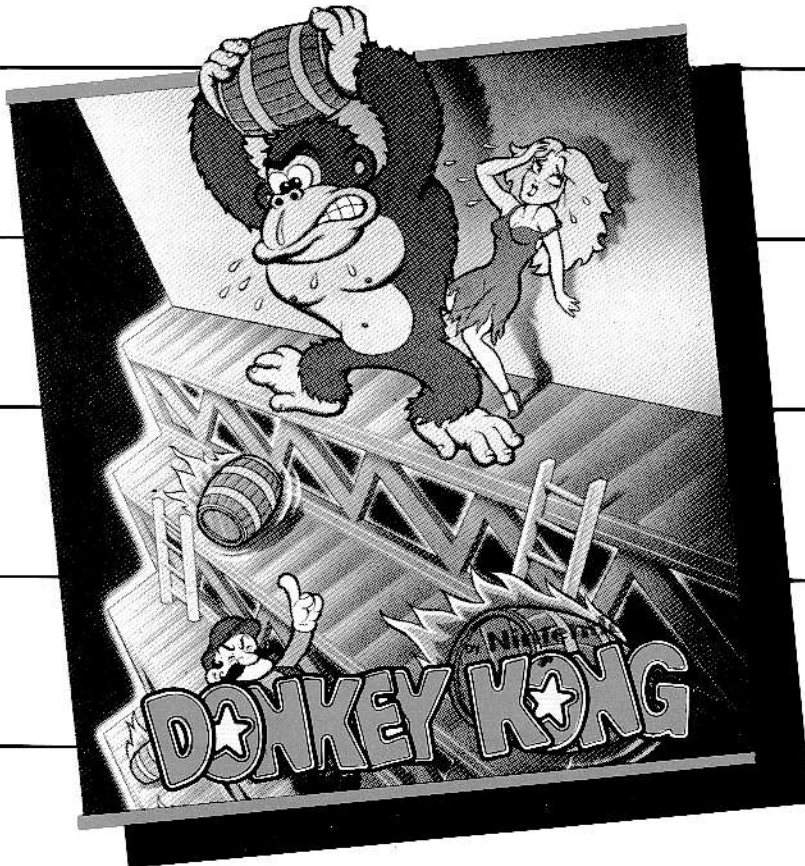# ADAM™

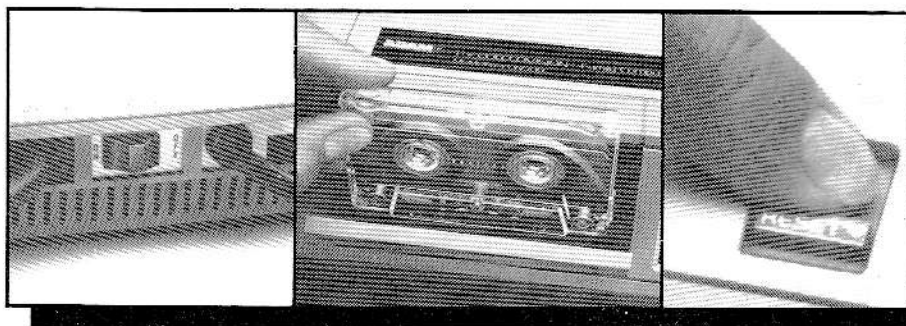## SUPER GAME PACK

CAPTURES THE EXCITEMENT OF THE REAL ARCADE GAME

AN EXPANDED-MEMORY VIDEO GAME PACK FOR USE WITH
ADAM™, THE ColecoVision® FAMILY COMPUTER SYSTEM

GETTING READY TO PLAY

POWER SWITCH   INSERT CASSETTE   COMPUTER RESET BUTTON

DO NOT REMOVE DATA PACK WHILE THE DRIVE IS OPERATING!
DO NOT TURN POWER ON OR OFF WHEN A DATA PACK IS IN THE DRIVE!

Start-up
Turn ADAM™ on. Insert your Data Pack into Drive 1 only. Press the Computer Reset Button.

One-Player Game
Use the Port 1 controller.

Two-Player Game (Alternating Players)
Player 1 uses the Port 1 controller. Player 2 uses the Port 2 controller. Players take turns. Player 1 begins and plays until a player shift is indicated by the Get Ready Screen.

Choosing your challenge
The Title Screen appears on your TV. Wait for the first Game Option screen to appear. Use the Keypad on the Port 1 controller to choose a one- or two-player game.

Skill selection
Following the first Game Option screen, the Skill Selection screens appear. **Each player selects a skill level at which to play.** Player 1 chooses first, followed immediately by Player 2. Skill options are as follows:

    Skill 1 is the easiest, suitable for play by beginners.
    Skill 2 is a little harder. Enemies are more dangerous.
    Skill 3 is as difficult as a professional arcade machine.
    Skill 4 is a tougher challenge than an arcade machine.

Each player selects a skill option by pressing the corresponding number button on the controller keypad.

2

USING YOUR CONTROLS

Control Stick

Pushing the Control Stick left, left up, or left down makes Mario™ run to the left. Pushing it right, right up, or right down makes him run to the right. Pushing the Control Stick up or down while Mario™ is under or over a ladder makes him climb in the selected direction.

Keypad

Keypad Buttons 1-4 allow you to select the Game Options you want to play.

Side Buttons

Pressing either Side Button makes Mario™ jump.

CONTROL STICK

SIDE BUTTONS

KEY PAD

SPECIAL PAUSE FEATURE

MARIO'S™ MISSION

Coleco's DONKEY KONG™ Data Pack offers all the action of the original arcade game and more—including all four game scenes, between-act cartoons, even a Hall of Fame for recording your best scores.

When the action begins, Donkey Kong™ has kidnapped Mario's™ girlfriend and taken her to the top of a steel structure. It's your job to guide Mario™ on his rescue mission—but it won't be easy! Mario™ must climb up and down ladders, run across girders, jump over tumbling barrels and lethal fireballs, and leap onto moving elevators and conveyors. You'll rack up high scores with your skill and speed as Mario™ gets closer to his one true love.

CAUTION

Your game data packs are sensitive. Keep them away from magnets, your ADAM™ printer, TV set, telephone or any other electrical device. Protect them from dust, water and extreme temperatures. Don't try to edit or store on your game data packs — you could ruin the game! **If you have a second digital data drive, your game data packs must never be loaded in Drive 2. Damage may result if this is attempted.**

4

HERE'S HOW TO PLAY!

Start at the bottom.

Your mission, should you choose to accept it, is to guide Mario™ on his rescue attempt. When the game begins, Mario™ appears at the bottom left corner of the ramps. Can you help him reach the top ramp where Pauline™ is held captive?
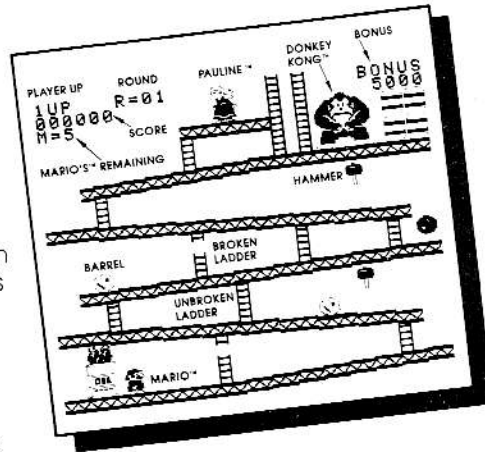
Mario™ to the rescue!

It won't be easy for Mario™ to reach the top ramp. He'll have to climb up or down unbroken ladders to get there. (Notice that Mario™ can climb only part way up a broken ladder.)

Over a barrel

Watching Mario™ climb those ladders makes Donkey Kong™ angry! So he throws down barrels to halt Mario's™ progress. Use the Side Buttons to make Mario™ jump right over them.

Hammer away!

If you learn just the right technique, you can make Mario™ jump up and grab the hammer. With it, he can hit barrels for points. But remember—that hammer is heavy and Mario™ can't jump or climb ladders while holding it. Fortunately, the hammer doesn't last forever and after a few seconds, Mario™ is back to dodging barrels again!

Beat the clock.

As Mario™ races up the ramps, your Bonus Timer gets smaller. When it decreases to 1000 points, you'll hear a Warning Sound. If the bonus reaches zero, poor Mario™ is eliminated. But if he reaches Pauline™, the remaining bonus is added to your score.

5

Foiled again!

Just as Mario™ reaches the top of the ramps, Donkey Kong™ takes Pauline™ to the Rivets scene. To save her, Mario™ must remove all the rivets in his path. How? Simply by running or jumping over them!
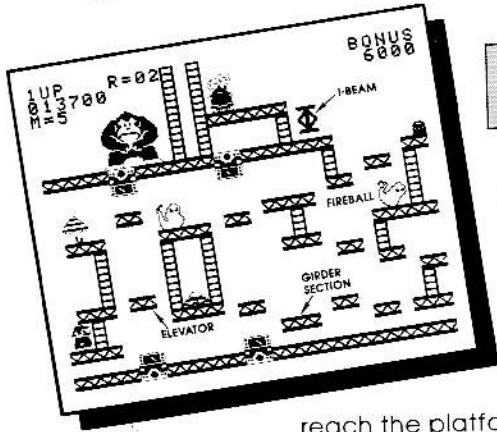
Did we say "simply?"

Once a rivet is gone, Mario™ must jump over the gap. And to make matters worse, Donkey Kong™ sends dangerous fireballs his way.
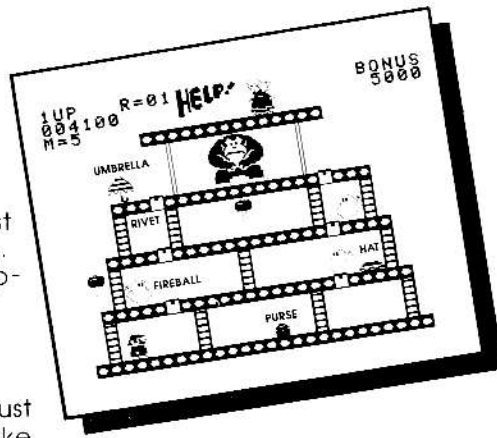
Chivalry is not dead!

During her struggle with Donkey Kong™, Pauline™ dropped her hat, purse, and umbrella. If Mario™ picks them up, you earn extra points. Then it's back to the ramps for more adventure.

Just when you thought it was safe. . .

When Mario™ makes it to the top of the ramps again, Donkey Kong™ takes Pauline™ to the Elevators Scene. It's risky business for Mario™, who must jump to and from moving elevators, then scale girders and climb ladders to reach the platform where Pauline™ is being held.

And that's not all!

If you think elevators are tough to handle, just wait until those fireballs start rolling again and heavy I-beams bounce along the top platform and fall. And as if that isn't bad enough, poor Mario™ must struggle through three more scenes before getting closer to his one true love.

6

Don't look now, but . . .

Donkey Kong™ grabs Pauline™ and takes her to the Conveyors scene just as Mario™ reaches the top ramp. Mario™ must climb ladders to reach the moving conveyors that will take him to the top platform.

Patience . . .

Sometimes the ladders retract and Mario™ must wait before climbing to the next moving conveyor.

. . . is not always a virtue.

If Mario™ waits too long to climb the ladder, he may get squashed by a moving coal bin or eliminated by one of the fireballs jumping out of that flaming oil barrel.
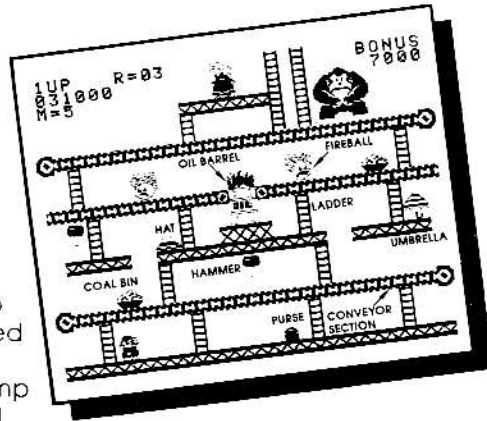
Mario's™ magic touch

Fortunately, Mario™ can use the hammer to eliminate fireballs before they eliminate him! If he can't get a handle on the hammer, he can always leap to avoid the dangerous obstacles tumbling his way.

Once is not enough!

The adventure doesn't end when Mario™ makes it to the top of the Conveyors. He'll have to repeat three more adventures before reaching Pauline™. When he finally rescues her from Donkey Kong™, the game continues to cycle through scenes. But the action gets harder every step of the way!

7

Put your name in lights!

If you're one of the game's high scorers, you can record your performance on the DONKEY KONG™ Hall of Fame Screen.

After your game has ended, the Hall of Fame Selection Screen appears. To enter your name, press the Control Stick **you have used** until Mario™ moves beneath the letter of your choice. Then press the Left Side Button to enter the letter. You can select up to 12 letters in the name box.
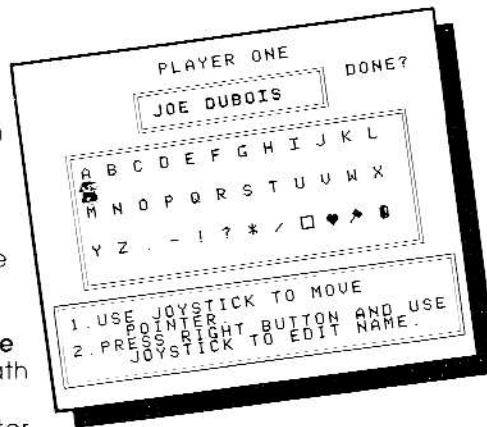
To change letters in the name box, **press and hold in the Right Side Button.** This gives you control of the upper cursor (in the name box). Use the Control Stick to move the cursor beneath the letter you wish to change. Release the Right Side Button and use the Control Stick to move Mario™ to select a new letter. Press the Left Side Button to enter the new letter in the name box.

To erase an already existing letter, move the pointer beneath the letter you wish to erase. Now release the Right Side Button and use the Control Stick to move Mario™ to select the blank square (space). Press the Left Side Button to enter the blank space over the letter you wanted to erase.
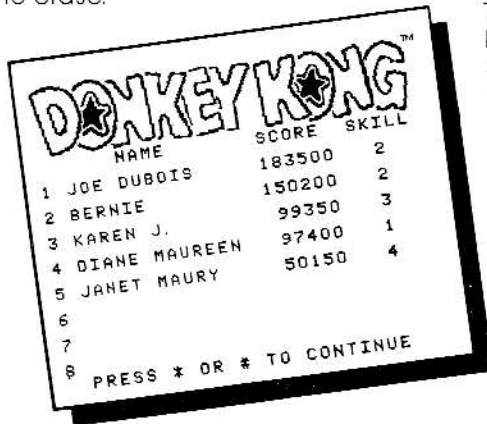
To end your selection, press and hold in the Right Side Button to control the upper cursor. Use the Control Stick to move it to the far right. Mario™ will appear under the question "DONE?" If you are finished entering a name, press the Left Side Button to complete the screen. Your score is preserved. The game automatically records the Skill Level at which you earned your high score and the Screen number in which your game ended.

If two players achieve record-breaking scores in the same game, Player 1 enters a name first.

8

NOTE: If the Hall of Fame screen is filled with eight names and your score is not high enough to be included, the Skill Selection Screen will not appear. Press Keypad Buttons 9-8-9 in sequence to erase all names from the Display Screen and enter new names as described above. But first, you may want to print out the high scores.

Pass it by

To bypass the Hall of Fame, press ✳ to replay your game or press # to return to the Game Option Screen.

It's a print!

Want to save your scores on paper? Just insert paper in the printer, then press Command Key PRINT while the Hall of Fame Display Screen is showing. ADAM™ does the rest!

Special Pause Feature

Need to take a break from the action? Press ✳ during a game to pause. The screen blanks and music plays. Press ✳ again to return to the game at the point where you stopped. There is a slight delay before the action begins again. Now's your chance to catch your breath.

Starting over.

Press ✳ to replay the DONKEY KONG™ Data Pack game option that you have been playing. Press # to get back to the first Game Option screen.
✳ = Pause (during game) or Replay (after game)
= Game Options (other choices)

Reset

Pressing the left Computer Reset button stops the game and erases it from computer memory. After a short period of time, the game begins again at the Title Screen. Computer Reset can be used in the event of a game malfunction.
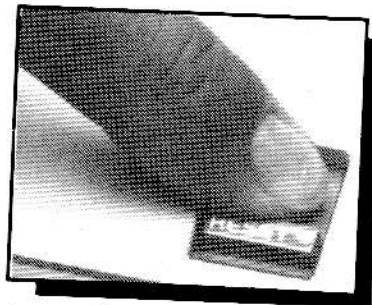
Pressing the Cartridge Reset button also stops the game and erases it from computer memory. A special message will appear on your screen.

SCORING

Starting Bonus Values Level 1: . . . . . 5000 points
Level 2: . . . . . 6000 points
Level 3: . . . . . 7000 points
Level 4 & up: 8000 points

Mario's Action	Points
Jumping over barrel, fireball, or coal bin	100
Removing rivet	100
Eliminating brown barrel	300
Retrieving accessories:	
Round 1	300
Round 2	500
Round 3 + up	800
Eliminating blue barrel	300, 500, or 800
Eliminating fireball	300, 500, or 800
Eliminating coal bin	300, 500, or 800

Bonus Points

When you complete a screen, the Bonus Timer stops. The value
displayed is added to your score.

Bonus Marios™

You start with six Marios™ in Skill 1 and four Marios™ in all other skill
levels.
You earn a Bonus Mario™ when your score reaches 10,000 points, and
another at 150,000 points.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to
get started playing DONKEY KONG™, but it is only the beginning! You
will find that this cartridge is full of special features that make DONKEY
KONG™ exciting every time you play. Experiment with different tech-
niques—and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this game pack will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.

Any implied warranties arising out of the sale of the game packs including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your game pack fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your game pack, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your game pack is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the game pack is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your game pack requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

IMPORTANT: SAVE YOUR RECEIPTS SHOWING DATE OF PURCHASE.