

# DONKEY KONG JUNIOR

By Nintendo

Now, the Thrill of the Arcade Game at Home





**I**n **DONKEY KONG**<sup>®</sup>, Mario<sup>®</sup> got his girl back from the gorilla, but it seems that wasn't enough for him. Now *he's* captured *Donkey Kong*, and it's up to Donkey Kong Junior to save his poor papa!

Insert the **DONKEY KONG JUNIOR** cartridge in your **ATARI**<sup>®</sup> Home Computer as explained in your computer owner's guide, and turn on your computer. Plug a joystick controller into Controller Jack 1, and another into Jack 2 if two people are playing.

Press **SELECT** to choose a one- or two-player game.

Press **OPTION** to choose a difficulty level from 0, the beginner's level, to 4, the hardest. Each level contains a sequence of scenes, beginning with a vine scene.

Press **START** or the red button on your joystick to start the game.

Use your joystick to move Junior up, down, left, and right. Press the red button to make Junior jump.

Press the space bar on your computer to pause during a game, or to resume play after a pause.



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**The Vine Scene:** Junior begins each game with three lives. He has to climb, jump, and dodge the Snapjaws as he fights his way to the key beside his papa. Along the way he can pick fruit for extra points, and drop it on Snapjaws for even bigger scores. Some Snapjaws slide down the vines and drop off, while others turn around and climb back up.

Junior climbs much more quickly if he uses two vines instead of one, but he slides down more quickly using just one. If a platform blocks his way, he has to go around it.

Jumping to Mario's platform from the one just below it isn't easy—Junior can't jump a Snapjaw while making the leap. But once up there, he should go for that key!

**The Chain Scene:** This time Junior has to put six keys in six locks, by pushing the keys up their chains. Remember that climbing two chains at a time is faster than climbing just one. But now, in addition to the Snapjaws, there are Birds to harass the little guy. Luckily, they're just as vulnerable to dropped fruit.

If Junior unlocks all his dad's chains, the two gorillas get a chance at their revenge!

**The Jump Board Scene:** But Mario is unrelenting, and soon has the papa gorilla back in his cage. Now Junior must leap to the jump board below him, trying to rebound to the moving platform above him which will carry him to a long chain. After that he has to dodge or drop fruit on the divebombing Nitpickers, while avoiding their deadly eggs. And if he does reach the precious key... Mario wheels the cage away again. But the day of reckoning is drawing nigh.

**The Hideout Scene:**...And Mario knows it. Even as he flees, Junior remains close behind. That's why Mario retreats to his heavily fortified hideout, where the Snapjaws, Birds, and Nitpickers are replaced by Globes and Sparks. Junior can drop fruit on them for points, but time is his real enemy here—the longer Junior takes in reaching the top of this nightmarish maze, the more flaming guardians Mario releases.

# SCORING

**Countdown:** For each scene, the bonus score decreases with the time needed to complete the scene. At level 0, each scene begins with 4000.

At the first level, each scene begins with 5000.

At the second level, each scene begins with 6000.

At the third level, each scene begins with 7000.

At the fourth level, each scene begins with 8000.

At all higher levels, each scene begins with 9000.

If Junior hasn't completed a scene by the time the score decreases to zero, he loses a life and has to start over.

**You add to your point score by:**

Dropping fruit 400

Hitting one attacker 800

Hitting a second attacker with the same fruit 1200

Hitting each succeeding attacker with the same fruit 1600

Jumping attackers 100 each

Fitting a key to a lock in the Chain Scene 200

Junior earns one extra life at 10,000 points.



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