

NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an **ATARI Game Program™** cartridge. This will protect the electronic components and prolong the life of your **ATARI Video Computer System™** game.

MARIO'S PLUMBING PROBLEMS!

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

Your task is to help Mario and Luigi knock the pipe pests off floors and into a puddle of water below. Each time a pest is knocked off, you earn points; when all the pests are knocked off, the next round begins. You start the game with six lives, and earn one additional life at 20,000 points.



Figure 1

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 and kick it off the floor before it



recovers. The pipe pests you encounter are:

Shellcreeper: To eliminate a shellcreeper, hit it once from below, then kick it off the floor before it crawls out of its shell and rights itself.

Sidestepper: Sidesteppers are harder to knock off. The first time you hit one, it becomes enraged. Hit it again, and it will flip over.

Fighterfly: Fighterflies hop from one section of the floor to another; the only time you can flip one over is when its feet are touching the floor.

A pipe pest is worth 800 points when you knock it off a floor. If you can kick more than one pest off a floor within a short amount of time, however, you'll score extra points. For example, if you kick off three pests at once, you'll score 800 points for the first, 1600 points for the second, and 2400 points for the third.

BONUS COINS AND COIN PHASE

Earn 800 extra points for every bonus coin picked up. A coin comes out of a waterpipe each time a pest is kicked off a floor.

At certain times during the game, the pests disappear and a coin phase begins. During a coin phase, the screen is filled with dangling coins; you are given a limited amount of time to collect the coins. In the first coin phase, you earn 5000 points if all the coins are collected within 22 seconds. In the second coin phase, you earn 8000 points for collecting all the coins within 22 seconds. In subsequent coin phases, you earn 8000 points if all the coins are collected within 18 seconds.



THE POW SWITCH

The POW switch is located on your screen between the two lowest floors (see *Figure 1*). If Mario or Luigi hits the POW switch, it delivers a punch to all the pests on the screen. You may use the POW switch only three times before it disappears, but a new POW switch appears after every coin phase.

SLIPICE

In higher levels of game play, you'll encounter Slipice, an iceman who freezes floors into slippery ice. To prevent Slipice from freezing floors, punch him from below the same way you would hit a pest.

FIREBALLS

During the game you'll encounter blazing hot fireballs that can fry Mario or Luigi to a crisp. There are two types—orange fireballs that bounce between different levels, and gold fireballs that stay on a single level. Avoid fireballs if you can, and score extra points by punching them from below when they touch a floor.

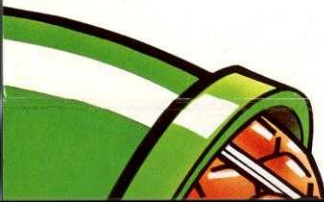
TWO-PLAYER GAMES

In two-player games, one player controls Mario while the other player controls Luigi. This opens up new worlds of game-playing strategy. For example, you can play as a team with one player punching the pipe pests and the other player kicking pests off floors. Or you can compete with each other to see who can achieve the best score. Watch out for sneak attacks—your opponent may punch a pest back onto its feet just when you're about to kick it off a floor!

USING THE CONTROLLERS

Plug one 5200 controller firmly into jack 1 for one-player games; plug a second controller into jack 2 for two-player games. The player using jack 1 controls game selection and starts the game.

Use your joystick to move Mario and Luigi left or right; use the bottom fire buttons to make Mario and Luigi jump.



CONTROL KEYS

Press **START** to begin the game.

Press **PAUSE** to freeze the action; press **PAUSE** a second time to resume game play.

Press **RESET** to return to the game option screen.

Press ***** to select a one- or two-player game.

SCORING

Flipping a pest:	10
Kicking a pest off a floor:	800
Hitting Slipice:	500
Hitting an orange fireball:	1000
Hitting a gold fireball:	200
Bonus coin:	800
Collecting all bonus coins: (First coin phase)	5000
Collecting all bonus coins: (Second coin phase and thereafter)	8000

HELPFUL HINTS

- Use your POW switch when there's more than one pest on the screen.
- Watch out for the last pest on the screen—it will speed up and be much harder to punch.
- Try to hit a Sidestepper two times as quickly as possible. If you're fast, you can flip it over before it scurries off to a different level.
- Learn the fastest route to pick up coins during a coin phase.





Atari welcomes your comments.
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