Scoring

Starting bonus value for each screen	. . . . 5000 points
Jumping a barrel or fireball	. . . . 100 points
Eliminating a rivet	. . . . 100 points
Smashing a barrel or fireball with the hammer	. . . . 800 points

You begin with three Marios: a player and two backups. If you lose a Mario, a backup is there to take over. Backups begin at the bottom of the screen. When all the Marios are used up, the game is over.
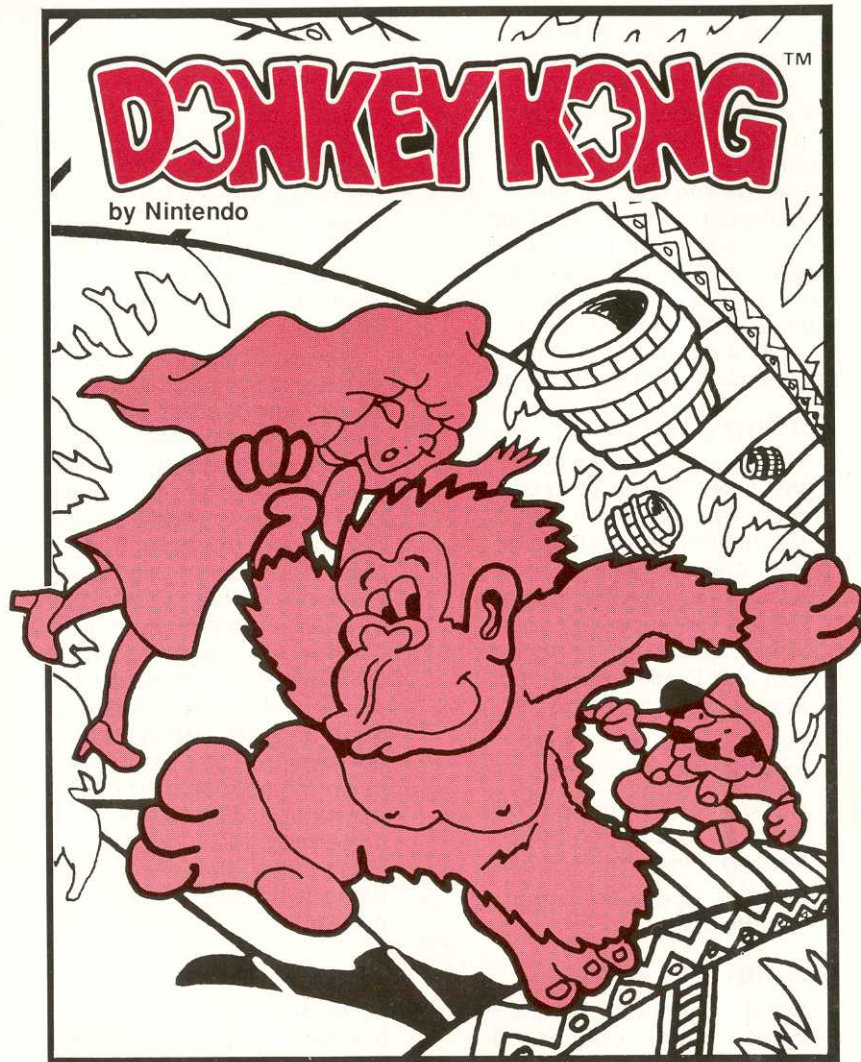
Rivet Screen
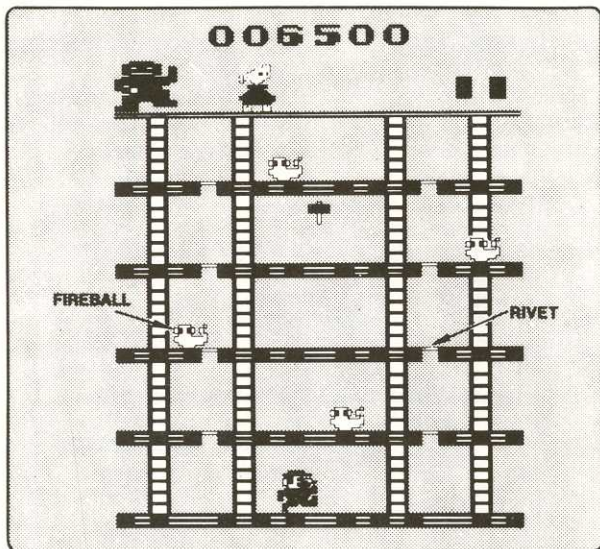
006500

FIREBALL

RIVET

DONKEY KONG

by Nintendo

™

Go Ape!

Poor Mario™. Just when things are going so well for him—new girlfriend, new car, new job—that beastly ape Donkey Kong kidnaps Mario's girlfriend and drags her off screaming to the top of a steel fortress. To save her, Mario must climb to the top of the fortress, remove dangerous rivets, and fend off life-threatening barrels and fireballs that the ape throws down at him. It's a tough fight, and Mario needs your help. Be a chum. Be a hero. Help Mario save his girlfriend.

Getting Started

1. With your TV turned on, insert the Donkey Kong cartridge into your Atari 2600 (or 7800™) as explained in your Owner's Manual, and turn on your console. The steel fortress will appear on your screen, with Mario at the bottom and Donkey Kong and Mario's girlfriend at the top.

2. Plug a joystick into the left joystick port.

3. If you are using an Atari 2600, select either color or black and white with the TV switch.

4. Press the joystick fire button to start the game.

Playing the Game

Hold the joystick so that the joystick fire button is on the top-left corner.

Move the joystick handle left or right to make Mario run up the ramps. To help him up and down ladders, first position him under or over the ladder, and then move the handle up or down. Mario can climb or descend only unbroken ladders.

Press the joystick fire button to make Mario jump over rivets, barrels, and fireballs and to grab the hammer, Mario's only weapon against barrels and fireballs. It's easier for him to jump over a barrel or fireball when he's running toward it. If one of these nasties is heading toward him, don't let him be caught on a ladder or with his back turned.

When Mario jumps and grabs the hammer, he can hit the barrels or fireballs by first facing them, and then hitting them with the hammer. Once Mario has the hammer, you should act quickly—the hammer will soon disappear. If you miss, you'll lose Mario. Don't try to climb the ladders with the hammer. Mario won't make it.

The Steel Fortress

The steel fortress has two screens: a ramp screen and a rivet screen.

The game begins with the ramp screen. Here Mario must climb to the top of the screen. Donkey Kong rolls barrels down the ramps to make the going tough. Mario can run away from the barrels, leap over them, or smash them with the hammer. When Mario makes it to the top of the ramps, he'll proceed to the rivet screen.

On the rivet screen, Mario must remove all of the rivets by either running or jumping over them. At the same time, he must avoid the fireballs that are chasing him. Fireballs always stay on the same ramps, but they sometimes jump across the gaps.

When Mario eliminates every rivet, he'll return to the ramp screen to continue his rescue mission at a more difficult level. From here, you can continue the game indefinitely until you run out of Marios.

Each screen has a score/bonus points counter at the top. You'll start with 5000 bonus points. You're racing against the clock, so if the counter reaches zero, you lose a Mario.

As you go from screen to screen, you'll take your bonus points with you.

Ramp Screen