

Donkey Kong Jr. txt

Coloco

DONKEY KONG JUNIOR

Cartridge Instructions

For use with Intellivision or Sears Super Video Arcade.

Select from four skill levels

For color TV only

For one or two players

GAME DESCRIPTION

Mario has locked up Papa Donkey Kong, and Junior must hurry through a treacherous jungle to free him. Racing against time, Junior climbs and swings across vines and avoids dangerous creatures, all to reach a flashing key to release his Papa. If Junior succeeds at this mission, the scene changes. Junior must push keys to the top of long chains, once again avoiding clever opponents. If he completes this test, he must climb the vines again - this time it's tougher! Then he arrives at the high-flying Jump Board mission. Can you help Junior save his father?

GETTING READY TO PLAY

Make sure the Master Component is connected to the TV and power supply is plugged in. TV should be on and tuned to the same channel as the Channel Select Switch on the console. Make sure the Master Component is OFF when inserting or removing a cartridge. Fully insert cartridge, with label facing up, to the indicator marks on both sides of the label. Turn OFF/ON switch to ON after cartridge has been inserted.

USING YOUR CONTROLS

One-player game: Use the left controller.

Two-player game: Player 1 uses the left controller; Player 2 uses the right controller. Player 1 goes first. Each turn lasts until the player's Junior is eliminated.

Keypad: Use keypad buttons first to choose a one-player or a two-player game. Then use the keypad buttons to select a game difficulty and to start playing.

Disc: The Disc controls Junior's climbing and running. Here's how it's done:

Climbing: If Junior is on a vine or chain, press the Disc up to make him climb. Junior climbs two vines or chains faster than he climbs one.

Sliding: If Junior is on a vine or chain, press the Disc down. Junior slides down one vine or chain faster than he slides down two.

Swinging: If Junior is on a vine or chain, press the Disc left or right to make him swing!

Running: If Junior is standing on a girder or platform, press the Disc left or right to make him run.

Side Buttons: Pressing either upper Side Button make Junior jump. Press an upper Side Button while Junior stands still and he makes a standing jump. Press an upper Side Button while Junior runs and he makes a running jump. In the Jump Board screen, Junior can make a super jump. Here's how you do it: Make Junior perform a running jump to the Jump Board. When Junior touches the board, you press an upper Side Button. If you hit the button just right, Junior makes a super jump. The lower Side Buttons are not used in DONKEY KONG, JR.

HERE'S HOW TO PLAY

Choose your challenge.

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Press Reset and the Title Screen appears. Press any Keypad Button to make the Game Option screen appear. Choose a one- or two-player game by pressing Keypad Button 1 or 2. Choose a Skill from 1 through 4 by pressing the corresponding Keypad Button.

Skill 1 is the easiest level, suitable for beginners.

Skill 2 action is faster than Skill 1, but not as demanding as the arcade game.

Skill 3 plays much like the arcade game.

Skill 4 is more challenging than the arcade version!

If you accidentally make the wrong choice, press the Reset button and choose again. When your selections are made, press any Keypad Button and the Get Ready screen appears.

Start Climbing.

Junior starts in the lower left corner of the jungle. Make him jump to the vines. Junior climbs two vines faster than he climbs one. But he can't climb through a girder! Junior must be on an adjoining vine and above a girder before stepping onto it. Watch out for the red and blue Snapjaws searching for Junior. Touch a fruit directly above the Snapjaws and knock them out of play!

Capture the key.

Junior must capture the flashing key to the right of Mario. But he sends Snapjaw after Snapjaw to try to stop Junior! Guide your little ape to the highest girder. Grab a fruit and bonk a Snapjaw, or leap over the Snapjaw for points. If you miss the key and fall onto Mario, Junior is eliminated. A new Junior must start all over again.

Bonus!

While Junior's climbing, the Bonus Timer is counting down. When Junior reaches the flashing key, the number appearing in the Bonus Timer is added to your score. But time can work against you. If Junior fails to capture the key by the time the bonus runs out, he is eliminated. A warning sound begins when time gets short.

Chain champ.

Now that Junior's captured the key, he goes to the chain mission. Here he must push keys up long chains to free his Papa. Red Snapjaws still chase Junior. But Mario has a new trick, too: Nitpicker birds! They swoop down from Mario's girder to snatch Junior on the chains. Don't let the Nitpickers get Junior. And remember the biting Snapjaws! Touch a fruit directly above a Nitpicker and knock it out of play.

Second time around.

So you think you're pretty clever. Surprise! It's time to climb the vines again - with more opponents that chase Junior.

Bounce right, bounce high!

Again Junior starts in the lower left corner. But this time he must hop onto a jump board to begin his mission. Press the jump button just as Junior touches the board. If Junior jumps just right, he performs a super jump! Try to land on a moving platform, then jump to a moving chain. Be careful not to slam Junior's head on a platform - that will hurt him!

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Birds and eggs.

Beware of the Stookybirds as you climb around the chain conveyor. In Skill Levels 2 through 4, Stookybirds drop eggs to eliminate your struggling Junior. Climb above the birds and bonk them with fruit. Swing to the far right and leap to the highest platform. Try for the key!

One more time!

The jungle action gets wilder and wilder. The missions repeat, but each time, they're harder! How good are you?

Starting over.

Press any Keypad button to start playing DONKEY KONG, JR. again!

SCORING Action Points

Jumping over an opponent 100

Jumping over two or more opponents in a single jump 300

Pushing a key to the top of a chain (Chain Mission) 200

Picking a fruit 400

Falling fruit eliminates opponent 800

Same falling fruit eliminates second opponent 1,200

Bonus Points

When you complete a mission, the Bonus Timer stops. The value remaining in the Timer is added to your score.

Bonus Juniors

You earn a bonus Junior when your score reaches 8,000 points.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing DONKEY KONG, JR., but it is only the beginning! You will find that this cartridge is full of special features that make DONKEY KONG, JR. exciting everytime you play. Experiment with different techniques - and enjoy the game!