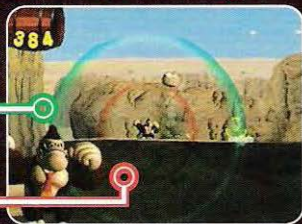
Use this attack to briefly stun enemies and prevent them from moving.

DK's Reach and Sound Wave Range

When the Clap Sensor reacts, you'll see green and red rings.

The spreading green ring marks the range of the sound wave.

The red ring indicates the range of DK's reach.



Jump

Hit both drums to make DK jump up from his current spot.



To make DK jump diagonally, run left or right then hit both drums while running.

Swim

Hit the left or right drum to make DK swim in the direction you're tapping.



Slow Hits

If you take breaks between each hit, DK will swim in a horizontal line underwater.



Rapid Hits

If you hit one drum rapidly, DK will swim in a downward direction. The faster you hit, the sharper his downward angle will be.



Alternate Hits

Rapidly alternate hitting the two drums and DK will swim straight down.



Simultaneous Hits

Repeatedly hit both drums at the same time to make DK swim up toward the surface.

Wall Jump

Have DK face a wall and jump toward it. As DK lands on the wall, hit the drum in the direction away from the wall to make DK jump up and off of the wall. You can repeat this, jumping back and forth up between two walls until DK reaches the top of the walls.



If you hit the drum in the direction of the wall, DK will grab onto and slide down the wall without falling off.

Backflip



When DK is running, hit the drum opposite the direction DK is running in, then hit both drums simultaneously as DK stops to make him do a back flip.

Ground Pound



If you hit and hold both drums while DK is in midair, he'll do a ground pound straight down.



Press START/PAUSE to pause the game and view the pause menu.

Here you can choose to replay the course from the beginning or return to the kingdom-selection screen. (If you quit out of a stage, your game will not be saved.)

Fighting the kings

The Fight screen



The King's Energy

As DK's attacks hit a king, the king's energy will decrease. When it reaches zero, DK wins the fight. Try using a variety of attacks.

Donkey Kong's Energy

As DK gets attacked by his opponents, his energy decreases. If he takes damage after it reaches zero, the game ends. The more beats DK collects in the two stages leading to the king, the higher DK's energy will be.

controls

punch



Hit the left and right drums to make DK throw left and right punches.



Dodge Attacks

Clap (or tap the sides of the drums) with just the right timing and DK may dodge the attack.



DK will encounter other kings and different ways of fighting them in the matches that await.

Jungle Buddies

Several jungle buddies will aid DK in different parts of his quest.



Hooper

Run at breakneck speed!



SPEED UP



SLOW DOWN



JUMP

Float gently through the sky!



Float
Left/Right

Slow the descent rate by tapping.



Fluri



Orco

Swim swiftly through the seas!



Grab
Hold



Let Go

Flap your way up into the sky!



Move
Left/Right



Helibird



Get Bananas

With Style!

The one thing you should always be most concerned about on your quest is the number of beats DK has. Performing certain techniques before collecting bananas can earn DK even more beats. Here are some of those techniques:



If DK just collects these bananas as he walks down the slope, he'll earn only 7 beats.



But, if he uses the Clap Grab to grab all the bananas within range simultaneously, he can earn more beats (see [P.12](#)).



As DK collects bananas, if he performs different midair actions in succession before landing, he can earn even more beats. These are called combos. Be careful, though; since the beats don't get counted until DK lands, if he gets hit by an enemy before landing, he'll lose all the beats he collected.



As DK performs aerial maneuvers, the number of combo fairies swirling around Donkey Kong will increase. Remember, though; DK cannot get more combo fairies by repeating the same actions. A new combo fairy will only appear the first time you perform a particular action in midair.

Master using the DK Bongos and all the different actions Donkey Kong can perform!

DKJB FAQ

Q I'm stuck! What am I supposed to do?

A If you look around you, you'll see some white-haired monkeys. The things these monkeys do should give you a hint as to what you need to do to proceed. You can also just try clapping to see what the sound waves do. If you get stuck, clap!



Q A timer suddenly appeared. What's happening?

A On some stages you may find yourself in a race for first place. That's when the timer appears. If you do well in the race, you'll get more beats!



Q What do I do if I catch on fire or get encased in ice?



A The longer you're on fire or in ice, the more beats you lose, so rapidly hit the left and right drums to limit the amount of damage you take.

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