

GAME & WATCH™ MULTI SCREEN

DONKEY KONG

(DK-52)

™

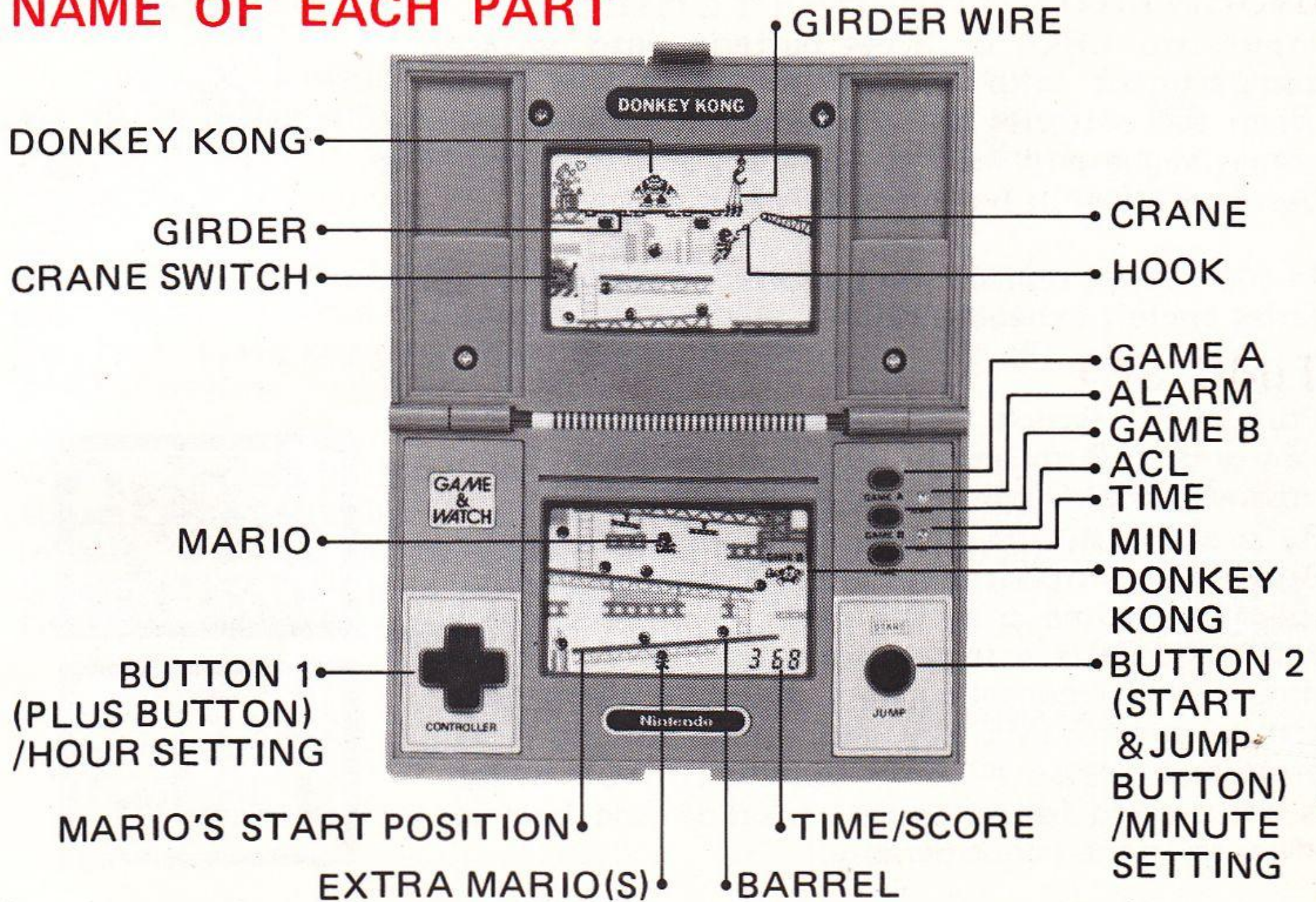
INSTRUCTION

Nintendo®

CONTENTS

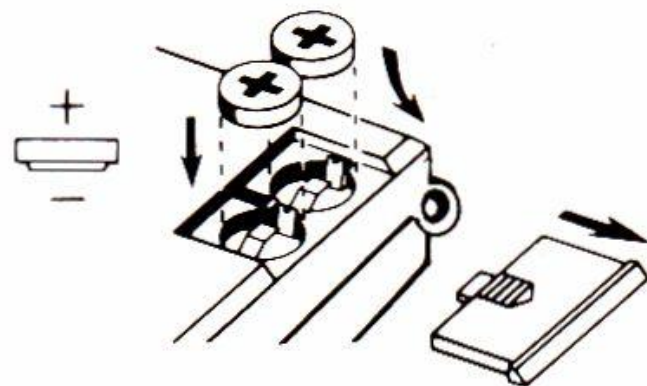
	PAGE
NAME OF THE PARTS	1
BATTERIES · TIME SET	2
ALARM SET	3
HOW TO PLAY	4~7
THE OPERATION OF CONTROL BUTTONS	8~11
CAUTIONS	12~13
SPECIFICATIONS	14

NAME OF EACH PART



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 lower or be completely lost.

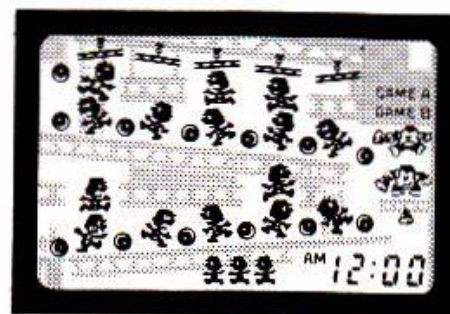
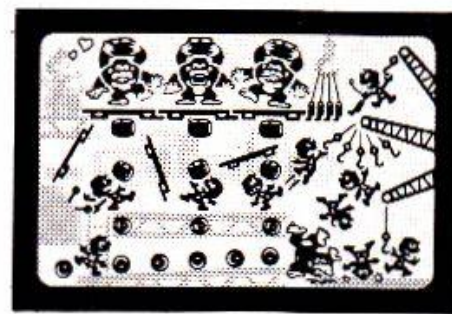


In such cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

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 key and the clock will start. Pattern moves every second. To set the time without canceling max. score or alarm time setting, press TIME key and, while holding it in, press and release ALARM switch. (If ACL switch is left pressed for extended period of time, battery life is shortened considerably.)



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 is reached, MINI DONKEY KONG appears swinging a hand bell. Alarm rings for about one minute. To turn off manually, press TIME key. (When GAME & WATCH is in game mode at alarm time, MINI DONKEY KONG swings a bell without sound.)

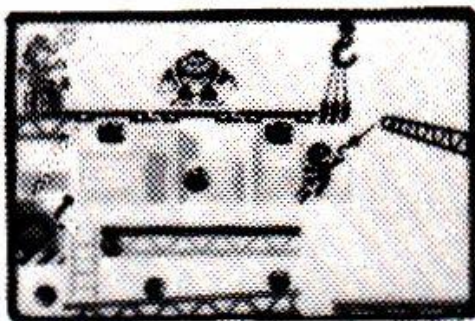


Push TIME key to check the alarm time. It is indicated while the key is depressed.

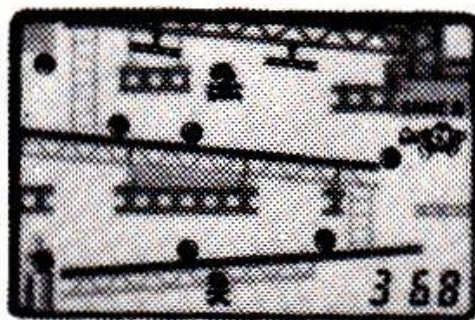
HOW TO PLAY

Donkey Kong captured a beautiful girl and carries her into a building under construction. The brave carpenter, Mario comes to rescue her following them over the girders. Donkey Kong throws barrels at Mario to stop him. Knock the girder out from under Donkey Kong to save the girl.

(Screen)

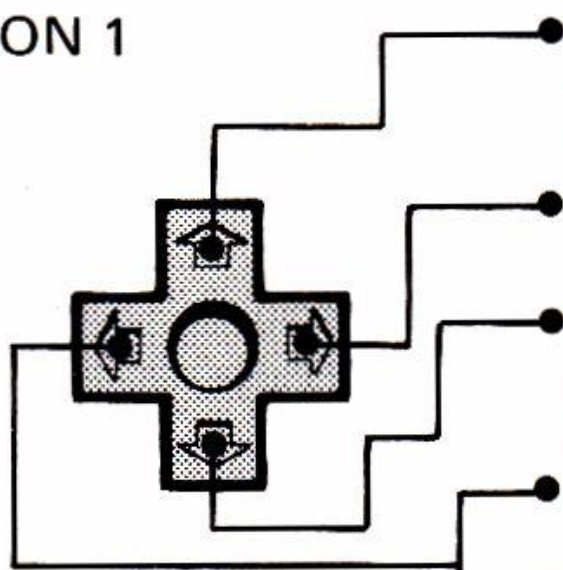


Game is played on two screens. The barrels which Donkey Kong throws on upper screen roll down to lower screen. When Mario reaches top of lower screen, he emerges on upper screen.



(Control Button)

1) BUTTON 1



- If "PLUS" button is pressed at the top, when Mario is at the bottom of the ladder, he climbs the ladder.
- Press the "PLUS" button on the right side to advance Mario to the right.
- When Mario is at the top of the ladder, pressing the bottom of the "PLUS" button makes him descend.
- Press the "PLUS" button on the left side to advance Mario to the left.
- When Mario is top of a ladder on the upper screen, pressing the left of the "PLUS" button throws in the switch of the crane.

2) BUTTON 2 (START & JUMP)

After pressing the "START" button, Mario takes his starting position. During game the "JUMP" button is used to make Mario jump over the barrels. The same button makes Mario grab a crane hook to climb higher.

(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.

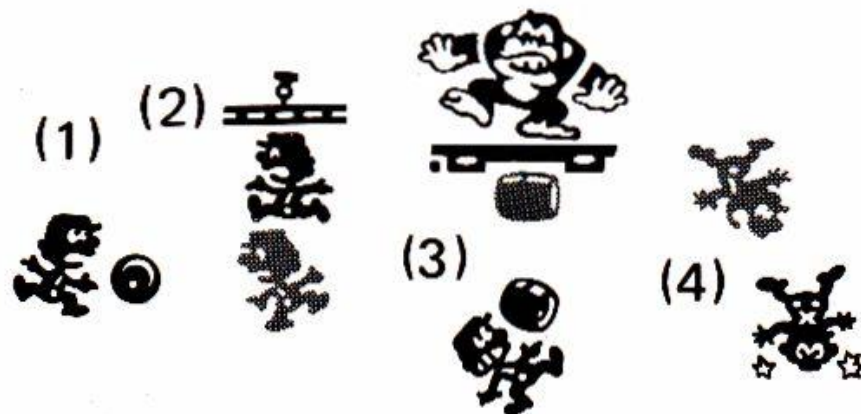
- * Pressing ACL switch or removing batteries erases high score from memory.
- * A game is not interrupted even if TIME key or other game key is depressed during game playing.
- * Game A is for beginners and average players. Game B is for the pros. In Game B, it requires more coordination, technique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

(Points)

- For every barrel that Mario leaps over on lower girder, one point is scored.
- When Mario reaches the second girder, 2 points are earned for every barrel jumped.
- When Mario cuts a wire that is holding the girder on which Donkey Kong is standing, points are awarded according to time from the start of the game, from 20 points to 5 points.
- When all the supporting wires are cut and Donkey Kong falls, 20 points are earned.
- Maximum display score is 999 points. (Sometimes 998 points)
- Any score over 999 points is reset to 0, and game starts again.

(Miss)

- (1) When Mario is hit by a rolling barrel.
- (2) When Mario hits his head on iron moving overhead.
- (3) When Mario is hit by barrel thrown from above by Donkey Kong.
- (4) When Mario jumps for crane hook and misses.



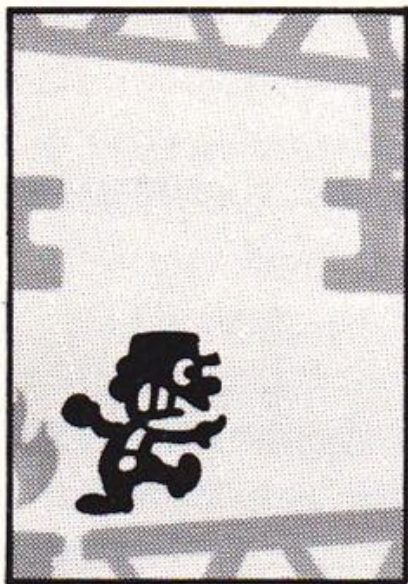
- When a MISS is made, that Mario disappears. Pressing "START" button sends the next Mario into action from the starting position. When the last Mario disappears, game ends.
- When game is left for about 5 minutes after game ends, time display returns automatically.

(Bonus)

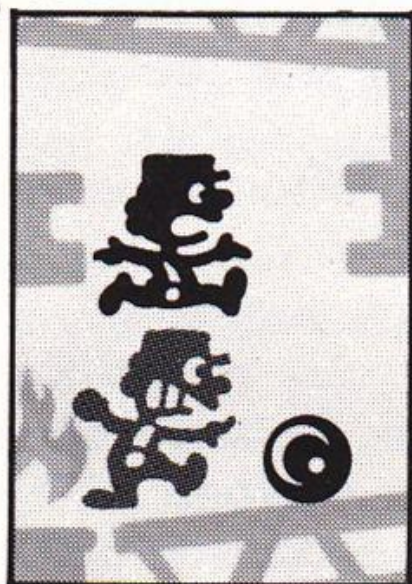
When score reaches 300 points, fanfare sounds and one more Mario is restored to bullpen. If there are *no misses* when 300 points are reached, game goes into "CHANCE TIME". Score flashes and all points are awarded at double value until MISS is made.

THE OPERATION OF CONTROL BUTTONS

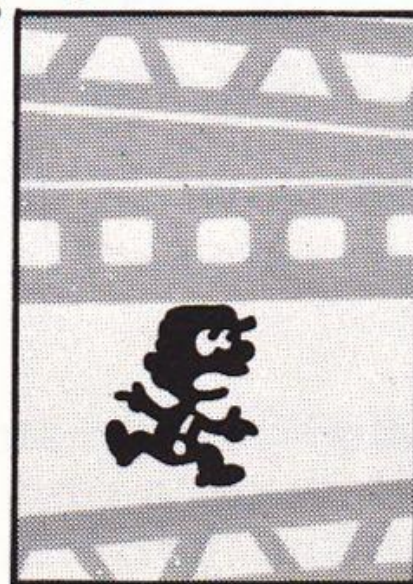
Watch the barrel and give Mario his start so he has time to clear the first one.



Press "JUMP" button and so that Mario clears the barrels.



When there are no barrels, press "PLUS" button on the right side to advance Mario to the right.



When Mario reaches a ladder and if there are no barrels, press "PLUS" button at top and Mario climbs ladder.



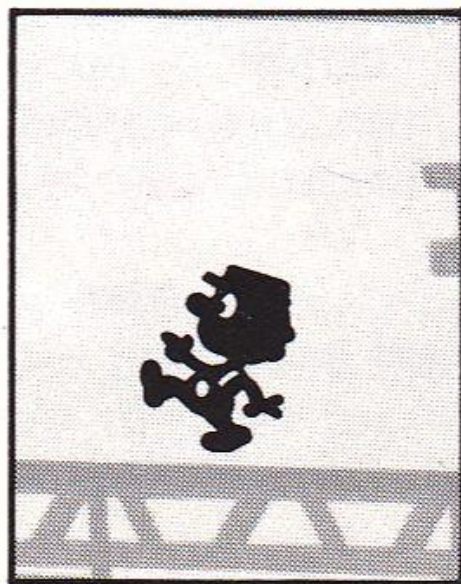
Lower

Mario has to jump over rolling barrels when there is no iron moving overhead.

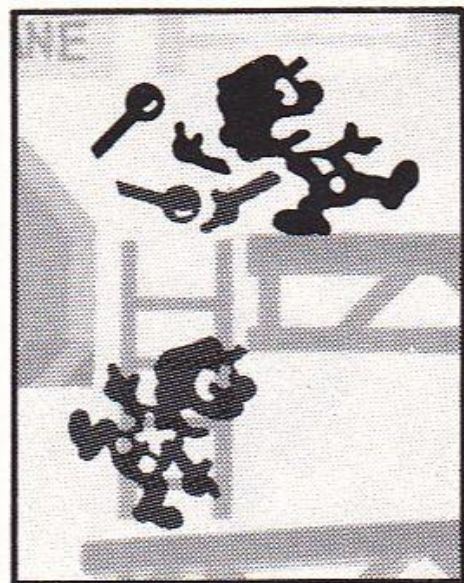


Second girder

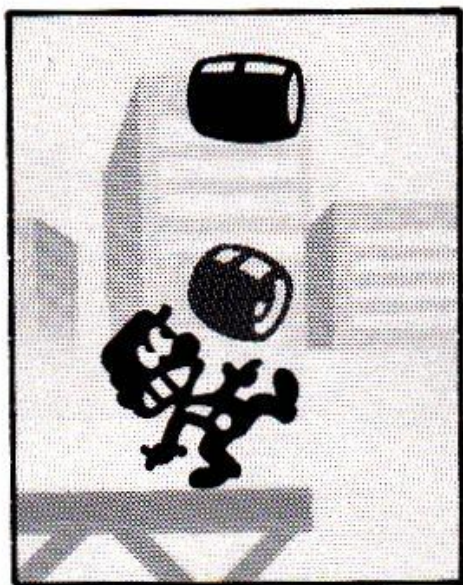
When there are no barrels in the way, pressing left side of "PLUS" button moves Mario to the left.



Upper



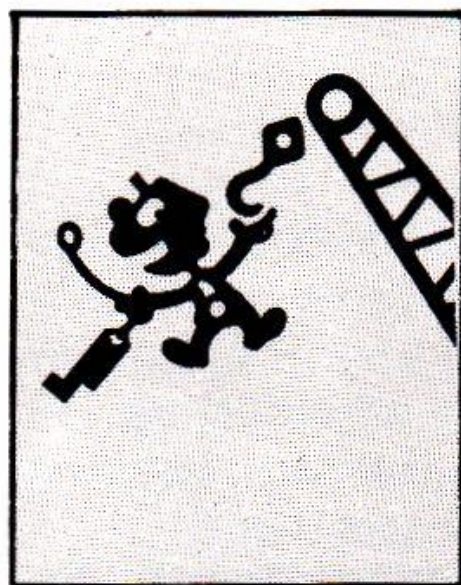
When Mario climbs ladder, he emerges on upper screen. After Mario climbs ladder, pressing left side of "PLUS" button throws in switch of crane.



Crane hook swings. When Donkey Kong throws barrels down from above, pressing left and right side of "PLUS" button moves Mario left and right to dodge. Mario has to go to the right to grab crane hook.

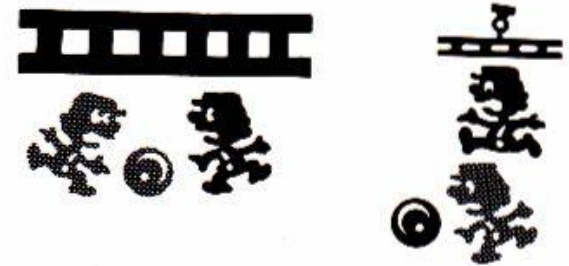


"JUMP" button has to be pressed **when hook swings left** for Mario to grab it.



If Mario grabs hook, crane lifts him and one girder wire is cut automatically. Mario returns to starting position.

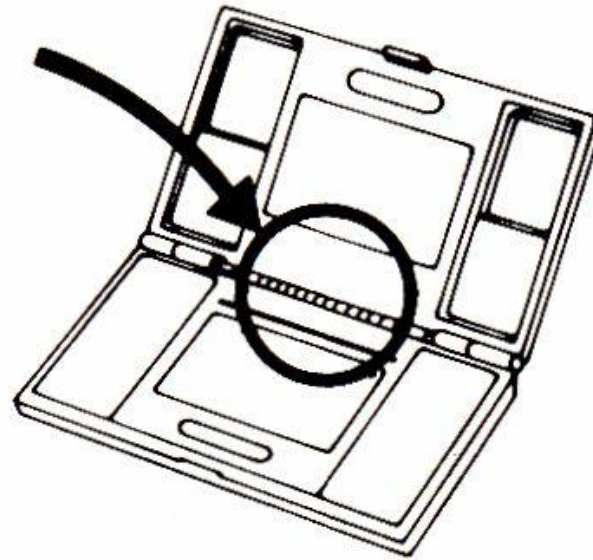
- After crane swings two times, it switches off automatically. Mario has to return left to throw in switch again, dodging barrels thrown down by Donkey Kong.
- Mario can not jump where overhead clearance is low, when iron is moving overhead, or when on a ladder.
- When game starts, or after a miss, if "START" button is not pressed, Mario appears at starting point automatically after about 8 seconds.
- As Mario clears barrels, they come rolling down faster and faster. If Mario does not get to the top in time, barrels will roll down too fast for Mario to jump over.



CAUTIONS

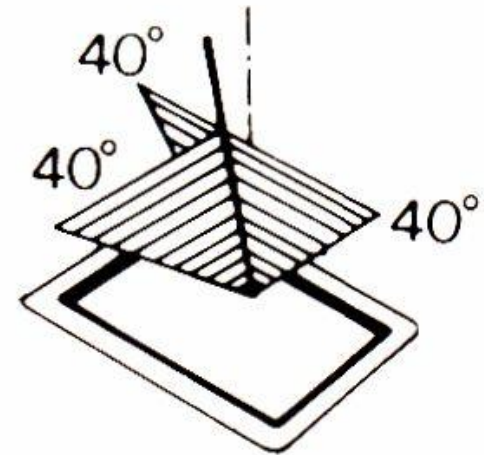
1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
3. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal 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. Wipe any dust with a soft dry cloth.
7. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
8. 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.

9. Avoid damaging the part in circle.



10. Do not force screen open beyond intended limit.
(This body does not open full 180° .)

11. Screen angle is made for best viewing.



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)

PRINTED IN JAPAN

Nintendo Co.,Ltd.