

- 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.**