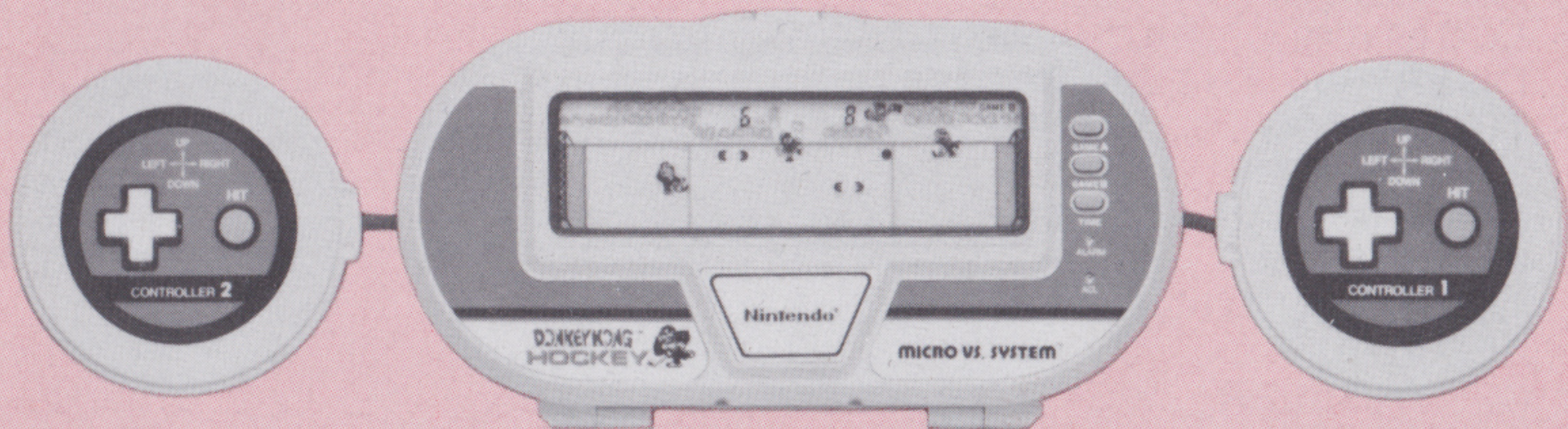


DONKEY KONG™
MICRO VS. SYSTEM™ HOCKEY



INSTRUCTION



Nintendo®
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INTRODUCTION

MICRO VS. SYSTEM DONKEY KONG HOCKEY is a new type of game you can play either by yourself (vs. the computer) or vs. a competitor.

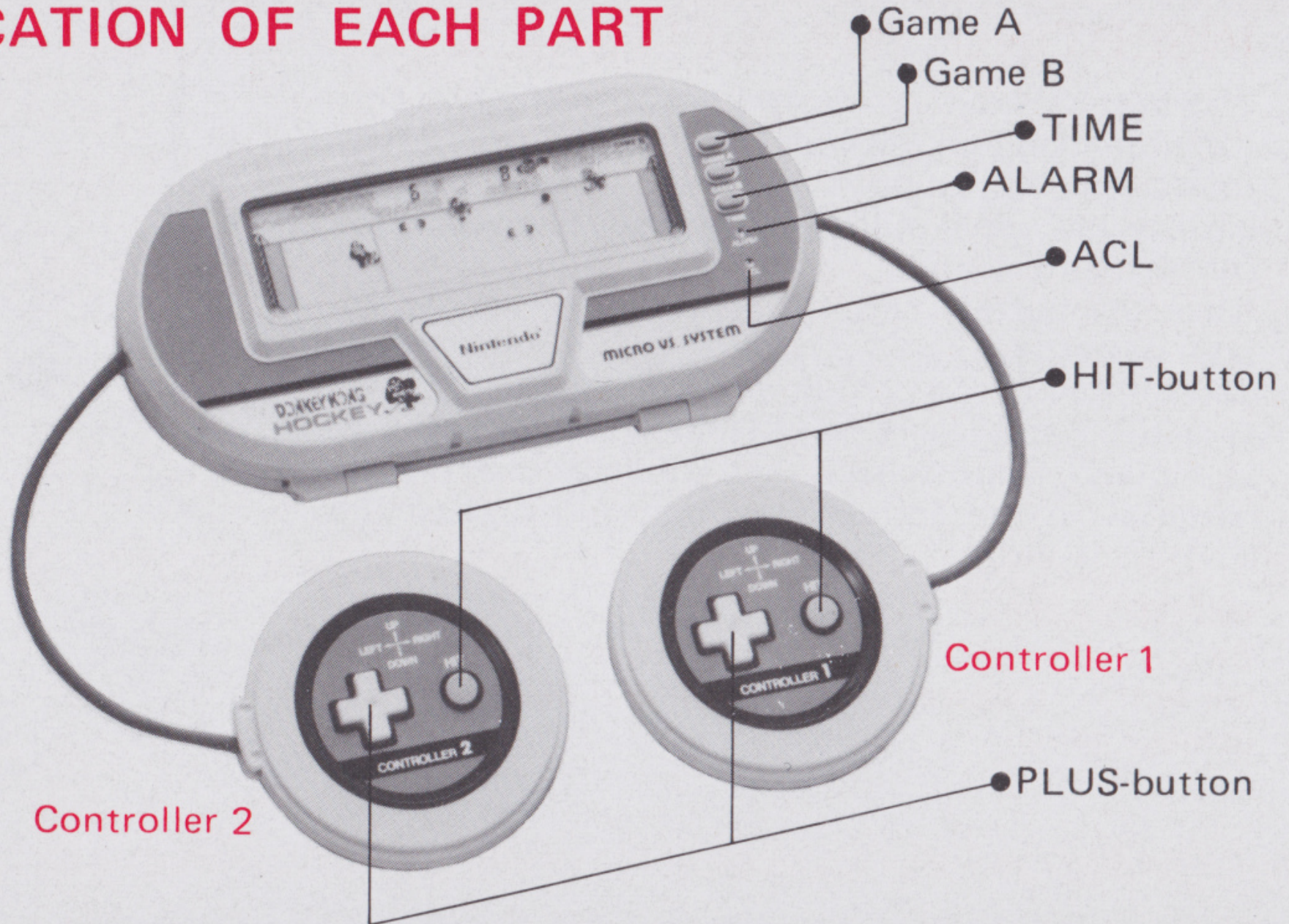
Game A is a one-player game (you vs. computer), and Game B is a two-player game (you vs. a competitor).

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LOCATION OF EACH PART



INSERTING THE BATTERIES

The Battery cover is located between the two controller pockets on the case.

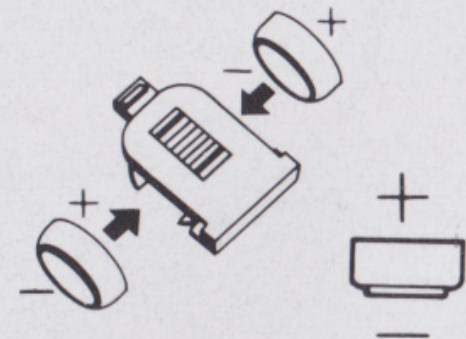
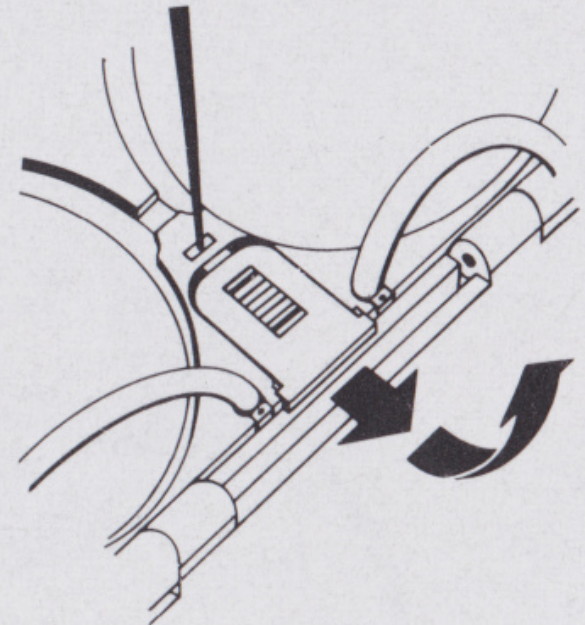
Insert and lightly push a pointed object down on battery tab while pulling battery cover towards the center of the game.

Once the battery cover is removed, lift up to expose batteries.

Carefully note the correct direction of the batteries (+ and -) and insert two LR-44 or SR-44 batteries as shown. Doublecheck that you have inserted the batteries in the correct direction and replace the cover to its original position.

IMPORTANT:

Be sure that the batteries are placed in the game correctly. Incorrect installation and direction may damage game.



TIME SET

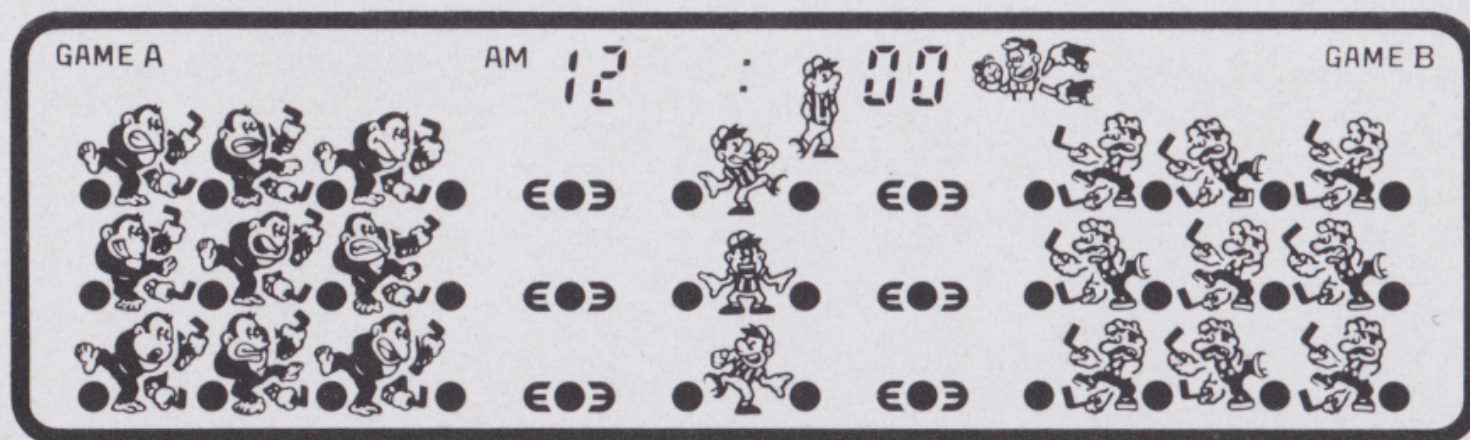
Push the ACL switch lightly with a sharp pointed instrument. Push lightly and do not hold the point down. A display will appear as illustrated. To set the time without canceling the max. straight winning record or alarm time setting, press the time key and, while holding it in, press and release the ALARM switch.

By pressing the PLUS-button, you control the hours. (Check the AM/PM time.) The HIT-button controls the minutes.

When you have set the desired time, press the TIME key and the clock will start.

You can set the time or alarm time by pressing the HIT-button and PLUS-button on either CONTROLLER 1 or 2.

If the ACL switch is left pressed for an extended period of time, the battery life will be shortened considerably.



ALARM SET

Push ALARM switch lightly with a sharp pointed instrument and Alarm man will appear in upper righthand corner. (If he does not appear, push again.) Alarm is set when he is on the screen.



By pressing the PLUS-button, you control the hours. (Be sure to check the AM/PM time.) HIT-button controls the minutes.

After setting numbers in the above manner, push the key to set the alarm time. When the pre-set alarm time is reached, the Alarm man appears.

Alarm man rings bell for about one minute. To turn off manually, press the time key. (When your MICRO VS. SYSTEM is in the game mode during alarm time, he appears, but without the sound.)

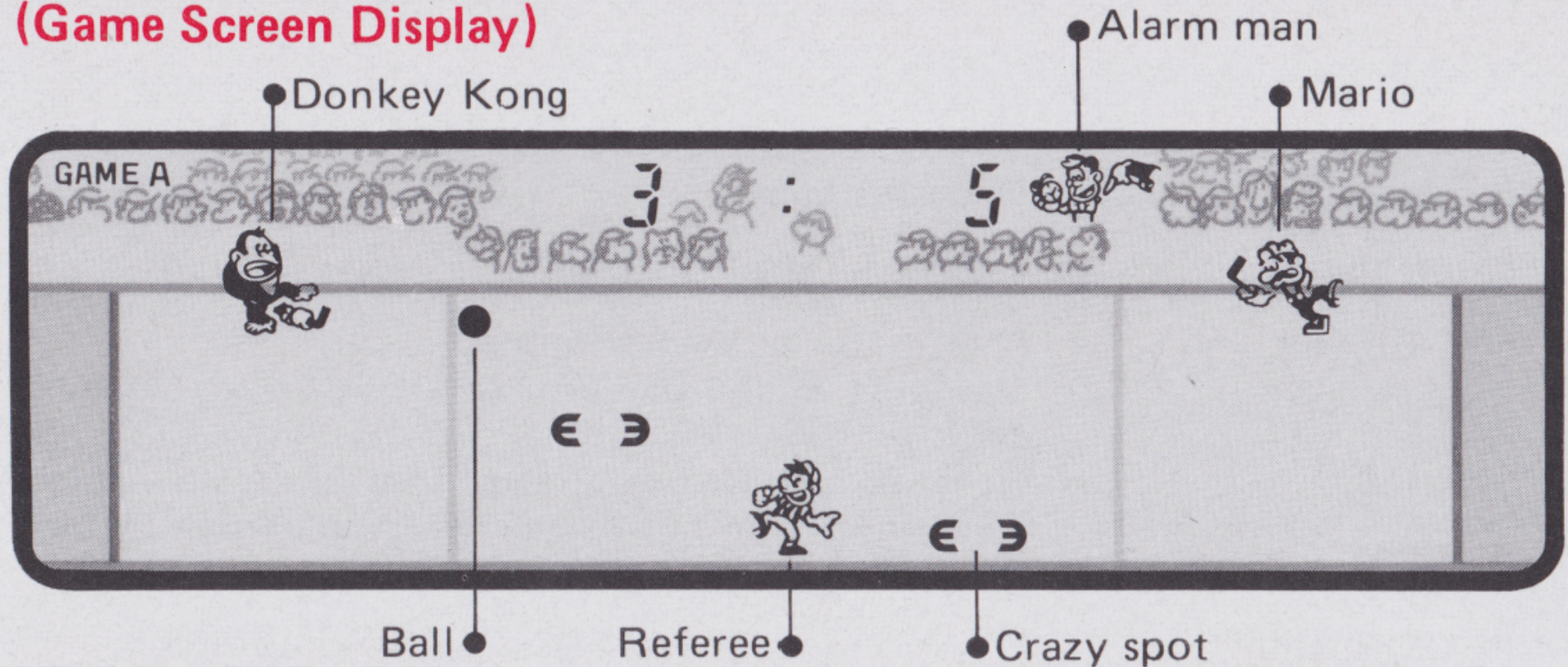
Push TIME key to check the alarm time. It is indicated while the key is depressed.

NAME OF EACH PART

(Control Buttons)

- * **Controller 1**Operates Mario.
- * **Controller 2**Operates Donkey Kong.
- * **HIT-Button**Press to hit ball with hockey stick.
Swinging at the ball will result in a fast, straight shot.
No swing (block) will result in a weak, slow shot.
The closer the shot to the goal, the harder (faster) the shot.
- * **PLUS-Button**Press to move players left/right and up/down.

(Game Screen Display)



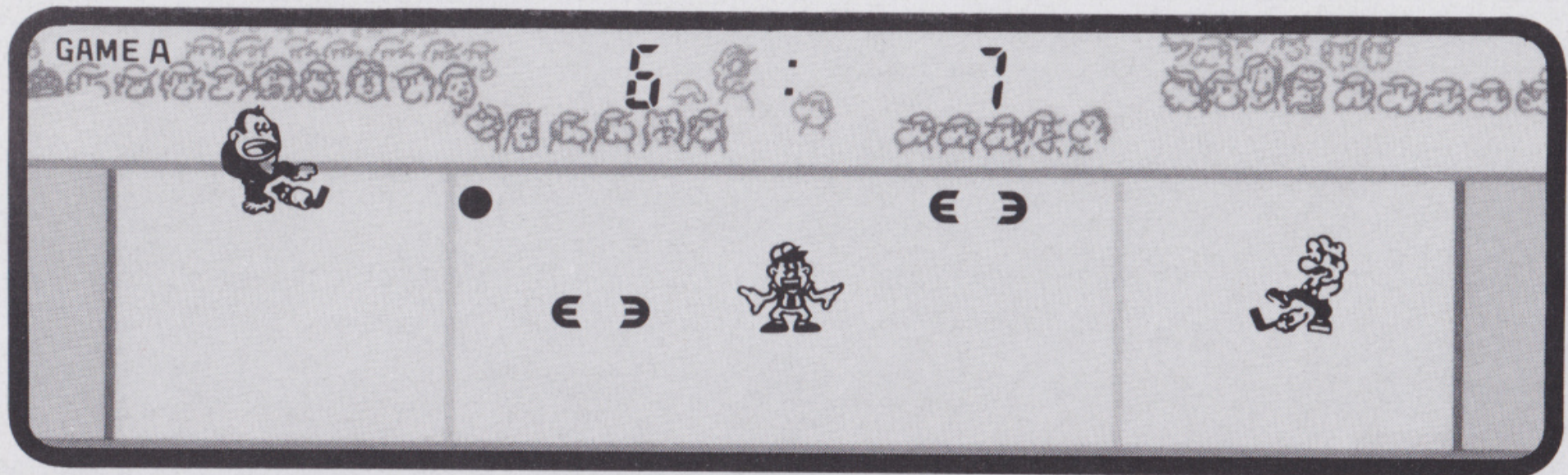
- * **REFEREE** To prevent slow-play a referee will occasionally appear. The ball will bounce off the referee.
- * **"CRAZY" Spots** If the ball passes through these spots, it will speed up and change course.
- * **BALL** The ball will bounce and change course upon hitting a side line, referee or stick. "Crazy" spots will cause the ball to speed up and change course.

HOW TO PLAY

Donkey Kong and Mario are playing hockey!! The object is to score goals against the opponent. Look out for the referee and "Crazy Spots" that make playing Donkey Kong Hockey a wild game!!

(GAME A)

- * Game A is a one-player game, **you vs. computer.**
- * Operate Mario with Controller 1 (right). Donkey Kong is computer controlled.
- * When game "A" key is pressed, the max. straight winning record is displayed. When released, the game starts.



- * One point is scored for each goal.
- * The first to score **ten points** wins the game.
- * A new game will begin if Mario wins.
- * Game is over if Donkey Kong wins.

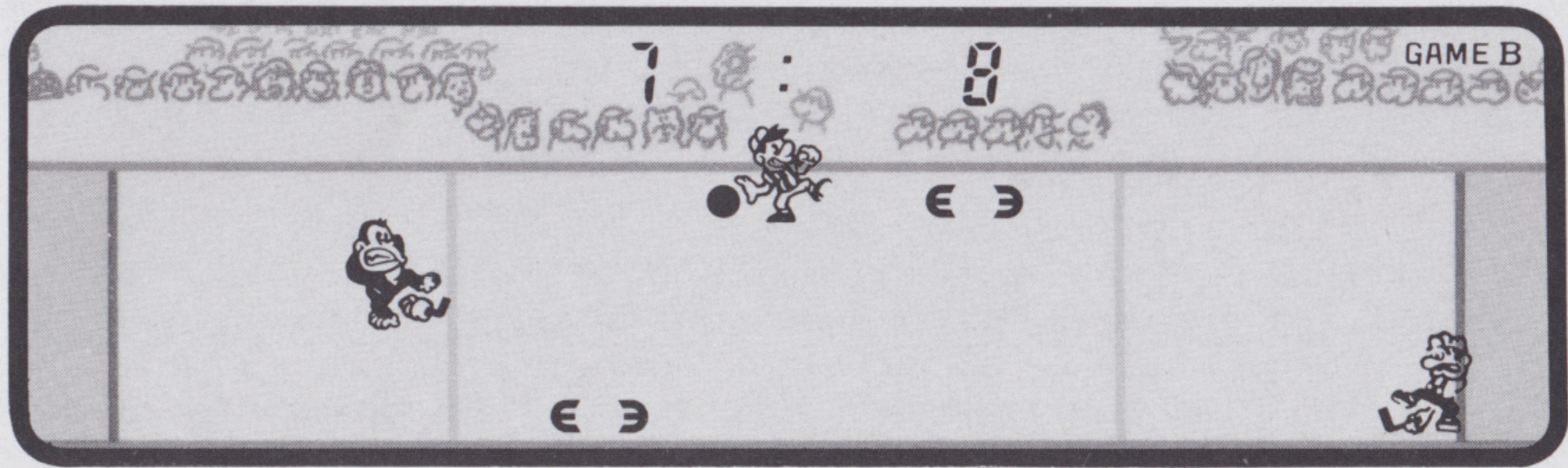
(Game B)

Game B is a **two-player game**. Operate Mario with Controller 1 (right) and Donkey Kong with Controller 2 (left). The first player to score **ten points** wins.



(How to advance in game)

A skilled player will possess good timing as well as a knowledge of "Crazy" spots and their effects on the ball.



(Note) HC-303 has no handicap games.

PAUSE FUNCTION

A one-player game (Game A) can be paused by pressing HIT-button on Controller 2 (left).

The Pause is released automatically after about four minutes. To release earlier, press HIT-button on Controller 1 (right).

REMARKS

All mode keys (Game A, Game B, TIME, ALARM, and ACL) can be operated during a game. With these pressed, a game is terminated automatically. If no keys are pressed within four minutes during a game, the TIME mode is reset automatically (except during Pause in Game A).

CONTROLLERS

- * To remove controllers from the main body, hold controllers and pull out the cords slowly.
- * To play a game with the main body closed, insert cords into holes located at both ends of main body.
- * To rewind cords, turn the reel slowly in the direction of the arrow (clockwise), and wind the cords up to **the red marks**. If cords are too tight, carefully pull out and wind again.
- * Store the controllers in the upper housing (display screen side), then carefully close main body.

IMPORTANT: IMPROPER HANDLING OF CONTROLLER CORDS MAY CAUSE DAMAGE.



CAUTIONS

1. Do not use pencil or pen 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. Avoid heavy shocks to the game.
3. At low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperatures, 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 see.)
5. Do not use batteries as toys. To be used only as intended for use in this game.
6. Wipe any dust with a soft dry cloth.
7. Do not use volatile oils such as thinner, benzine or alcohol for wiping.

Batteries and Liquid Crystal

Batteries

1. When batteries are removed from this game unit, be sure to keep them out of the reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery is swallowed, call a doctor immediately.
4. Do not recharge batteries or place them on metal or aluminum sheet. Be careful not to carry two or more batteries in the same pocket.
5. Do not use batteries as toys. To be used only as intended for use in this game.

Liquid crystal

- * The liquid crystal uses glass parts. It should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
- * The liquid crystal is designed as well as possible to prevent shattering of glass and leaking of liquid if the crystal is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

SPECIFICATIONS

Dimension : 158 mm(W) x 86 mm(H) x 24 mm(D)
Net Weight : 187 g (Including Batteries)
Battery : Two Alkali-Manganese batteries (LR-44 or SR-44)
Life of the battery : Approx. 5 months with one hour play a day (LR-44)
Time display : 12-hour system, hour and minute
Accuracy of the clock : Average daily differential within ± 3 secs.
(Under normal temperature)
Alarm : Set in 1-min. intervals.
Working temperature : 50°F ~ 104°F (10°C ~ 40°C)

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