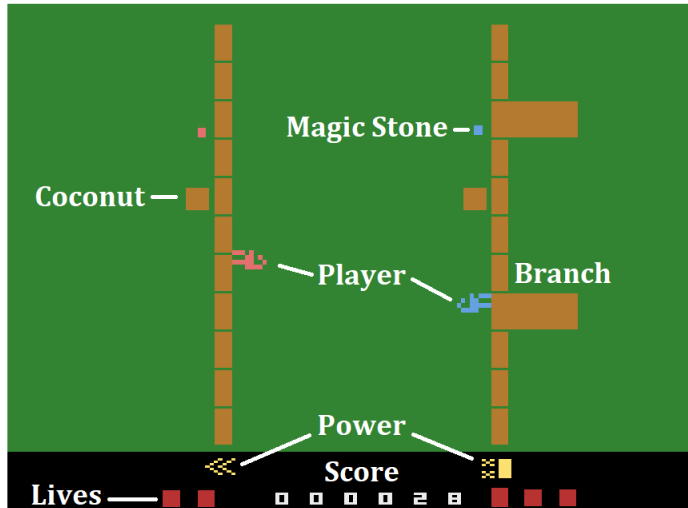


## Controls

- Insert cartridge in console, label up. Turn 'Power' to on.
- Flip 'Left Difficulty Switch' to choose one of the two game modes.
- Hit 'Game Reset Lever' or press the 'Fire Button' to begin game.
- Game begins again whenever the reset lever is tapped.
- Use the joystick to move, dodge obstacles and to get magic stones.
- Press the fire button to use magical power.



## Tips

- The magic stones and coconuts are magical and disappear for both players when either touches it. Use this to your advantage!
- Slowing down the game affects both of you, so being better at fast movement will help you get better power-ups!

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[www.pietrow.net/atari/monkeyking](http://www.pietrow.net/atari/monkeyking)

Made with Batari Basic using the playerscores minikernel by CurtisP and KarlG and the Scoregraphics minikernel by RevEng.

### Made possible with advice by

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### Box and cartridge graphics

Steve Hammond

# MONKEY KING

## Atari 2600 Game Program Instructions



**COMPLETE  
GAME PLAY  
INSTRUCTIONS**

**ATARI**

**CC-1802**

**FOR ONE OR  
TWO PLAYERS**

## Story

You are a monkey prince, one of two children of the Monkey King. Your father is old and wants to retire, but not before a suitable successor is chosen for the throne. The king, like his father before him, obtained the crown by participating in an ancient monkey ritual, the climbing one of the two sacred trees. No one knows how tall these identical trees are or if there is a top at all, but the top of the tree is not the goal. The goal is getting higher than your competitor.

During the ritual two royal candidates run up one of the trees while avoiding its many branches, running faster and faster until one of the two bumps their head once too often. On the tree the monkeys can find magical stones that can be used to their advantage, or their competitors disadvantage.

Only one monkey can be the Monkey King, will it be you?

Left Difficulty: A

## Singleplayer

If your competitor is not present for the sacred battle, you can still play. The current Monkey King himself is willing to help you practice! He will take the place if your competitor and allow you to play the same game modes as described in the 'Multiplayer' section. Generally he does not hold back, but you could always ask!

**B/W Switch to Color: No holding back**

The Monkey King will not hold back. He will aggressively seek out the stones and use them in his advantage. He cares for you though, so he will not outright attack you with them.

**B/W Switch to B/W: Practice mode**

If you ask nicely, the King is willing to hold back. He will sit at the bottom of the tree and generally only avoid branches and grab magical stones if they move all the way down.

Left Difficulty: B

## Multiplayer

Your goal is to defeat the other monkey by staying in the game longer. You are free to choose how you achieve this goal. Will you focus on the score or try to defeat the other monkey with your magical stones? It's all up to you!

There are two multiplayer game modes;

**Right Difficulty B: Deathmatch/Co-op mode**

The game ends when either of the player dies. You can play against the enemy or try to reach a high score together.

**Right Difficulty A: Keep going mode**

The game only ends when both players die. This allows you to go for a high score yourself or to show your opponent how much better you are!

## Magic Powers

You gain magical abilities from collecting stones. The more stones you collect, the stronger your magic becomes! But watch out, if you suffer damage while climbing, you will lose all of your stones.

There are six magical powers, each is depicted by its own icon.



Slow down the climbing speed for both players.



Remove all branches on your side



Gain a life



Make the opponent invisible



Add a branch to opponents side of the tree.



Become invincible for a short while.