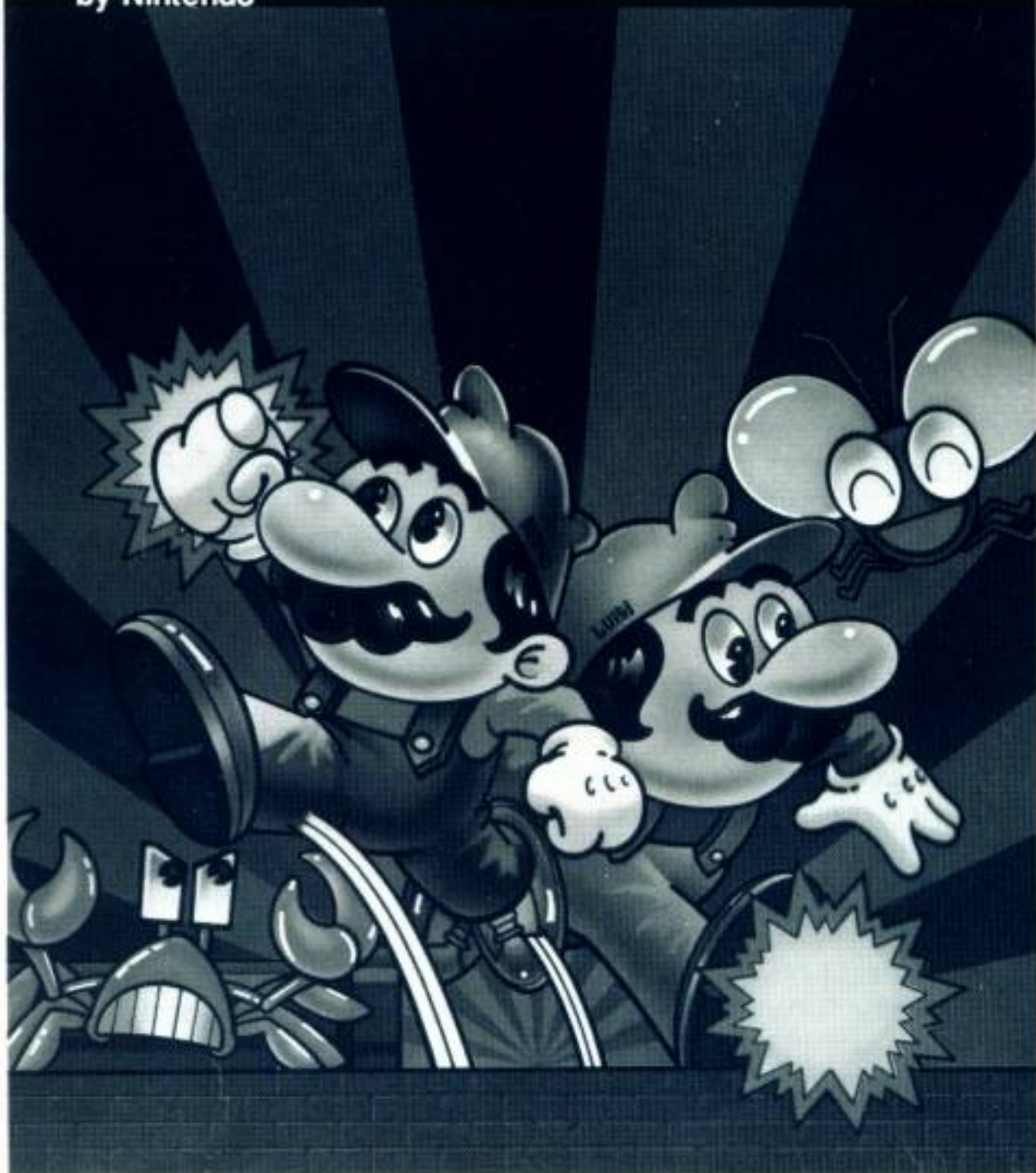


ATARI[™] XE VIDEO
GAME
CARTRIDGE

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!

System Components

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

Getting Started

1. With your XE game system turned off, insert the Mario Bros. cartridge into the slot on top of your console as explained in your Owner's Manual. Plug a joystick into controller port 1 for one player. Plug another joystick into controller port 2 for two players.
2. Turn on your television or monitor; then press the **[Power]** key to turn on your console. The Mario Bros. title screen appears.
3. Press **[Select]** or move the joystick handle forward or back to choose a one-player or two-player game.

4. Press **[Option]** or move the joystick handle left or right to choose a game level:

Pest	Game Level
	1 (easiest)
	2
	3
	4 (most difficult)

5. Press **[Start]** or player 1's joystick button to begin the game.
6. Press **[Select]** to pause a game. Press it again to resume play.
7. Press **[Reset]** at any time to return to the title screen.

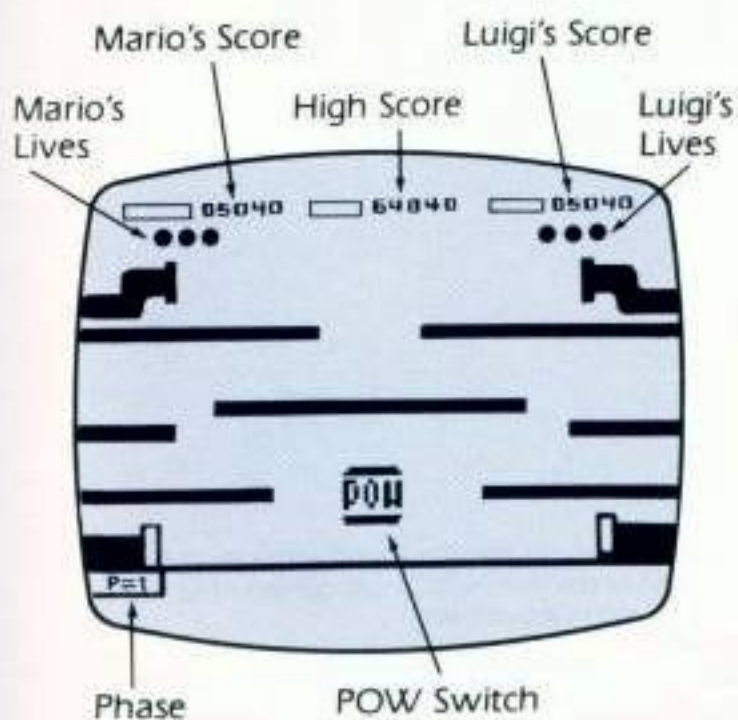
Playing the Game

Your task is to help Mario kick the pipe pests off the floors and into a puddle of water. Press the joystick button to make Mario jump up and punch the floor (and the pest) above him. Move your joystick handle to make Mario run into stunned pests to kick them. Press the joystick button while Mario is running to make him jump from floor to floor.

Pests in the Pipes!

Mario starts the game with four 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.

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 a 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 screen. You can use the POW switch three times before it disappears. You receive a new POW switch in rounds 8 and 13, and in every fifth round after that.

A game ends when Mario loses all his lives. Press **[Start]** 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 collect 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: 18 seconds for the first coin phase and 13 seconds for the others. 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 onto its feet just before 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 before it recovers.



Eliminate **Shellcreepers** 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.



Fighterfiles 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 ice-man 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 jumping to another level. Punch fireballs to destroy them.



Get rid of **Icicles** by punching them while they are forming.

Plumbing Tips

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

Watch out for the last pest on 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 a level you are on.

Scoring

Here's how to earn points:

Kick a pest off a floor	800 points
Kick multiple pests off a 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 Sliplce	500 points
Punch blue 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 the 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, XE™, and XL™ are trademarks or registered trademarks of Atari Corporation. Fighterfly™, Luigi™, Mario Bros.®, Shellcreeper™, Sidestepper™, and Slipice™ are trademarks or registered trademarks of Nintendo.

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