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P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN JAPAN

NUS-NDYE-USA

INSTRUCTION BOOKLET

DIDDY KONG™ RACING

PUBLISHED BY

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NINTENDO64

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Thank you for selecting the Diddy Kong™ Racing Game Pak for your Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

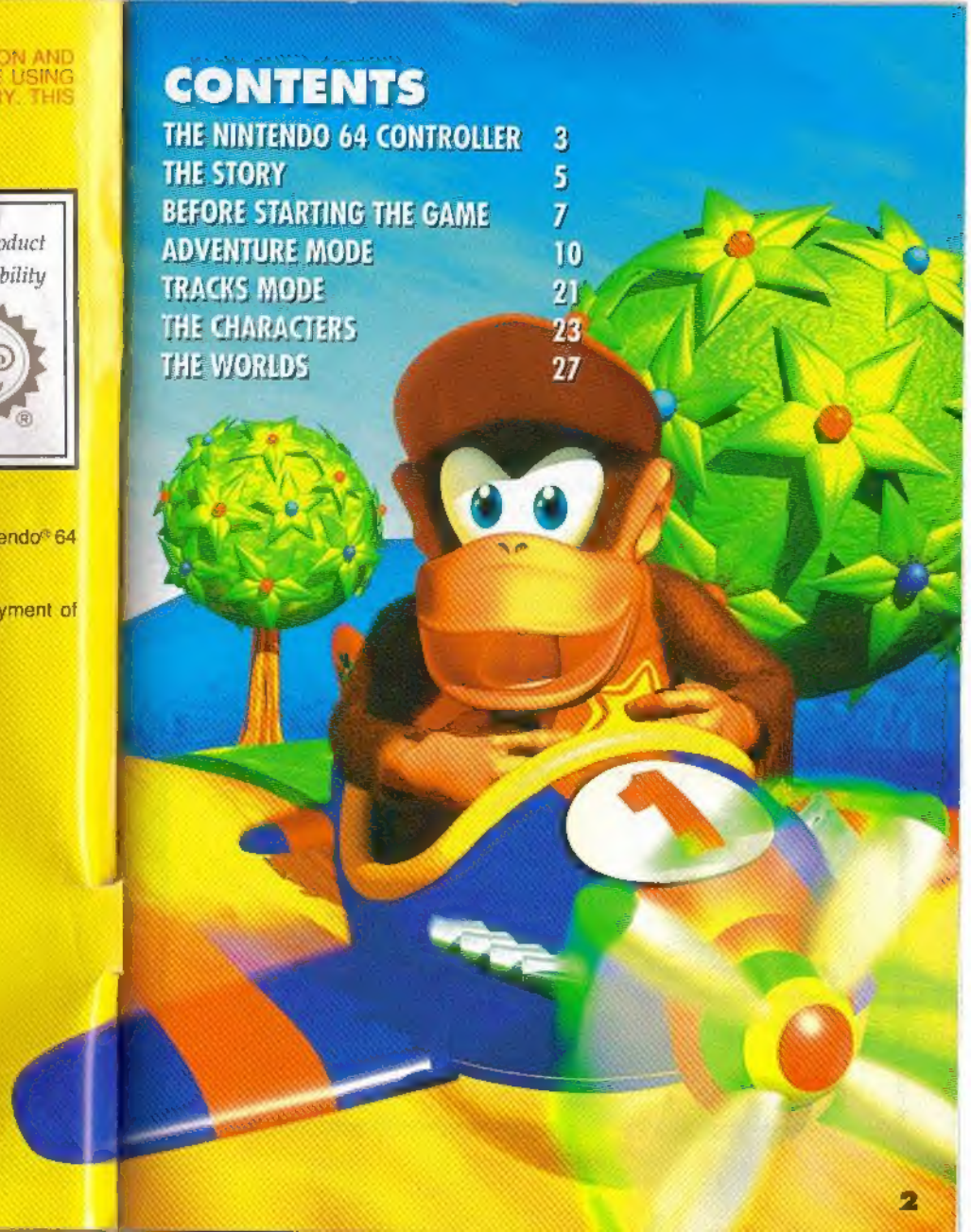
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THE NINTENDO® 64 CONTROLLER

Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional ✚ Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument - make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

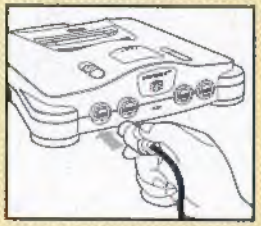
Holding the Nintendo 64 Controller



While playing Diddy Kong Racing, we recommend you use the hand positions shown at left.
By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of the controller.

Connecting the Nintendo 64 Controller

Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the face of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4.



You must use two, three or four controllers in order to play the 2-, 3- or 4-Player game modes.

THE STORY

Diddy Kong sat on the porch of his tree house and curiously tore open the letter. It wasn't often that a message arrived from so far away that it had to be brought in by carrier pigeon! Eager to find out what it contained, he tugged out the note impatiently and started to read.

"Dear Diddy," it began. "Help!!!"

Now this sounds promising, he thought. Things had been all too quiet since those old family friends the Tigers had arrived to spend their summer.

And as it turned out, the message was from his old friend Timber, son of the Kongs' guests, the Tigers. The young Tiger had found himself in quite a bit of trouble that, for once, wasn't even his fault. After Diddy Kong carefully read the note through a couple more times, he sat back and gnawed on a finger, his gaze fixed somewhere beyond the early morning jungle mist.

He'd been asked to help, so his intention to zip off as soon as possible could not be in doubt. The question that preoccupied him now was whether or not he should draft some extra help, just in case... after all, this Wizpig sounded like a pretty mean foe.

Finally, he decided that his friends Banjo and Conker would still enjoy an adventure, even if it turned out that their services weren't needed. So, the young ape dug out a pencil stub from the mess of his bedroom and hopped back into his seat. Whistling for Squawks - his own makeshift carrier pigeon - he began to scribble out a couple of messages of his own.

A few hours later, Diddy Kong was on the first leg of his journey, tearing off at high speed through the jungle. A pair of Kremling spies lurking behind a boulder watched him with suspicion.

"Hey - where you think he go?" asked Krunch.

His crony frowned. "Why?" he asked.

"What if he go fetch others? Fight Kremlings?"

The second Kremling thought about this and than realized what Krunch was about to suggest.

"No way. I not go," he said, and turned and bolted into the undergrowth.

Krunch rolled his eyes. "Hopeless," he snorted. "I go after him," he bellowed to his cowardly colleague. "You go tell boss - see what he think of that, huh?"

And with that, Krunch lumbered off through the trees, grumpily swatting aside vines as he went.

Meanwhile, Timber was trying to calm the excitable Pipsy so that he could understand at least part of what she was saying.

"He said he'd help us!" she squealed, making Bumper and TipTup wince as the pitch of her voice soared in and out of audible range. "He said he wanted to find a champion to go after that horrible pig once and for all!"

"Slow down, Pipsy," Timber urged, trying to make sense of her words without upsetting her. After all, this whole business had been harder on the little mouse than any of them. Wizpig's unwanted intrusion left her family homeless.

"Who are you talking about?" Bumper asked curiously.

"Taj! The Genie!" Pippsy babbled. "He said he'd help! Really, Bumper, he did! I just saw him!"

TipTup blinked. "The G-Genie? B-but nobody's seen him for f-fifty years," he protested.

"I know! I know! But I just did, I promise!"

Timber frowned, thinking this through. "That means he must have been kicked out of the mountain too," he reasoned. "After all, we've seen what that pig's spells can do..."

They all thought of the huge, leering Wizpig face that had been carved into the mountainside overnight. Then they thought of the race courses, the island's pride and joy, which had been magically sealed off. That made them think of Drumstick, their friend and the island's champion racer, who had gone to challenge the intruder to an honorable race and hadn't been seen since. "We could really do with Taj's help," Pipsy prompted.

"N-no argument there," agreed TipTup, nodding nervously.

Timber scratched his head. "Well, I guess you're right," he sighed, "especially if we're going to get this mess sorted out before my parents get back."

"Well, if that Genie wants a champion, I say we all get practicing," Bumper grunted, getting to his feet and snapping down his goggles.

"Good plan," Timber agreed. "Come on, guys - yeah, TipTup, even you. Help should be on its way soon, but we can't just sit around waiting - let's get out there and do what we can!"

And, let's just hope that Diddy Kong doesn't mention any of this to my parents...

BEFORE STARTING THE GAME

Correctly insert the Game Pak into the Nintendo 64 Control Deck and move the Power switch to the ON position. Make sure not to touch the Control Stick at this time. When the demo begins, press START to display the Start/Options menu. Press START again to begin.

GAME

Two main modes of play are available when you first start the game, Adventure and Tracks. Before entering either of these modes, you must select your racer(s) on the Character Select screen.

SELECTING YOUR CHARACTER

Use the Control Stick to highlight your character of choice. Then, press the A Button once to select and again to confirm at the 'OK?' prompt.

Other racers joining in for a multi-player game must do so by pressing START on their own controllers before they will be allowed to select a racer.

Pressing the B Button will move you back a screen or cancel your choice. Once you've selected your racer(s), you must choose whether to enter the Adventure or Tracks mode.



SELECTING YOUR GAME

If only one controller is in place and one character chosen, a menu will offer the choice of Adventure or Game modes. When more than one player selects a character, the game will automatically advance to the Tracks mode course selection screen.

OPTIONS

The main Options menu offers a number of important pre-game choices:

LANGUAGE

This option will default to English but can be toggled through a selection of different languages by moving the Control Stick ← or →. This setting affects all menus and in-game text.

SUBTITLES

Toggling this option OFF will turn off the story text that appears in Adventure mode.

AUDIO OPTIONS

Use this option to change the game sound to Stereo, Mono or Headphones mode. The scroll bars allow you to adjust the relative volume of background music and sound effects.

SAVE OPTIONS

This option will open a sub-menu accessing Game Pak and N64 Controller Pak™ memory. The options available vary depending on the data currently saved. Some options will not be available until necessary. If Controller 2 also contains a N64 Controller Pak, you will be able to copy data to it from the N64 Controller Pak in Controller 1 (Controller Pak 1). When a N64 Controller Pak is not present, or it cannot accept more data, some options will not be available.

Adventure files saved in Game Pak memory are identified by balloon count and initials. These can be copied to, and from, any of the three Game Pak save slots, empty pages available in an N64 Controller Pak inserted in Controller 1 or they can also be erased.

Other Game Pak memory related operations will give access to the fastest times that are saved in Game Pak memory, allowing you to copy them to Controller Pak 1 or erase them entirely. If you Erase Game Pak Bonuses, you will turn off certain functions that become available for exceptional play.

The following Save Options will also become available when a N64 Controller Pak is present:

- Saved data from other games, indicated by a file cabinet icon and filename, can be erased.
- Ghosts saved in Controller Pak 1 can be viewed, copied to Controller Pak 2 or erased. Saving a Ghosts file uses 103 pages of N64 Controller Pak memory.
- Adventure games saved in Controller Pak 1 can be copied to an empty Game Pak save slot, Controller Pak 2 or erased. Each Adventure saved will use 1 page of N64 Controller Pak memory.
- Times saved in Controller Pak 1 can be copied to Game Pak memory, Controller Pak 2 or erased. When Times is copied, 2 pages of N64 Controller Pak memory will be used.

You can also access the N64 Controller Pak memory menu if you press, and hold, START while you switch the Power to the ON position, or press RESET. Game data associated with Diddy Kong Racing will have the filename DKRACING and identify its type.

MAGIC CODES

The options given on this screen allow you to enter new codes, bring up a list of those already activated, or wipe the list completely in order to start fresh.

RETURN

Select Return or press the B Button while on any menu to return to the previous screen.

RUMBLE PAK

Diddy Kong Racing is designed for use with the Rumble Pak™ accessory. The Rumble Pak will be triggered whenever you hit an obstacle or another racer, accelerate quickly, brake, or of course, when you take a hit from an enemy weapon! Should you wish to switch between using a Rumble Pak or N64 Controller Pak, do so **only** when prompted by the on-screen instructions.

CAUTION: When switching the Rumble Pak or N64 Controller Pak during game play, leave the Control Deck ON. Switching the Rumble Pak or N64 Controller Pak at any time except when prompted may cause the game to malfunction or a loss of your stored game information.

ADVENTURE MODE

This is the core of the Diddy Kong Racing one-player game, a progressive story mode which pits you against every challenge that each of the four worlds has to offer. Make your way up by collecting Golden Balloons. These will break Wizpig's spell and unlock course doors, allowing you to race for more balloons and providing access to other areas.

The game's free-roaming, non-linear structure ensures that, while the secrets of some courses will remain sealed until later in the game, you'll never find yourself limited to a single track to race on or a single area to explore.

Selecting Adventure mode from the Game Menu presents you with a choice of the three Game Pak save slots, all of which will be empty initially. When some of the files contain data, you'll be able to copy the contents from one slot to another or simply erase them to make way for new games.

Selecting an empty slot starts a new game. After entering your initials (up to three letters), you'll view a brief intro sequence that explains the cause of the island's troubles. You will also be introduced to Taj, the mysterious, carpet-surfing Genie of the mountain, who was so rudely kicked out by the gate-crashing Wizpig.



THE CENTRAL AREA

This is the heart of the island, the place from which all other zones are accessed. Starting any game, new or saved, will place you in the safety of the central area.

In addition to linking the four main worlds, this area also has features and services of its own. It offers you the chance to become used to the vehicles' handling away from the pressure of the races. It is also a separate explorable world in itself, and of course it plays host to the evicted Genie...

TALKING TO TAJ

Muttering about the sheer nerve of Wizpig's intrusion, Taj stomps around the island's central area, waiting. You can attract his attention by bumping into him, or by driving up and honking at him with a press of the Z Button.

Just in case he's wandered out of view, try moving onto the Summoning Pad (designed to represent his face) that sits in the center of the area. Honk your horn to call him back. The Genie is all too happy to give you what help he can; you'll need it because different worlds can only be reached in different vehicles. Outside the tracks, only Taj has the power to transform your default car into a hovercraft or plane and back again!



Simply select the 'Change Vehicle' option from the menu that appears when you talk to him, then choose your new mode of transportation. This gives you free rein to explore every last inch of the central area; there's no limit to the number of times Taj will perform this service for you.

However, since he's doing his best to assist you, the Genie will also want to occasionally test your abilities to make sure that you're not wasting his time. Don't be surprised if you find yourself faced with a personal challenge when you visit the central area!



REACHING THE WORLDS

The four main worlds lie within easy reach of the central area, but you'll have to start gathering those Golden Balloons before you're allowed into all of them! If you explore with all three vehicles, you shouldn't have many problems finding the doorways to Dino Domain, Sherbet Island, Snowflake Mountain and Dragon Forest. (See the Worlds, beginning on Page 27, for details.) If there's somewhere else you want to visit at a later stage, well, you'll just have to figure out your own means of getting there...

THE LOBBIES

Each of the four main worlds has its own central area beyond the main doors; these areas are known as Lobbies. Each Lobby has a number of doors leading into specific areas of that world, all with different conditions to satisfy before they will open to you.

RACETRACKS (STAGE 1)

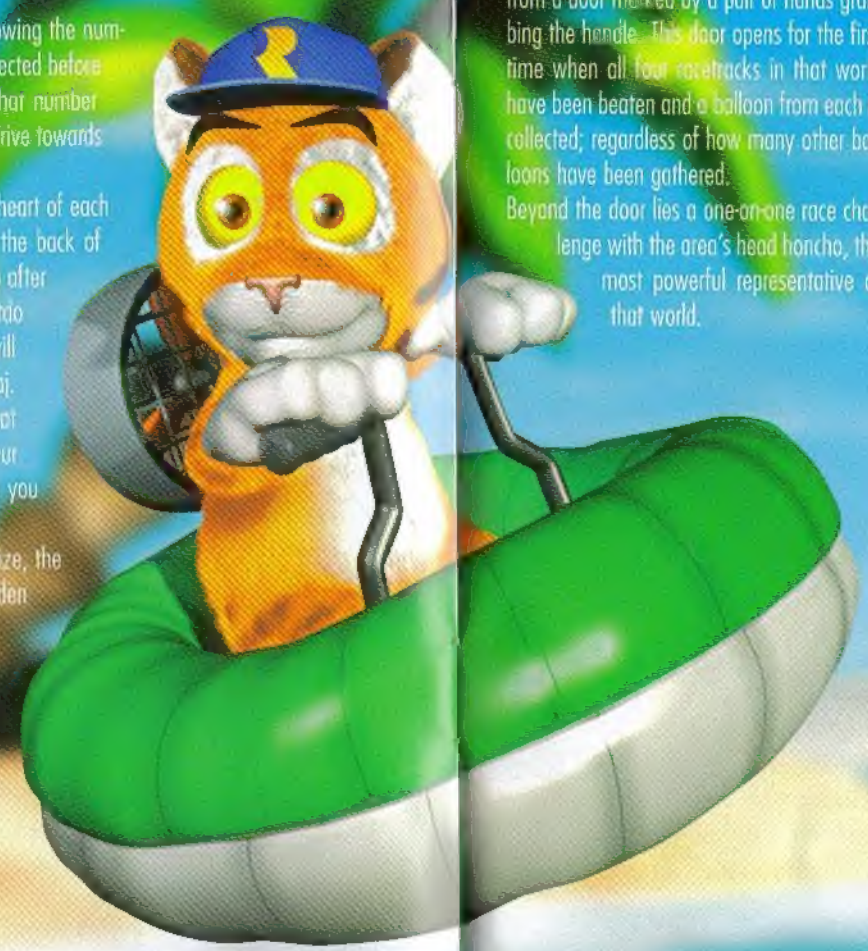
Each of these doors bears a balloon icon showing the number of Golden Balloons you need to have collected before gaining access. If you've already reached that number then the door will automatically rise as you drive towards it; - otherwise, it'll remain locked.

The racetracks behind these doors form the heart of each world, and you'll need to know them like the back of your hand before you're good enough to go after Wizpig. Your aim on each course is to outdo your fellow racers and finish first, which will earn you a precious Golden Balloon from Taj.

There are other objectives to each course that might require a different approach, but your primary target is the Golden Balloon which you need to open another door.

When you win the race and pick up your prize, the symbol on the door changes to a Golden Balloon.

As a bonus, after you've won first prize but before you've beaten the boss to begin the next stage, re-entry will bring up a selection of vehicles that you can use to race with instead of your last course's default.)



BOSS AREA (STAGE 1)

The Boss level within each world is accessed from a door marked by a pair of hands grabbing the handle. This door opens for the first time when all four racetracks in that world have been beaten and a balloon from each is collected; regardless of how many other balloons have been gathered.

Beyond the door lies a one-on-one race challenge with the area's head honcho, the most powerful representative of that world.

One of the first things that the cunning Wizpig did upon his arrival was to take control of these poor creatures with his magic. He forced each of them to guard a piece of the precious amulet that keeps him locked safely away from anyone who could spoil his fun. None of the Bosses are evil by nature, and would willingly help you if they could break the spell that holds them. Instead, the best they can do is challenge you to a fair race. Winning the race will weaken the grip of Wizpig's magic.

Stage One's Boss door remains open so that you can take up the challenge again and again until you finally win. When this happens, the Boss character recovers from Wizpig's spell long enough to trigger the Silver Coin Challenge. This places eight coins on each of the four conquered racetracks and gives you the chance to earn another set of Golden Balloons...

RACETRACKS (SILVER COIN CHALLENGE)

When you return to the Lobby after defeating the Boss for the first time, you'll notice that the Golden Balloon icon on each of the Racetrack doors has vanished, replaced by a renumbered balloon. This indicates the new balloon total required before the door will open.

When you've collected enough to break this reinforced spell, you'll be invited to take up the Silver Coin Challenge! Re-master each track, collect all eight coins and finish first to claim your second balloon from that course. Succeed in this, and not one but two Golden Balloons will appear on the track door to proclaim your victory to the world!



BOSS AREA (STAGE 2)

After beating this Boss for the first time, the door to the area is stamped with a scowling Wizpig head to indicate that the second challenge now lies beyond - no more warm-ups! When all four racetracks have been conquered twice and all eight Golden Balloons collected, this door will unlock for the second time and give way to the Boss character's real challenge. Come in first once again and this time you'll receive two vital rewards: first a piece of the Wizpig amulet, four of which will eventually open the way to a confrontation with the intergalactic bully; secondly, activation of that world's high-octane Trophy mode.

You'll also notice that Wizpig's mugshot disappears from the Boss door when both challenges have been overcome, replaced by an image of Taj to show that you've reclaimed that world in his name.



TROPHY ROOM

Once you've made it through all the races and beaten the Boss of that world twice, you'll open the Trophy mode. This is your chance to show ultimate mastery of that world's tracks! Take up the challenge and you'll compete against all seven racers in a sequential four-stage race for the Gold Trophy of Champions. Points are awarded in Grand-Prix style between tracks. To claim the greatest prize, you need to come out with the highest overall total at the end.



Missing out on first place in one race doesn't mean you've failed, as long as you make up for it on another track.

Gold, Silver and Bronze Trophies are awarded, but of course only Gold will prove your true racing caliber. Only Gold will matter when it comes to finding out the Trophies' real significance!

There are three places that offer you the chance to check out your trophy count: the Trophy cabinets in the Lobbies, T.T.'s Status menu, and the billboard on the central area's beach.

CHALLENGE LEVELS

The only thing that can open the door to the Challenge area of each world is a key that T.T. has hidden away in one of the four racecourses. You can search for the key in any mode - you can even abandon the race once you've found it. Picking up the key immediately qualifies you for entrance to the Challenge level, which is different in structure in each of the four worlds. The aim here is to beat your three CPU-controlled adversaries to win a piece of the mysterious T.T. amulet. A rundown of each Challenge level is as follows:

FIRE MOUNTAIN (DINO DOMAIN)

The aim here is to hatch three baby dinosaurs before any of your opponents do. Swoop down to collect your first egg from the center of the arena, then quickly return it to your nest. Each of the four nests are clearly marked with a picture of its corresponding racer.

The hatching process begins when each egg is deposited into the nest by pressing the Z Button. For a few seconds the egg icon beneath your racer's image at the top of the screen will flash. At this time only, the egg is vulnerable to the thieving intentions of your rivals! Defend your nest well and the dino will hatch, leaving you free to scramble for the new egg that appears in the arena below.



ICICLE PYRAMID (SNOWFLAKE MOUNTAIN)

If it's a straightforward all-out battle you're looking for, this course might be more your style. Race around the frosty corridors of the pyramid, seeking out your three rivals and letting loose with any power-ups you can find! Everybody begins the game with eight bananas, losing two for each hit they take; your only aim is to be the last one left standing...

DARKWATER BEACH (SHERBET ISLAND)

This the second of the rule-free battle zones, set on the usually tranquil coast of Sherbet Island. It's not so tranquil now though, as the four of you thunder around in search of power-ups to blast one another out of the running. Again, you start with eight bananas each; your goal is to still have some bananas left when your opponents all run out!

SMOKEY CASTLE (DRAGON FOREST)

Similar in principle to the Fire Mountain challenge, this arena finds you trying to fill your treasure chest with ten bananas before your adversaries can do the same. The bananas appear scattered all around the course and they'll automatically leap from your car into the appropriate chest as you come within a certain range. However, it shouldn't take you long to realize that you can only carry two bananas at a time...

Once you've completed all four challenges, what do you do with the completed T.T. amulet? Well, we're sure you'll find something.

Much like the racetracks, earning entrance to the Challenge area in Adventure mode opens up a multi-player version of that level in Tracks mode. In this area, any or all of the CPU can be racers replaced by human players.

EXIT

Clearly marked with big bold letters, the Exit door provides you with a way back to the central area. It will never, under any circumstances, be locked, so don't get claustrophobic!





TALKING TO T.T.

Just as the central area plays home to Taj (while he's barred from his usual pad), you'll always find T.T. in the Lobby. T.T. is the main overseer of Time Trial mode and deals with everything in that area, but he can also provide one of two other handy services. Attract his attention by bumping into him or honking from nearby and he'll stop to chat, bringing up the T.T. menu as follows:

STATUS

This is a presentation of all the important items you've collected - not just in the current world, but in the entire game. Starting with the number of Golden Balloons at the top, the list displays pieces of the Wizpig and TT amulets, and Trophies and Challenge area keys carried or found so far.

TIME TRIAL

Press the Control Stick ← and → to toggle this option and change the mode of the next racecourse you enter. The default setting is Time Trial Off, which pits you against the other racers in an attempt to win first place and your prize. Time Trial On places you on the course by yourself with no prizes to offer but the thrill of beating your own best time. This is represented by your ghost if you attempt the same track in Time Trial mode more than once. The main use for this mode is to familiarize yourself with the track and its hazards, increasing your chances of mastering it in all other modes afterwards. However, as Time Trial is TT's own specialty area, you may be able to convince him that you are a worthwhile challenge and prompt him later to take you on himself!

SAVE GHOST

This allows you to save your Ghost data to an N64 Controller Pak and it only appears when there is Ghost data to be saved. If you have not previously inserted an N64 Controller Pak, you will be prompted to do so.

The Game Screen



Adventure Mode

After inserting it, press the A Button to continue. The Ghosts Note uses 103 pages of N64 Controller Pak memory and you can save the best Ghost from six different courses. To delete all of your saved Ghosts, select Ghosts in Save Options, then choose Delete. To delete an individual Ghost, choose the View Ghosts option and select the Ghost you want to delete, then press the A Button to confirm.

RETURN

TRACKS MODE

Essentially unrelated to the one-player Adventure mode, the Tracks mode offers the excitement of either a solo race against the clock (much like Time Trial mode in the Adventure games) or a multi-player race between two to four contenders. Up to four players can take part in the action simply by pressing START on the Character Select screen, then moving their 1P/2P/3P/4P cursor sign to the racer of their choice.

The Tracks mode course selection screen offers a full list of available courses encompassing all four racetracks, the Challenge level, and the Trophy race from each of the four worlds. However, at the very beginning only the first level from each world will be available – others have to be earned by opening their doors in Adventure mode.

To select a racecourse, use the Control Stick to highlight your choice. Available courses are marked with their names and either a Genie or a Wizpig image, depending on whether or not those tracks have been broken open in Adventure mode. Unavailable tracks also feature Wizpig but have a question mark in place of their names. Highlighting an unavailable course will have no effect, but highlight an available track and the window will fade into a rolling fly-by. Press the A Button to advance to the course information screen, which features your best lap and race times and number of balloons collected in the Adventure mode. The next menu allows you to select from the vehicles available for that course. In multi-player mode, racers do not have to choose the same vehicle if more than one is available. When this choice has been confirmed, the option of a Time Trial is presented unless there is more than one player waiting to take part, in which case the race starts immediately. Activating Time Trial mode leads to only you and, if applicable, your ghost appearing on the track to save for top time. Leaving Time Trial deselected means that all players (human- and CPU-controlled) gather at the starting line. In multi-player mode the number of other CPU racers on the track is also adjustable, so you can arrange an intense head-to-head showdown between you and a friend or get everyone on the track for all-out action.

The race begins after the final 'OK?' prompt which follows. Pressing the B Button at any stage before this will take you back a step through the selection process.

The Game Screen



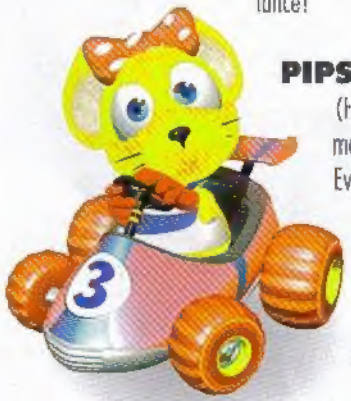
THE CHARACTERS

TIMBER™



(Medium acceleration, medium weight, good handling, medium top speed)
A playful young tiger, Timber has been left in charge of the island while his parents visit their old friends over in Kong Country. Desperate to get Wizpig out and everything else back to normal before they return, Timber rallies his friends to join up with Taj's resistance!

PIPSY™



(High acceleration, light weight, excellent handling, medium top speed)
Evicted from her mountain home by the wicked Wizpig, Pipsy the mouse turns to her friends for help and gives them yet another reason to want the intruder out. She might seem delicate, but take her on in a race and you'll find that she's a lot tougher than she looks!

DIDDY KONG™



(Medium acceleration, medium weight, good handling, medium top speed)
Regarded as a hero after all his adventures in Kong country, the young primate is a long-time friend of Timber and doesn't think twice about responding to his call for help. With his family tending to their guests, he even manages to sneak off without their interference.

BANJO™



(Low acceleration, heavy weight, good handling, high top speed)
Even before the start of his future partnership with Kazooie, Banjo isn't one to turn down the chance of an adventure. So when Squawks brings the message from his pal Diddy Kong, the Honey Bear stuffs a few things into his trusty backpack and takes to his heels.

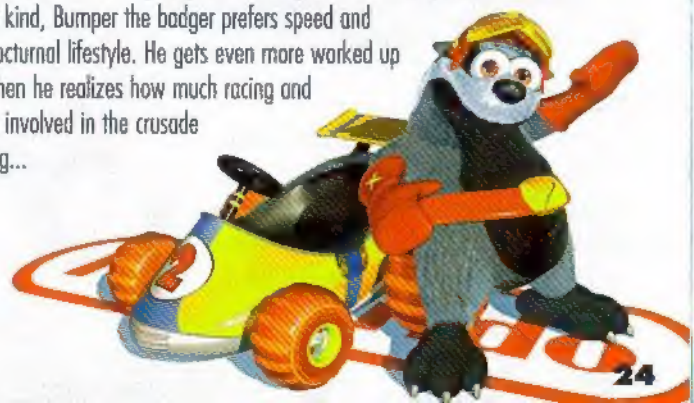
CONKER™



(Medium acceleration, medium weight, good handling, medium top speed)
Another friend made by Diddy Kong on one of his endless adventures with Donkey Kong, Conker is also an exploration nut who'll jump at any chance to break free of a squirrel's less than exciting daily routine. He's eager to join up with Banjo as the bear passes through.

BUMPER™

(Medium acceleration, medium weight, good handling, medium top speed)
Unlike most of his kind, Bumper the badger prefers speed and thrills to a quiet nocturnal lifestyle. He gets even more worked up than his friends when he realizes how much racing and excitement will be involved in the crusade to get rid of Wizpig...



TIPTUP™

(High acceleration, light weight, excellent handling, medium top speed)

TipTup the turtle is another member of the close group of animal friends, but because of his nervous (and maybe even slightly clumsy) nature, he's never been particularly fond of the racing that the others seem to like so much. Now, though, he doesn't seem to have much choice!





KRUNCH™

(Low acceleration, heavy weight, difficult handling, high top speed)

Seeing Diddy Kong rush off so suddenly makes the Kremlings very suspicious, so Krunch goes bounding after him to make sure that there aren't any anti-Kremling plots in the works. Diddy Kong, Timber and company don't exactly trust him, but Krunch insists he's only there to lend a hand...

DRUMSTICK™

The most experienced racer on the island, Drumstick was the animals' best hope for getting rid of the intruder. Unfortunately, something seems to have gone wrong and he hasn't been seen since he went off to make a stand. Could he have fallen afoul of one of Wizpig's spells?



TAJ™

Evicted from his mountain home and cut off from his lamp, this ancient Genie isn't exactly pleased with the despicable Wizpig. Now, he's in search of a champion racer to go up against the uninvited guest and hopefully teach him a lesson in manners!





T.T.™

Like Taj, the overseer of the racetracks is less than impressed at Wizpig's behavior, but in T.T.'s case, it's because the bully has sealed off his beloved courses. He can't do much on his own, but he's certainly willing to give the animals any help he can in their mission.

WIZPIG™

The big bad bully himself, a spiteful space traveler who hops from planet to planet looking for good places to drop in and cause havoc until there's nothing left there to amuse him. Nobody's ever managed to kick him out before he got bored, but there has to be a first time...



THE WORLDS

DINO DOMAIN



Truly a land before time. A world where plodding herbivores and screeching pterodactyls live in peace under a moody rust-colored sky, oblivious to the cars and planes that come roaring through. The place has its dangers, but doesn't everywhere? In this world you'll race among such varied surroundings as the tranquil valley of Ancient Lake, the bubbling lava caverns of Hot Top Volcano, the barren twilight mystery of Fossil Canyon and the remains of a long-forgotten civilization at Jungle Falls.

SNOWFLAKE MOUNTAIN



The permanently frozen slopes of Snowflake Mountain are pretty inhospitable at most times, but when it comes to testing your racing prowess, they're the place to be. Frosty tunnels, towering ice slabs and vast snowfields all combine to form some grueling courses.

Here you'll get the chance to hit top speed on the glacier at Everfrost Peak, loop the loop in the caves of Walrus Cove, skid between tumbling ice boulders in Snowball Valley and cruise through the starlit mist at Frosty Village.



SHERBET ISLAND

The idea of a tropical paradise is realized on Sherbet Island, where there's barely a soul to be seen and the sunny silence is totally relaxing. Once the home of smugglers and pirates, it's long since been abandoned to the parrots, palm trees and rolling blue waves.

Some surprisingly varied racetracks have been created here, ranging from the thundering falls of Whale Bay and the sandbank-studded shallows of Pirate Lagoon, to the sandy coastal tunnels of Crescent Island and the deserted smugglers' lair now known as Treasure Caves.

DRAGON FOREST



An old-fashioned, almost medieval area where chivalry still lives, heroes roam in search of kidnapped maidens, and the last thing you'd expect to see is a team of modern vehicles bursting neck-and-neck from the undergrowth and zipping around the front of the local castle!

In Dragon Forest you'll get to surf the log-ridden flow of Boulder Canyon, cruise the bustling streets of Greenwood Village, breeze through the wide open spaces of Windmill Plains and watch your back deep in the Haunted Woods...

IMPORTANT:

REV - B

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REV - I

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