How to Play 'Monkey Juggle':

The goal of 'Monkey Juggle' is to cause three Monkeys to juggle three Coconuts simultaneously, and as much as possible.

There are three lanes, each with its own Palm Tree, Monkey, and Coconut.

Each of the '1', '2', and '3' keys controls a lane. (other keys may also be used, and are listed at the end)

The first time the key is pressed, it will cause the Monkey to bang his head against the Palm Tree, resulting in a Coconut growing on the Palm Tree.

The second time the key is pressed, the Monkey will once again bang his head against the Palm Tree, but this time the fully grown Coconut will drop off the Palm Tree.

From that point on, as long as the Coconut continues to be juggled, pressing the key will cause the Monkey to jump!

The goal is to time the Monkey's jump so he hits the Coconut with the top of his head while the Coconut is below the Horizon. The Coconut will bounce up off his head!

The lower this bounce happens, the higher the Coconut will rise.

If the Coconut hits the Monkey while he is just sitting there, the Monkey is squashed. The Monkey must then start from the beginning.

The points scored per bounce depend on the number of Coconuts being juggled: 1 point for 1 Coconut, 5 points for 2 Coconuts, and 10 points for 3 Coconuts.

The Clock starts with 30 seconds. The Clock begins to count down when the first key is pressed.

The Clock continues to count down whenever less than 2 Coconuts are being juggled. The Clock stops whenever 2 or 3 Coconuts are being juggled.

When juggling 3 Coconuts at the same time, the Clock is given a BONUS second for every 3 volleys (9 bounces).

When juggling 2 or 3 Coconuts, the Horizon slowly drops.

When juggling exactly 1 Coconut, the Horizon rises quickly for every bounce, until it is at its highest point.

When the Horizon gets to its lowest point, the Coconuts will begin to speed up on every bounce.

If any Coconut is dropped while juggling 3 of them, the Coconuts immediately return to their original speed.

The game ends when the Clock runs out! The higher the Score, the better!

To reset and play again, press each key once.

Other keys can also be used other than '123'... the arrow keys, "ZXC', 'ASD', QWE' also may be used instead... mouse clicking on a Monkey is the same as pressing its key...