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          ----------  Mario Brothers VGA  ----------
                          Version 1.0
                         Dave Sharpless
                           11/26/90
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         Thank you for downloading Mario Brothers VGA. Better yet, thank
you for
    reading the doc file! This doc file includes : how to play, game
    background info, and how to register.

    I. How to play

             Mario Bros will run on virtually any computer with VGA
support.
         Just enter MARIO at dos prompt and if everything's o.k. the
title
         screen will come up.

         Press any key to move on to the high score table (at this point
         MARIO.HIS will be read from/created on your disk).

         On this screen you can do the following :

         Q : quit and go back to DOS

         P : Select one or two(registered) player mode.

         K : Redefine game play keys.

         space : begin play

         Game play :

             Your main objective is to keep the area free of pests. To
do
         this, you must jump and bump the layer under the pest to flip it
over.
         Once flipped you have a limited amount of time to get on the
same
         level as the little creature and 'kick' it off.

             You'll encounter numerous obstacles as well as various
types of
         creatures.

    II. Game background

             I started on this game around the time Joust VGA
registrations

started coming in (about 6/20/90). Using a couple of small assembly
language routines from Joust, my graphics editor, and the gained
programming experience, made this project a lot faster than Joust.

III. Registering information

I hope you enjoy Mario Brothers VGA, if you would like to
have a SIMULTANEOUS TWO PLAYER MODE version of Mario Brothers VGA,
send $15.00 to my address below. You'll find that working as a team,
you'll be able to reach higher levels then before.

Even if you're not registering, write and tell me what you think
about it!

Oh, by the way...If you were putting off registering Joust VGA, wait
no more! Send $25 and I'll register both Joust VGA (V 1.2) and Mario
Brothers VGA (V 1.0)

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Update Information :

Version 1.0 - 1st release 11/26/90

  1. Finished game

  2. Wrote .DOC file