



DIDDY KONG RACING

Operation Card



For detailed information on game operation, please read the accompanying Instruction Booklet.



START

Pause

Control Stick

Car

Move ← and → to steer.
While airborne, pressing ↑ and ↓ will help.

Hovercraft

Move ← and → to steer.
While airborne, pressing ↑ and ↓ will help.

Plane

Move ←, →, ↑ and ↓ to steer.

Reverse

Hold the B Button and push the Control Stick ↓.

Quick U-Turn (Car only)

Hold the B and R Buttons and push the Control Stick ↓.

Z Button

Fire Weapon.
Call Taj or T.T.
Honk Horn!

A Button

Accelerate

B Button

Brake
(Braking the plane will cause it to land.)

R Button

Car

To do a Powerslide, hold the R Button while turning.

Plane

To turn sharply, hold the R Button.
To do a loop, push ↑ or ↓ on the Control Stick and tap the R Button twice.
To do a barrel roll, push ← or → on the Control Stick and tap the R Button twice.

Hovercraft

To jump, press the R Button.
To turn sharply, hold the R Button.

C Buttons

- ▲ Toggle Camera
- Toggle Radar/Speedometer
- ▼ Toggle Race Info



RACING!

Each course has a vehicle best suited to it. Eventually, most courses will also offer a choice of vehicles. This allows you to practice each track until you can overcome any challenger. Whether you rely solely on your racing precision to win, or prefer to boost your chances with a couple of well-aimed rockets up the leader's tailpipe, anything goes!

TRACK FEATURES

A number of features and collectible items can be found that will help and hinder your progress.



BANANAS

Spinning Bananas can be found on all tracks, and those collected will be tallied. Unlike Weapon Balloons, Bananas do not regenerate so it's very important to grab them quickly. Each one that you do collect, to a maximum of ten, will add to your top speed. Collecting more than ten Bananas will prevent other players from increasing their speed and will act as a buffer against their weapons. In addition take a weapons ill effect, players lose two Bananas each time they are hit.

ZIPPERS

No matter what vehicle you choose, you'll find useful Zippers on the tracks. Zippers are marked in a distinctive red-and-yellow color scheme. Road Zippers are identifiable as double chevrons on the track surface. Air Zippers are circles suspended over the course, while Water Zippers are narrow arches that float on the surface. All Zippers are permanent parts of the track and cannot be "used up." Take advantage of this and learn their positions.



WEAPON BALLOONS

These are not the Golden Balloons — *they* are far too precious to be left just lying around the courses! Weapon Balloons are color coded and can be upgraded, becoming more powerful with each power-up.



RED: MISSILES

These are offensive weapons used to blow the nearest competitor out of your way. The basic missile is difficult to aim, so try upgrading to the homing or multi-shot varieties.



BLUE: SPEED BOOSTS

This will give you a speed boost just like a Zipper. Collect more blue balloons to earn a longer burst of speed.



YELLOW: SHIELD

This will protect against weapons and hazards. Although short-lived to begin with, a powered-up shield offers the opportunity for reckless driving. At the highest level, it will even let you spin your opponents on contact.



GREEN: DROPPER

These weapons are dropped behind your vehicle. These include an oil spill, a mine and even the bizarre snare bubble, which will delay an enemy for a long time.



RAINBOW: SPECIAL

This is a magnet that locks onto the nearest racer ahead of you and pulls you up to their position. When powered-up, the magnet's range increases. At the strongest level it will drag your target back to your position.