

# DONKEY KONG™

by Nintendo™

## CARTRIDGE INSTRUCTIONS

For Use With the Atari® Video Computer System™ and  
Sears Video Arcade™



- Adjusts to your skill level
- For color or black-and-white TV

*Plays, sounds and scores like the DONKEY KONG™ arcade game!*

**COLECO**

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## GAME DESCRIPTION

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Donkey Kong™ the ape has kidnapped Mario's girlfriend! In this action-packed rescue adventure, you move Mario through incredible dangers to save her. Your skill and speed determine your score.

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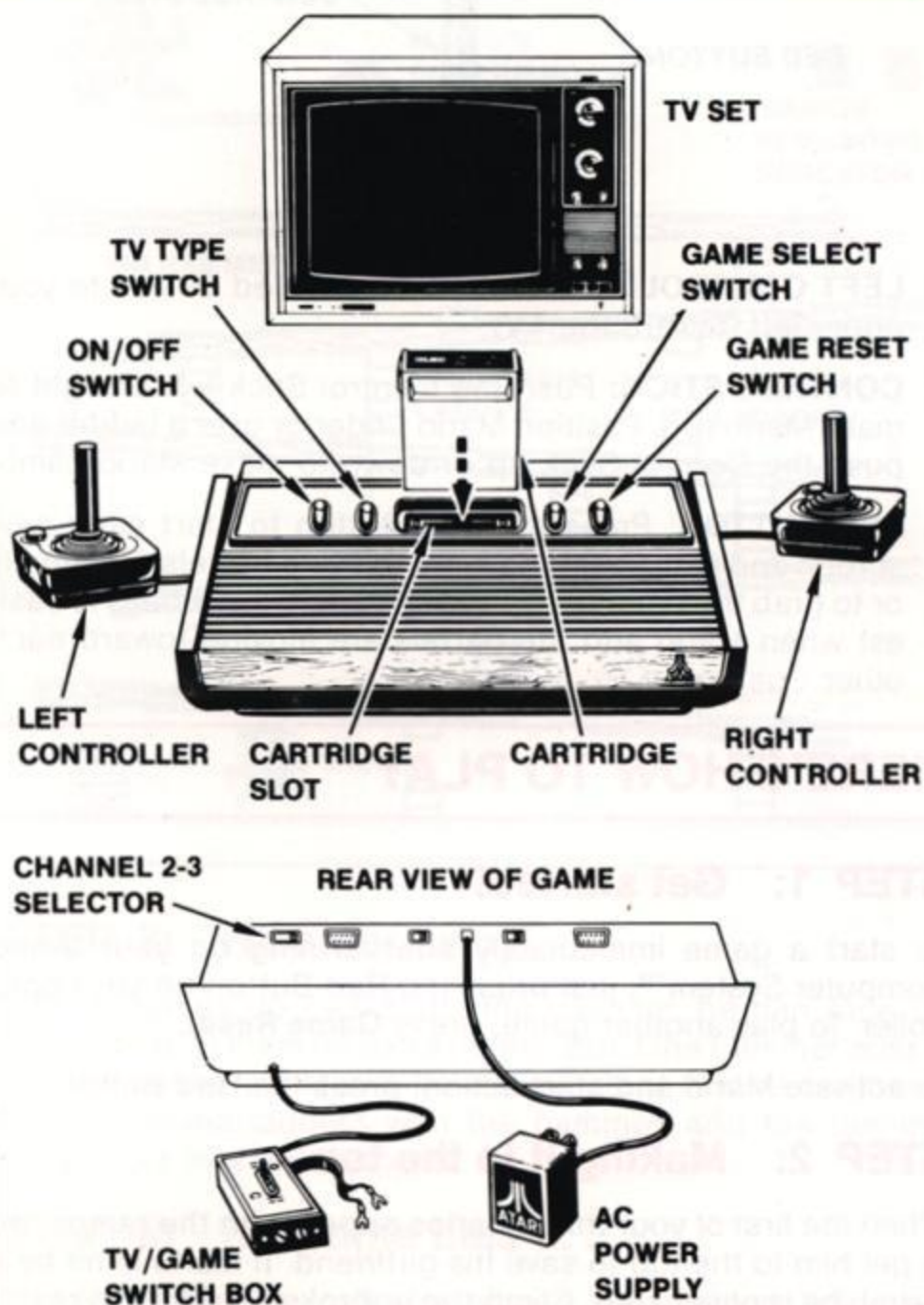
## GETTING READY TO PLAY

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- Make sure the Video Computer System™ is connected to the TV, and the power supply is plugged in.
- Be sure that you have plugged a controller into the **left** jack at the rear of the Video Computer System™.
- Insert cartridge as shown, then turn **On/Off** switch to **On**.  
**(ALWAYS TURN THE ON/OFF SWITCH TO OFF WHEN INSERTING OR REMOVING A CARTRIDGE.)**



# ATARI® Video Computer System™



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## USING YOUR CONTROLS

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1. **LEFT CONTROLLER:** hold it with the Red Button to your upper left (toward the TV).
2. **CONTROL STICK:** Push the Control Stick left or right to make Mario run. Position Mario under or over a ladder and push the Control Stick up or down to make Mario climb.
3. **RED BUTTON:** Press the Red Button to start each new screen and to make Mario jump to avoid barrels or fireballs or to grab the hammer. Jumping barrels or fireballs is easiest when Mario and the barrels are moving toward each other.

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## HERE'S HOW TO PLAY

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### STEP 1: Get started!

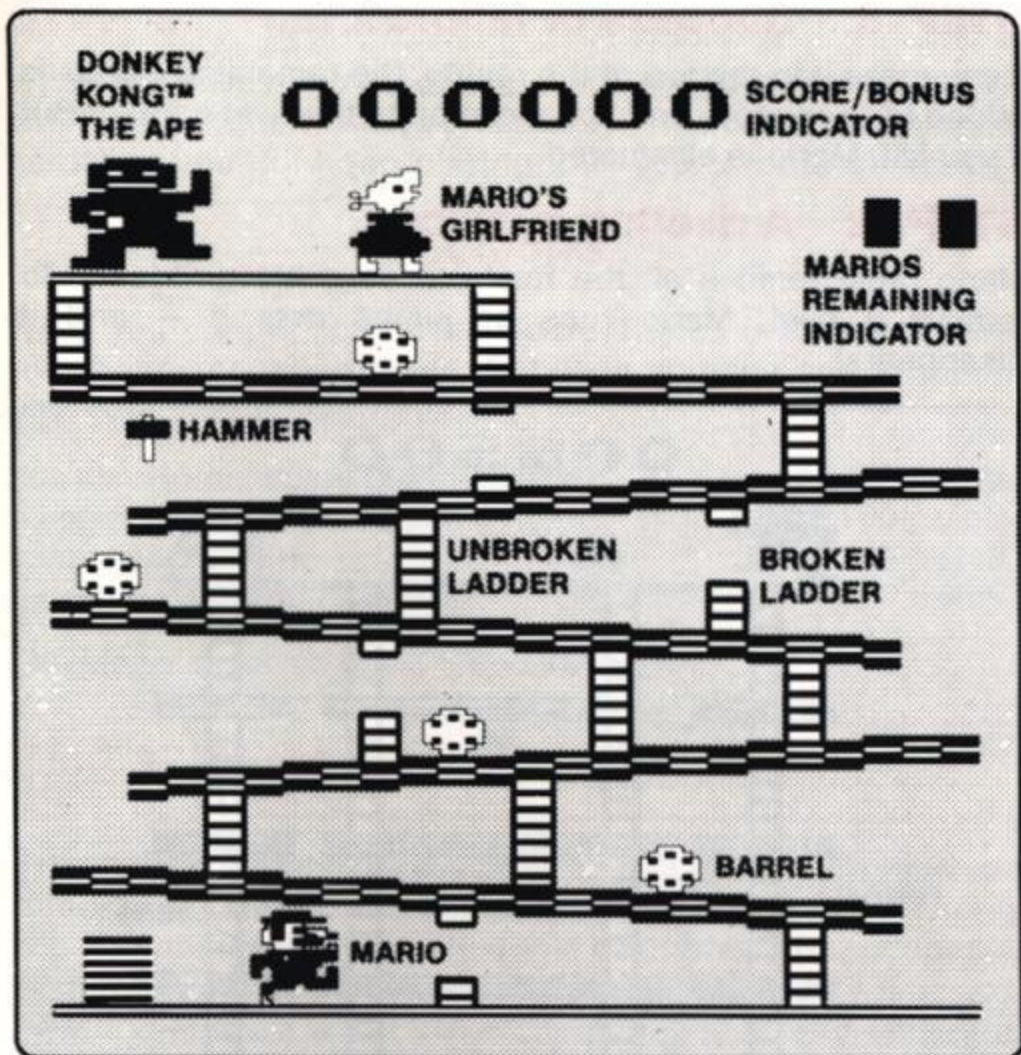
To start a game immediately after turning on your Video Computer System™, just press the Red Button on your controller. To play another game, press **Game Reset**.

To activate Mario and start action, press the Red Button.

### STEP 2: Making it to the top.

When the first of your three Marios appears on the ramps, try to get him to the top to save his girlfriend. If Mario is hit by a barrel, he is eliminated. Climb the unbroken ladders to reach the next ramp! Mario cannot climb broken ladders.





### STEP 3: Hammer away!

If Mario jumps up and grabs the hammer, he can face the barrels and hit them for extra points. But if the hammer misses and the barrel hits Mario, he's eliminated! And remember — he can't climb ladders with the hammer, and the hammer disappears in a few seconds.

### STEP 4: How time flies . . .

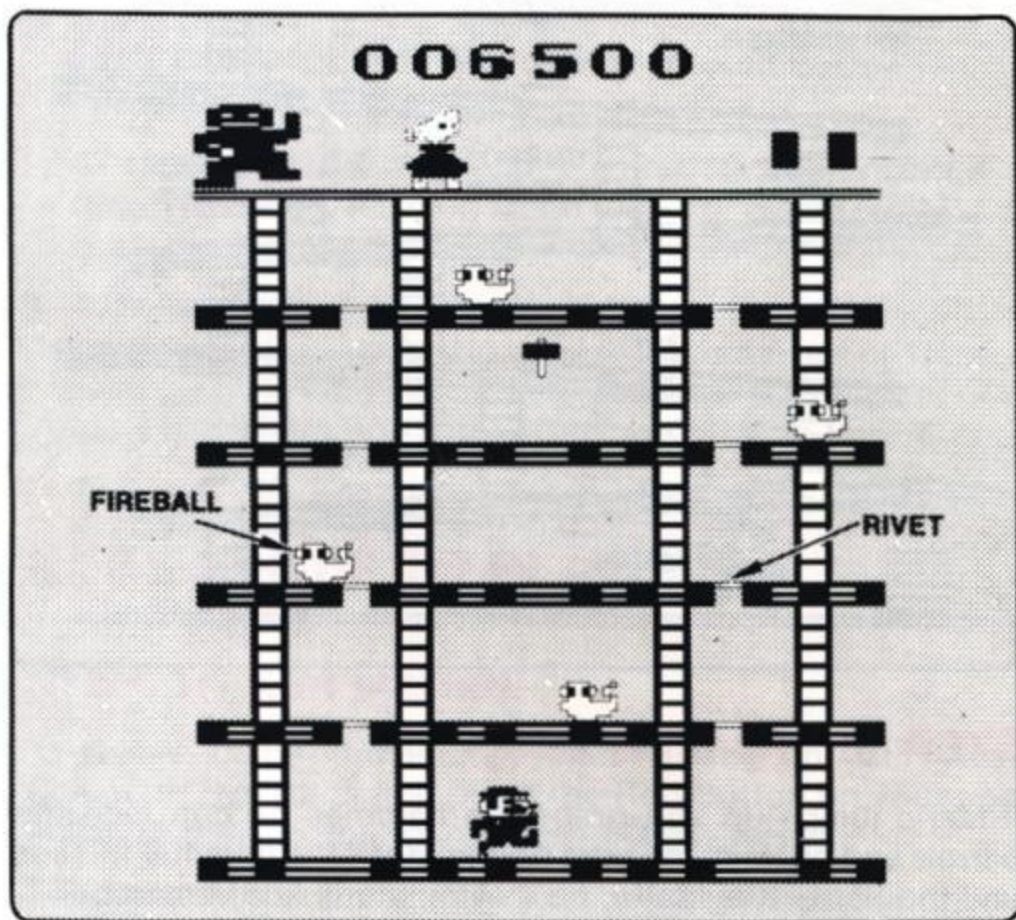
The Score/Bonus Indicator shows your bonus "counting down." Watch out! If it reaches zero, Mario is eliminated!

## STEP 5: Success or failure?

If you make it to the top of the ramps, the remaining bonus is added to your score and you move on to the rivet screen. But if you fail, Mario is eliminated.

**STEP 6: A riveting mission.**

Mario must remove all the rivets to save his girlfriend. To remove a rivet, Mario runs or jumps over it — and it disappears!



## STEP 7: Playing with fire.

Jump over fireballs for points — or avoid them. (Remember, the fireballs are following Mario — and they're tricky! Fireballs always stay on the same ramps, but sometimes jump across the gaps.)



## **STEP 8: Hurrah!**

When you have removed all the rivets, the game continues to alternate between the two screens — but the action gets harder as you go! Keep playing until you run out of Marios.

### **SCORING**

While you control Mario, the Score/Bonus Indicator shows your bonus counting down. Between screens and at game end, your score is displayed.

Starting Bonus Value (each screen):	5000 points
Jumping a barrel or fireball:	100 points
Eliminating a rivet:	100 points
Smashing a barrel or fireball:	800 points

The player receives three Marios per game.

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## **THE FUN OF DISCOVERY**

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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!

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## **90-DAY LIMITED WARRANTY**

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Coleco warrants to the original consumer purchaser in the United States of any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem, to the Factory Service Station as listed. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

**This warranty gives you specific legal rights, and you may have other rights which vary from state to state.**

### **CARTRIDGE SERVICE POLICY**

If your cartridge requires service after expiration of the 90 day Limited Warranty period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option), on receipt of your cartridge, postage prepaid and insured, with your check in the amount of \$10.00 payable to Coleco Industries, Inc.

**For service information regarding your Coleco cartridge call 1-800-842-1225. This service station is in operation from 8:00 a.m. to 4:30 p.m., Eastern time, Monday thru Friday.**

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Please allow 4 to 6 weeks for repair and return.

All returns must be directed to: **Coleco Industries, Inc.  
Consumer Electronics Department  
P. O. Box 47  
Amsterdam, New York 12010  
Attention: Consumer Quality Manager**



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