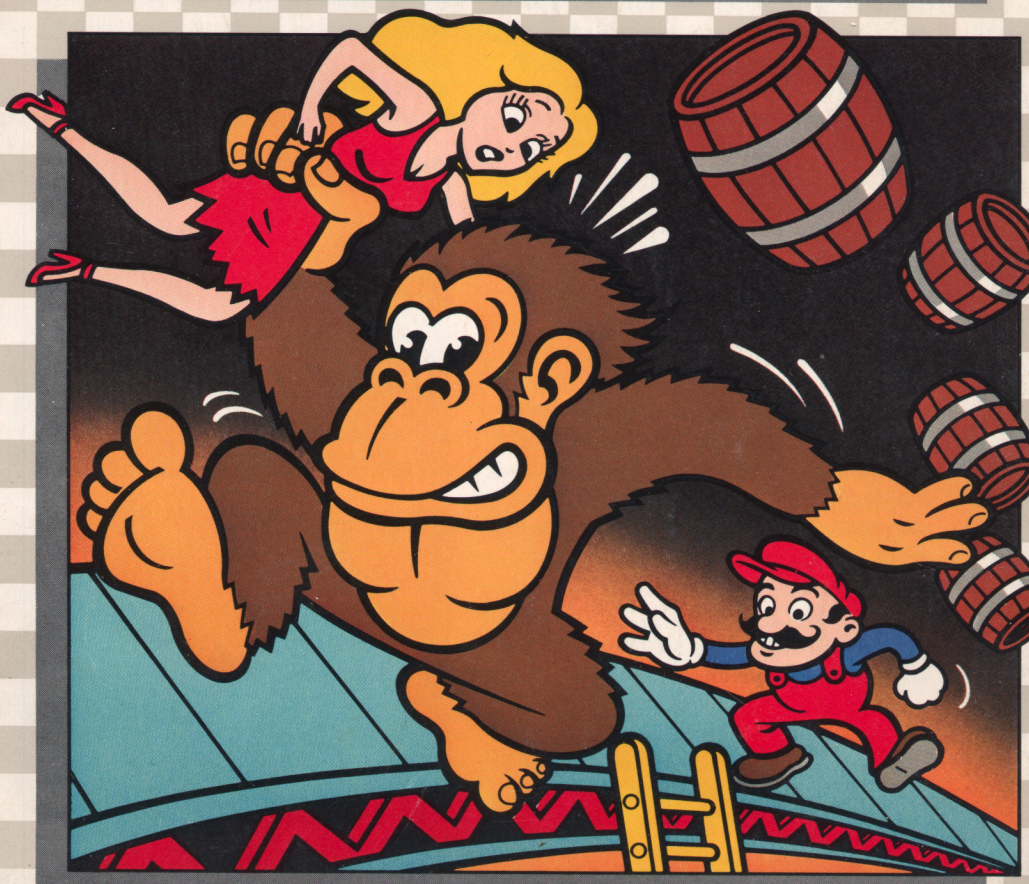
DONKEY KONG*

BY NINTENDO*

Now, the Thrill of the Arcade Game at Home



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Mario,* the fearless carpenter, wants desperately to save his girlfriend from the clutches of Donkey Kong, who holds her captive atop a mass of broken girders. Mario must scale four different structures to rescue his sweetheart.

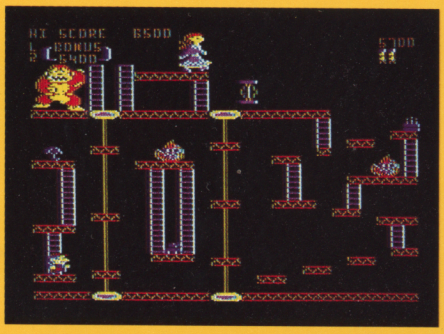
He always begins at the bottom of a stack of girders. He must climb ladders, leap over a barrage of bouncing barrels, and dodge lethal firefoxes—only to have Donkey Kong snatch the damsel from him once again, breaking the plump little hero's heart.

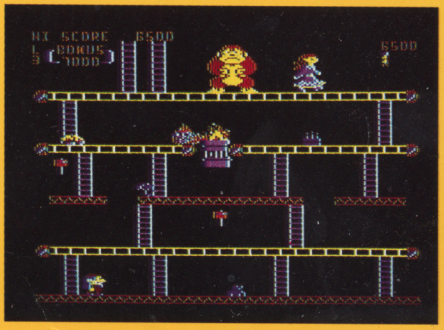
Sometimes, poor Mario finds himself at the bottom of a pyramid of girders. He must dash over all eight steel rivets to accumulate points while avoiding fatal torching by the firefoxes. But after removing the rivets, he must take care to leap over the gaps.

When Mario jumps onto a series of fast-moving elevators to get to the top, he has to avoid firefoxes and mad bouncing springs.

Mario also faces a complicated chain of conveyor belts. He must sidestep moving buckets of sand while continuing to battle the unrelenting firefoxes.

He has only three chances to reach the top of the heap—though he can win an extra chance by scoring 7,000 points—all the while racing against the clock. It's a struggle all the way. But Mario will face anything to rescue his truelove!





*Mario is a trademark of Nintendo.

HELP MARIO* SAVE HIS GIRL!

Beginning the ascent

Insert the Donkey Kong cartridge into your ATARI® Home Computer, as explained in your computer owner's guide, and turn on your computer. Plug one or two joysticks into Controller Jacks 1 and 2.

Press OPTION to pick one of the five levels of difficulty. Each level can be played by one or two players. Press SELECT for a two-player game; press SELECT again to return to a one-player game.

Press START or the joystick button to begin Mario's journey. Press the space bar to pause during a game, and press it again to resume play.

Move your joystick left or right to make Mario run in that direction. Move the joystick up or down to make him climb or descend ladders. Press the red joystick button to make Mario jump. He can jump while standing still or running, but not while on a ladder.

Strategy

Speed counts, especially when you're challenging the broken girder ramps. Dawdling fuels Donkey Kong's anger—he'll bowl barrels faster and harder. So move Mario quickly!

The hammers, which last for about 11 seconds, can be very useful. But you'll need to make sure Mario stops running before smashing a firefox or barrel—each of these tricksters can easily slip under a hammer on the upswing and polish Mario off.

Be careful when approaching ladders. Barrels have minds of their own, and may drop down on Mario's noggin at the last possible moment.

Practice helps you master Mario's various feats of video athletics. While Mario runs in one direction, you can slam the joystick to the opposite side a split second before punching the jump button—he'll back-jump over unplugged rivets or other foes. When two obstacles approach, get a running start, then press the jump button—he'll execute a flying broad jump. Timing his jumps is the key to Mario's success on the elevators and conveyor belts.

SCORING

Bonus Clock—The Bonus Clock in the upper-left corner begins with a number of points, depending on your level of play: 5,000 at level one, 6,000 at level two, 7,000 at level three and 8,000 at levels four and five. Every two seconds, the bonus number is decreased by about 100. If Mario finishes his journey before the clock runs out, you accumulate the number of points left. If he hasn't rescued the girl by the time the clock winds down to zero, Mario loses his chance.

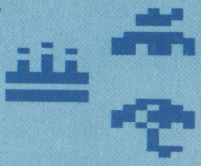
Barrels—Jumping a barrel earns you 100 points. Leaping over two is worth 300. Jumping three barrels at once earns you a whopping 800 points.

Firefoxes—While barrels simply roll at poor Mario, firefoxes chase him. He has to jump high to avoid being charbroiled by these devils, but if he makes it, it's worth 100, 300 or 800 extra points.

Hammer—Mario must jump to grab the hammer. Once he has it, he can use it for about 11 seconds to smash barrels, sand piles and firefoxes for 300 points.

Rivets—Each time Mario crosses a rivet, you collect 100 points.

Prizes—Mario's girlfriend dropped her hat, purse, umbrella and a birthday cake. These prizes appear at various places in the game. Collect them to earn anywhere from 300 to 800 points each.



Mad Springs—These bouncing buffoons of the elevators can stop Mario in short order. It's a tricky business, but if you're quick and clever, you can jump them for 100 points each.

Sand Piles—Poured neatly into tiny concrete containers, these move along conveyor belts and can flatten Mario on contact. Mario can smash them with the hammer for 300 points, jump over one at a time for 100 points, or avoid them altogether.

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