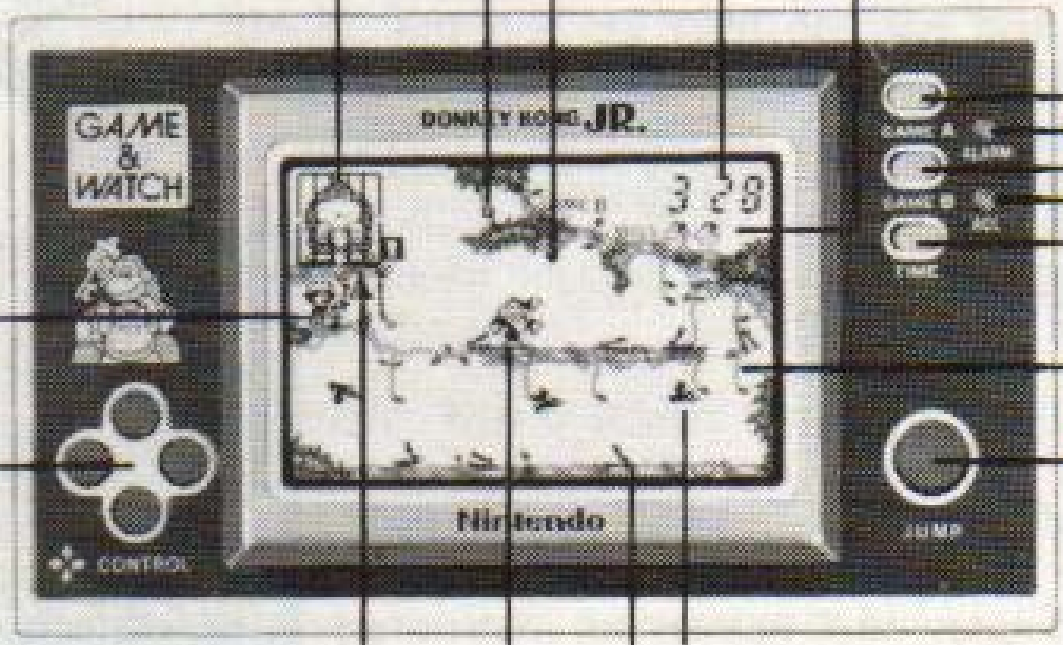
ELECTRONIC GAME & WATCH™

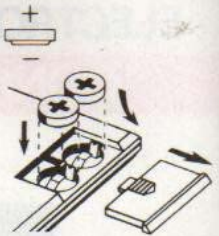
DONKEY KONG JR. (DJ-101)



FRUIT
TIME/SCORE
DONKEY KONG
KEY
NUMBER OF MISSES
GAME (A)
ALARM
GAME (B)
ACL
TIME
ALARM MARIO
VINE
BUTTON (1) (CONTROLLER)
BUTTON (2) (JUMP BUTTON)
BELL
BIRD
JUNIOR
SNAPJAW

© Nintendo 1982

INSERTING THE BATTERIES



Insert two LR44 or SR44 batteries into battery compartment with the positive electrode atop

When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes low or be completely lost. In such a cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

TIME SET



Push ACL switch lightly with a sharp-pointed instrument. Push lightly and do not hold the point down. A display will appear as illustrated

By pressing Button 1, you will control the hours. Button 2 controls the minutes. When you have set the desired time, press the TIME button and the clock will start. Pattern moves every second.

ALARM SET



Push ALARM switch lightly with a sharp-pointed instrument. Bell mark should appear. (If bell mark does not appear, push again.) Alarm is set when bell mark is on the screen.



By pressing button 1, you will control the hours. Button 2 controls the minutes. After setting numbers in above manner, push TIME key to set the time as an alarm time. Check AM/PM of time.

When pre-set alarm time arrives, Mario strikes the bell with his hammer. Alarm will ring for about one minute. To turn off manually, press TIME key. (When GAME & WATCH is in game mode at alarm time, Mario will strike the bell without sound.)

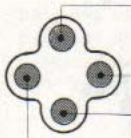
Push TIME key to check the alarm time. It is indicated while the key is depressed.

HOW TO PLAY

Mario has Donkey Kong locked up in a cage.
Junior goes to help his papa. He has to evade snapjaws and attacking birds, and open the cage with 4 keys.

(Control Button)

* Button (1)



- Press to make Junior climb to upper trunk when he is grabbing the vines at the right side of screen.
- Press to move Junior to the right.
- Press when Junior is on the vines and he climbs down.
- Press to move Junior to the left.
  (Also pressed simultaneously with Jump Button when Junior is ready to jump for key.)

* Button (2) Jump Button is pressed to make Junior jump away from snapjaws. And pressed to jump for key or to grab vine.

(The Beginning of The Game)

Press the Game key A or B, and highest previous score in Game A or B will be displayed. When key is released, game starts.

* Pressing ACL switch or removing batteries erases high score from memory.
* A game is not interrupted even if TIME key or other game key is depressed during game playing.
* Game A is for beginners and average players. Game B is for the pros. In Game B, it requires more coordination, technique and timing.

(Points)

* When Junior evades a snapjaws, score 1 point. (No points are awarded when Junior jumps while holding a vine.)
* When Junior jumps down from a vine just after a passing snapjaw, score 1 point. (When there is no vine next to the one Junior is holding, he drops in an arc, not straight down.)
* When Junior jumps at a fruit, it falls. If it hits a snapjaw on the upper trunk, score 3 points. If it hits a bird on the upper trunk, score 6 points. If it hits a snapjaw on the lower trunk, score 9 points.
* When Junior grabs 4 keys and frees his papa, 20 points are scored. Maximum display score is 999 points.

* When Junior grabs a key, 5 to 20 points are scored depending on how fast he does the job.

(Miss)

(1) When Junior is hit by a snapjaw or bird, score 1 miss.

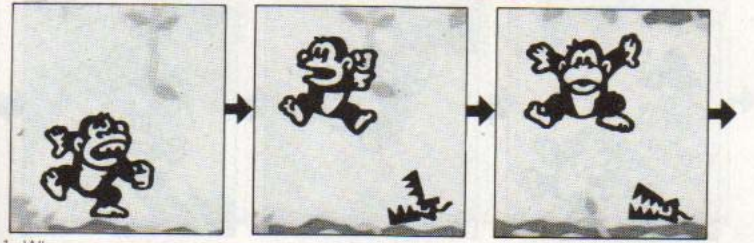
(2) When Junior jumps for a key and misses, or when he moves too far to the left on the upper trunk, he falls to the lower left of screen. Score 1 miss.

* When a miss is made, Junior will appear in the upper right corner of the screen. With three misses, the game is over.
* When game is left for about 5 minutes after game ends, time display returns automatically.

(Bonus Score)

When score reaches 300 points, fanfare sounds and any miss marks indicated at that time are removed. If there are no misses when 300 points are reached, game goes into "CHANCE TIME". Score flashes and all points are awarded at double value until MISS is made.

THE OPERATION OF CONTROL BUTTONS



1. When game starts, or opens cage lock, a or after a miss, Junior appears on lower left of screen.

2. When JUMP Button is pressed when Junior is under vine, he jumps and grabs it. Pressing lower part of CONTROLLER makes him descend. With Junior on a vine, if left or right part of CONTROLLER is pressed Junior moves in that direction if there is a vine. When there is no vine, he descends to the trunk in an arc.

3. When a snapjaw comes, make Junior jump watching overhead birds.



4. When no snapjaws threaten, move Junior to the right pressing right side of CONTROLLER.



5. When Junior reaches end of trunk, make him jump for a vine, beware of flying birds.



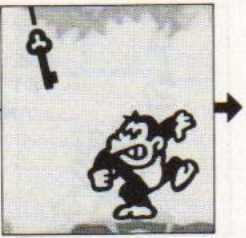
6. Press the top of CONTROLLER when no snapjaws are threatening for Junior to climb to upper trunk. He can not jump here.



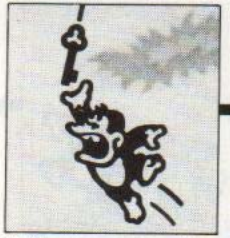
7. When Junior jumps at a fruit, it falls.



8. If the fruit hits a snapjaw or bird, it is removed from the screen and points are scored.



9. Jumping and climbing, and avoiding attacking snapjaws and birds, Junior runs along the upper trunk to the left.



10. You have to time his jump to grab the swinging key. If JUMP BUTTON and left part of CONTROLLER are pressed simultaneously when key is at far left, Junior will make the catch.

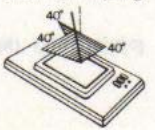


11. When he grabs the key, one section of the cage door opens. He jumps back to the start position and the game continues.

* When snapjaws come two at a time, jumping is more difficult. Make Junior grab the vines and move him along.
* When Junior is grabbing a vine, he can hold on for about 10 seconds in Game A, 5 seconds in Game B. After that he drops down. If he climbs up again, time count begins again.
* Fallen fruit reappears after Junior places key in cage or after a miss.
* After Junior opens one section of cage, game speed increases with each key. Also, while no misses are made, snapjaws and birds increase their speed every 10 seconds.

CAUTIONS

1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
3. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
5. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.
6. Do not put the unit in the pocket at the back of trousers. The display may be damaged when you take a seat.
7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
9. The liquid crystal may be difficult to look at depending upon the angle. The best angle at which to look is as illustrated in the figure.



SPECIFICATIONS

Accuracy of the clock	:	Average daily differential within ± 3 secs. (under normal temperature)
Battery	:	Two Alkali-Manganese batteries (LR44 or SR44)
Life of the battery	:	For clock display Approx. 6 months on LR44 Approx. 12 months on SR44 For one-hour-game a day Approx. 6 months on LR44
Working temperature	:	10°C to 40°C (50°F to 104°F)

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