

The Double Donkey Kong Remix kit has been specifically created to be used with a Double Donkey Kong PCB. With it installed, it expands the available games to include Donkey Kong, Donkey Kong Junior, Donkey Kong Remix, Donkey Kong Junior Remix, Donkey Kong Deranged, Donkey Kong Trainer and Donkey Kong with Pace calculation.

This kit may also be installed into regular Donkey Kong or Donkey Kong Junior PCBs but only the respective games from their respective PCB types may be played (Donkey Kong, Donkey Kong Remix, etc... on a Donkey Kong PCB. Donkey Kong Junior and Donkey Kong Junior Remix on a Donkey Kong Junior PCB.)

This kit also adds high score retention, optional free play mode and individual settings for each game.

Double Donkey Kong Remix Installation Instructions:

Locate the Z80A-CPU chip on the Double Donkey Kong PCB. The Z80 is one of the 3 large chips on the top board of the main PCB set. The Z80 socket has 7C marked in silk screened print next to it. With the power turned off carefully remove the Z80 chip from it's socket. If there is a high score kit installed, carefully remove the kit from the Z80 socket and remove the Z80 chip from the kit. On a DDK high score kit there is also a separate select wire connected to the kit. Clip or desolder this wire. This select wire will need to be connected to the DDK Remix kit. There is a length of wire with a small connector at one end supplied with the DDK Remix kit. Solder the two ends of wire to each other and cover the exposed section of wire with shrink tubing or electrical tape. If soldering is not practical or possible, twisting the two exposed ends of wire together should also be sufficient.

Carefully insert the Z80 chip into the empty socket on the DDK Remix kit. Take note to place the chip in the correct orientation and also please leave the protective foam on the bottom of the Remix kit to protect the header pins from being bent while handled. There should be an indentation or marking on the Z80 chip to indicate which side Pin 1 is on. On the DDK Remix PCB there is a round marking in the silk screen outline around the socket and also a printed asterisk (*) to indicate where pin 1 is on the socket.

Once the Z80 CPU has been inserted into the DDK Remix kit, the kit can be plugged into the empty Z80 socket on the DDK PCB. Make sure to orient the DDK Remix kit so that Pin 1 lines up with Pin 1 of the socket on the main DDK PCB. The chips on the DDK PCB and the DDK Remix kit should have their lettering/markings oriented in the same directions. Gently press down on the kit until it's seated in the main socket. It should not be difficult to push in and care should be taken to ensure that the kit stays level while being pushed into the socket as the header pins can break if they are bent.

Connect the select wire to the DDK Remix kit. There is a single pin on the top of the DDK Remix kit where the connector at the end of the select wire will fit into. The select wire does not need to be connected when this kit is being used with a normal DK or DK Junior PCB. It is only necessary when being installed into a Double Donkey Kong PCB.

Installation is now complete and the game is ready to be powered up.

The first time the board is powered up the DDK Remix kit will boot into the Service Menu. If the game boots without first going into the Service Menu you can enter the Service Menu by holding the Service Switch down *while* power is turned on. This may require two people, one to turn the power on while the other holds the Service Switch down. If your cabinet does not have a Service Switch it is also possible to enter the service menu by holding both 1P and 2P buttons down while power is applied (if this feature is enabled in the menu.)

Hardware and game settings can be chosen within the menu. Once your preferred settings have been chosen select “Save And Exit” and press the “Jump” button to save the settings. The selected default game will then start. On subsequent power-ups the default game will automatically start without first going into the Service Menu.

Double Donkey Kong Remix Service Menu Instructions:

Power-On Game: Sets which Donkey Kong game will start up with when powered on. Please make sure to select a game type that is compatible with your main PCB. (eg: Donkey Kong Junior will not play on a Donkey Kong PCB or vice-versa)

Settings Menu: Selects the method to get back into the Service Menu. “Hold P1-P2” enables the Service Menu to be entered when the P1+P2 Start buttons are held down during power up. If the game will be in a public location it is preferable to select “Service SW” so that only the operator may enter the Service Menu to change settings. Holding the Service Switch down during power up will enter the menu if either option is selected.

Game Switch: Enables switching between the different games while the cabinet is powered up. Games can be switched by holding the “Jump” button depressed for 3 seconds while a game is in it's attract mode. If game switching is disabled only the default power-on game will be playable. “All Games” allows all games to be selectable (when used with a DDK PCB). “DK Games” allows switching between Donkey Kong games only and “DKJr Games” allows Donkey Kong Junior games only.

Coinage: Sets the coin(s) per play(s) setting. There is also a free-play option. All games will share the same coinage settings, except Donkey Kong Trainer and Donkey Kong Pace which are always free-play.

Save Scores: All, 1st Only or None. Selects the number of entries of the high score table that will be retained between power cycles. This setting is applied to all versions of Donkey Kong games. Each game retains its own unique saved scores.

Erase Scores: Selecting this option (twice to confirm) will erase all saved scores once “Save And Exit” is selected. If this option was accidentally selected please turn the power off without selecting “Save And Exit” and the saved scores will not be cleared.

Lives: Selects the number of lives that each individual game will begin with.

Bonus At: Selects the point value at which additional lives will be awarded. In Donkey Kong Remix and Donkey Kong Junior Remix it is also possible to earn more than one bonus life in a game (eg: additional lives after every additional 150,000 points beyond the initial bonus life.)

Difficulty: Donkey Kong Remix has a an additional difficulty setting. When set to “Hard” the internal difficulty will keep increasing beyond it's usual limit at higher levels.

Trainer-Pace: When this option is enabled switching to Donkey Kong Trainer and Donkey Kong with Pace is allowed from Donkey Kong's attract mode. To switch to Donkey Kong Pace from within Donkey Kong, hold the jump button down while also pushing up on the joystick. To switch to Donkey Kong Trainer, hold the jump button down while also pushing down on the joystick.

Save And Exit: Saves the selected settings, Exits the service menu and starts up the default selected power-on game.

Donkey Kong Trainer and Donkey Kong Pace Instructions:

To switch to DK Trainer or DK Pace while your cabinet is operating, first switch to original Donkey Kong. While Donkey Kong is in attract (demo) mode, hold the “Jump” button down for 4 seconds while also pushing “Up” or “Down” on the joystick.

If the joystick was pushed “Up”, DK Pace will boot up. If the joystick was pushed “Down”, DK Trainer will boot up. To switch back to original Donkey Kong, hold the “Jump” button down for 4 seconds.

Both DK Trainer and DK Pace operate only at Free Play, one player and 3 lives settings.

Donkey Kong Trainer button controls:

Push the One Player button to start a game.

To warp to Level 5, Push and hold the One Player button down for one second while Donkey Kong is still climbing the ladder in the introduction sequence.

While a game is being played, each *quick tap* of the One Player button will reduce the game speed by 10%. (Reducing the speed to 0% pauses the game.) Each slightly *longer tap* of the One Player button will increase the game speed by 10% (to a maximum of 150% play speed.) Holding the One Player button for one second or more before releasing it will restore game speed to 100%.

A *quick tap* of the Two Player button will reset and restart the current screen/stage. A stage may even be restarted while a death animation is in-progress, effectively an “undo” button. A *longer tap* of the Two Player button can be used to skip the current screen/stage and move on to the next stage. Holding the Two Player button for two seconds or more before releasing it will quit a game in progress and return to DK’s attract mode.

Graphical indicators in Donkey Kong Trainer:

At any time, if a Coin is inserted, it will toggle on-screen sprite indicators on or off. These indicators are small dot sprites appearing near various in-game characters. The two dots near Jumpman show how far left or right jumps will travel. The dots near Fireballs/Firefoxes indicate at which points the Fireballs/Firefoxes may decide to reverse directions. The dots preceding Springs show an advance warning of their trajectories. Some “pies” will be colored blue – this is to visually indicate a scoring bug in the original Donkey Kong (these pies will only ever score 300 points when smashed by a hammer.)

Numerical indicators in Donkey Kong Trainer:

Below the player’s score, DK trainer also displays how many points were scored on the current screen/stage.

While playing a rivets stage, below the lives indicator, it will display the number of points that may be scored in the time that is left from leeching Kong’s foot. While playing a springs stage, it will display a numerical list of the spring types as the springs are released by Kong.

In the top/center of the screen is the **PACE** indicator. Pace updates after every screen is played. Pace is an estimation of the points a player’s game will score upon reaching the kill screen. Because Donkey Kong is a game with a set number of screens, the more points a player earns per screen the higher the pace will be.

In the top/right corner of the screen, **SPD ###** indicates the speed the game is running at (100 is normal speed).

Below that, **J#####** shows how many points were earned from jumping over objects this screen.

H##### shows how many points were earned from the previous/current hammer.

D=## ## shows the current internal difficulty and the number of seconds until the next difficulty increase.

H=#.# shows how much time is left on the hammer (in seconds and milliseconds.)

S=#.# shows the Fireball/Firefox spawn timer. Fireballs may spawn when this timer displays **S=0.0**.

Pace chart in Donkey Kong Trainer and Donkey Kong Pace:

Between stages, a pace chart is displayed. On the left side is displayed the list of game levels 1-22 and beside that will be displayed the accumulated score earned in each level. If the player loses a life, it shows how many points were earned on that screen before death (along with an abbreviation of stage type.)

On the right side is displayed the scores reached at the end of each level, as well as predicted scores (based on how the game has scored so far.) Actual scores are displayed in white and predicted scores are in orange.