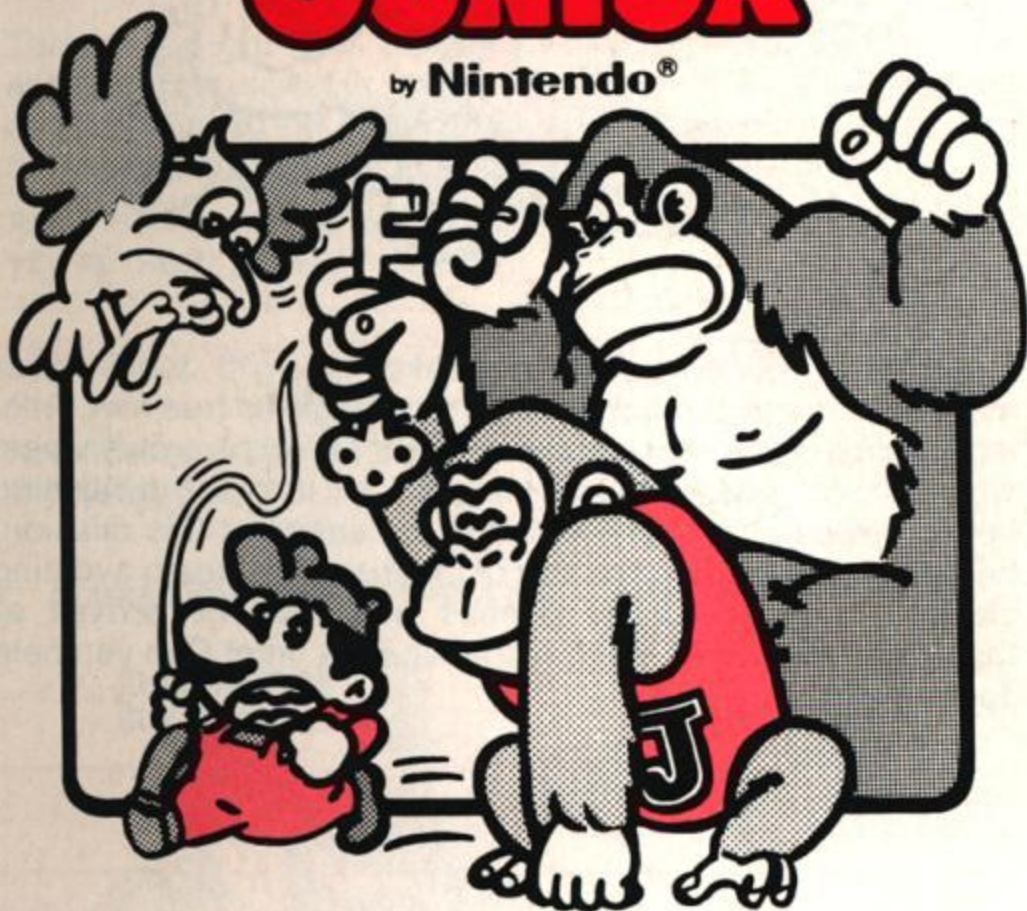


CARTRIDGE INSTRUCTIONS

DONKEY KONG

JUNIOR™

by Nintendo®



- For color or black-and-white TV
- Select from eight skill levels
- For one or two players

For use with the Gemini™, Atari® 2600 VCS and compatible game systems

COLECO

GAME DESCRIPTION



Mario™ has locked up Papa Donkey Kong™! Junior must make his way through a treacherous jungle to free him. Racing against time, Junior climbs and swings across vines, while avoiding dangerous creatures, all to reach a flashing key to release his Papa. If Junior succeeds at this mission, he must push keys to the top of chains, once again avoiding clever opponents. If he passes this test, he arrives at Mario's™ hideout for another trial against time! Can you help Junior save his father?

GETTING READY TO PLAY

ALWAYS MAKE SURE THE GAME SYSTEM IS OFF WHEN INSERTING OR REMOVING A CARTRIDGE.

Be sure the B-W/Color switch is set to the "Color" position on your game system.

One-Player Game

Use the left controller.

Two-Player Game (Alternating Players)

Player 1 uses the left controller. Player 2 uses the right controller. Player 1 goes first, and each turn lasts until the player's Junior is eliminated.

Choose your challenge.

Turn your game system on, then press **GAME RESET**. Press **GAME SELECT** until the number of players (shown at left) and the Skill Level (shown at right) you want appear at the top of the screen.

Skill Levels.

There are **eight Skill Levels** to choose from. **Skill 1** is the easiest level, suitable for beginners. **Skill 8** is the toughest challenge, even for experts! **Skills 4** and **5** play at about the difficulty and timing of a professional arcade machine.

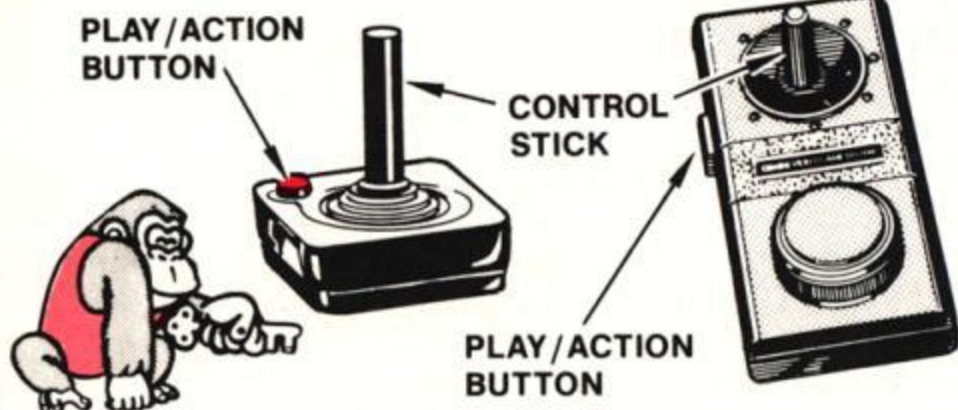
After you've made a choice, press **GAME RESET**. Now you're ready to play.

USING YOUR CONTROLLERS

Hold the controller with the Play/Action Button to your upper left (toward the TV).

ATARI® 2600 VCS CONTROLLER

GEMINI™ VIDEO GAME CONTROLLER



- 1. Control Stick:** The Control Stick directs Junior's climbing and running.

Climbing:

If Junior is on a vine or chain, press the Control Stick **up** (away from you) to make him climb up. Press the Control Stick **down** (toward you) to make him slide down. Junior climbs up **two** vines or chains faster than he climbs up one. But Junior slides down one vine or chain faster than he climbs down two.

Swinging:

If Junior is on a vine or chain, press the Control Stick left or right to make him swing in that direction.

Running:

If Junior is standing on a flat surface, press the Control Stick left or right to make him run in that direction.

- 2. Play/Action Button:** The Play/Action Button makes Junior jump. Press the button when Junior is standing to make him jump in place. Press the button while Junior is running to make him jump in the direction he faces.

If Junior is on a vine or chain, press the button and the Control Stick **at the same time** to make him jump onto a platform.

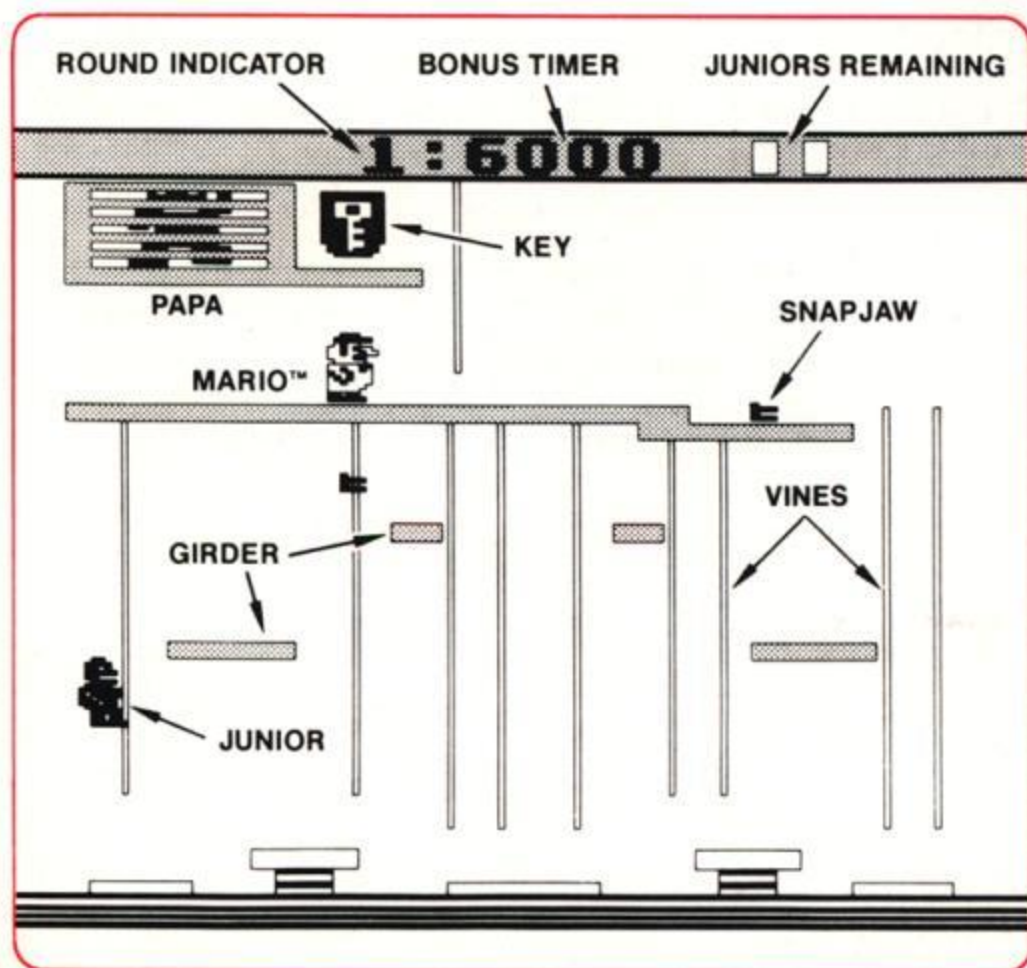
Hold the Control Stick and Play/Action Button down longer to make a longer jump.

HERE'S HOW TO PLAY

Climb, little guy!

Press the Play/Action Button. Junior appears and jumps to the first vine. Use the Joystick to make Junior climb up. But he can't climb through a girder! Move him around to the left of the girder. Junior must be on an adjoining vine and above

a girder before he can jump/swing onto it. Watch out for the Snapjaws along the way!

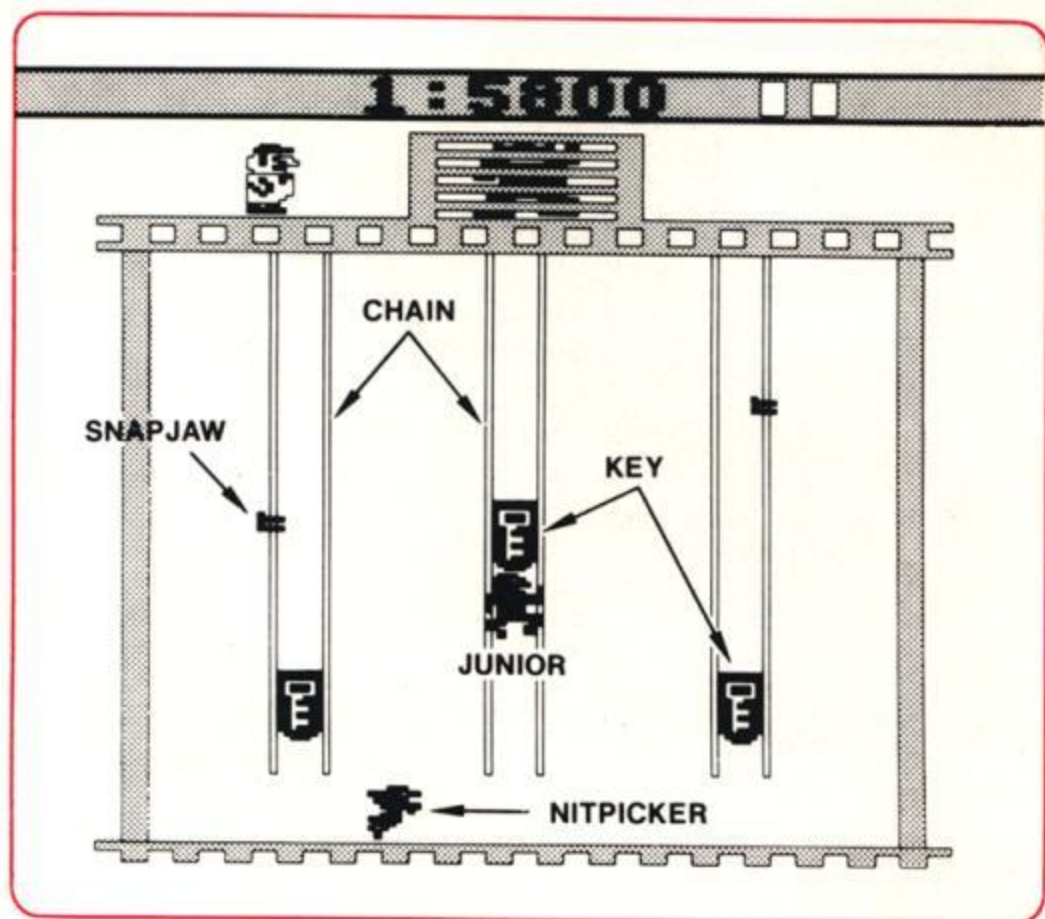


Capture the key.

The flashing key at the top of the jungle next to Mario™ can free Papa. But mean Mario™ sends Snapjaw after Snapjaw to stop Junior! Guide the little ape across the screen to the right and up. Get him onto the highest girder. Leap over Snapjaws for points. If Junior misses the key and runs into Mario™, Junior is eliminated. You must start again from the beginning. Press the Play/Action Button to play again.

Bonus!

While Junior works his way up to the flashing key, a Bonus Timer counts down. When Junior reaches the key, the number appearing in the Bonus Timer is added to your score. But time can work against you. If Junior hasn't captured the key when the Timer runs out, Junior is eliminated.

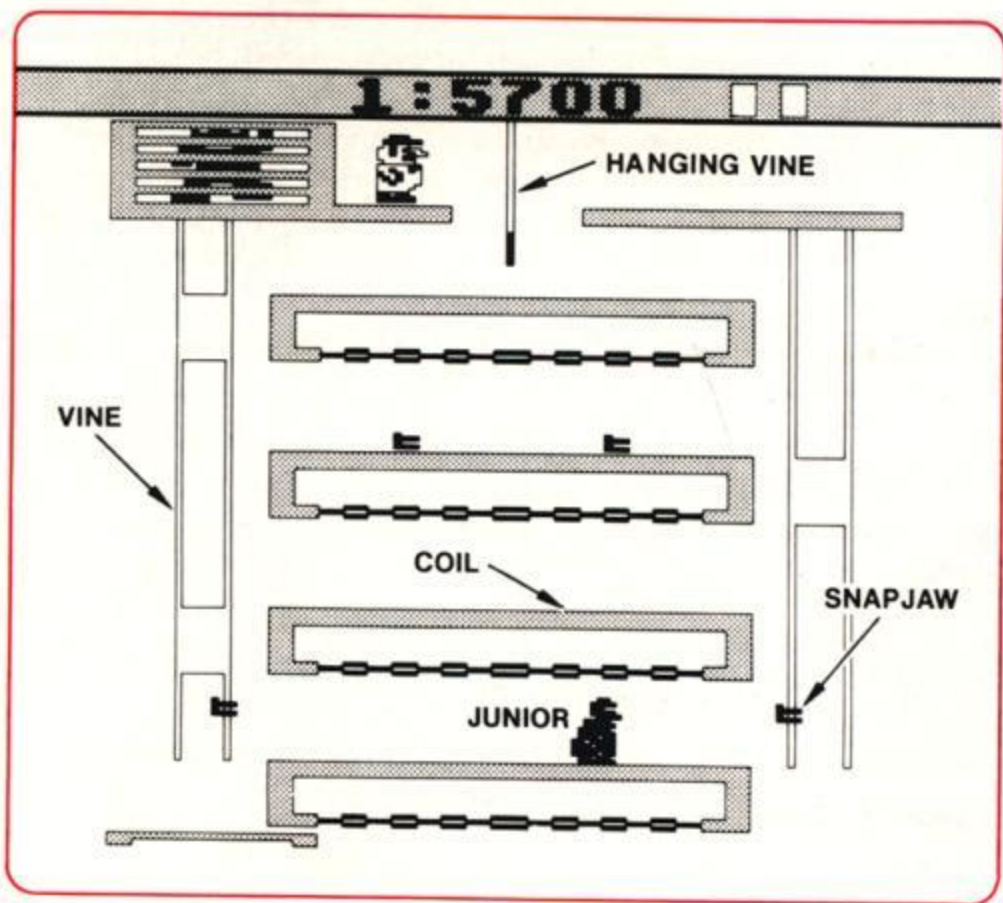


The key to the situation.

Once Junior captures the key, he faces another challenge: he must push three keys to the tops of chains to free his Papa. But this is no easy feat! The keys are so heavy that Junior must climb up **two** chains instead of one. But that's not all. Snapjaws still chase Junior—both on the chains and on the ground! And Nitpicker birds fly across the ground, trying to catch him. Poor Junior!

Mario's™ Hideout!

After Junior has pushed all the keys up the chains, he enters Mario's™ horrible hideout. Now he has to dash across coils and climb more vines to reach the top hanging vine. But Junior's foes — the Snapjaws — still keep up their chase. Jump over the Snapjaws and keep moving up and across. That's the only way to free Papa!



One more time!

The farther Junior gets, the wilder the action becomes! The missions repeat, but they keep getting harder. How many times can you help Junior free Papa Donkey Kong™?

Starting over.

Press **GAME RESET** to replay the DONKEY KONG, JR.™ game option you've just played. Press **GAME SELECT** to choose another challenge.

SCORING

POINTS:

Placing key in lock (Key Mission). . . 100

Bonus Points

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

Bonus Juniors

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

Your score always appears at the top center of the screen whenever Junior is eliminated or completes a screen.



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 every time you play. Experiment with different techniques — and enjoy the game!

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If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

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