COLECO

Guide No. 78247

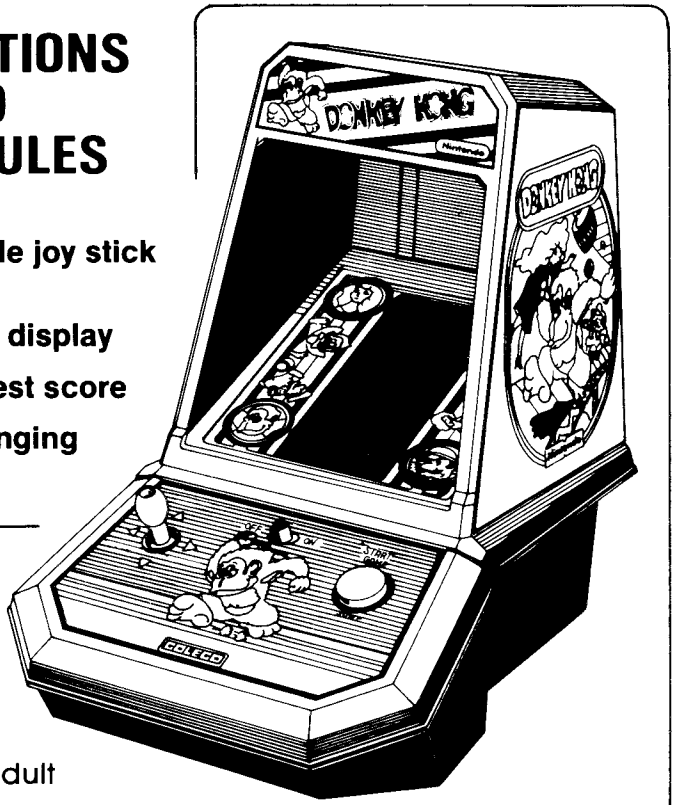
DONKEY KONG™

by Nintendo™

Plays and sounds like the DONKEY KONG™ arcade game!

INSTRUCTIONS AND GAME RULES

- Arcade-style joy stick control
- Multi-color display
- Records best score
- Two challenging screens



Model No. 2391

For Ages 8 to Adult

Requires 4 "C" Cell Alkaline Batteries or Coleco's Perma Power™ Battery Eliminator (not included).

COLECO

MANUFACTURED FOR COLECO INDUSTRIES, INC.,
AMSTERDAM, NEW YORK 12010

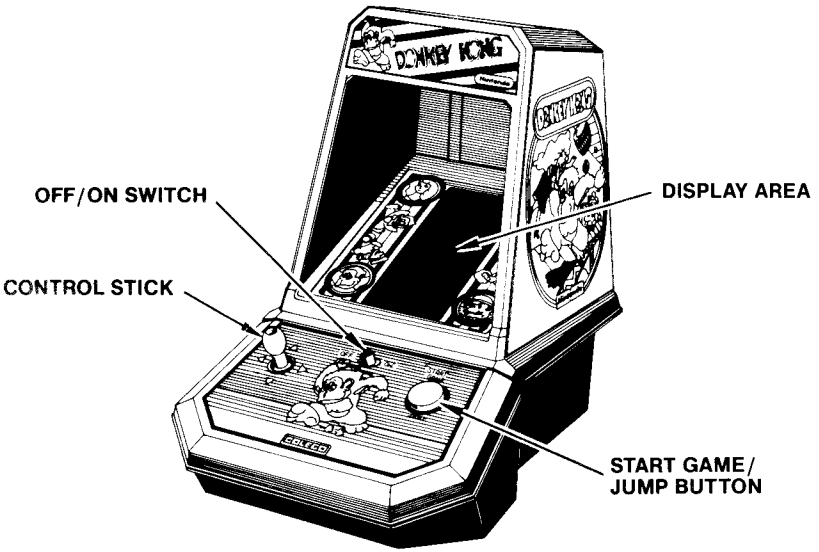
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GAME DESCRIPTION



Based on the sensational Nintendo arcade game, Coleco's tabletop DONKEY KONG™ features an action-packed rescue adventure of man against ape! Donkey Kong™ the ape has kidnapped Mario's girlfriend and taken her high on a tall building! To rescue her, you move Mario over girders and up ladders, dodging and jumping lethal barrels to reach the top of the ramps. But the ape takes the girlfriend still higher! Now Mario must knock all the rivets out of the girders while avoiding dangerous fireballs! Can YOU save Mario's girlfriend before time runs out?

GAME CONTROLS AND FEATURES

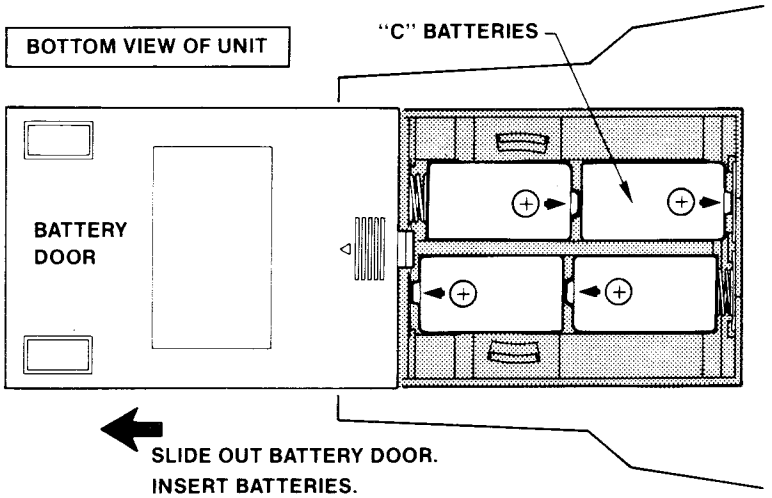


GETTING READY TO PLAY

INSERT GAME BATTERIES

IMPORTANT

DONKEY KONG™ requires four "C" cell alkaline batteries or Coleco's Perma Power™ Battery Eliminator/AC Adapter (neither included).



To insert batteries, slide out battery door and insert 4 "C" cell **alkaline** batteries in the order and direction shown. Replace battery door.

NOTE: Game will not operate properly if batteries are weak. Any erratic display or play action may be a symptom of weak batteries. Replace with fresh alkaline batteries or a Perma Power™ Battery Eliminator.

STOP BUYING BATTERIES

Buy Coleco's Perma Power™ Battery Eliminator/AC Adapter to play DONKEY KONG™. You'll never again have to replace worn-out batteries.

HERE'S HOW TO PLAY

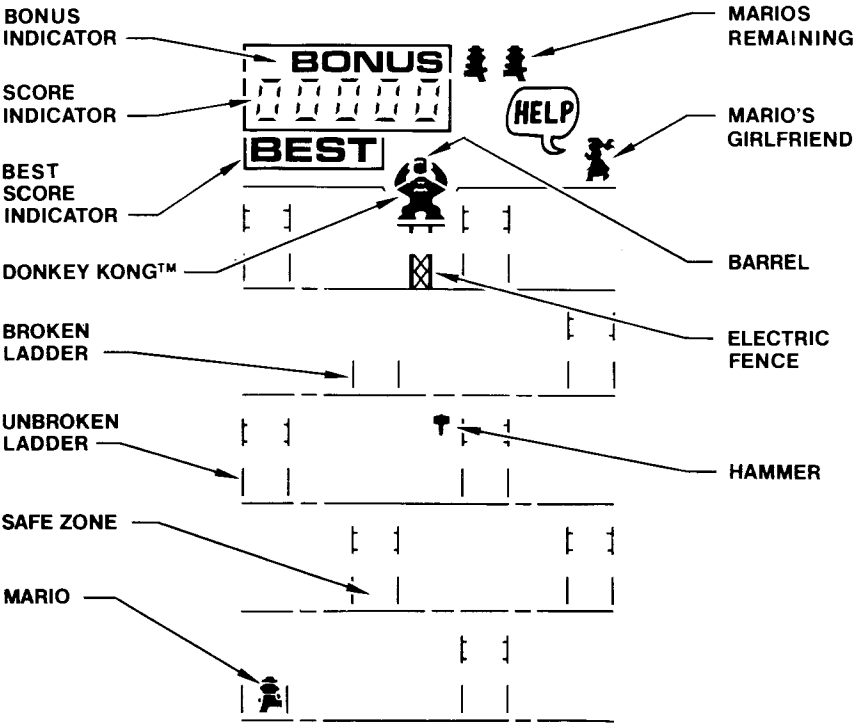
STEP-BY-STEP INSTRUCTIONS

STEP 1: Getting Started.

To begin the game, move the Off/On switch to On, and press the Start Game/Jump Button.

STEP 2: Get moving!

Tilt the Control Stick left or right to make Mario run. Try to position Mario under or over a ladder and tilt the Control Stick up or down to make him climb in that direction. But it's not so easy! Mario is fast on his feet. Stop him in time or he will keep running. Press the Jump Button to make Mario jump. Mario can jump in place or while running.



STEP 3: Donkey Kong™ kidnap's Mario's girlfriend!

Try to get Mario to the top of the ramps to rescue his girlfriend! To reach the ramp above or below him, Mario must climb an unbroken ladder. Be careful! **Unless you are quick,** Mario will run off the edge of a ramp. If he does, he will be eliminated.

STEP 4: Barrel alert!

Watch out for the barrels which Donkey Kong™ sends hurtling down to halt Mario's progress! If Mario is hit by a barrel, he is eliminated.

There is one "safe zone," as illustrated. When Mario waits at the bottom of the safe zone ladder, he's safe from the barrels which tumble down the ladder — but he must still jump to avoid the ones rolling along the ramp on which he stands.

STEP 5: Hammer for points.

If Mario jumps up to grab the hammer, he earns extra points.

STEP 6: A shocking obstacle.

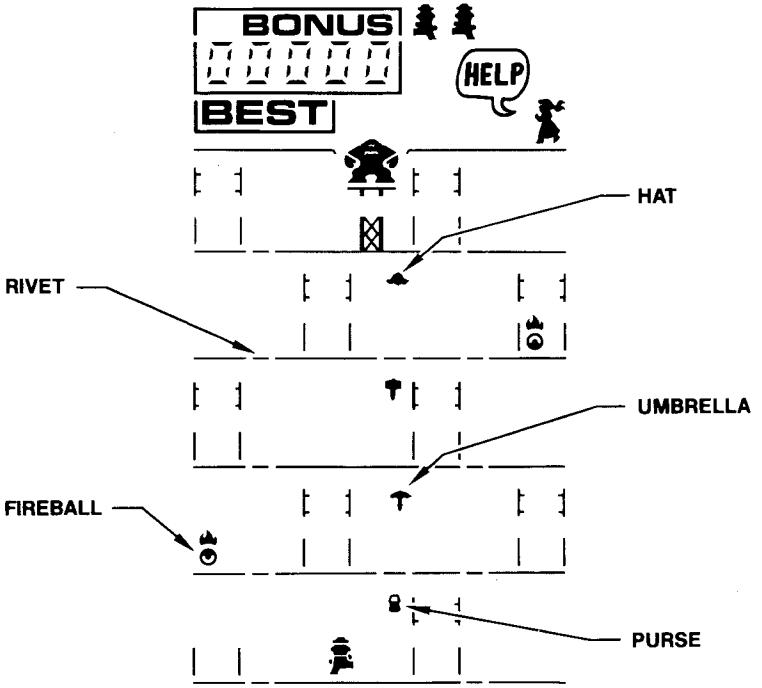
Beware of the electric fence on which Donkey Kong™ is standing. Mario can run under it but if he tries to jump through it, he is eliminated.

STEP 7: Time is running out . . .

If you hear the three-note warning song, watch out! It signals that you have only a few seconds left to get to the top of the ramps. Remember, Mario has to reach his girlfriend in order to try the next screen. Each time Mario reaches the girlfriend, the bonus is added to your score.

STEP 8: Donkey Kong™ does it again!

When you reach the top of the ramps, Donkey Kong™ takes the girlfriend still higher — to the top of the rivets structure! Mario must remove all the rivets to save his girlfriend. To remove a rivet, Mario simply runs over it (but after it's gone, he may only JUMP over the gap).



STEP 9: Don't get burned.

Fireballs hover around Mario . . . make sure they don't burn him!

STEP 10: Chivalry is not dead.

If Mario grabs his girlfriend's hat, purse or umbrella, he earns extra points (just as he does with the hammer).

STEP 11: One more time!

When Mario removes the last rivet, the game continues to cycle through the screens, but the action gets harder as you go. Keep playing until you run out of Marios!

SCORING CHART

BONUS VALUES

Level 1: 1000 points	Level 4: 4000 points	Level 7: 7000 points
Level 2: 2000 points	Level 5: 5000 points	Level 8: 8000 points
Level 3: 3000 points	Level 6: 6000 points	

The bonus remains at 8000 points for subsequent levels of play.

Jumping a barrel or fireball	200 points
Eliminating a rivet	200 points
Grabbing an accessory	200 points

Each player receives three Marios.

The game remembers **your best score** and shows it at the end of each game.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing DONKEY KONG™, but it is only the beginning! You'll find that this tabletop game is full of special features to make DONKEY KONG™ exciting every time you play. Experiment with different techniques — and enjoy the game!

SPECIAL INFORMATION

1. **TO AVOID BATTERY DRAIN,** always be sure game is **turned off** when **not in use.**
2. **IF GAME FAILS TO OPERATE** after prolonged play, your batteries are probably worn out or dead. Replace with **fresh "C" cell alkaline batteries.**
3. **DO NOT ATTEMPT TO OPEN GAME.** This game does not contain any serviceable parts.

CARE OF YOUR GAME

• TREAT YOUR GAME WITH CARE. • DO NOT DROP OR BANG ON GAME. • DO NOT BANG OR FORCE CONTROL BUTTONS. • KEEP GAME AWAY FROM HEAT AND MOISTURE. • DO NOT STORE OR LEAVE GAME IN AUTOMOBILE WHERE IT MAY BE SUBJECT TO HEAT BUILD-UP.

LIMITED WARRANTY

Coleco warrants to the original purchaser only, each Game against factory defect in material and workmanship for 90 days from the date of purchase.

If your Game fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid, together with your check or money order for $5.00 for handling and inspection, and your **name, address, proof of the date of purchase and a brief description of the problem,** to the Factory Service Station as listed. If your unit is found to be factory defective during the first 90 days, it will be repaired or replaced at no additional cost to you. If the unit 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.

SERVICE POLICY

If your game requires service after expiration of the 90 day Limited Warranty period, Coleco will service the game and put it in working condition or replace it with a reconditioned model (at our option), on receipt of your game, postage prepaid, with your check in the amount of $15.00. Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the unit and Coleco shall not be obligated to service any game after 1 year from the date of purchase.

All returns must be directed to: **Coleco Industries, Inc.**
Customer Service Department
35 Willow St., Bldg. # 5
Amsterdam, New York 12010

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential, contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty does not cover any claim concerning worn out or defective batteries.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

NOTICE

This game generates and uses radio frequency energy and if not installed and used properly, that is in strict accordance with the instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause interference to radio or television reception, which can be determined by turning the game off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna.

Relocate the game with respect to the receiver.

Move the game away from the receiver.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio TV Interference Problems".

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

www.handheldmuseum.com

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