

# GAME & WATCH<sup>TM</sup> PANORAMA SCREEN

**DONKEY KONG JR.<sup>TM</sup>**

**(CJ-93)**

# INSTRUCTION



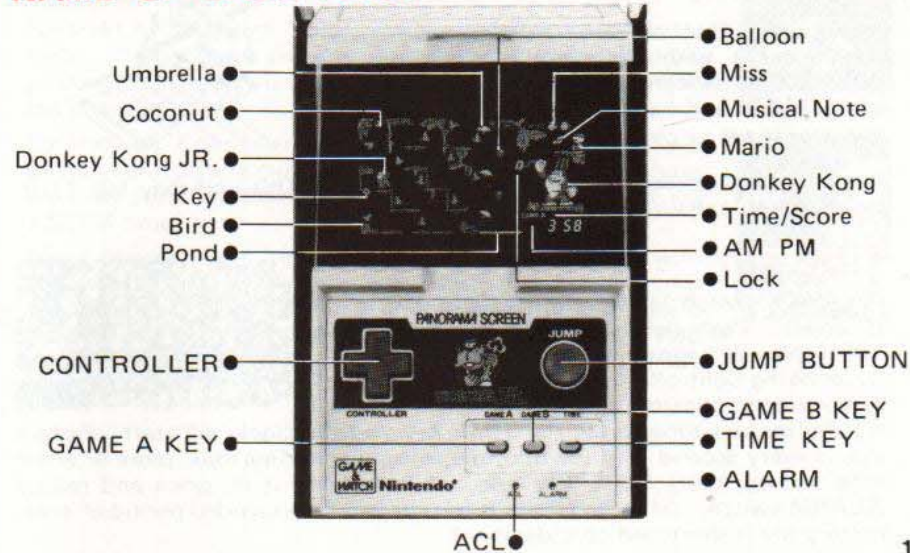
**Nintendo<sup>®</sup>**

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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 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 down. The display will appear as illustrated.

By pressing Controller, you will control the hours. Jump Button 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. Musical notes should appear. (If they do not appear, push again.) Alarm is set when Musical note marks are on the screen.

By pressing Controller you will control the hours. Jump Button controls the minutes. After setting numbers in above manner, push TIME key to set the alarm time. Check the AM/PM time.

When pre-set alarm time is reached, Mario whistles with musical notes to notice the time. Mario whistles for about one minute. To turn off manually, press TIME key. Mario whistles without sound during game play. Push TIME key to check the alarm time. It is indicated while the key is depressed.





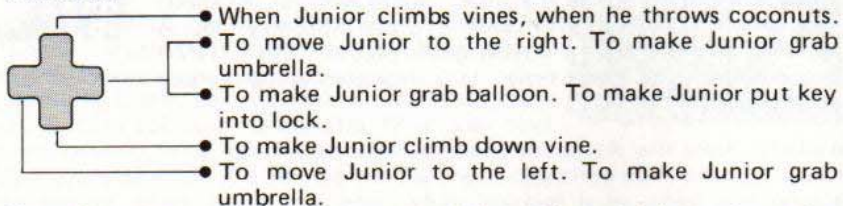
## HOW TO PLAY

Donkey Kong has been captured and chained by Mario. Donkey Kong JR. goes to papa's rescue with the key he needs to open the locks on the chains. Junior is attacked by fierce birds. He uses umbrellas to leap from heights, and balloons to get up there, opening the locks on the way. When he opens all 4 locks, papa is free.

(Each time he opens one lock, he goes back to START to retrieve the key, then sets out again)

### (CONTROL BUTTON)

#### 1) Controller



2) Jump Button: To make Junior grab key. To make Junior jump for vine.

### (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 play.
- \* Game A is for beginners and average players. Game B is for the pros. Game B requires more coordination, technique and timing.

### (POINTS)

When Junior jumps from umbrella to balloon: **1 point**

When Junior opens one lock: **10 points**

When Junior opens all 4 locks: **10 extra points**

When Junior hits fierce bird with coconut: 1 bird, **2 points** 2 birds, **4 points**

3 birds, **6 points** 4 birds, **8 points** 5 birds, **10 points**

Maximum points at one coconut, 30 points

(Maximum displayed score is 999 points.)

### (MISSES)

1. When bird hits Junior.
2. When Junior misses umbrella or balloon.
3. When Junior falls with umbrella into water.
4. When balloon bursts and Junior falls into water.



1



2



3



4

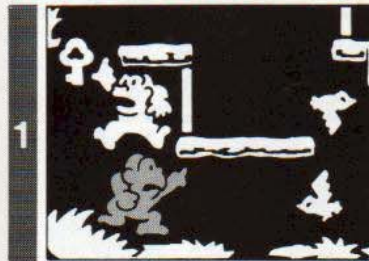
With 3 misses game ends. When game is left for about 5 minutes after game ends, time display returns automatically.

\* Dropping a key into pond is not counted as a miss.

### (BONUS)

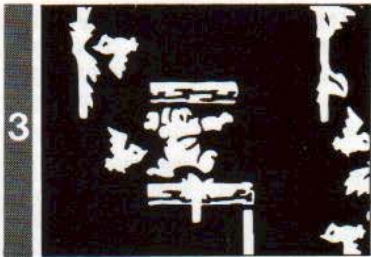
When score reaches 300 points and there is one or two misses, all the misses are cleared with fanfare. If there are no misses when a 300 score is reached, game goes into "CHANCE TIME". During CHANCE-TIME, the score flashes and all the points are awarded at double value until a miss is scored.

## THE OPERATION OF CONTROL BUTTONS

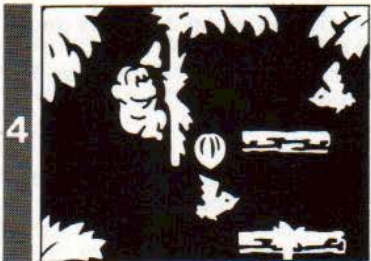


Start! After a miss or freeing Papa, Junior appears on lower left of screen. Push JUMP button for Junior to grab **the flashing key**. Without the key, he can't open the locks.

Push Jump button when Junior is under a vine and he'll grab it. Push the lower part of Controller for Junior to climb down.

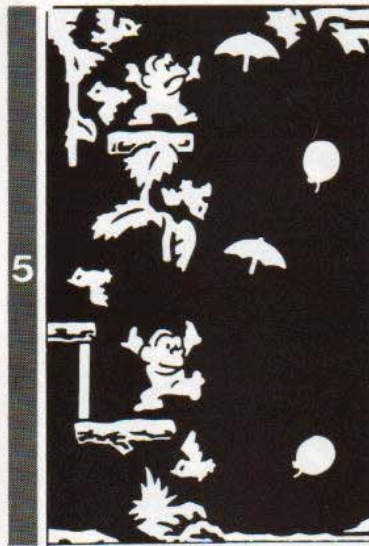


Use JUMP button and Controller so that Junior avoids fierce birds. Move him to the umbrella.



Press the upper part of Controller when Junior is under a coconut and he'll throw it. Hit a fierce bird and get extra points.

\* Coconuts appear when Junior grabs the key.



There are 2 places where Junior can grab umbrellas, as shown in picture. **With Junior next to umbrella, press the right side of Controller.** If timing is good, he rides aloft. Ride the umbrella when there are no fierce birds. Miss the umbrella and Junior falls into the water.





To switch from umbrella to balloon or vice versa, press the left or right side of Controller in direction of change **when they are alongside.**

Umbrellas move from ground up, balloons from top down.



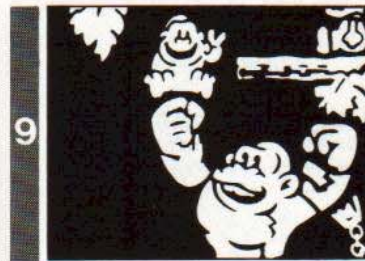
When Junior is alongside a lock, press the right side of Controller to open it. One chain holding Donkey Kong opens automatically.

\* One key can be used only one time.

\* **After using key, new one appears. Move Junior back to START to get it.**



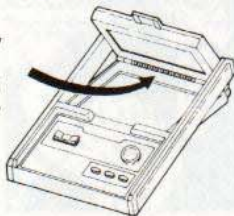
When Junior's key misses the lock, key falls into the water. He can't open lock without returning to START.



Open all 4 locks and Papa's chains fall off. Papa is free!! Junior appears at START again, and the next adventure begins.

## 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 storage at an extreme temperature or any heavy shocks.
3. 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 the unit is a precision instrument, do not attempt to take it apart.
5. 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.)
6. Do not place hand in the screen part of the unit. Light is required to enter into the unit from the upper side of screen.
7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner, benzene or alcohol for wiping.
9. Be careful not to press the liquid crystal display heavily, otherwise, the display may fail.



## Batteries and Liquid Crystal

### Batteries

1. When batteries are removed from GAME & WATCH, be sure to keep them out of reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery should be 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. Use only as intended in GAME & WATCH.

### 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	: 98mm(W) x 21mm(H) x 146.5mm(D)
Net Weight	: 205 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 $\pm 3$ secs. (Under normal temperature)
Alarm	: Set in 1-min. intervals.
Working temperature	: 50°F ~ 104°F (10°C ~ 40°C)