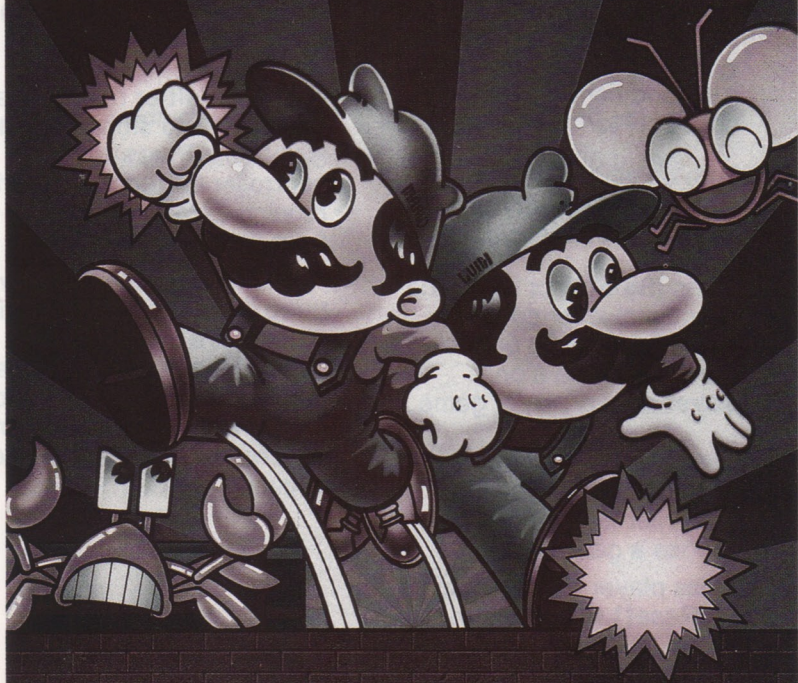


# ATARI 7800™ Game Manual

# MARIO BROS.®

by Nintendo®



*Mario the carpenter and his brother Luigi are hopping mad! The water pipes in their house are blocked with pesky crawling creatures. If the two brothers can't get rid of them, they'll never take a bath again!*

## Getting Started

1. Insert the Mario Bros. 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.
4. Press **[Select]** or move the directional lever on your controller forward or backward to choose a one-player or two-player game.
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 or **[Reset]** to begin the game.

7. Press **[Pause]** to pause a game. Press it again to resume play.
8. During a game, press **[Select]** to return to the title screen. Press **[Reset]** to restart.

## Playing the Game

Your task is to help Mario kick the pipe pests off the floors and into a bucket of water. Press your controller button to make Mario jump up and punch the floor (and the pest) above him. Move the directional lever on your controller left or right to make Mario run into stunned pests to kick them. Press your controller button while Mario is running to make him jump from floor to floor.

Mario starts the game with three lives. Each time he kicks a pest off a floor, you earn points. If an active pest or a fireball catches Mario, he loses a life. When all the pests are knocked off, the next phase begins.

# *Pests in the Pipes!*

You earn an extra life at 20,000 points. Scores and the number of lives remaining appear at the top of the screen. The high score appears in the top center. The phase you're playing appears in the bottom left corner of the screen.

A coin spurts out of a water-pipe each time Mario kicks a pest off the floor. Make Mario run into the coin or punch it from below to earn 800 bonus points.

The POW switch appears near the bottom center of the screen. When Mario hits the switch, it delivers a punch to all pests on the screen. You can use the POW switch three times before it disappears. You receive a new POW switch in rounds 8 and 13, and every fifth round after that.

The game ends when Mario loses all his lives. Press **[Reset]** or the fire button to begin a new game.

## **Coin Phase**

At certain times during the game, the pests disappear and a coin phase begins. The screen is filled with dangling coins. Mario has only a few seconds to grab as many coins as possible. Every coin Mario gets earns 800 bonus points. A timer at the top of the screen counts down the seconds: 20 seconds for each coin phase. Extra points are awarded if Mario gets all the coins before the time expires.

## **Two-Player Game**

In two-player games, one player is Mario and the other player is Luigi. Luigi plays the game the same way Mario does. You can work as a team, with one player punching the pests and the other player kicking them off the floor.

Or you can compete with each other for the highest score. If you do, watch out for sneak attacks— your opponent may punch a pest back on its feet just as you're about to kick it off the floor!

## The Pests

Knocking off a pest is a two-part maneuver. First punch the floor directly beneath a pest to flip it onto its back. Then jump up to the floor and kick the stunned pest off the floor before he recovers.



Eliminate **Shell-creepers** by punching them once from below and then kicking them off the floor before they can get away.



At the first punch, **Sidesteppers** become enraged and start moving faster. Punch them again to flip them over; then kick them off the floor.



**Fighterflies** hop from one section of the floor to another. The only time Mario or Luigi can flip one over is when it's touching the floor.



In higher levels **Slipice** appears. He's a mean iceman who freezes floors into slippery ice. Punch him from below to keep him from chilling the floors.



**Fireballs** can fry Mario and Luigi to a crisp. Avoid fireballs by jumping over them or by jumping to another level. Punch fireballs to destroy them.

## Plumbing Tips

Use your POW switch when more than one pest is on the screen.

Watch out for the last pest on the screen. It speeds up and is much harder to punch.

Hit a Sidestepper twice quickly. If you're fast, you can flip it over before it scurries off to a different floor.

Punch pests near the edge of a floor so they fall to the level you are on.

# Scoring

Here's how to earn points:

Kick a pest off the floor . . . . .	800 points
Kick multiple pests off the floor quickly:	
1st pest . . . . .	800 points
2nd pest . . . . .	1600 points
3rd pest . . . . .	2400 points
4th pest . . . . .	3200 points
Get or punch a coin . . . . .	800 points
Punch Slipice . . . . .	500 points
Punch green fireball . . . . .	200 points
Punch orange fireball . . . . .	1000 points
Punch a pest . . . . .	10 points



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. Fighterfly™, Luigi™, Mario Bros.™, Shellcreeper™, Sidestepper™, Slipice™, and Nintendo® are trademarks or registered trademarks of Nintendo of America Inc. © 1983 Nintendo of America Inc. Manufactured under license from Nintendo of America Inc. 7800 version by ITDC.

Copyright © 1983, Nintendo of America Inc. All rights reserved.

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

Printed in Hong Kong. G. C. 5. 1990

C300018-050 Rev.A