AMSTRAD ✱ COMMODORE ✱ SPECTRUM

ocean

MARIO BROS

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Mario Bros from Nintendo for your home computer . . . from the arcade original featuring fireballs, sidestepper, shellcreeper and fighterfly. Flip those pests and kick 'em off the pipes, but don't lose your footing on those slippery floors. Plays as a team or against each other, either way you're in for a scream with Mario and Luigi — the Mario Bros.

The most addictive game — the tension builds as you fight off more and more of the pesky varmints and stand your ground or jump from pipe to pipe keeping one step ahead of your pursuers. Fast comic fun with loads of hidden features and unexpected hiccups.

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SPECTRUM

LOADING

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum+ then load as follows. Type LOAD"" (ENTER). (Note there is no space between the two quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

CONTROLS

The game is controlled by either joystick or keyboard which is fully redefinable.

KEYBOARD

LEFT — A
RIGHT— S
JUMP — SPACE BAR

JOYSTICK

(Sinclair, Kempston or Cursor)

LEFT←——→RIGHT
FIRE—JUMP

In a two player game you can either help each other or you can selfishly help yourself and disrupt the other players game!

COMMODORE

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow press PLAY On TAPE. This program will load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. When loading is complete press FIRE BUTTON to start.

DISK

Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type load "*",8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

CONTROLS

The game is controlled by joystick. To start the game press FIRE.

ONE PLAYER GAME

Joystick in Port 1

LEFT←——→RIGHT
FIRE—JUMP

TWO PLAYER GAME

Joystick in Port 2

LEFT←——→RIGHT
FIRE—JUMP

In a two player game you can either help each other or you can selfishly help yourself and disrupt the other players game!

AMSTRAD

LOADING

CPC 464

Place the rewound cassette in the cassette deck type RUN" and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type

| TAPE then press ENTER key. Then type RUN" and press ENTER key. (The | symbol is obtained by holding shift and pressing the @ key).

CPC 664 and 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type | TAPE then press ENTER Key. Then type RUN" and press ENTER key follow the instructions as they appear on screen.

DISK

Insert the program disk into the drive with the A side facing upwards. Type | DISC and press ENTER to make sure the machine can access the disk drive. Now type RUN" DISC and press ENTER the game will now load automatically.

CONTROLS

The game is controlled by either joystick or keyboard which is fully redefinable.

KEYBOARD

LEFT ←——→ RIGHT
FIRE—JUMP

JOYSTICK

LEFT ←——→ RIGHT
FIRE-JUMP

In a two player game you can either help each other or you can selfishly help yourself and disrupt the other players game!

GAME PLAY

You must try to get under one of the pests and jump up so you bend the platform under (When he has been knocked out you must then kick him off the ledge).

Watch out though if you don't he will get back up and try to get you. If you manage to dislodge the varmints, watch out for the spinning discs . . . collect these for 800 bonus points.

GOOD LUCK!

STATUS AND SCORING

Turtles, Crabs, Flys and Discs	—800 Points
Ice	— 500 Points
Bonus screen discs	— 200, 500, 800 Points
Perfect on bonus screen	— 3000, 5000, 8000 Points
Extra life at	— 30,000 Points

You will also get extra points if you kick two or more baddies off the ledge at the same time.

HINTS AND TIPS

1. Use the POW marker to stun everything on screen then go and kick them off the ledge.
2. In two player mode try to help each other through the screens.
3. Try and knock the baddies on their backs in the same place, as you will get a higher score.

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This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading. IF FOR ANY REASON YOU HAVE DIFFICULTY IN RUNNING THE PROGRAM, AND BELIEVE THAT THE PRODUCT IS DEFECTIVE, PLEASE RETURN IT DIRECT TO:

MR. YATES, OCEAN SOFTWARE LIMITED, 6 CENTRAL STREET, MANCHESTER M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

CREDITS

COMMODORE

Coding Allan Short. Graphics by Jane Lowe. Music by Fred Gray.

AMSTRAD & SPECTRUM

Coding, graphics and music by Choice Software.

Produced by Jon Woods.

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