

Donkey Kong®
and Donkey Kong Jr.®
Two great games in one game pak!

**INSTRUCTION
BOOKLET**



Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.



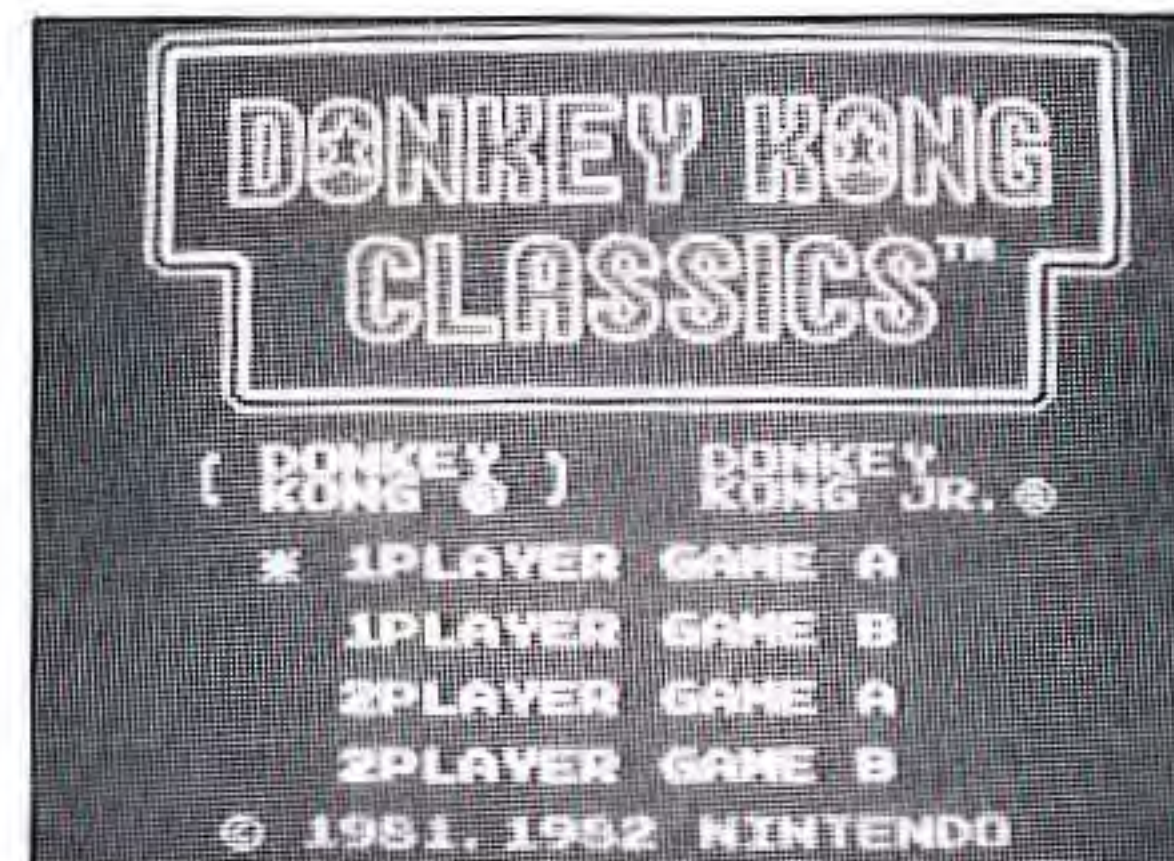
Thank you for selecting the Nintendo Entertainment System® Donkey Kong Classics™ Pak

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference

GAME SELECTION

- When you turn the system power switch on, a screen like the one at right will appear.
- Use the SELECT button or  Control Pad to choose the game you want to play.
- Select 1 player game or 2 player game by moving the asterisk (*) with  Control Pad.

1 Player game A — Beginner	2 Player game A — Beginners
1 Player game B — Expert	2 Player game B — Experts
- When you have decided on the game you want to play, press the START button or A/B button to begin your game.



CAUTION

To return to the game selection screen once game is over, either press the RESET button or turn the power switch off and then on again.

PRECAUTIONS

- 1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it part.
- 2) Avoid touching the connector, do not get them wet or dirty. Doing so may damage the game.
- 3) Do not clean with the benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

OBJECT OF THE GAME/GAME DESCRIPTION

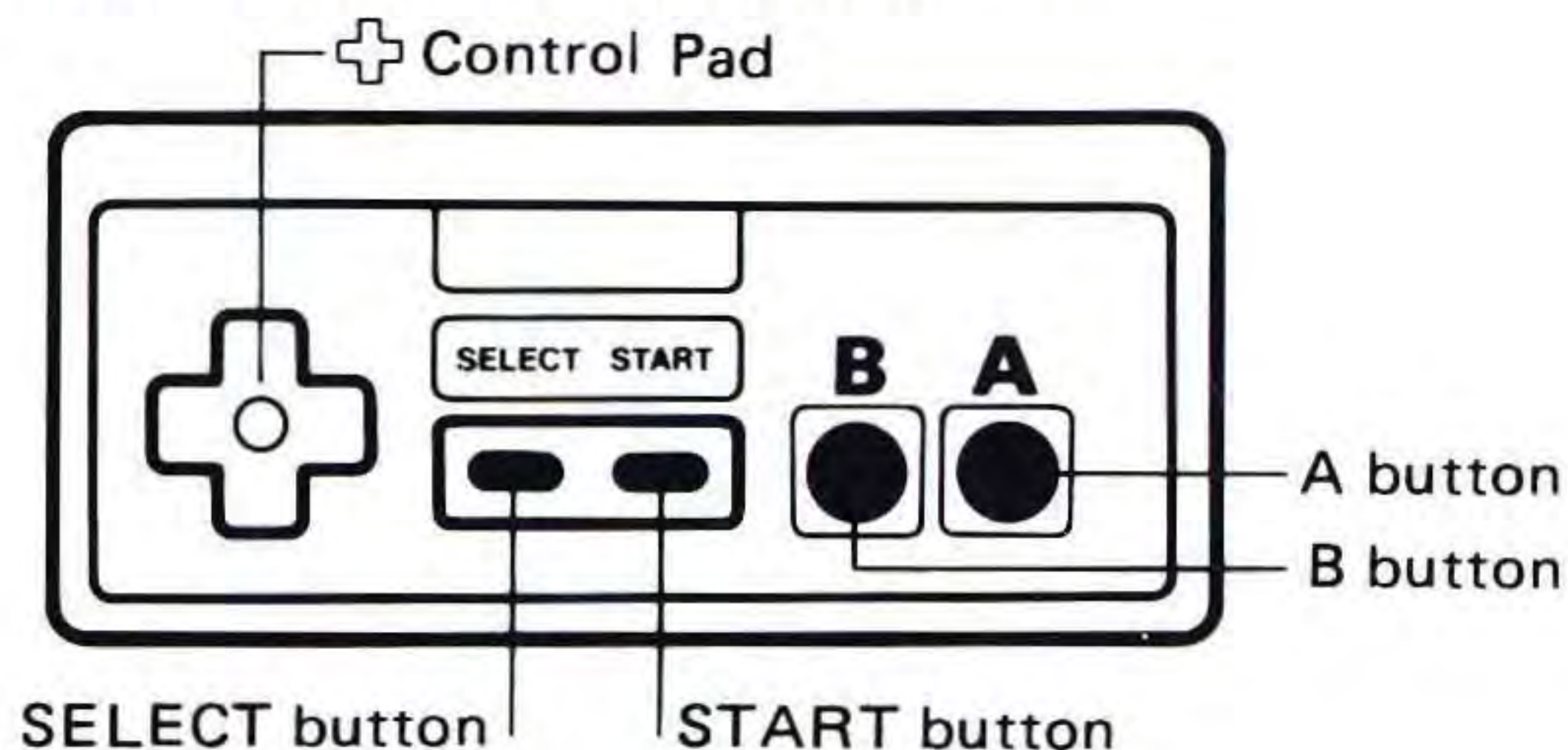
Can you save Pauline from the clutches of Donkey Kong? Help Mario scale the construction site to rescue his girlfriend, Pauline. Dodge the fireballs and barrels that Donkey Kong hurls down the ramps and ladders to thwart your efforts.

1. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 — For playing alone.

Controller 2 — For second player in 2 player games.

Controller 1/Controller 2

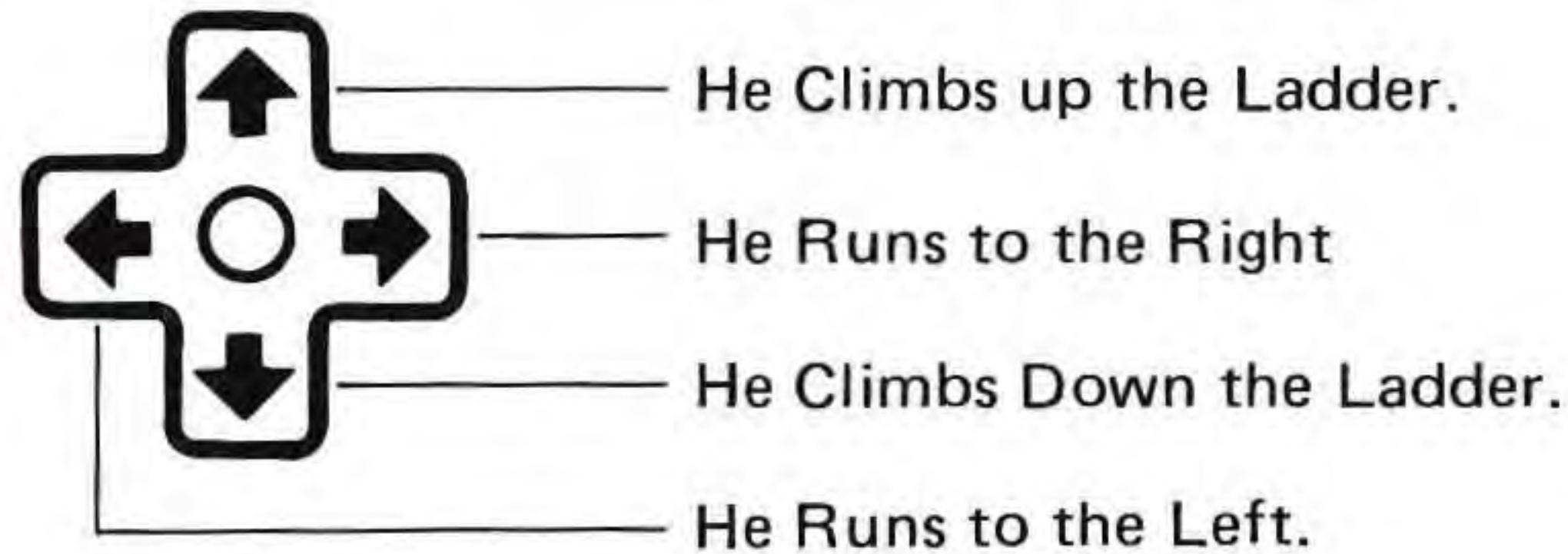


A button
He Jumps.

B button
Not Used.

+ Control Pad

Moves Mario



* Select and Start Buttons Are Not Used on Controller 2.

START button

Press this button to begin.

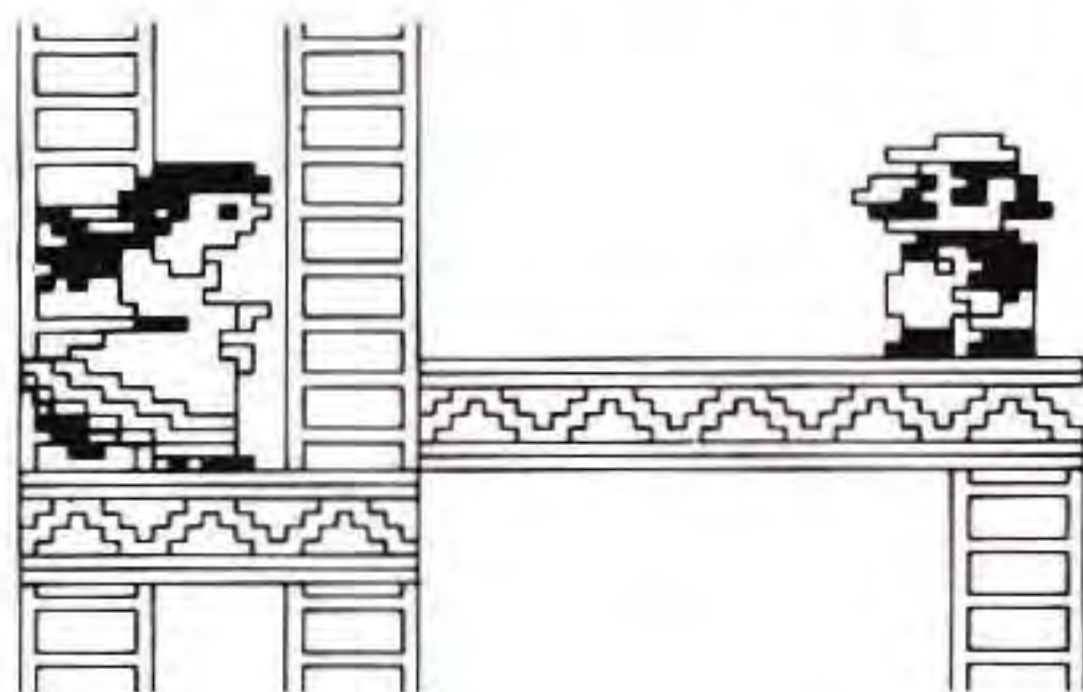
Pause:

If you wish to interrupt play in the middle of a game, press the Start button. The pause tone will sound and the game will stop. Press the Start button again when you wish to continue playing. The game will continue where you left off.

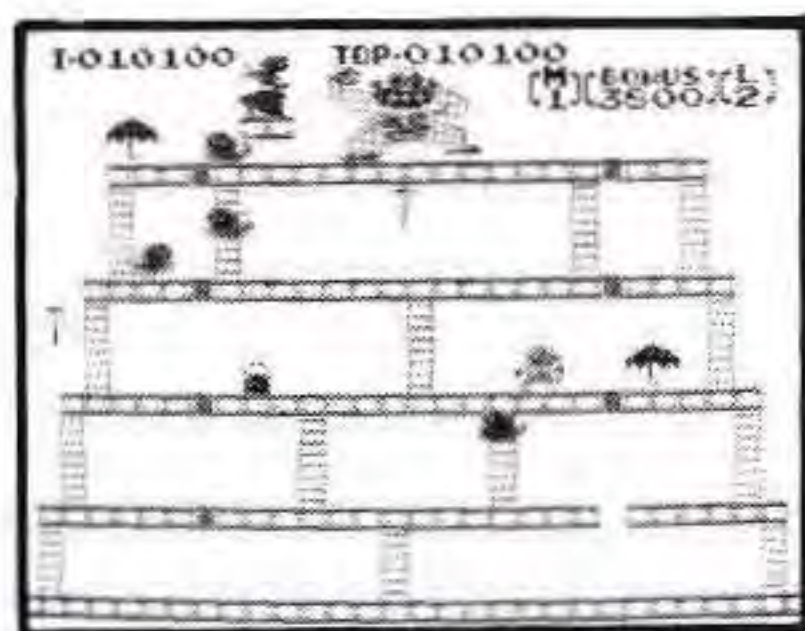
- * The Top score will reset to 0 if the reset button (on the control deck) is pressed or the power is turned off.
- * Use Controller 1 for 1 Player games.
- * Use Controller 1 and 2 for 2 Player games.

2. HOW TO PLAY

Mario's purpose: To save Pauline who has been kidnapped by Donkey Kong.



In rounds I and II Mario makes his way towards Pauline in the upper part of the screen.



In round III he runs on the steel girders and pulls out bolts. If he can pull out all of the bolts, the girders will fall, Donkey Kong will tumble headlong down to the ground, and Pauline will be saved . . . for now.

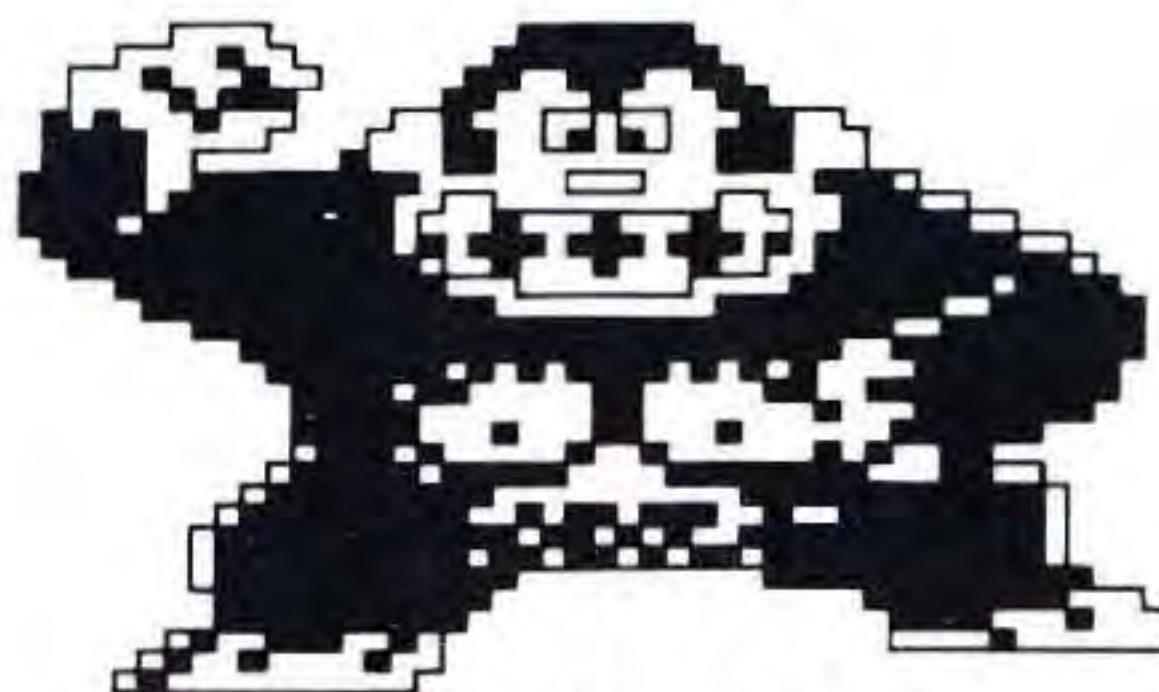
Characters



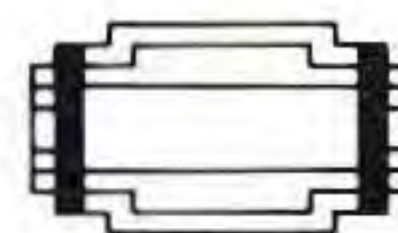
Mario



Pauline



Donkey Kong



Barrel

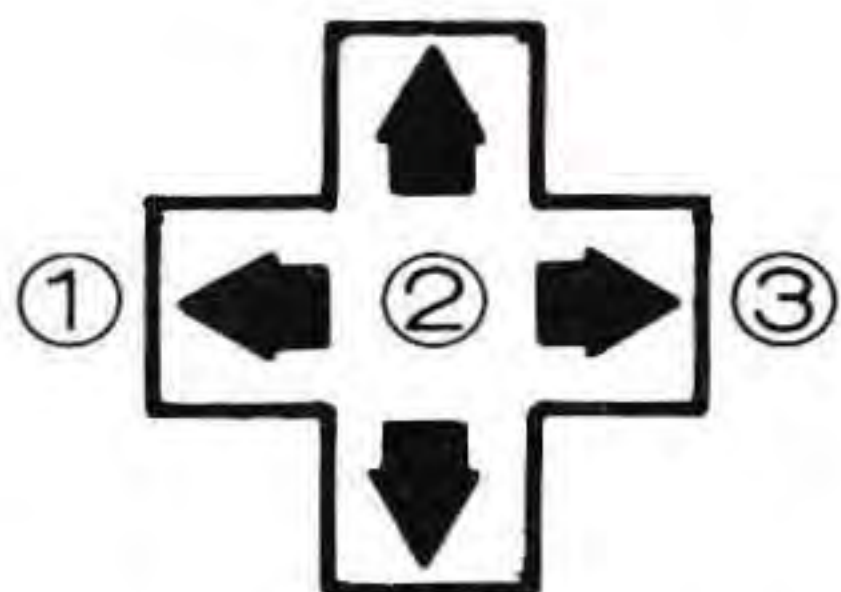


Fireball

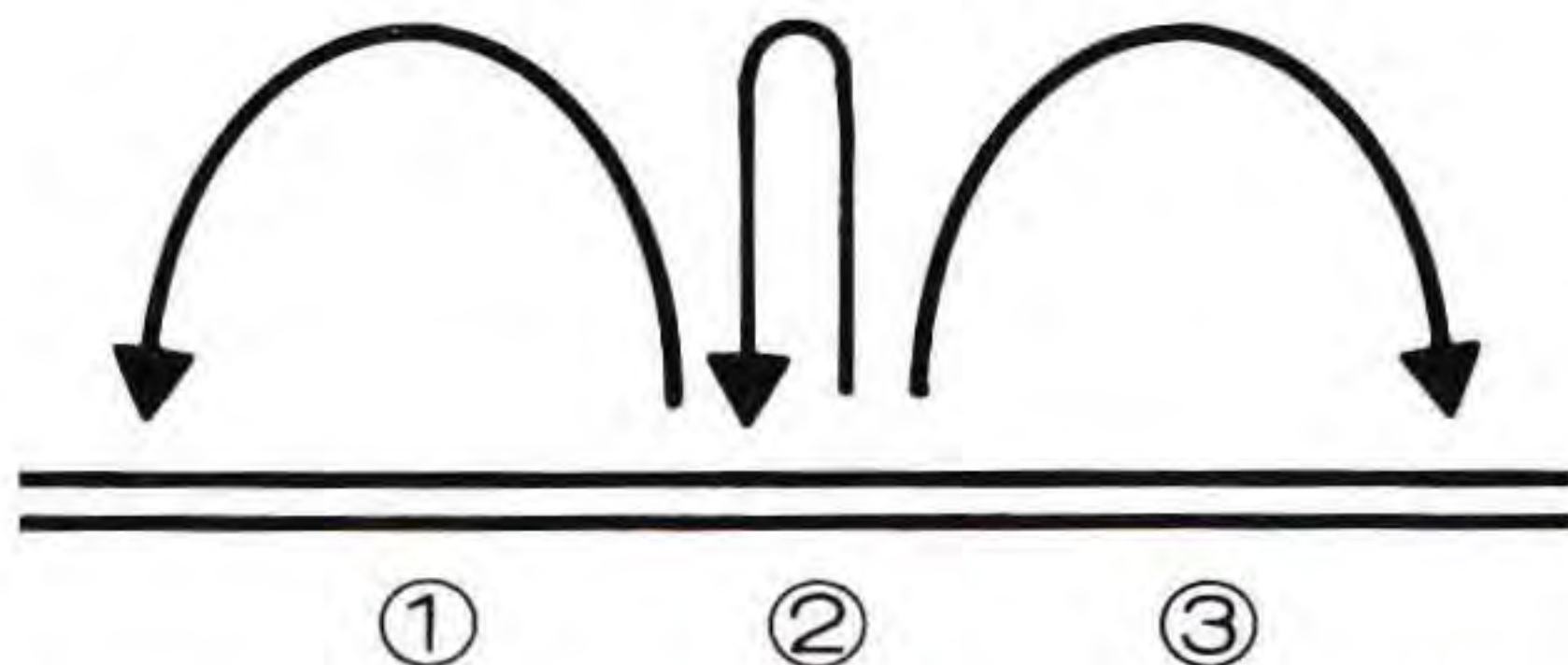


Jack

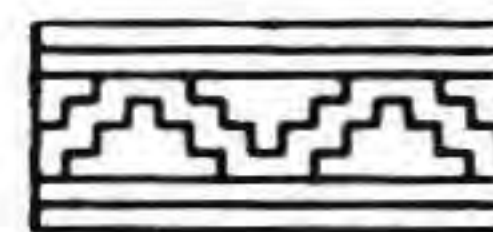
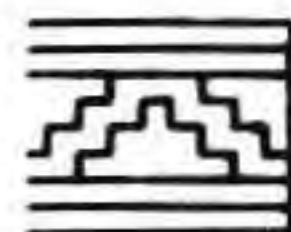
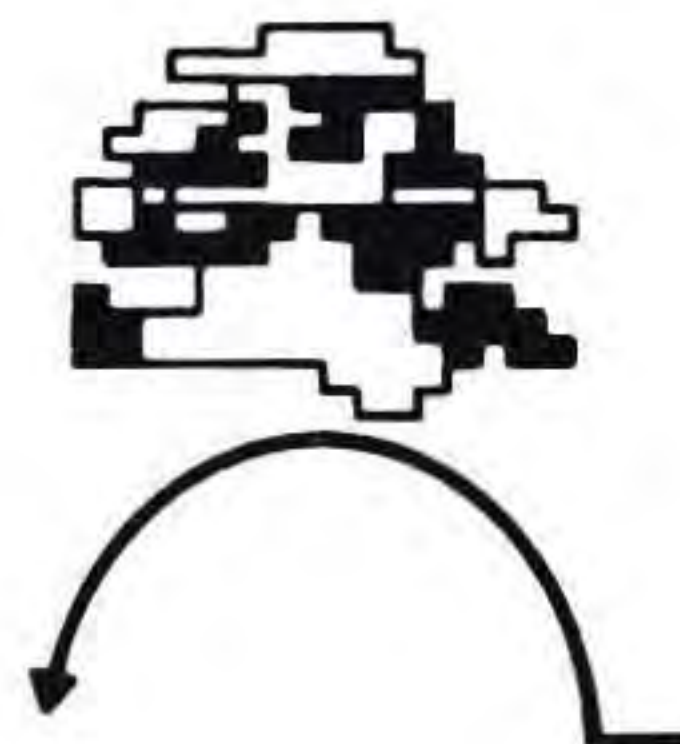
Hint: Take advantage of jumps



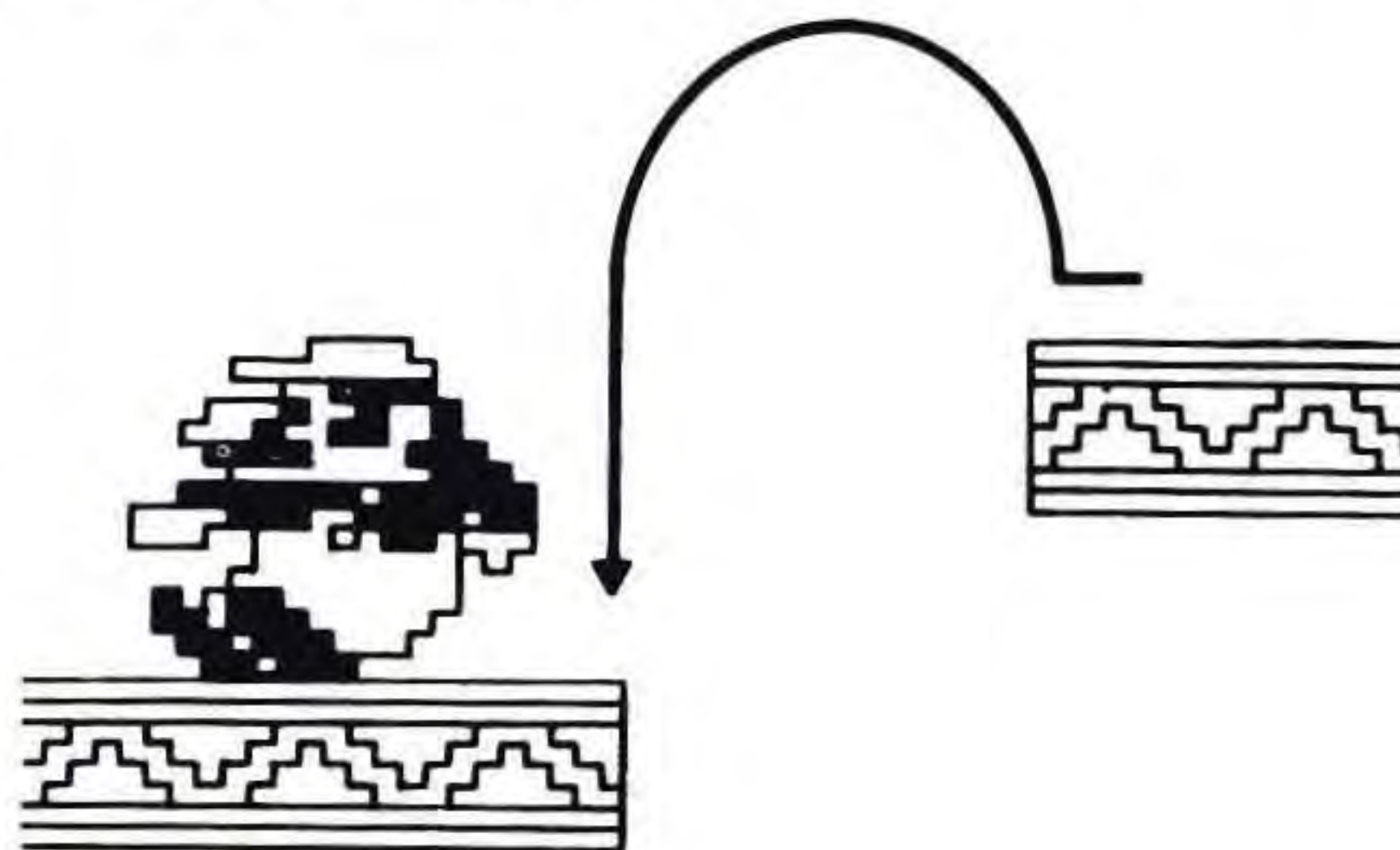
* You can jump to the left, upward or to the right. Push the Control Pad in the direction you want to jump, and at the same time push the jump button.



* Mario cannot jump on or off the ladders.



* Mario can jump the distance of two sections of the steel girders.



* Jumping down:
Mario can only survive a jump down the height of two sections of the steel girders — the same as Mario's height.

Scoring



- You can gain points by picking up things dropped by Pauline (parasol and purse).

[BONUS]
[4900]

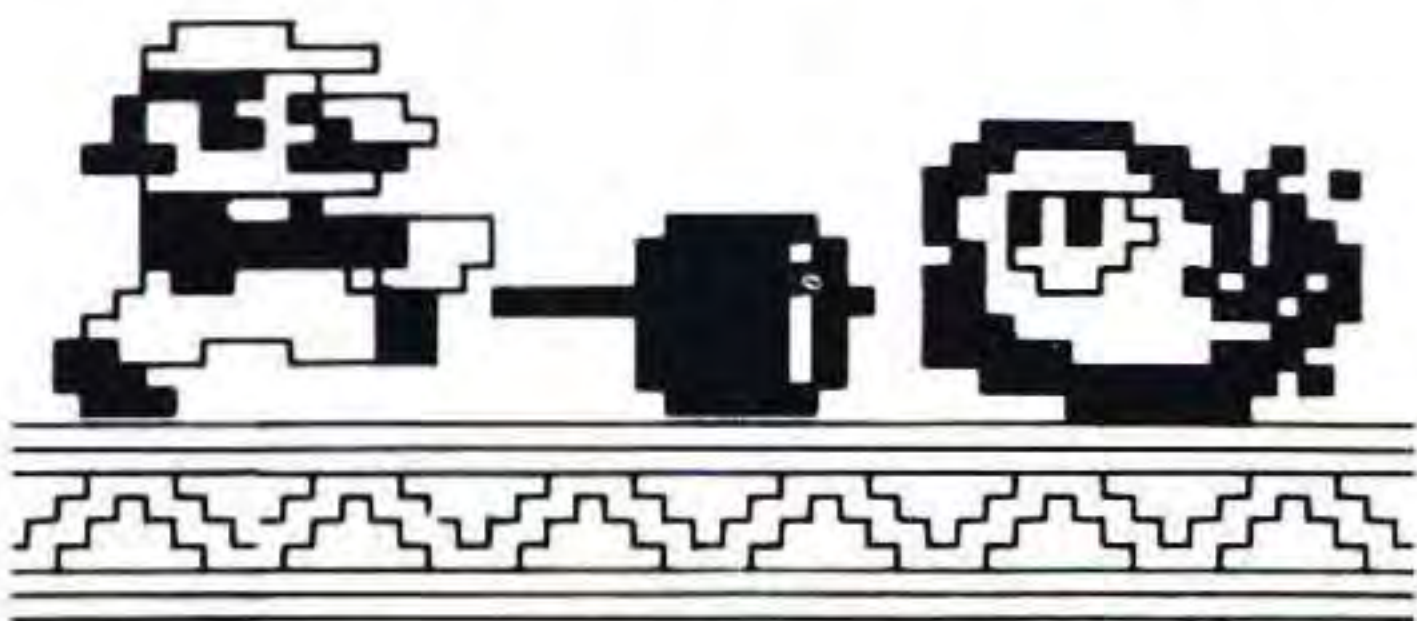
- **Bonus points**

When you reach Pauline, bonus points will be added to your score.

Note: If you take too much time, the bonus points will decrease. When they reach zero, time runs out and this means the end of Mario.

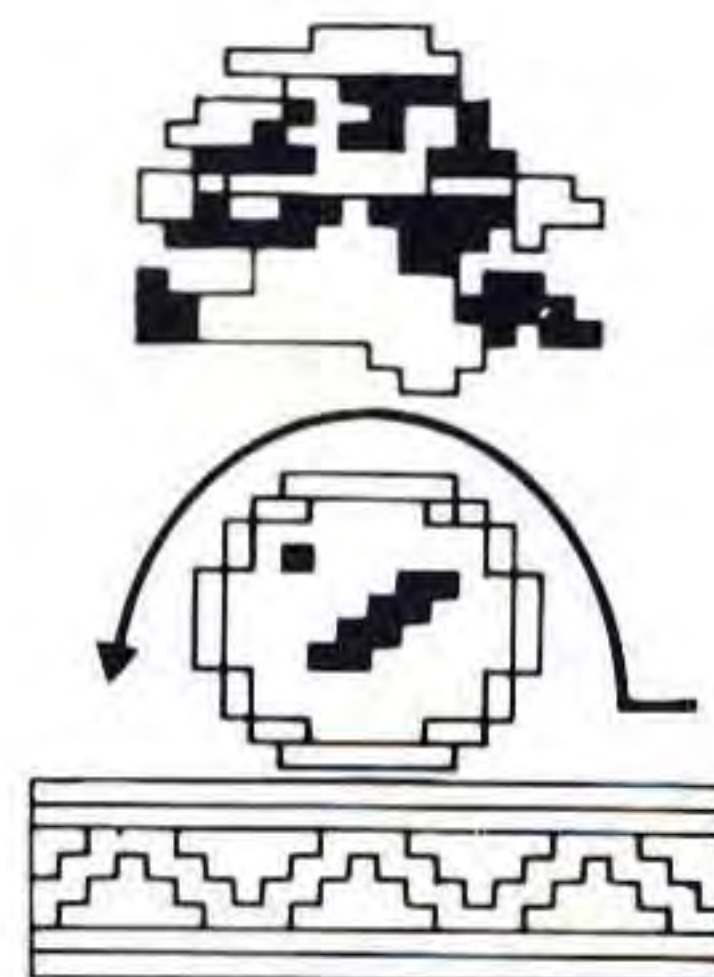
- **Invincible hammer**

If you bonk a barrel or a fireball with the hammer, you gain points.



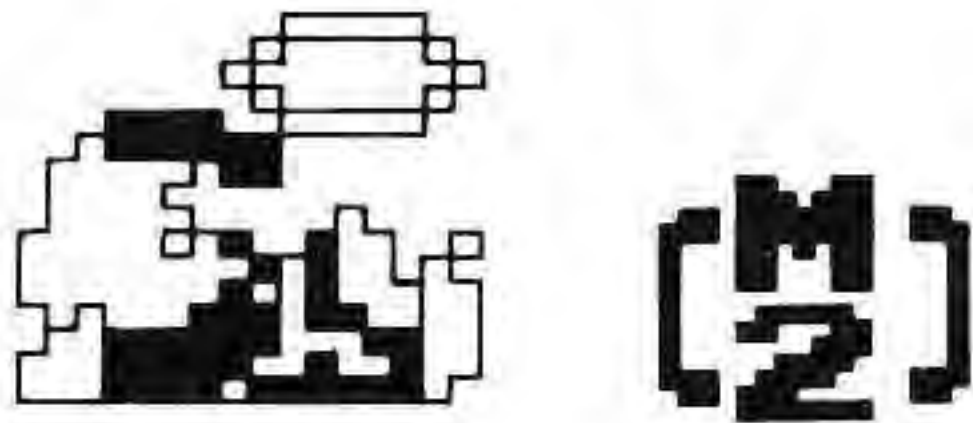
- **Jump**

You also gain points if you jump over a barrel successfully.



Extra bonus

If your score goes over 20,000, an extra Mario will be added.

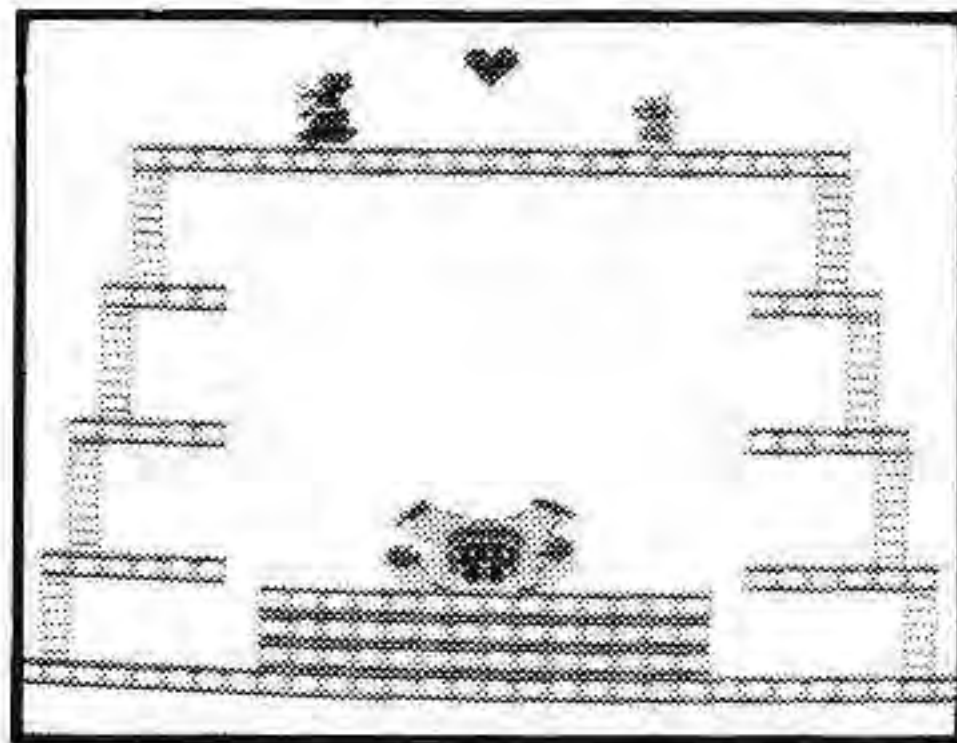


Beware!

The following spell the end of Mario:

- When Mario bumps into a barrel or a fireball,
- When the jack bounces and hits Mario, or
- When Mario falls off the girders.

When all Marios are gone, the game is over.



Loops:

If you succeed in finishing round III and saving Pauline, one loop is completed. Challenge the second loop! As you go on, your enemies increase in number and speed. You can compete with your friends by score or by the number of loops completed!



DONKEY KONG JR.®

OBJECT OF THE GAME/GAME DESCRIPTION

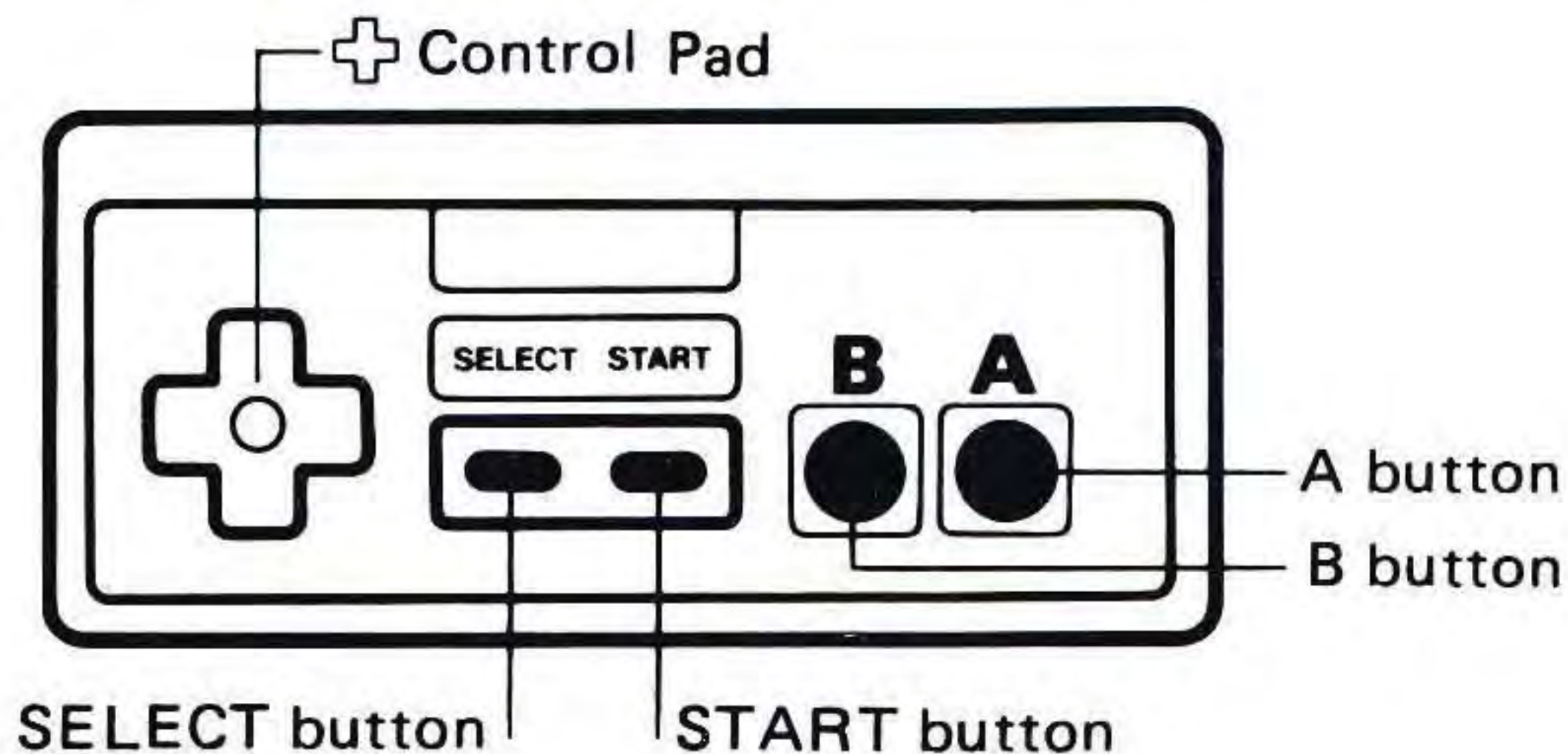
DK Junior is on a mission to rescue Donkey Kong from Mario's cage. Jump from vine to vine collecting bonus fruits and avoiding lethal snapjaws. Then move on to tougher stages. Jump platforms, dodge sparks of electricity, and watch out for those birds. Use your skills to get the key that will set your Papa free.

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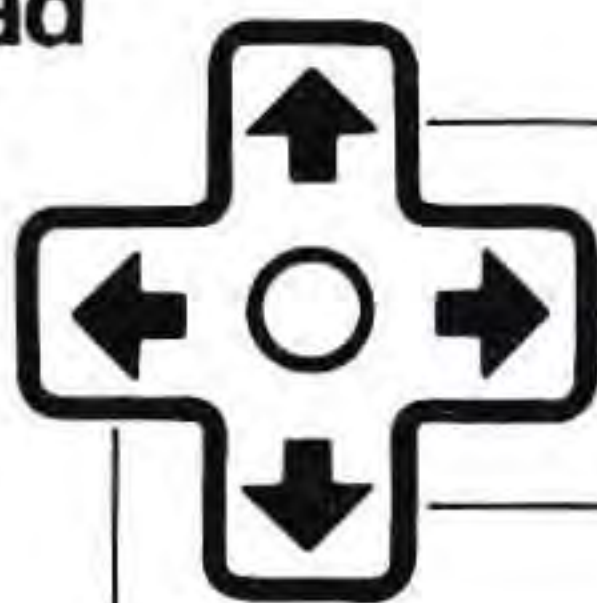
Controller 1/Controller 2



A button
He Jumps
B button
Not Used

Control Pad

Moves Jr.



He Climbs up the Vines and Chains.

He Walks to the Right.

He Slides Down the Vines and Chains.

He Walks to the Left.

* Select and Start Buttons Are Not Used on Controller 2.

START button

Press this button to begin.

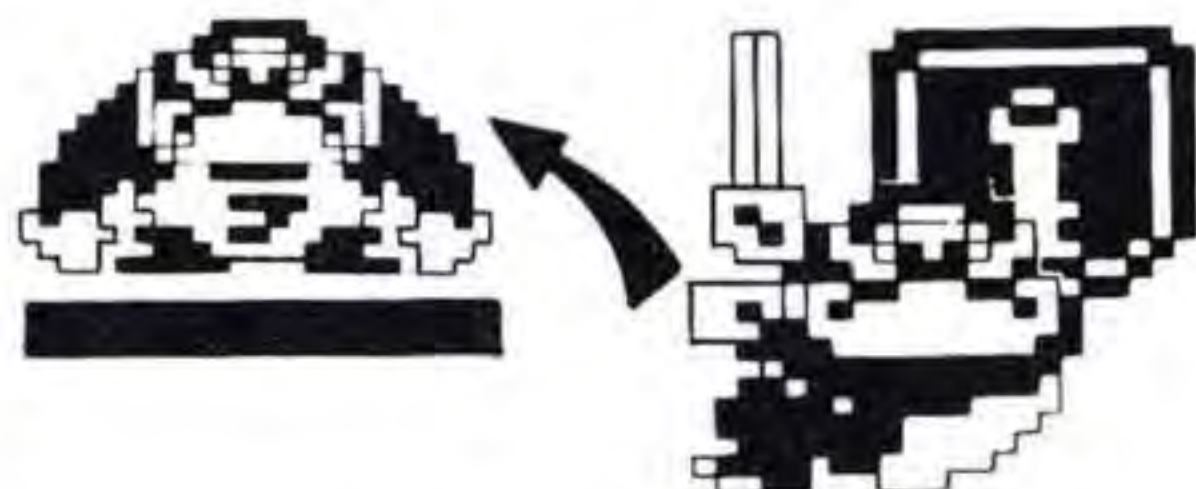
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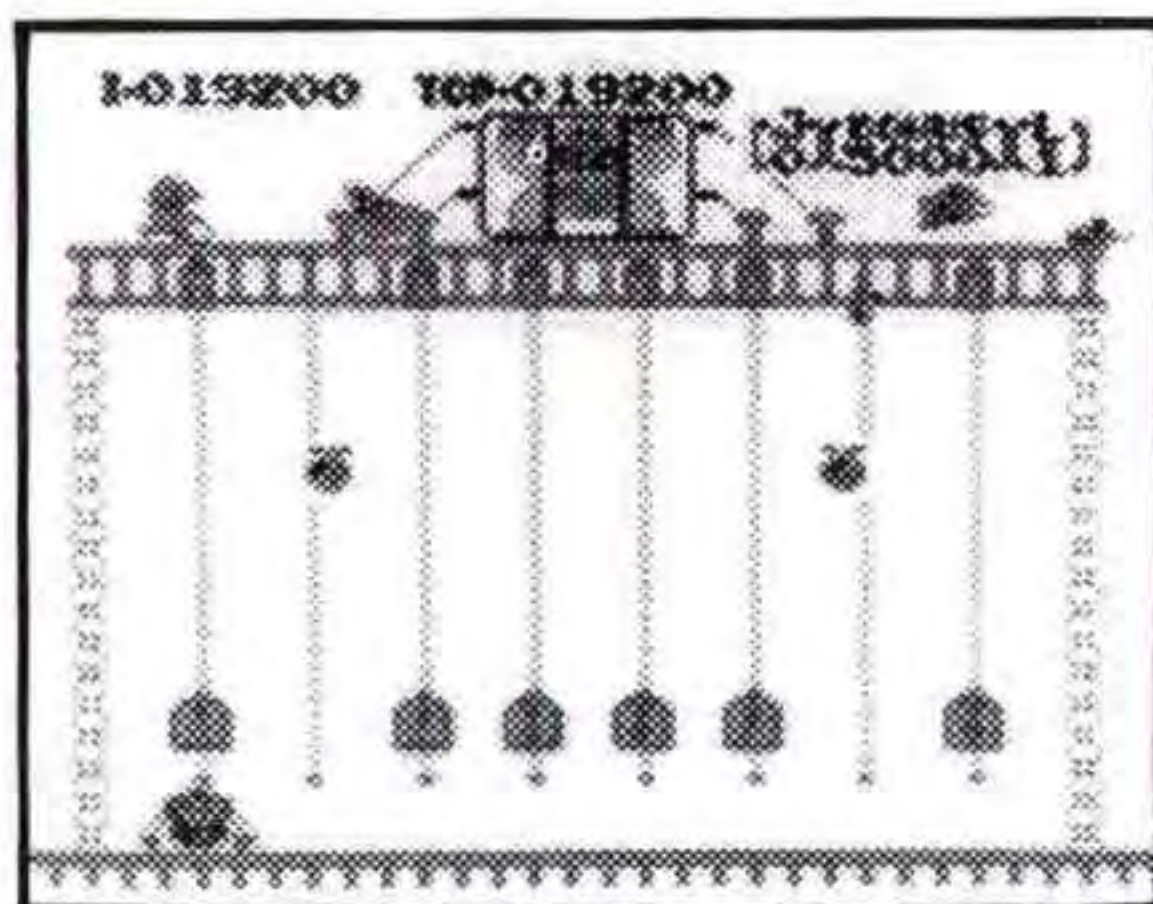
- * The Top score will reset to 0 if the reset button (on the control deck) is pressed or the power is turned off.
- * Use Controller 1 for 1 Player games.
- * Use Controller 1 and 2 for 2 Player games.

2. HOW TO PLAY

Junior's purpose: To steal the key from Mario and free his Papa.



- Rounds 1 to 3: Try to make it to the key at the top of the screen. If you jump onto the vine next to the key, the game will automatically advance to the next round.



- In the fourth round, push the six keys up and insert them into the key holes at the top of the screen. The chains on the cage will then fall off, and Papa can be rescued.

Characters



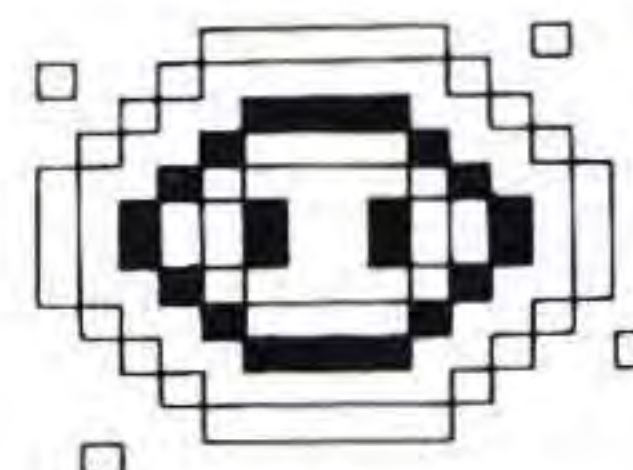
Junior



Snapjaw

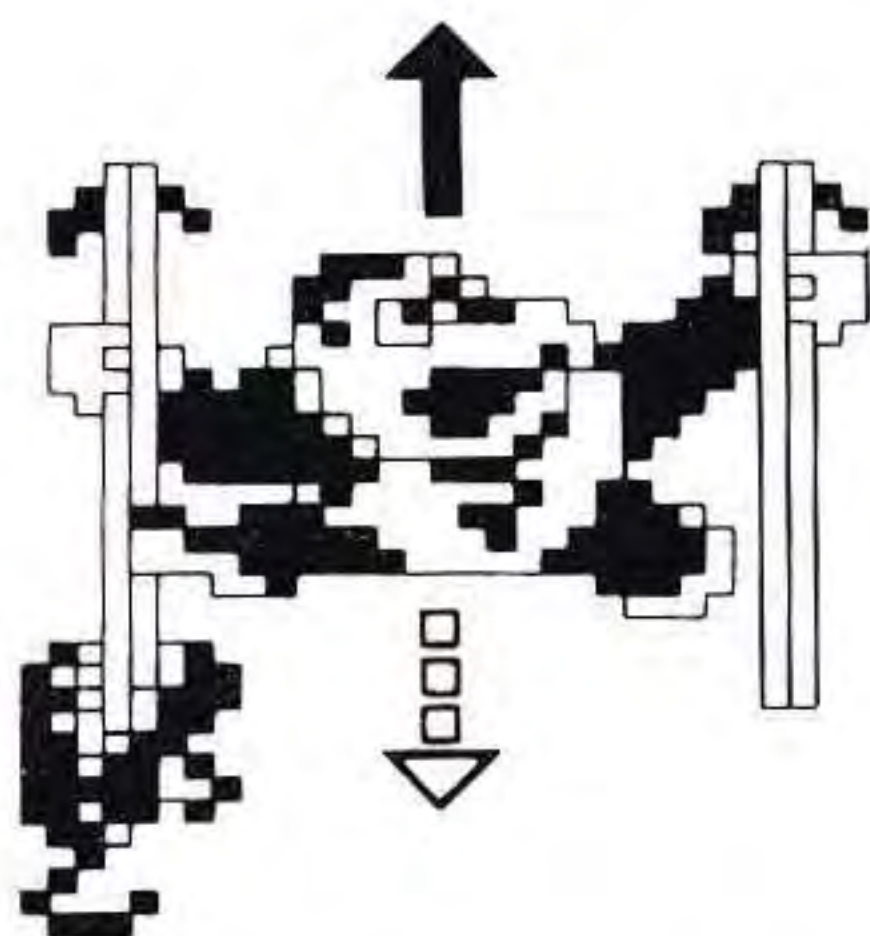


Nitpicker



Spark

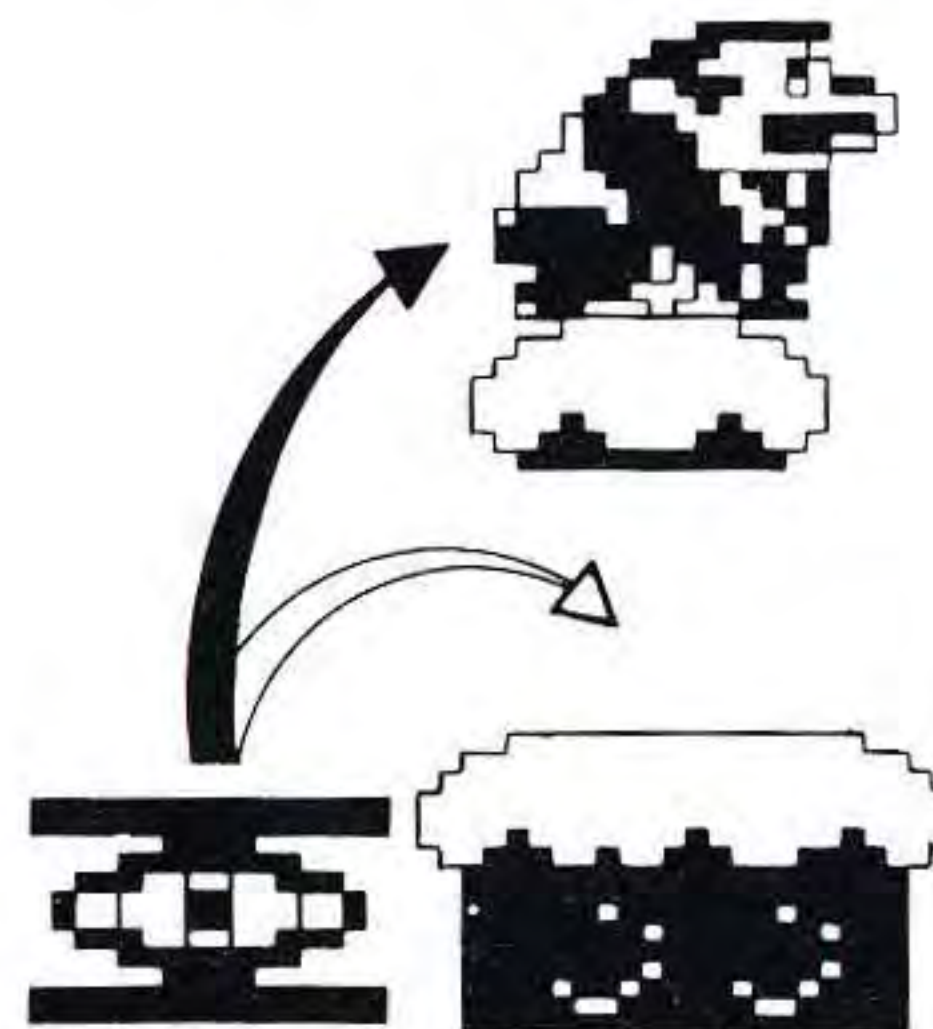
Hints Use these three special techniques to speed up the action.



* Climb up quickly by grabbing onto two vines at once.



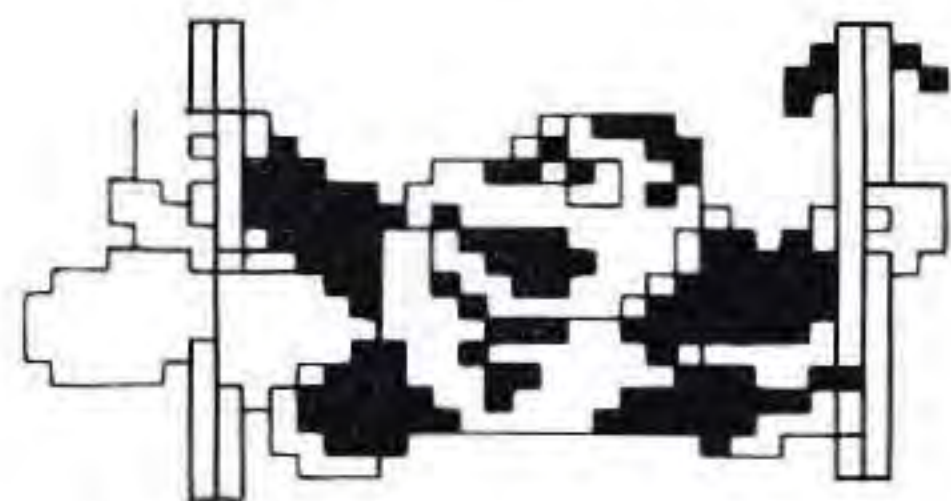
* Slide down quickly by holding onto one vine.



* **High jump (second round)**

A well-timed press of the "A" button will allow you to jump all the way to the moving island using the spring board.

Scoring Four ways to improve your score.



* Fruit attack

Additional points for getting fruit. Drop the fruit on the enemy. Knock out several bad guys at once and get a special high score!



[BONUS]
[4900]

* Bonus points

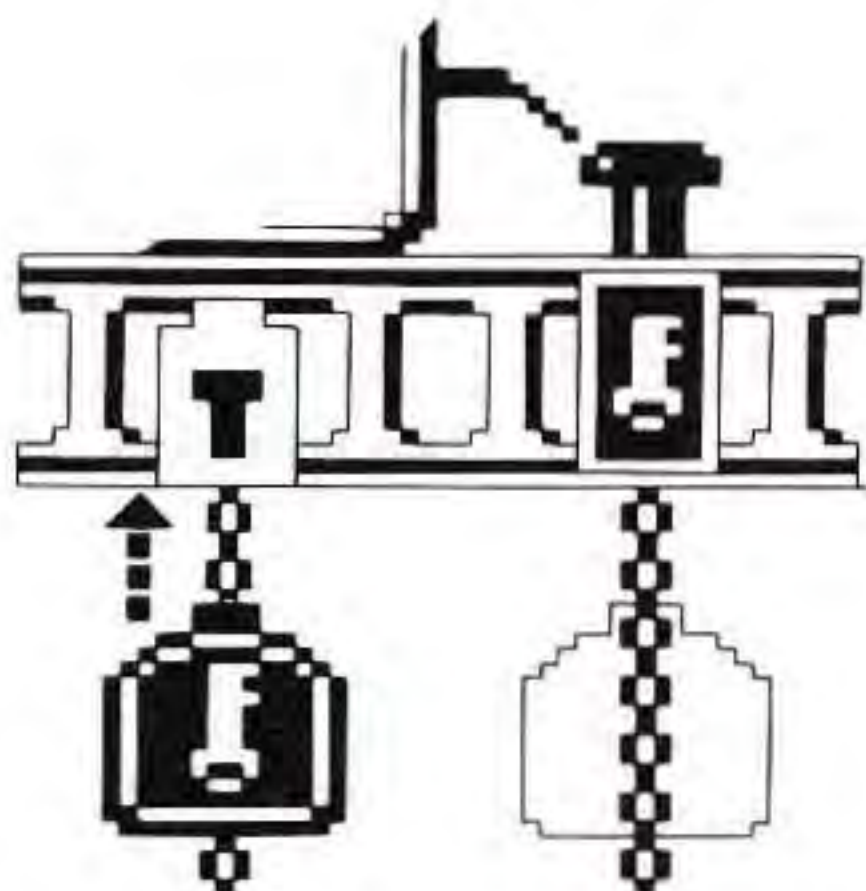
When you reach the key, bonus points are added to your score. The bonus points you get depend on how long it takes you to reach the key; the longer you take, the lower the bonus. Time runs out at the same time the bonus points go to zero, and Junior is finished.



* Jumps

Jump over a nitpicker or spark to successfully escape their attack and get additional points.





* Additional points with the keys (fourth round)

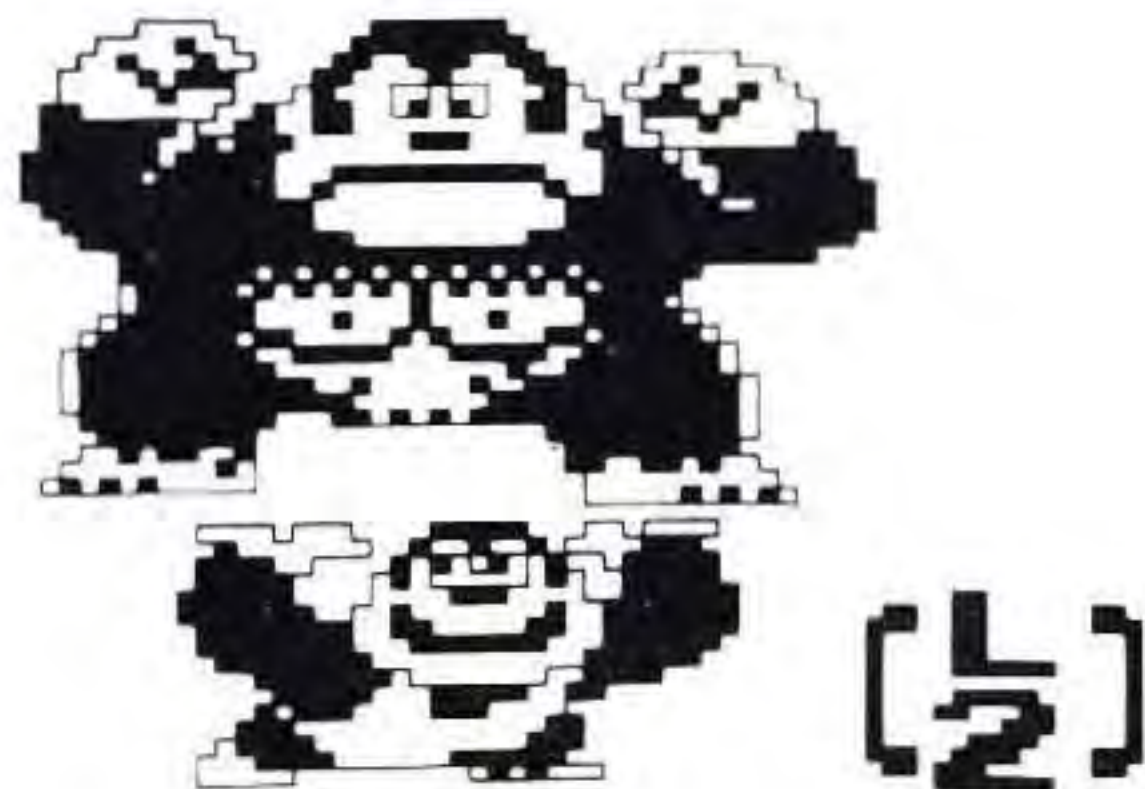
Additional points are given for each key inserted into a keyhole. You can insert two keys at once using both hands.

Bonus: If your score goes over 20,000, you get an extra Junior.



Beware!

Watch out for the following: getting bitten by a snapjaw, getting pecked by a nitpicker, colliding with a spark, and falling from a vine. Each time one of these happens, one Junior disappears. When all Juniors are gone, the game is over.



Loops

After clearing the fourth round and saving Papa, the first loop is over. Next, challenge the second loop. The number of enemies and their speed increases. Compete to see who gets the highest score or the highest loop!

MEMO

MEMO

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific Time, Monday through Saturday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.
3. If the Nintendo Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Nintendo of America Inc.
NES Consumer Service Department
4820-150th Avenue N.E.
Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted at left. If the Nintendo Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Nintendo to repair or replace the PAK and will be given a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OR ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



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