

INSTRUCTIONS

- 1. Insert coin (s).
  - 2. Select one or two players.
  - 3. Controller moves Jumpman in 4 directions.
  - 4. Jump button makes Jumpman jump.
  - 5. If Jumpman reaches top, Donkey Kong takes the lady higher up, and structure changes shape.
  - 6. When a certain structures have been cleared, Jumpman saves the lady.
- \* Bonus points awarded based on time remaining.
- \* Extra Jumpman when you gain a certain points.

