SUPER MARIOS BROS.

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SUPER MARIOS BROS ACTION GAME

NOW TAKE THE LEGENDARY ITALIAN HERO HOME

LOADING

MAKE SURE COMPUTER IS OFF.
INSERT EXTENDED BASIC MODULE.
TURN COMPUTER ON AND PRESS ANY KEY TO GO FROM THE MASTER TITLE SCREEN.
INSERT SUPER MARIOS BROS DISK IN DRIVE 1
SELECT EXTENDED BASIC FROM THE MENU.
AS SOON AS THE LOADING IS COMPLETED THE GAME STARTS IMMEDIATELY.

CONTROLLING MARIO

LEFT---WALK/RUN LEFT
RIGHT--WALK/RUN RIGHT
UP-----NO FUNCTION IN SUPER MARIOS BROS
DOWN---SHOOT FIREBALLS (WHEN FIERY)
BUTTON-JUMP

THE OBJECT IS TO MAKE IT TO THE FLAGPOLE AT THE END OF EACH LEVEL TO ADVANCE TO THE NEXT LEVEL WITHIN THE GIVEN TIME. ALONG THE WAY ARE PITS,TURTLES, AND A HOST OF TRAPS AND RIDDLES. YOUR GOING TO NEED SHARP WITS AND LIGHTNING REFLEXES TO COMPLETE THIS QUEST.

AS THE GAME PROCEEDS, ADVANCE TO THE RIGHT TO GET TO THE FLAGPOLE TO ADVANCE TO THE NEXT LEVEL. THERE ARE 14 LEVELS IN SUPER MARIOS BROS. WHEN THE LAST LEVEL IS COMPLETED, THE GAME ENDS. WHEN THE PLAY STARTS THE TIME CLOCK STARTS TICKING AWAY. ANY TIME LEFT ON THE CLOCK AT THE END OF EACH LEVEL IS ADDED TO YOUR SCORE AS BONUS POINTS.

AFTER THE TUNE PLAYS WHEN A LEVEL IS FINISHED, PRESS ANY KEY TO ADVANCE.

THE HEIGHT YOU JUMP DEPENDS ON HOW LONG YOU HOLD THE FIRE BUTTON. YOU CAN EVEN CHANGE DIRECTIONS WHILE IN MID AIR.

IF YOU RECIEVE 50 COINS, YOU GET AN EXTRA LIFE

WHEN SUPER AND FIERY, IF YOU BUMP INTO A BAD GUY YOU DON'T DIE, BUT SIMPLY RETURN TO REGULAR.

BAD GUYS CAN BE TAKEN CARE OF BY JUMPING ON TOP OF THEM. SOME BAD GUYS CAN'T BE KILLED-LOOKOUT!

YOU ALSO LOSE A LIFE WHEN 1)YOU FALL INTO A PIT
2)TIME RUNS OUT

BE PREPARED TO START WHERE YOU LEFT OFF AFTER LOSING A LIFE.

THERE ARE MANY WAYS OF SCORING. TRY A FEW DIFFEREN THINGS TO SEE WHICH GETS YOU THE MOST POINTS.

DISPLAY:3 665 48 00100

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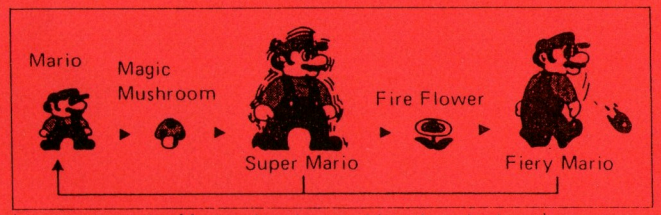
FROM THIS DISPLAY YOU CAN TELL:LIVES=3
LEVEL=1
TIME=665
COINS=48
SCORE=100

NOTE:TO OBTAIN A MUSHROOM YOU MUST BE EXACTLY ON THE MUSHROOM AND NOT ON THE STEM.



(return to regular Mario when bumped into by a bad guy)

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