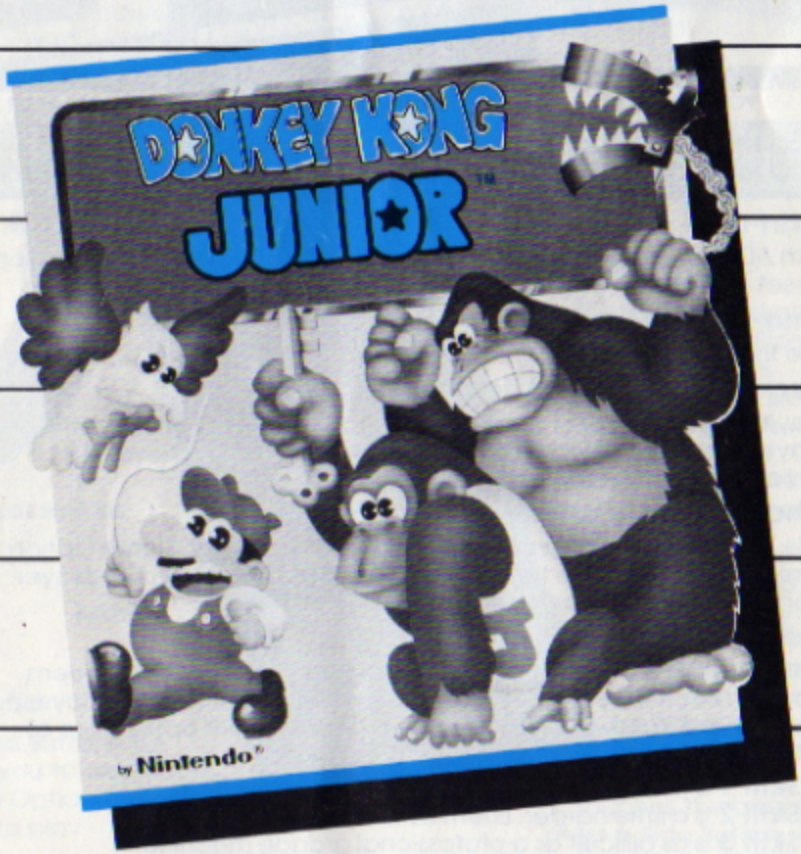
ADAM™

SUPER GAME PACK

CAPTURES THE EXCITEMENT OF THE REAL ARCADE GAME



AN EXPANDED-MEMORY VIDEO GAME PACK FOR USE WITH
ADAM™, THE COLECOVISION® FAMILY COMPUTER SYSTEM

GETTING READY TO PLAY

POWER SWITCH | INSERT CASSETTE | COMPUTER RESET BUTTON

DO NOT REMOVE DATA PACK WHILE THE DRIVE IS OPERATING!
DO NOT TURN POWER ON OR OFF WHEN A DATA PACK IS IN THE DRIVE!

Start-up

Turn ADAM™ on. Insert your Data Pack into Drive 1 only. Press the Computer Reset Button.

One-Player Game

Use the Port 1 controller.

Two-Player Game (Alternating Players)

Player 1 uses the Port 1 controller. Player 2 uses the Port 2 controller. Players take turns. Player 1 begins and plays until a player shift is indicated by the Get Ready Screen.

Choosing your challenge

The Title Screen appears on your TV. Wait for the first Game Option screen to appear. Use the Keypad to choose a one- or two-player game. **Refer to note on page 10.**

Skill selection

Following the first Game Option screen, the Skill Selection screens appear. **Each player selects a skill level at which to play.** Player 1 chooses first, followed immediately by Player 2. Skill options are as follows:

Skill 1 is the easiest, suitable for play by beginners.
Skill 2 is a little harder. Enemies are more dangerous.
Skill 3 is as difficult as a professional arcade machine.
Skill 4 is a tougher challenge than an arcade machine.

Each player selects a skill option by pressing the corresponding number button on the controller keypad.

USING YOUR CONTROLS

Control Stick

The Control Stick controls most of Junior's movement.

Climbing:

If Junior is on a vine or chain, press the Control Stick up (away from you) to climb up or down (toward you) to climb down. Junior climbs up two vines or chains faster than he climbs one.

Sliding:

If Junior is hanging on a vine or chain, press the Control Stick down to make him slide. Junior slides down one vine or chain faster than he climbs down two.

Swinging:

If Junior is hanging on a vine or chain, press the Control Stick left or right to make him swing.

Running:

If Junior is standing on a girder or platform, press the Control Stick left or right to make him run.

Side Buttons

Either Side Button makes Junior jump. Press a Side Button when Junior is standing and he makes a standing jump. Press a Side Button while Junior is running and he makes a running jump.

In the Jump Board scene, Junior can make a Super Jump. First, make Junior perform a running jump to the Jump Board. When Junior touches the board, press a Side Button. If you press it at just the right time, Junior makes a Super Jump.

Keypad

Keypad Buttons 1-4 allow you to select the Game Options you want to play.

JUNIOR'S JOURNEY

DONKEY KONG, JR™ Game offers you four challenging adventures. In the first, Junior climbs and swings across vines and avoids dangerous creatures to reach a flashing key and release his Papa.

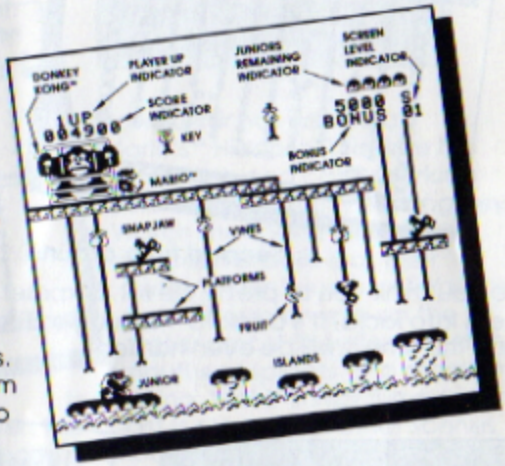
If Junior succeeds, his next goal is to push keys to the tops of long chains, once again avoiding clever opponents. If he completes this test, he climbs the vines again — but this time it's tougher!

Then Junior has a try at the high-flying Jump Board. If he survives these trials, it's on to Mario's™ Hideout, where sparks and water droplets threaten his pursuit of the key. Can you help Junior avoid all these dangers to capture the key and free his Papa?

HERE'S HOW TO PLAY!

Start climbing!

Junior starts in the lower left corner of the jungle. Make him jump to one of the vines above him, then start climbing. Remember — Junior climbs up two vines faster than he climbs one. But he can't climb through a platform. Keep Junior to the left of the first platform, then help him jump onto it! Watch out for red and blue Snapjaws crawling on vines and platforms. Touch a fruit directly above them to knock them out of play. Try to get two or three Snapjaws at a time to earn more points.

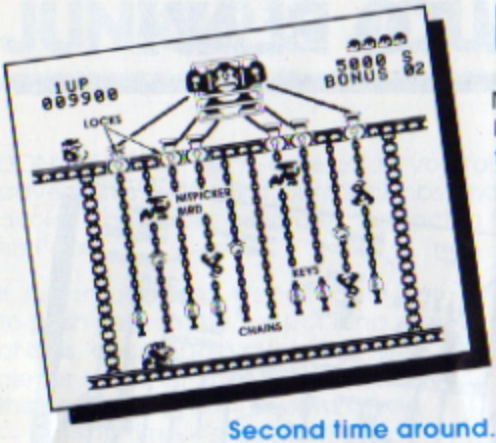


Capture the key.

Junior must capture the flashing key at the top of the jungle, but Mario™ sends Snapjaw after Snapjaw to try to stop him. Make Junior run, jump and climb to the highest platform. Leap over the Snapjaws for points. If Junior misses the key and falls onto Mario™, he is eliminated. A new Junior must start all over again.

Bonus!

While Junior climbs, the Bonus Timer counts down. When he reaches the flashing key, the number appearing in the Bonus Timer is added to your score. But time can work against you. If Junior fails to capture the key by the time the bonus runs out, he is eliminated. A warning sounds when time gets short.



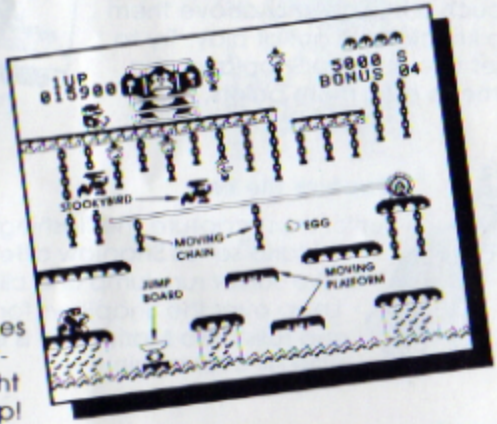
Chain champ.

Now that you've captured the key, go on to the next adventure. Junior must push keys up long chains and into locks to free his Papa. Snapjaws still chase Junior. But Mario™ has a new trick: he sends Nitpicker birds after Junior! Nitpickers swoop off Mario's™ platform to catch Junior on the chains. Watch out!

Second time around.

So you think you're pretty clever. Surprise! After Junior has pushed all keys into locks, it's back to the jungle. Time to climb the vines again — and this time it will be even harder!

Bounce right, bounce high!



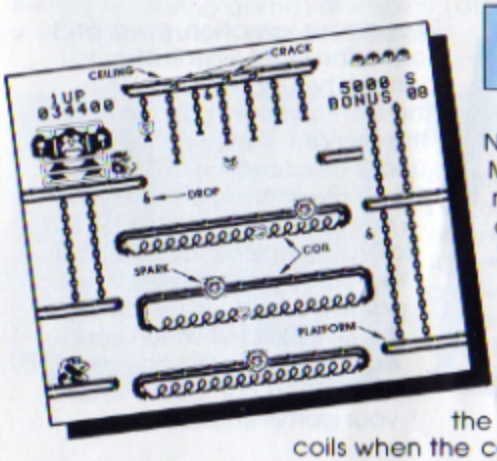
Once Junior makes it through the jungle, it's time to jump! To begin this episode, Junior must perform a running jump to the jump board. When Junior touches the board, press either Side Button. If you press it at just the right time, Junior makes a Super Jump! Time the jump so that Junior lands on a moving platform. Then make him jump to a moving chain. Don't slam Junior's head on a platform. That will eliminate him!

Birds and eggs.

Beware of the Stookybirds as you climb around the chain conveyor. In Skill Levels 2-4, Stookybirds drop eggs to eliminate your struggling Junior. Climb above the birds and try to eliminate them with fruit. Swing to the far right to reach the highest platform. Then try for the key. If Junior falls, and he's lucky, he can grab a vine or bounce off the jump board. Then try, try again!

Nothing is easy!

Even though Junior makes it through the Jump Board trials, success doesn't come that easily! He returns to the chains, then moves on to the jungle, and finally back to the chains again before pressing on. Will Junior's stamina hold up?



Water and electricity don't mix!

Now Junior has arrived at Mario's™ Hideout. This time he must climb and cross sparking coils to capture the flashing key. Watch the sparks as they zip around the coils. Got their rhythm? Don't jump yet. You've got to keep an eye on the water drops! They form at the mouths of spigots and cracks in the ceiling. Make Junior jump to the coils when the coast is clear. As in other scenes, Junior can hop over sparks or knock them out of action with a piece of fruit. Beware of sparks above Junior. They're just as deadly as the ones below!

More trials, more work.

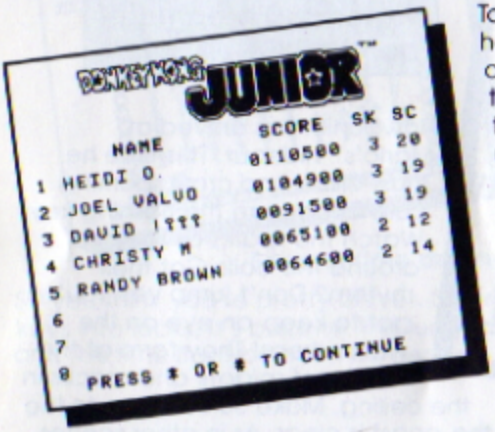
If Junior conquers Mario's™ Hideout and captures the key, he continues his adventures in the same sequence, starting back in the jungle once again—but each time they're harder!

Put your name in lights!

If you're one of the game's high scorers, you can record your performance on the DONKEY KONG, JR.™ Hall of Fame Screen.

After your game has ended, the Hall of Fame Selection Screen appears. To enter your name, press the Control Stick **you have used** until Junior moves beneath the letter of your choice. Then press the Left Side Button to enter the letter. You can select up to 12 letters in the name box.

To change letters in the name box, **press and hold in the Right Side Button.** This gives you control of the upper cursor (in the name box). Use the Control Stick to move the cursor beneath the letters you wish to change. Release the Right Side Button and use the Control Stick to move Junior to select a new letter. Press the Left Side Button to enter the new letter in the name box.



To end your selection, press and hold in the Right Side Button to control the upper cursor. Use the Control Stick to move it to the far right. Junior will appear under the question "DONE?" If you are finished entering a name, press the Left Side Button to complete the screen. Your score is preserved. The game automatically records the Skill Level at which you earned your high score and the Screen number in which your game ended.

If two players achieve record-breaking scores in the same game, Player 1 enters a name first.

NOTE: If the Hall of Fame screen is filled with eight names and your score is not high enough to be included, only the Display Screen will appear after your game has ended. Press Keypad Buttons 9-8-9 in sequence to erase **all** names from the Display Screen and enter new names as described above.

To bypass the Hall of Fame Selection Screen at any time while it is showing, press * to replay your game or press # to return to the Game Option Screen.

It's a print!

Want to save your scores on paper? Just insert paper in the printer, then press Command Key PRINT while the Hall of Fame Display Screen is showing. ADAM™ does the rest!

Special Pause Feature

Press * during a game to pause. The screen freezes and music plays. Press * again to return to the game at the point where you stopped. There is a slight delay before action begins again.

Starting over.

Press * to replay the DONKEY KONG, JR.™ Game option that you've just played. Press # to go back to the first Game Option screen.

*= Pause (during game) or Replay (after game)
= Game Options (other choices)

Computer Reset

Pressing the left Computer Reset button stops the game and erases it from computer memory. After a short period of time, the game begins again at the Title Screen. Computer Reset can be used in the event of a game malfunction.

SCORING

Junior's Action	Points
Jumping over an opponent	100
Jumping over two or more opponents in a single jump	300
Placing a key in a lock (Chain Mission)	200
Picking a fruit	400
Falling fruit eliminates opponent	800
Same falling fruit eliminates second opponent	1200
Same falling fruit eliminates third or fourth opponent	1600

Bonus Points

When you complete a mission, the Bonus Timer stops. The value displayed is added to your score.

Bonus Juniors

You earn a bonus Junior when your score reaches 10,000 points.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing DONKEY KONG, JR.™, but it is only the beginning! You will find that this Data Game Pack is full of special features that make DONKEY KONG, JR.™ exciting every time you play. Experiment with different techniques—and enjoy the game!

NOTE: This tape has been verified to insure quality performance. Before choosing a game option, wait for the data pack to stop moving. During extended play it is possible for a random occurrence to cause a screen distortion or an interruption in play. To correct this, simply reset your system to allow tape to rewind. Upon completion of rewind, proceed to play as usual. If this problem persists, clean the heads in your digital data drive in accordance with the procedure contained in your ADAM™ Tips Brochure or call Customer Service on Coleco's toll-free hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Standard Time, Monday through Friday.

CAUTION

Your game data packs are sensitive. Keep them away from magnets, your ADAM™ printer, TV set, telephone or any other electrical device. Protect them from dust, water and extreme temperatures. Don't try to edit or store on your game data packs — you could ruin the game! **If you have a second digital data drive, your game data packs must never be loaded in Drive 2. Damage may result if this is attempted.**

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this game pack will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station. 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.

Any implied warranties arising out of the sale of the game packs including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your game pack fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your game pack, please 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 Service Station you have been directed to return it to by the toll-free service information. If your game pack is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the game pack is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your game pack requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

IMPORTANT: SAVE YOUR RECEIPTS SHOWING DATE OF PURCHASE.

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