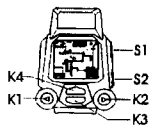


DONKEY KONG GAME WATCH INSTRUCTION

CONTROL KEYS AND FEATURES

There are 6 buttons to your watch:-



S1 (Set) - Press until you reach "time setting" mode.

S2 (Mode) - Normal Time mode, Game standby mode, Alarm time mode.

K1 (left button) - To move left.
Hour digit advance (time setting mode)
Alarm mark on/off (alarm time mode).

K2 (Right button) - To move right.
Minute digit advance (time setting mode).
Alarm mark on/off (alarm time mode).

K3 (Lower button) - To move down.
Get key.
Alarm mark on/off (alarm time mode).

K4 (Upper button) - To move up.
Spin around horizontal bar.
To jump.
Jump and get Ladder, star, Bridge and Parachute.
Alarm mark on/off (alarm time mode).

S1+S2 - Exit from game mode and change to Normal Time mode.

HOW TO SET YOUR WATCH

In Normal Time mode, The watch displays hours, minutes, "PM" mark, colon and alarm mark (Mario's faces). In Normal Time mode, press and hold key S1 for about 2 seconds and you will enter the Normal Time setting mode. The display time (hours, minutes, colon & "PM" flag) will be flashing. Press K1 to advance the setting hours. Press and hold for fast setting. Press K2 to advance the setting

minutes. Press and hold for fast setting. Press S1 again to exit time setting mode & return to Normal Time mode.

HOW TO SET YOUR ALARM

In Normal Time mode, press S2 to enter Game standard mode, & press S2 again to enter Alarm Time mode. Press K1, K2, K3 or K4 to toggle alarm mark (Mario's faces) for on/off. Press & hold S1 for 2 seconds to enter Alarm Time Setting mode. The displayed alarm time will begin flashing. Press K1 to advance the hours. Press and hold for fast setting. Press K2 to advance the minutes. Press and hold for fast setting. The alarm mark (Mario's faces) will be set automatically when alarm time is being set. Press key S1 to exit Alarm Time setting mode & return to alarm mode.

OBJECT OF GAME

DONKEY KONG Kidnapped the beautiful girl PAULINE and has run away. PAULINE is now trapped in the high tower in the big city. MARIO, a famous hero, must chase after DONKEY KONG. On the other hand, try his best to knock down MARIO by throwing out Barrels. MARIO has to escape from the dangerous rolling barrels and Evil Tortoises during his journey.

HOW TO PLAY THE GAME

1. In game playing mode, The game melody starts to play. Pauline appears at the top left corner of the high tower and cries for "help" (word "help" flash with 2 second rate). Donkey Kong will stay on the platform and guard the beautiful girl PAULINE. After the game start melody, the score will then be reset to zero. PAULINE disappears and DONKEY KONG starts to attack MARIO by throwing the Barrels. MARIO, on the other hand, starts his adventure from the bottom left corner. Three of MARIO's faces are displayed this means that MARIO has 3 chances for the adventure.
2. DONKEY KONG stays at the middle of the platform and guards the girl PAULINE. He attacks MARIO by throwing the Barrels left and right.
3. Player can move MARIO right and left by pressing key K2 and K1 respectively. If MARIO comes across the ladder, player can move MARIO up by pressing key K4. If MARIO comes across the ladder, player can move MARIO down by pressing key K3. Otherwise, pressing key K4 will make MARIO jump.

4. If MARIO is not near the ladder, player can use key K4 to make MARIO jump. If MARIO is not close to the ladder, player can use key K3 to use the SUPER HAMMER (if MARIO has the HAMMER) to protect himself.
5. MARIO starts his adventure at the bottom left corner. He has to climb up the ladder by getting the Magic hat. FIRST, MARIO has to jump up by pressing key K4. MARIO will then hold himself on the Horizontal Bar. At this moment, press and hold key K4 again and MARIO swings himself round the bar. After gaining the speed, MARIO will release the horizontal Bar and reaches the Magic Hat (release key K4). MARIO will lose one chance if he is hit. If MARIO cannot get the Magic Hat, he has no energy to climb up the ladder on the right hand side in order to get to the next level.
6. If MARIO gets enough energy, he can climb up the ladder by pressing key K4. DONKEY KONG continues to pick up the Barrels and throws them out to attack MARIO. MARIO has to escape from the attack. If MARIO fails to escape from the attack, he will lose one chance. The knock down melody will start to play and one MARIO's face will be erased.
7. When MARIO reaches the second level, he can find the Ladder Mark (randomly displayed). MARIO has to jump and get this mark. If MARIO gets this mark, a Ladder in the middle of the display will appear. This ladder will be displayed for 6 seconds (depends on game level) and MARIO has to climb down to the seaside by using this ladder. If MARIO stays on the ladder and the ladder suddenly disappear, he will fall down to the seaside and MARIO loses some marks. MARIO has to get the Ladder Mark again if he fail to get down to the sea side.
8. In the second level, MARIO has to escape from the attack of the Evil Tortoises (number of Tortoises depends on game level). MARIO has to jump in order to escape from the attack. On the other hand, MARIO can get a Super Hammer (which will randomly be displayed by jumping under the super Hammer. MARIO can use the Super Hammer to attack the Evil Tortoises for 5 seconds (Time depends on the game level.)
9. At the sea side, MARIO can find a Hanging Bridge which can carry him to offshore. Firstly, MARIO has to get down to the Hanging Bridge by depressing key K2. The Hanging Bridge will

move left and right periodically. After reaching the offshore, pressing key K4 to jump and then K2 to move to the opposite seaside. Before getting on the offshore, MARIO has to get the Super Star (Randomly displayed) by jumping on the Hanging Bridge. If MARIO does not get the Super Star, he cannot find the Bridge Mark.

10. While getting the Super Star, MARIO has to take care about the movement of the Hanging Bridge. When MARIO returns after jumping without reaching the Hanging bridge, he will fall to the sea and MARIO loses one change.

11. MARIO, on the sea side can find the Bridge Mark (if he has gotten the Super Star). MARIO has to jump and get the Bridge Mark and the Bridge will appear. This bridge will appear for 8 seconds (depends on game level.) This means that MARIO has to rescue Miss PAULINE as soon as possible. A Key Mark will randomly be displayed. MARIO has to get the key by pressing key K3. If MARIO can get the key, another Key Mark will be displayed at the top left corner. In order to rescue Miss PAULINE, MARIO has to get the key before getting up to the third level.

12. There is a Escalator on the right hand side which can carry MARIO to the third level. MARIO has to take care of the Evil Tortoises on the third level. MARIO has to choose the right time to get into the Escalator. Otherwise, The Evil Tortoise will wait for Mario at the exit of the Escalator. If MARIO fail to move out from the Escalator, he will lose one chance.

13. At the third level, MARIO has to jump in order to escape from the attack of the Evil Tortoise. At this level, MARIO can find the lever which can move away the platform where DONKEY KONG is standing. However MARIO has to get enough energy in order to turn the lever by getting the parachute. After getting the parachute, MARIO can turn the lever easily by more form right to left. After turning the lever, the platform will move away and DONKEY KONG will fall down (with sound effect). When DONKEY KONG is knocked down, MARIO can jump to forth level in order to rescue Miss PAULINE.

14. If MARIO can rescue Miss PAULINE, the game will start again with level move up to higher difficulties. There is total 4 level of difficulties. Form level 5, the difficulties is the same. The difficulties will increase after every level.

GAME OVER

When MARIO loses all his lives, the game is over. The final score will be displayed. To enter Game Standby mode press key S2 & the highest recorded score will be displayed. Depressing key S1 + S2 in game play mode, and the game will stop & you will return to Normal Time mode.

CAST OF CHARACTERS

Cast of Characters

DONKEY KONG



MARIO



PAULINE



BARREL



EVIL TORTOISE



KEY



HAMMER



MAGIC HAT



(SIMPLIFIED STEPS)

ENTERING GAME MODE

1. Press the lower orange button (S2) until you see Pauline in the upper left corner of the screen yelling "Help!".
2. To begin the game, press the left arrow (K1) or the right arrow (K2). If you press the left arrow, you will begin the game without sound effects. If you press the right arrow, you will begin the game with sound.

3. Once you press an arrow key, the word "Help!" will begin flashing to signal the start of the game.

HOW TO COMPLETE THE LEVEL

1. Press the Up Arrow (K4) to jump to the horizontal bar. Press and hold the Up Arrow to begin spinning on the bar. Release the Up Arrow to jump up to the Magic Hat. Picking up the Magic Hat allows you to climb up the ladder on the right.
2. Press the Right Arrow (K2) twice, and then press the Up Arrow (K4) three times to get to the top of the ladder. Press the left Arrow (K1) once, and then press the Up Arrow (K4) to jump up and grab the Ladder Mark (looks like an up/down arrow). Time your jump to get the Ladder Mark as it appears. Picking up the Ladder Mark Makes a hanging ladder Appear.
3. Press the Right Arrow (K2) 3 three times, and then press the Down Arrow (K3) twice to go down the hanging ladder. Press the Right Arrow (K2) once to get on the moving platform when it is on the the far left. Press the up Arrow (K4) to jump up and grab the Purse. Time your jump to get the Purse as it appears. Picking up the Purse makes the Bridge Mark (looks like a left/right arrow) appear.
4. When the moving platform is on the far right, press the Right Arrow (K2) once. Press the Down Arrow (K3) once to pick up the Key. (You must pick up the Key)
5. Press the Up Arrow (K4) to jump up and grab the Bridge Mark. Picking up the Bridge Mark makes the bridge appear.
6. Press the Right Arrow (K2) once to get on the elevator. Press the Left Arrow (K1) to get off the elevator at the 3rd level. Press the Up Arrow (K4) to jump up and grab the Umbrella. Picking up the Umbrella allows you to move the lever on the bridge. You must time this step to avoid being defeated by the Evil Tortoise.
7. Press the Left Arrow (K1) three times to push the lever. This makes Donkey Kong fall which finishes the level. Pauline has been saved! (until the next level...)
8. You will now begin a harder version of the same level. There are more barrels, and the Evil Tortoise is harder to avoid.