

# DONKEY KONG®

by Nintendo®



*Poor Mario. Just when things were 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. Insert the Donkey Kong cartridge into your Atari 7800 as explained in your Owner's Manual.
2. Plug a controller into the left port on the front of the system for one player; plug a second controller into the right port for two players.
3. Turn on your television; then press **[Power]** to turn on your Atari console. The title screen will appear.
4. Press **[Select]** or move directional lever up or down to choose 1 or 2 players.

5. Press **[Select]** or move the directional lever on your controller left or right to choose a game level.
6. Press player 1's fire button to begin the game.
7. Press **[Pause]** to pause a game. Press it again to resume play.
8. During a game press **[Reset]** to restart. Press **[Select]** to return to title screen.

## Playing the Game

Hold the controller so that the controller fire button is in the top-left corner.

Move the directional lever on your controller left or right to make Mario run on the ramps. To help him up and down ladders, first position him under or over the ladder, and then move the lever up or down. Mario can descend only unbroken ladders.

Press the controller fire button to make Mario jump over rivets, barrels, and fireballs, or grab the hammer,

# Ape!

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 those 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 three screens: a ramp screen, an elevator 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 a hammer. When Mario makes it to the top of the ramps, he'll proceed to the elevator screen.

Mario must use the elevators to make his way across several platforms while avoiding the mad springs bouncing at the top of the 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.

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.

# Scoring

Get purse, umbrella . . . . .	800 points
Jumping a barrel . . . . .	100 points
Removing a rivet . . . . .	100 points
Smashing a barrel or fireball with the hammer . . .	500 points
Extra life at . . . . .	20,000 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.



Atari Corporation is unable to guarantee the accuracy of printed material after date of publication and disclaims liability for changes, errors, or omissions. Reproduction of this document or any portion of its contents is not allowed without the specific written consent of Atari Corporation.

Atari®, the Atari logo, and 7800™ are trademarks or registered trademarks of Atari Corporation. Donkey Kong®, Mario™, and Nintendo® are trademarks or registered trademarks of Nintendo of America Inc. © 1981, 1983 Nintendo of America Inc. Program and audiovisual © 1982, Coleco Industries, Inc. Manufactured under license from Nintendo of America Inc. 7800 version by ITDC.

Copyright © 1982, Nintendo of America Inc. All rights reserved.

Copyright © 1988, Atari Corporation, Sunnyvale, CA 94086. All rights reserved.

Printed in Hong Kong. B. T. 8. 1988

C300018-048 Rev.A