

# GAME & WATCH™ MULTI SCREEN

**DONKEY KONG II**

™

**(JR-55)**

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# INSTRUCTION

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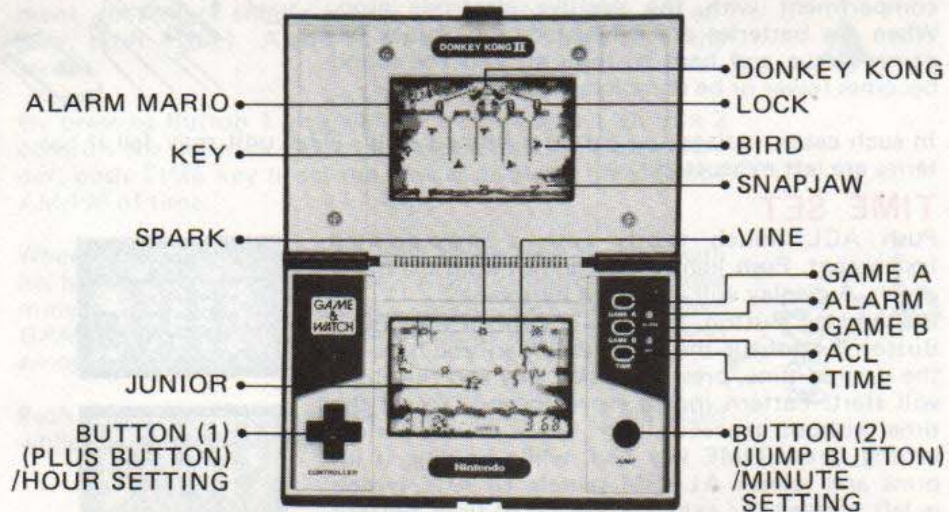
**Nintendo®**

<http://www.replacementdocs.com>

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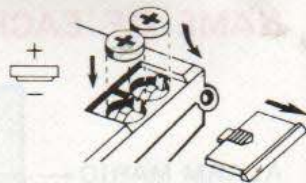
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## NAME OF EACH PART



## 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.

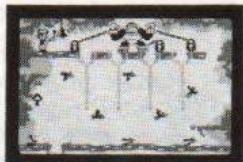
When pre-set alarm time is reached, Mario rings the bell with his hammer to notice the time. Alarm rings for about one minute. To turn off manually, press TIME key. (When GAME & WATCH is in game mode at alarm time, Mario swings a bell without sound.)

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



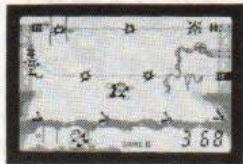
## HOW TO PLAY

A continuation of the famous Donkey Kong story. Mario saved the beautiful girl from Donkey Kong. And now Mario has chained Donkey Kong. Donkey Kong Junior braves snapjaws, sparks and birds, throwing the key which will open Donkey Kong's locks, up to where his papa is held prisoner. Junior opens the four locks holding Donkey Kong one at a time. Operate Junior's movements to save Donkey Kong.



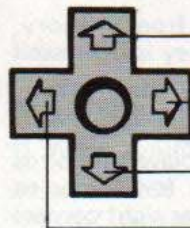
### (Screen)

The game is played on two screens. Junior climbs the vines from the lower screen to the upper screen. When Junior throws the key up from the lower screen, it hooks on a tree branch on the upper screen.



## (Control Button)

### 1) BUTTON 1



- Press to get Junior to his starting position. Also to climb vines and chains.
- Press here and Junior moves to the right.
- Press for Junior to descend vines or chains.
- Press here and Junior moves to the left.

### 2) BUTTON 2 (JUMP)

Press for Junior to jump over snapjaws and sparks. Also for his first jump to grab vines and chains.

## (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.

Game A: When the first key is placed into the lock, the snapjaws and birds on the upper screen disappear, making it easier for Junior to return. (Only bird in upper left and snapjaw in lower right corners remain.)

Game B: When key is placed into the lock, the snapjaws and birds remain. Watch out!

## (Points)

- When Junior jumps over a spark or snapjaw, score 1 point.
- When each lock is opened, points are awarded according to time from the start of the game, from 5 to 15 points.
- When all 4 locks are opened and Donkey Kong is free, further 20 points are awarded.

- When a lock is opened and Junior returns to starting position with no misses and throws key up, 5 points are awarded.
- Maximum displayed score is 999 points.

## (Miss)

- 1) When Junior is bitten by a snapjaw.
- 2) When Junior is hit by a spark.
- 3) When Junior is pecked by a bird.



When a MISS is made, one Junior vanishes from screen. Pressing top of "PLUS" button puts next Junior in starting position. The key returns to start position. When the last Junior vanishes from screen, game ends. When game is left for about 5 minutes after game ends, time display returns automatically.

## (Bonus)

When score reaches 300 points and there is one or two misses, one more Junior is added. **If there are no misses** when a 300 score is reached, game goes into "CHANCE TIME". Score flashes and all the points are awarded at double value until a miss is scored.

# THE OPERATION OF CONTROL BUTTONS

When there are no snapjaws, press **"PLUS"** button at top to get Junior to starting position.



Avoid sparks overhead and make Junior jump and **throw key to upper screen.**



When a snapjaw attacks, make Junior jump without hitting overhead spark. When no sparks are around, press right side of **"PLUS"** button to move Junior to the right.



When there are no sparks over a vine, press **"JUMP"** button and Junior grabs the vine. Press upper part of **"PLUS"** button and Junior climbs up.



When sparks are by Junior's feet, Junior has to jump, avoiding overhead sparks. Press left side of **"PLUS"** button to move Junior to the left.



Press **"JUMP"** button for Junior to grab a vine. Press top of **"PLUS"** button and he climbs to the upper screen.



Upper



When he reaches the upper screen, he has to jump to get the key he threw again. The key jumps to one of the four locks.



Press right side of **"PLUS"** button to move Junior right and under the key. When snapjaws attack, press **"JUMP"** button for Junior to grab chain.



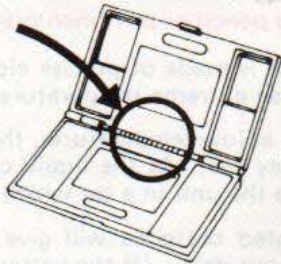
→ After grabbing chain, press top of "PLUS" button. Junior has to climb avoiding birds. Press again and he puts key in lock.

→ When all four locks are opened, the chains holding Donkey Kong are released and he is free. Junior automatically catches Papa. Happy ending! When lock is opened, Junior has to return to START to get key again.

## CAUTIONS

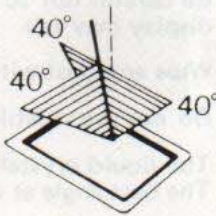
1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature. Avoid heavy shocks to the game.
3. Especially at low temperatures, the response speed may slow down or the lighting may fail. As 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  $\pm 3$  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 :  $10^{\circ}\text{C}$  to  $40^{\circ}\text{C}$  ( $50^{\circ}\text{F}$  to  $104^{\circ}\text{F}$ )

SPECIFICATIONS

- 1. Accuracy of the clock : Accuracy of the clock : ± 1 sec. per month at normal temperature.
- 2. Battery : Alkali-Manganese batteries (LR44 or SR44)
- 3. Life of the battery : Approx. 8 months on LR44, Approx. 12 months on SR44.
- 4. Working temperature : 0°C to 50°C (32°F to 122°F)
- 5. Accuracy of the clock display : Approx. 2 minutes per year at normal temperature.
- 6. Accuracy of the game play : Approx. 10% error per 1000 shots.
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