

ATARI[®] XE VIDEO
GAME
CARTRIDGE

Game Manual



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 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 deadly firefoxes. It's a tough fight, and Mario needs your help. Be a pal. Be a hero. Help Mario save his girlfriend.

System Requirements

- Atari XE game system console or XE or XL computer
- Color television or color monitor
- One or two joysticks

Getting Started

1. With your XE game system turned off, insert the Donkey Kong cartridge into the slot on top of your console as explained in your Owner's Manual.
2. Plug a joystick into controller port 1 for a one-player game; plug a second joystick into controller port 2 for a two-player game.
3. Switch on your television or monitor; then press **[Power]** to switch on your system. The Donkey Kong title screen appears.
4. Press **[Option]** to choose one of five difficulty levels. Press **[Select]** to choose a one-player or two-player game.

5. Press **[Start]** or the joystick fire button to begin the game.
6. Move the 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 joystick fire button to make Mario jump. He can jump while standing still or running but not while he's on a ladder.
7. Press the **[Space Bar]** to pause during a game; press it again to resume play. To begin a new game, press **[Start]**.

Playing the Game

Mario must scale four different structures to rescue his girlfriend from Donkey Kong's clutches. Mario 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.

Sometimes Mario finds himself at the bottom of a pyramid of girders. He must dash over all eight steel rivets to accumulate points, while avoiding the deadly

Ape!

firefoxes. After he removes the rivets, Mario has to leap over the resulting gaps.

When Mario jumps onto a series of fast-moving elevators to get to the top, he has to avoid more 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.


Mario has only three chances to reach the top, although he can win an extra chance by scoring 7,000 points. It's a race against the clock, but Mario will do anything to get his girlfriend back!


The bonus counter in the upper left corner begins with a number of points, depending on your level of play: 5,000 points 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 decreases 100 points.


If Mario finishes his journey before the counter runs out, you accumulate the number of points left. If he hasn't rescued his girlfriend by the time the counter reaches zero, Mario loses his chance.


Mario's Foes

 Mario must get past the rolling barrels that block his path. He can jump them one, two, or three at a time.


 Firefoxes chase Mario at every turn. He has to jump high to avoid being char-broiled by these devils.

 Mad elevator springs can stop Mario in no time. It's tricky, but if you're quick and clever, you can jump them and win bonus points.

 Mario must remove all of the rivets on the girders by running or jumping over them. Each time he crosses a rivet, you collect bonus points.

 Concrete containers filled with sand move along the conveyor belts and can flatten Mario on contact. Mario can smash them with the hammer, jump over them one at a time, or avoid them altogether.

Mario's Friends

 Mario can use the hammer to smash barrels, sand piles, and firefoxes. Mario must jump to grab the hammer.

 Mario's girlfriend has dropped her hat, purse, umbrella, and a birthday cake. Collect them to earn bonus points.



Scoring

Strategy

Speed counts, especially when you're challenging the broken girder ramps. Move Mario quickly to dodge Donkey Kong's rolling barrels.

The hammer doesn't last very long, so use it quickly. Make sure Mario stops running before he smashes a firefox or barrel. They can easily slip under a hammer on the upswing and polish Mario off.

Be careful approaching ladders. Those tricky barrels may drop

down on Mario at the last possible moment.

While Mario runs in one direction, you can slam the joystick to the opposite side a split second before punching the joystick fire button. Mario will jump back over unplugged rivets or other foes.

When two obstacles approach, give Mario a running start and then press the fire button—he'll execute a flying broad jump. Timing his jumps is the key to Mario's success on the elevators and conveyor belts.

Crossing a rivet	100 points
Jumping a sand pile	100 points
Jumping a mad spring	100 points
Jumping a barrel	100 points
Jumping two barrels	300 points
Jumping three barrels	800 points
Jumping a firefox	100 points
Jumping two firefoxes	300 points
Jumping three firefoxes	800 points
Smashing a barrel, firefox, or sand pile with the hammer	300 points
Collecting the hat, purse, umbrella, or birthday cake	300, 500, or 800 points

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DONKEY KONG

BY NINTENDO

Now, the Thrill of the Arcade Game at Home



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 true love!



*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 firebox or barrel—each of these tricksters can easily slip under a hammer on the up-swing 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 foss. 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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