DONKEY KONG JR.®

INSTRUCTION BOOKLET



Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.



Thank you for selecting the Nintendo® Entertainment System™ Donkey Kong Junior® Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

DK Junior is on a mission to rescue Donkey Kong from Mario's cage. Jump from vine to vine collecting bonus fruits and avoiding lethal snapjaws. Then move on to tougher stages. Jump platforms, dodge sparks of electricity, and watch out for those birds. Use your skills to get the key that will set your Papa free.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

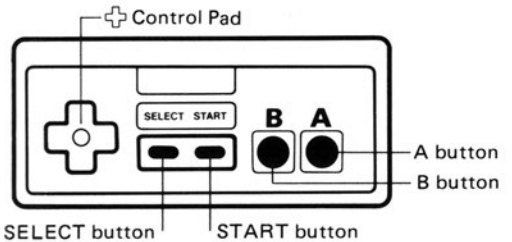
Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – For playing alone.
Controller 2 – For second player in 2 player games.

Controller 1/Controller 2

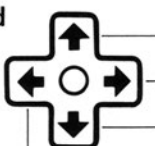


A button
He Jumps

B button
Not Used

Control Pad

Moves JR



He Climbs up the Vines and Chains.
He Walks to the Right.
He Slides Down the Vines and Chains.
He Walks to the Left.

* Select and Start Buttons Are Not Used on Controller 2.

SELECT and START buttons are functional on **Controller 1 ONLY.**



SELECT button

Press this button during the demonstration sequence to recall the game menu.

Press this button again to move the asterisk (*) to the game you wish to select:

1-Player game A — Beginner
1-Player game B — Expert
2-Player game A — Beginners
2-Player game B — Experts

The Select button will not work once the game has begun.

START button

Press this button to begin.

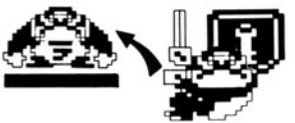
Pause:

If you wish to interrupt play in the middle of a game, press the Start button. The pause tone will sound and the game will stop. Press the Start button again when you wish to continue playing. The game will continue where you left off.

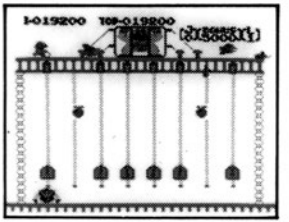
* The Top score will reset to 0 if the reset button (on the control deck) is pressed or the power is turned off.
* Use Controller 1 for 1 Player games.
* Use Controller 1 and 2 for 2 Player games.

3. HOW TO PLAY

Junior's purpose: To steal the key from Mario and free his Papa.



- Rounds 1 to 3: Try to make it to the key at the top of the screen. If you jump onto the vine next to the key, the game will automatically advance to the next round.



- In the fourth round, push the six keys up and insert them into the key holes at the top of the screen. The chains on the cage will then fall off, and Papa can be rescued.

Characters



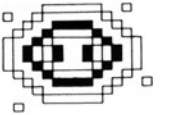
Junior



Snapjaw

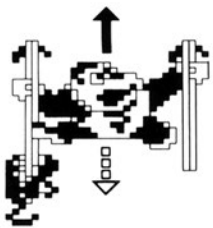


Nitpicker



Spark

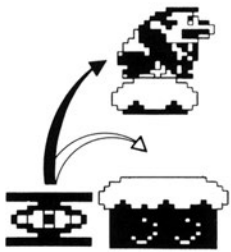
Hints . . . . . Use these three special techniques to speed up the action.



* Climb up quickly by grabbing onto two vines at once.



* Slide down quickly by holding onto one vine.



* **High jump (second round)**
  A well-timed press of the "A" button will allow you to jump all the way to the moving island using the spring board.

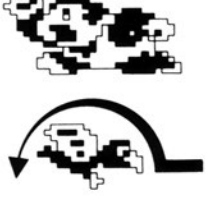
Scoring ..... Four ways to improve your score.



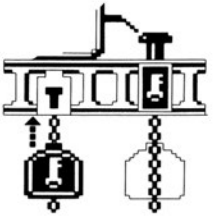
* **Fruit attack**
Additional points for getting fruit. Drop the fruit on the enemy. Knock out several bad guys at once and get a special high score!



* **Bonus points**
When you reach the key, bonus points are added to your score. The bonus points you get depend on how long it takes you to reach the key; the longer you take, the lower the bonus. Time runs out at the same time the bonus points go to zero, and Junior is finished.



* **Jumps**
Jump over a nitpicker or spark to successfully escape their attack and get additional points.



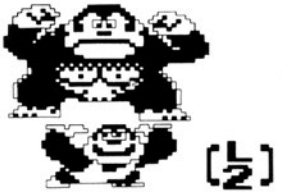
* **Additional points with the keys (fourth round)**
Additional points are given for each key inserted into a keyhole. You can insert two keys at once using both hands.

Bonus: If your score goes over 20,000, you get an extra Junior.



Beware!

Watch out for the following: getting bitten by a snapjaw, getting pecked by a nitpicker, colliding with a spark, and falling from a vine. Each time one of these happens, one Junior disappears. When all Juniors are gone, the game is over.



Loops

After clearing the fourth round and saving Papa, the first loop is over. Next, challenge the second loop. The number of enemies and their speed increases. Compete to see who gets the highest score or the highest loop!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's 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 equipment does cause interference to radio or television reception, which can be determined by turning the equipment 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 NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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