

Donkey Kong.txt

Coleco

DONKEY KONG

Cartridge Instructions

For use with Intellivision or Sears Super Video Arcade.

Select from four skill levels

For color TV only

For one or two players

GAME DESCRIPTION

Here's the only official licensed DONKEY KONG game for Intellivision! In Coleco's home version of the sensational Nintendo arcade game, you participate in the action-packed rescue adventure of man against ape. Donkey Kong has stolen Mario's girlfriend and taken her to the top of a steel fortress. Mario must climb to the top of the ramps to save her while jumping over or avoiding the barrels Donkey Kong hurls down at him.

When you get Mario to the top, Donkey Kong takes Mario's girlfriend still higher--to the top of the rivet structure. Mario must knock out all the rivets to save her.

Your skill and speed determine your point total. How high can YOU score trying to rescue Mario's girlfriend?

GETTING READY TO PLAY

Make sure the Master Component is connected to the TV and power supply is plugged in. TV should be on and tuned to the same channel as the Channel Select Switch on the console. MAKE SURE MASTER COMPONENT IS OFF BEFORE INSERTING CARTRIDGE. Turn Off/On switch to On after cartridge is inserted.

USING YOUR CONTROLS

NOTE: For a one-player game, use the left controller. For a two-player game, Player 1 uses the left controller; Player 2 uses the right controller.

KEYPAD: Keypad Buttons are used to select a one-player or two-player option and game difficulty. Then, use them to start playing.

DISC: Tilting the Disc to the left or right causes Mario to run in that direction. Tilting it up or down while Mario is under or over a ladder causes him to climb up or down the ladder.

SIDE BUTTONS: Pressing any Side Button causes Mario to jump.

HERE'S HOW TO PLAY

STEP BY STEP INSTRUCTIONS

NOTE: If you are playing a two-player game, players take turns. Player 1 begins and each turn lasts until the player's Mario is eliminated.

STEP 1: Getting started.

Press any button on your keypad and the title screen appears. Next, answer the questions which appear on the screen to select the type of game you want. Press any keypad button to start the game.

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STEP 2: Start at the bottom.

The first of your three Marios appears at the bottom of the ramps. Try to move him up to the girder where his girl friend stands.

STEP 3: Climbing the ladders of success.

To reach the ramp above or below, Mario must climb an unbroken ladder. (Also notice that Mario can dodge barrels by climbing part of the way up a broken ladder.)

STEP 4: Hammer away!

Learn just the right technique to jump up and grab a hammer. Mario uses the hammer to hit barrels and fireballs for points. But watch out! If the hammer misses a barrel or fireball and the barrel or fireball hits Mario, Mario is eliminated. Mario can not jump or climb ladders while swinging the hammer.

After a few moments, the hammer changes to bright green, then disappears.

STEP 5: Time is running out...

When mario removes the last rivet, Donkey Kong(TM) steals the girl friend away again! The game continues, and the action gets more and more challenging.

Starting Over

If you want to replay the game with the same number of players and at the same skill level, press the Disc or the Enter key. If you wish to change either the number of players or the skill level, press the Reset Button on the Master Component.

SCORING

The starting bonus is 6000 points for the first ramp screen, and increases by 500 points for each subsequent screen until it reaches 8000 points. Note: Computer may indicate another number prior to showing starting bonus on screen.

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 cartridge is full of special features to make DONKEY KONG exciting every time you play. Experiment with different techniques -- and enjoy the game!