

# Donkey Kong™ Country: Tropical Freeze

1 Important Information

## Setup

2 Controllers and Sound

3 Online Features

4 Parental Controls

## Introduction

5 About This Game

6 Getting Started

7 Save Data

## How to Play

8 Map Screens

9 Basic Play

10 Single-Player Mode

11 Multiplayer Mode

## Actions

12 Basic Actions

13 Joint Actions

14 Multiplayer Actions

## Devices and Items

15 Vehicles

16 Barrels

17 Items

## Leaderboards

18 Time Attack Leaderboards

## Product Information


19 Copyright Information

20 Support Information

Thank you for selecting Donkey Kong™ Country: Tropical Freeze for Wii U™.

This software is designed only for use with the European/Australian version of the Wii U console.


Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

Before use, please also read the contents of the  Health and Safety Information application on the Wii U Menu. It contains important information that will help you enjoy this software.

### Language Selection

The in-game language depends on the one that is set on the console. This title supports five different languages: English, German, French, Spanish and Italian.

If your Wii U console language is set to one of these, the same language will be displayed in the game.

If your Wii U console is set to another language, the in-game default language will be English. You can change the console language in  System Settings.

### Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):

[www.pegi.info](http://www.pegi.info)

USK (Germany):

[www.usk.de](http://www.usk.de)

Classification Operations Branch (Australia):

[www.classification.gov.au](http://www.classification.gov.au)

OFLC (New Zealand):

[www.censorship.govt.nz](http://www.censorship.govt.nz)

The following controllers can be used with this software when they are paired with the console.



- ◆ In the multiplayer mode, each player needs a separate controller.
- ◆ Only one Wii U GamePad can be used with this software at a time.
- ◆ A Wii Remote Plus can be used instead of a Wii Remote.


### Pairing Controllers

Open the HOME Menu and select **CONTROLLER SETTINGS** ⇒ **PAIR**. Follow the on-screen instructions to pair your controller.



### Surround Sound


This software supports Linear PCM 5.1 surround sound.


To enable surround sound output, select the TV option in the  System Settings application, then set the sound type to **SURROUND**.

- ◆ To use surround sound with this software, please connect your Wii U console to supported audio equipment using a HDMI™ cable.
- ◆ For information on compatibility and settings, please consult the documentation for your audio equipment.

Connect to the internet to enjoy the following feature:

- Leaderboards  18

◆ For information about connecting your Wii U console to the internet, refer to the Wii U Quick Start Guide and the Internet section of  System Settings.

Parents and guardians can restrict certain features of the Wii U console through  Parental Controls on the Wii U Menu.

The following feature can be restricted:

Name	Description
Online Interaction in Games	Restricts access to the leaderboards. 



Donkey Kong Country: Tropical Freeze is a platform game in which you control Donkey Kong on his adventures across various islands filled with traps and puzzles. With help from your friends, set out to save the islands from the Snowmads of the North Sea. In multiplayer mode, you can also control Diddy Kong, Dixie Kong or Cranky Kong.

### Donkey Kong

The banana-loving king of the jungle. His mighty power is second to none, and time and again he must use it to protect Donkey Kong Island.



### Diddy Kong



Small but dependable, Diddy Kong has been Donkey Kong's companion for many an adventure. The Barrel Jet on his back lets him hover above the ground.

### Dixie Kong



Diddy Kong's girlfriend. Not only does her long, golden ponytail look good, but if she spins it incredibly fast she can propel herself into the air. She can even lift Donkey Kong off the ground!



### Cranky Kong



Donkey Kong's hard-headed, curmudgeonly elder. He can use his cane to achieve great heights as well as easily cross spikes or thorny patches.

### Funky Kong

A fun-loving surfer just back from a chillaxing vacation. He runs Funky's Fly 'n' Buy and is extremely proud of it.



### The Snowmads



Hailing from the North Sea, these foes have frozen Donkey Kong Island and seek to claim it as their own.

## Game Select Screen

To play from the beginning, select **NEW GAME**. To continue your adventure from where you left off, choose a file that has your save data on it.



## Menu Controls

All menu controls are performed using the controller's buttons.

- ◆ If you are using the Wii U Pro Controller, please refer to the Wii U GamePad column.



### Navigate menu



### Confirm




### Cancel





## Mode Select Screen

## Single Player


One-player mode, where a single player controls Donkey Kong on his adventure.  10

Select which screen to use (the TV screen or the GamePad screen) and then select your controller.





- ◆ When selecting to play with either the GamePad or Pro Controller, you can choose between  Controls and  Controls.

## Multiplayer

Two-player mode. Player 1 controls Donkey Kong and Player 2 controls a partner character.  11

First, select which screen to use (the TV screen or the GamePad screen), then select which controller each player will use, and then select which partner character Player 2 will control.

- ◆ As with single-player mode, if you choose to play with the GamePad or Pro Controller, you can select whether to use  Controls or  Controls.
- ◆ If you choose to display the game on the GamePad screen in multiplayer, you cannot use the GamePad as a controller.



Game data is automatically saved after important events, such as clearing a level.

### Deleting Data

You can delete save data by pressing ⊖ while on the Game Select screen.

◆ Deleted data cannot be recovered, so be careful.

### Copying Data

To copy save data, press ⊕ on the Game Select screen. Then select which file you would like to copy and where you would like to copy it to.

◆ If you overwrite another file, the save data for that file will be lost, so be careful.



## World Map Screen

This map is your guide to the areas of the game. From here you can select the island you want to go to.



1 Current island

2 Number of balloons

Number of times you can continue the game when you lose a life during a level. → 10

3 Number of Banana Coins collected → 17

## Island Map Screen






Here you'll see a detailed map of the island.






4 Level name

5 Level summary

The following icons will be shown if you satisfy certain requirements.

-  Collected all the KONG letters. 
-  Collected all the Puzzle Pieces. 
-  Cleared the level within the time limit in Time Attack mode.


6 Level

-  Cleared level
-  Open level
-  Locked level

7 Funky's Fly 'n' Buy





You can purchase items  here.



Press  on either the world or island map screen to open the pause menu. From there you can see level summaries, change settings, and check out the extras you've unlocked.



 **Options**

Adjust the game volume, which controller(s) you are using, etc. You can also switch the GamePad control scheme between using  for movement (referred to elsewhere in this manual as " Controls") or using  (referred to as " Controls"). You also have the option to switch the

primary display from the TV screen to the GamePad, and vice versa, and to change the number of players.




After you select a level, the level menu will be displayed. Select PLAY LEVEL to start.



You can take up to three items at once into a level with you. Once you have selected the items you wish to take, return to the level menu and select PLAY LEVEL.

- ◆ Unused items will be returned to the inventory.
- ◆ Some items cannot be taken into certain levels or used in certain modes.



Race to reach the goal as fast as you possibly can! Before you begin, you can choose which type of Kong Barrel you'll find on your way and check your current position on the leaderboards  18 for the level.

- ◆ Time Attack is only available in single-player mode and on levels that have already been completed.
- ◆ On levels with multiple Slot Machine Barrels, your goal is the regular one and not the hidden one.
- ◆ If you select OFFLINE in the Time Attack options, you will not be able to upload records or view the leaderboards.







Battle across numerous islands while fighting off enemies, collecting bananas, and solving puzzles as you go.

## Checkpoints

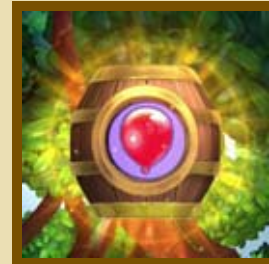
Passing through a checkpoint will allow you to continue from there should you suffer an unfortunate fate later in the level.








- ◆ If you quit the level, or lose a life and have no Red Balloons left, you will continue the game from the beginning of the level.

## The Goal

The Slot Machine Barrel is your objective. Hit it to finish the level and receive whatever item is displayed on it.



- ◆ If  is shown, you'll receive a random item. Shake the Wii Remote or Nunchuk to get even more of that item. If you are using the Wii U GamePad, repeatedly press  (for  Controls) or  (for  Controls).

## Pause Menu

Press ⊕ to open the pause menu. Here you can change options, return to the island map, check the number of bananas you have collected and more.



## Bonus Stages

Collecting bananas pays off! You receive items based on the amount of bananas you collect within the time limit. If you collect all the bananas in the bonus stage, you'll get a Puzzle Piece!







### 1 Health

The top row of hearts shows Donkey Kong's health, and the hearts underneath show your partner's health. Taking damage in any way, be it from traps or enemy attacks, will decrease your health.

- ◆ In single-player mode, damage taken will affect the partner's health first. The partner will disappear if all their health is lost.



### 2 Kong POW meter

Collect bananas  to fill up the Kong POW meter. When it's full and Donkey Kong has a partner with him, you can unleash the Kong POW ability  against your foes.

### 3 Air meter


This is only displayed when you are in water, and it will decrease little by little while you are submerged. Be careful! If you run out of air, you'll start taking damage. You can restore the air meter by touching bubbles or getting out of the water.

## Partner

Destroy a Kong Barrel  to liberate the partner inside, who will then automatically climb onto your back. Working together, you'll be capable of performing various joint actions , depending on which partner you freed.

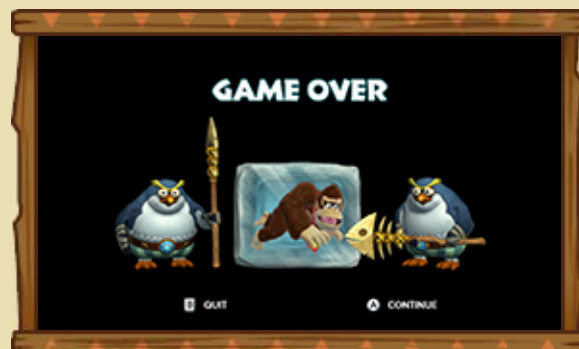


## Losing a Life

If you lose all of your health or fall into a pit, you'll lose a life. A Red Balloon  will be used to continue the game either from the beginning of the level or from a checkpoint.

## Game Over

If you lose a life and don't have any Red Balloons left, it's game over. Selecting CONTINUE will give you four Red Balloons and allow you to continue the game. Selecting QUIT will take you back to the title screen.





### 1 Hearts, Kong POW meter and air meters

Donkey Kong and his partner have individual health and air meters. Unlike in single-player mode, the character who takes damage is the one to lose health.

- ◆ If you take damage while the partner is on Donkey Kong's back, Donkey Kong and the partner take turns losing health.
- ◆ If the partner is on Donkey Kong's back while you are in water, then a single air meter will be displayed.



You'll begin the game with a partner, and both Kongs can enjoy the adventure together.

### Play as a Team

Player 1 will play as Donkey Kong, and Player 2 will play as a partner.

## Joint Play

While the partner is on Donkey Kong's back, the pair will be able to execute joint actions and Kong POW attacks. Player 1 takes care of jumping and controlling vehicles while Player 2 supports with long-range attacks, such as shooting peanuts. → 14



## Leave No Kong Behind!

If Donkey Kong and his partner end up too far apart, one of them might get pushed off the game screen. If that happens, the one pushed off the screen will reappear next to their partner after a short delay.

- ◆ If a character enters a Rocket Barrel → 15 or Barrel Cannon → 16, the other character will automatically be moved to their location after a short delay.

## Losing a Life

If one character loses all of their health, they will disappear from the level. They can return to the level at the cost of one Red Balloon, so long as the other character does not also lose all of their health in the meantime. If both characters disappear from the level at the same time, it will cost two Red Balloons for them to continue the game from either the beginning of the level or a checkpoint.

## Returning to the Game

To spend a Red Balloon and return to the level, the player must press the button shown in the top-left corner of the screen. The returning character will float back down into the level in a barrel. The other character must then touch the barrel to free their buddy.









- ◆ The player in the barrel can shake the Wii Remote or Nunchuk to move the barrel closer. If you are using the Wii U GamePad or Wii U Pro Controller, repeatedly press  $\text{X}/\text{Y}$  (for  $\text{C}$  Controls) or  $\text{ZL}/\text{ZR}$  (for  $\text{+}$  Controls).
- ◆ If you fail to get out of the barrel before it falls off the screen, you will lose a life. Be careful!

## Game Over

If both characters lose a life and you have no Red Balloons left, it's game over. Selecting CONTINUE will give you four Red Balloons and allow you to continue the game. Selecting QUIT will take you back to the title screen.









In Options, besides switching between  Controls and  Controls for movement, you can change / controls to / on the Wii U GamePad or Wii U Pro Controller.



### Move / Swim

		 Controls]   Controls] 
---	---	---

Depending on how much you tilt /, your speed changes. If you are using the Wii Remote (held horizontally), hold down  as you move to run. If you are using the GamePad with  controls, hold down /.

### Crouch

		 Controls]   Controls] 
---	---	--

### Jump

		
---	---	---

Press and release quickly for a low jump, or hold the button for a high jump. Press the button the moment you land on an enemy for a higher jump. Timing is key!



## Lift / Grab / Pluck

Hold **B/Z**

Hold **1**

[○ Controls]  
Hold **ZL/ZR**  
[+ Controls]  
Hold **X/Y**

Hold the button to pick up barrels or pull things out of the ground. Release to throw or let go.



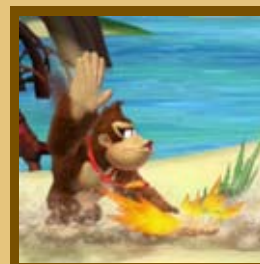
## Ground Pound

Shake **|** or  
Nunchuk

Shake **|**

[○ Controls]  
**X/Y**  
[+ Controls]  
**ZL/ZR**

Use the Ground Pound to destroy obstacles and discover hidden objects. You can also use it to stun some enemies, stopping them in their tracks.



◆ Not all enemies can be stunned.

## Roll Attack

Shake **|** or  
Nunchuk while  
moving

Shake **|** while  
moving

[○ Controls]  
**X/Y** while  
moving  
[+ Controls]  
**ZL/ZR** while  
moving

Use the rolling attack against your enemies to defeat them. Also, jump while rolling to send yourself flying further than normal!



◆ Some enemies will be unfazed by rolling attacks.

## Underwater Actions

## Speed Swim

Ⓐ while swimming

② while swimming

Ⓐ/Ⓑ while swimming

## Spin

Shake  or Nunchuk


Shake 

[○ Controls]  
ⓧ/Ⓨ  
[+ Controls]  



You will spin in place, dealing damage to enemies you come into contact with. You can also use this move to destroy barrels and find hidden objects.

◆ Spinning on the spot will not work against some enemies.

## Corkscrew

Shake  or Nunchuk while swimming

Shake  while swimming

[○ Controls]  
ⓧ/Ⓨ while swimming  
[+ Controls]  
 while swimming

Spin while swimming to deal damage to enemies in your path. You can also use this move to destroy barrels and find hidden objects.



◆ The Corkscrew attack will not work against some enemies.



You can perform these actions while a partner is on your back.



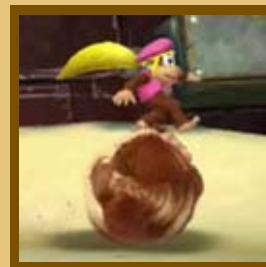
### Kong Roll

Keep shaking  
[+] or Nunchuk  
while moving

Keep shaking  
[+] while moving

[C] Controls  
Press (X)/(Y)  
repeatedly  
while moving  
[+] Controls  
Press (ZL)/(ZR)  
repeatedly  
while moving

This ability gets Donkey Kong rolling and will knock most enemies out of the way.



◆ The Kong Roll is not effective against some enemies.

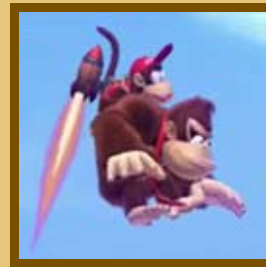
### Barrel Jet

Press and hold  
(A) while  
jumping

Press and hold  
(2) while  
jumping

Press and hold  
(A)/(B) while  
jumping

Fire up the powerful jet on Diddy Kong's back to slow your fall for a short time.



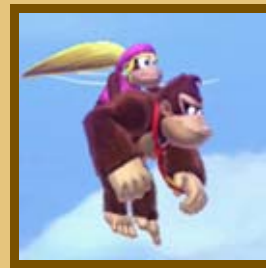
### Helicopter Spin

Press and hold  
(A) while  
jumping

Press and hold  
(2) while  
jumping

Press and hold  
(A)/(B) while  
jumping

Have Dixie Kong spin her ponytail to lift Donkey Kong into the air for a short time.



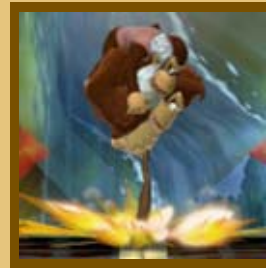
## Cane Bounce

Ⓐ before landing

② before landing

Ⓐ/Ⓑ before landing

Use Cranky Kong's cane to perform even higher jumps than normal. In areas where thorns or spikes are a problem, Cranky's cane will let you cross them without taking any damage.




## Kong POW

Ⓒ

Ⓐ

Ⓕ/Ⓖ

If you fill the Kong POW meter  10, you can transform all enemies on the screen into items.



- ◆ The type of item will change depending on your partner.
- ◆ In multiplayer mode, both players must press their respective buttons at the same time to perform a Kong POW attack.

## Underwater Actions

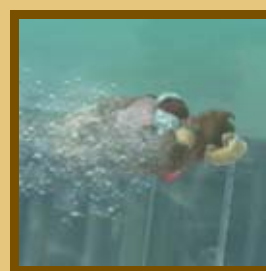
## Kong Corkscrew

Keep shaking  
or Nunchuk  
while  
swimming

Keep shaking  
while  
swimming

[○ Controls]  
Press (X)/(Y)  
repeatedly  
while  
swimming  
[⊕ Controls]  
Press (ZL)/(ZR)  
repeatedly  
while  
swimming

Working together, both characters can spin while swimming, damaging any enemies in their path.



◆ The Kong Corkscrew attack does not work against some enemies.

## Jet Blast

Press and hold  
(A) while  
swimming

Press and hold  
(2) while  
swimming

Press and hold  
(A)/(B) while  
swimming

The jet blast from Diddy Kong's back gives you a speed boost for a certain period of time.



## Ponytail Propeller

Press and hold  
(A) while  
swimming

Press and hold  
(2) while  
swimming

Press and hold  
(A)/(B) while  
swimming

Dixie Kong can spin her ponytail like a propeller to give you a constant speed boost. There are also places where you can swim against the flow of water only by using this ability.



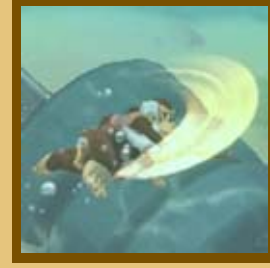
## Cane Swipe

Ⓐ

②

Ⓐ/Ⓑ

Cranky Kong will swing his cane in front of the pair, fending off foes as only an experienced Kong can.

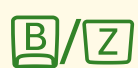


These are special actions that can only be performed in the multiplayer mode. (However, there is a special exception for ranged attacks which is described below.)

## Donkey Kong Actions



### Pick Up and Carry a Partner



[○ Controls]

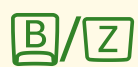
ZL/ZR

[+ Controls]

++(X)/Y

## Partner Actions

### Jump on Donkey Kong's Back



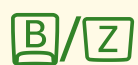
[○ Controls]

ZL/ZR

[+ Controls]

++(X)/Y

### Dismount Donkey Kong



[○ Controls]

ZL/ZR

[+ Controls]

++(X)/Y

## Ranged Attack

Shake  or  
Nunchuk

Shake 

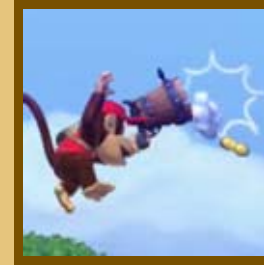
[ Controls]

(X)/(Y)

[ Controls]

(ZL)/(ZR)

Each partner has their own ranged attack. These attacks may not be effective against some enemies.



- ◆ Dixie Kong and Cranky Kong can only use their ranged attacks while on Donkey Kong's back or in mid-air.
- ◆ As a special exception, ranged attacks can be performed even in single-player if you are playing Hard Mode and controlling a partner character. Hard Mode is unlocked by fulfilling certain conditions in the game.





## Mine Cart

The cart will start rolling the moment you get in. You can jump with the cart, as well as crouch down inside it.



## Change Rails



[○ Controls]

○ ← + (A)/(B)

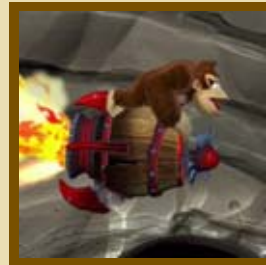
[+ Controls]

+ + (A)/(B)

◆ Jumping to another rail is only possible on one level.

## Rocket Barrel

Take to the air by jumping into this barrel and pressing the button rapidly to ascend.



## Fly

Press and hold

(A)

Press and hold


(2)

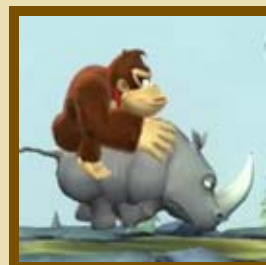
Press and hold

(A)/(B)


Releasing the button causes you to go down.

## Rambi the Rhinoceros





Set Rambi free by destroying a crate with the Rambi logo on it () . Jump onto him and rampage through the level, knocking enemies aside and destroying obstacles.



## Charge



Shake  or  
Nunchuk while  
moving

Shake  while  
moving

[ Controls]  
ⓧ/Ⓨ while  
moving  
[ Controls]  
/ while  
moving

Charge with Rambi to move even faster than before. There are several things you can only destroy by charging into them.

## Dismount Rambi

/

+①

[ Controls]  
/  
[ Controls]  
+ⓧ/Ⓨ



## Kong Barrel

Throw the barrel to break it open, freeing the partner inside. This also fully restores your health (and your air meter, when underwater).



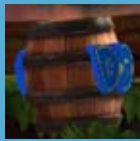
Diddy Kong will appear.



Dixie Kong will appear.

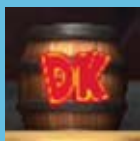


Cranky Kong will appear.



A constantly changing barrel. The partner who appears depends on what was showing when you picked up the barrel.

◆ If you do a Ground Pound next to the barrel, it will stop spinning momentarily. While the barrel is still, do another Ground Pound to spin it once more.



Appears in multiplayer games. This barrel lets you bring back a character who has lost a life without costing you a Red Balloon.

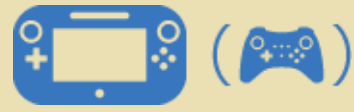
## Normal Barrel

An excellent weapon. You can throw it to damage enemies or destroy certain walls and obstacles.



## Barrel Cannon

Jump inside and get launched in a particular direction.



## Launch

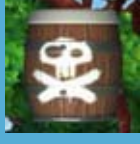
(A)

(2)

(A/B)



Press the button to launch.



Press the button to launch. It will self-destruct after use.



Launches you automatically.



Launches you automatically, then self-destructs.





Donkey Kong's favourite snack. If you collect 100 bananas, you'll get an extra Red Balloon. They also help fill the Kong POW meter.



The currency of Donkey Kong Island. Save these up and use them at Funky's Fly 'n' Buy.



These will fix you up if you've taken damage. Each one restores one heart.



Grab one of these to add a Red Balloon to your supply.

◆ If you lose a life, a Red Balloon will let you continue the game.



If you collect all four letters in one attempt on a level, something good might happen...



If you collect all the Puzzle Pieces in a level, you will unlock more content in the Extras option.

## Funky's Fly 'n' Buy Items



### Red Balloons

Buy these if you feel like you need more Red Balloons on your adventure.



### Squawks

Alerts you when a Puzzle Piece is nearby by squawking. You can take one Squawks with you for each level.



### Heart Boosts

Taking one of these with you will increase your maximum health by one heart. You can only take one per character for each level.



### Banana Juice

Makes you temporarily invincible the first time you would take damage.



### Green Balloons

Most of the time, these will save you from losing a life when you fall into a pit. They only work once each and will be automatically activated when you fall in.



### Blue Balloons

These save you from running out of air by refilling your air meter. They only work once each and are automatically activated when you run out of air.



## Crash Guard

Protects you from damage while riding in a Mine Cart or a Rocket Barrel. It can withstand one hit before disappearing.



## Portable DD/DX/CK Barrels

The respective partner character automatically appears from them when you don't have a partner in single-player mode.

## Toys



Use the Capsule Toy Machine to get a randomly selected figurine. Your toy collection can be viewed in the Extras option.



Select LEADERBOARDS from any level's Time Attack menu to view other players' records for that level.

## Uploading Your Records

You can only upload a record when you beat your best time for a particular level. Any uploaded records will be associated with your Nintendo Network™ ID.

- ◆ You must create a Nintendo Network ID before you can upload records. For information about Nintendo Network IDs, refer to the User Settings section of the Wii U Electronic Manual. To display the Wii U Electronic Manual, press  while on the Wii U Menu to go to the HOME Menu and then touch .

## Viewing the Leaderboards

Select one of the leaderboards to display it.



Global Top Rank

View records of players around the world.

Global Player Rank





View the records closest to your own position on the global leaderboard.

Friends Top Rank

View your friends' records.



## Leaderboard Icons

-  Shows the medal achieved for the level.
-  Shows the partner character used in the level (if the level was played using a different Kong Barrel to the default).
-  Shows whether a replay is available.
-  Displayed if the level was beaten without taking any damage.

## Watching Replays

On the leaderboard screen, you will see a list of players' names (their Nintendo Network IDs) and their clear times. Select a player's name to view their gameplay video.



**IMPORTANT:** This game is protected by copyright! The unauthorised copying of this game and/or distribution of such copies may lead to criminal and/or civil liability. This game, instruction manual and other written materials accompanying this game are protected by intellectual property laws.

The use of an unauthorised device or software that enables technical modification of the Wii U console or software may render this game unplayable.

A system update may be required to play.

For use with the European/Australian version of the Wii U console only.

© 2014 Nintendo Co., Ltd.

Trademarks are property of their respective owners.

Wii U is a trademark of Nintendo.

Autodesk®

**GAMEWARE** 

Autodesk and Scaleform are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or

affiliates in the USA and/or other countries.

This software product includes Autodesk® Scaleform® software, ©2011 Autodesk, Inc. All rights reserved.

## Support Information

For product information, please visit the Nintendo website at:

[www.nintendo.com](http://www.nintendo.com)

For technical support and troubleshooting, please refer to the Operations Manual for your Wii U console or visit:

[support.nintendo.com](http://support.nintendo.com)