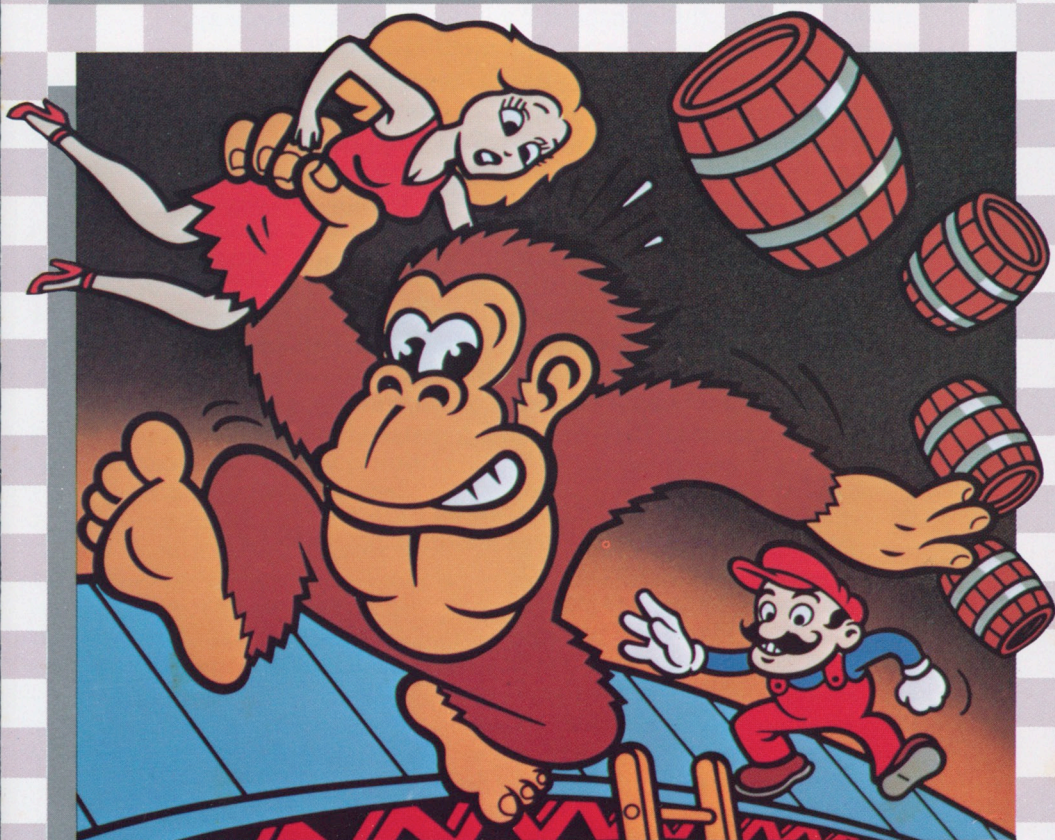


DONKEY KONG*

BY NINTENDO*
FROM ATARISOFT™

Now, the Thrill of the Arcade Game at Home



HELP MARIO* SAVE HIS GIRL!

BEGINNING THE ASCENT

TURN OFF your IBM Personal Computer (or compatible equipment). Insert the Donkey Kong diskette into the default disk drive (usually Drive A).

TURN ON the Computer. Once the memory checks have been completed, Donkey Kong will autoboot and start running.

JOYSTICK SELECTION

The game will ask you if you have a joystick. If you do, then type Y. If you do not have a joystick or want to play from the keyboard, type N.

MONITOR SELECTION

The game will then ask if you want Full Color. You may answer Y or N to this question. If you have an RGB monitor, answer Y. If you are using another monitor or a TV set, experiment with Y or N to see which looks best on your set.

OPTIONS

There are three levels that the game can be played at, Normal, Harder and Expert. Type either N, H or E to choose the level. The Normal level will be chosen if none of these keys are pressed.

Next, type either 1 or 2 to choose the number of players and start the game.

Make Mario run by moving the joystick right or left. Move the joystick up or down to make Mario climb up or down ladders. Press the joystick button to make Mario jump. The keyboard can also be used for game functions.

KEY	FUNCTION
A	Mario climbs up a ladder
Z	Mario climbs down a ladder
<	Mario runs left
>	Mario runs right
Space	Mario will jump
NUM LOCK	Pauses the game and restarts
Esc	Restarts the game
J	Select joystick mode
K	Select keyboard mode
CTRL	Turn sounds off and on

*Mario is a Trademark of Nintendo

Mario*, the fearless carpenter, wants desperately to save Pauline 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 fireballs — 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 fireballs. 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 fireballs 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 fireballs.

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 true love.

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 10 seconds, can be very useful. But, you'll need to make sure Mario stops running before smashing a fireball 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



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



HAMMER—Mario must jump to grab the hammer and can use it for about 10 seconds to smash barrels, sand piles, foxfires, and fireballs for 300 to 800 points.



PRIZES—Pauline dropped her hat, purse, umbrella and a birthday cake. Collect them to earn 300 to 800 points.

BONUS CLOCK—The Bonus Clock begins with 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 is decreased. If Mario finishes before the clock runs out, you accumulate the points. If he hasn't rescued Pauline when the clock winds down, Mario loses his chance.



BARRELS—Jumping one or more barrels earns you 100, 300 or 800 points.



SAND PILES—These move along conveyor belts and can flatten Mario. He can smash them with the hammer, jump over them for 100 points, or avoid them.



MAD SPRINGS—These bouncing buffoons of the elevators can stop Mario in short order.




FOXFIRES—Foxfires appear on two game racks, and are deadly opponents. Mario can try to jump them for 100 points.



FIREBALLS—Like foxfires, fireballs try to fry poor Mario. They are not as smart as foxfires, but are equally difficult to jump.

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