NES-VU-USA

DR. MARIO™

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.



Thank you for selecting the Dr. Mario™ Game Pak for your Nintendo Entertainment System.®

Please read this instruction booklet to ensure maximum enjoyment of your new game. Be sure to save this booklet for future reference.

CONTENTS

MY NAME IS DR. MARIO 3
CONTROLLER FUNCTIONS 4
STARTING THE GAME 5
HOW TO ELIMINATE VIRUSES 7
1 PLAYER GAME 9
2 PLAYER GAME 11

PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

™ & ® are trademarks of Nintendo of America Inc.
©1990 Nintendo of America Inc.

MY NAME IS DR. MARIO

Hi everybody! I'm Mario. How's it going? Over the last few years, I've been involved in some pretty wild adventures. Now, believe it or not, I work in the virus research lab at the Mushroom Kingdom Hospital. Today I'm about to begin my research as usual.

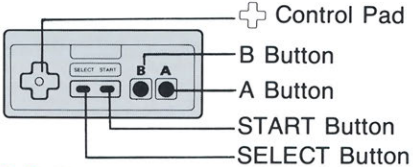
"Dr. Mario, something terrible has happened!"
"What's wrong, nurse Toadstool?"
"One of the experiments has gone out of control. The viruses are spreading quickly!"
"Oh No! We've got to do something! I have just developed a new vitamin that should be able to take care of it. I sure hope this stuff works!"



CONTROLLER FUNCTIONS

For a 1 PLAYER game use controller 1.
For a 2 PLAYER game use controller 1 and 2.

Controller 1 / Controller 2



A Button

•Rotates vitamin capsules to the right (clockwise).



B Button

•Rotates vitamin capsules to the left (counterclockwise).



Control Pad



•Moves vitamin capsules left and right.

•Pressing down drops a vitamin capsule down quickly.

•On the menu screen, the Control Pad moves the cursor.

SELECT Button

•Moves cursor on the title screen.

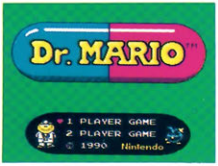
START Button

•Starts the game.

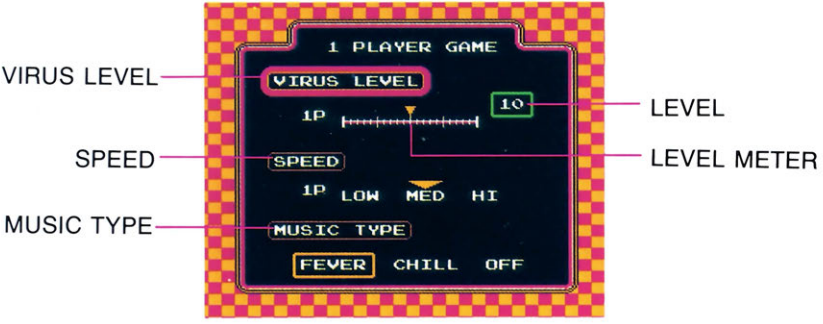
•Pauses and unpauses during game play.

STARTING THE GAME

After you power up the game, you'll see the title screen. Here, you can select a 1 or 2 PLAYER game by using the SELECT Button. Then press the START Button to move to the menu screen.



Menu Screen



VIRUS LEVEL

The higher the number, the more viruses you start with. Move the arrow mark by using the ✣ Control Pad.

SPEED

This controls the speed at which the vitamin capsules drop. You can select from LOW, MED and HI.

MUSIC TYPE

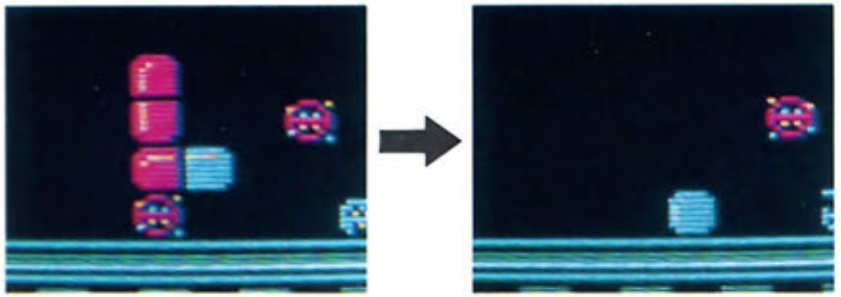
Choose between two musical selections: FEVER and CHILL. You can also turn the music OFF if you wish.

After making your selections, press the START Button to begin playing.

In the 2 PLAYER mode, both players can set their options as they wish. You can use this to give one player a handicap.

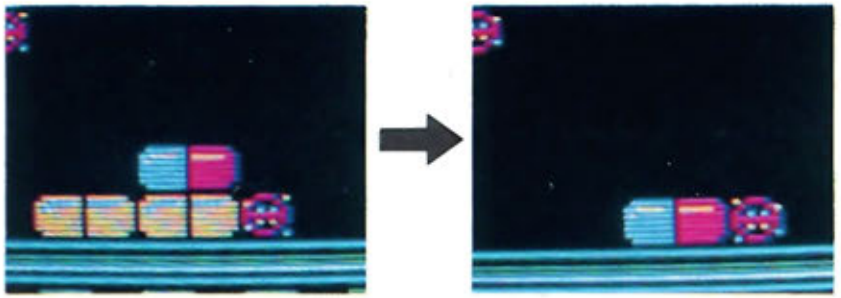
HOW TO ELIMINATE VIRUSES

As the vitamin capsules drop use the A or B Button to rotate them. Try to match up four of the same color in a vertical or horizontal row. If you do this, all four will disappear. With a little practice you'll be able to get rid of all of the viruses!



EXAMPLE 1

Four of the same color are in a vertical row. These four disappear, taking the virus with them.



EXAMPLE 2

Four of the same color are in a horizontal row. These four disappear, but the virus remains because it is a different color.

Advice From Dr. Mario



The blue column disappears

The remaining vitamins fall

Another column disappears

Types of vitamin capsules and viruses.

There are six types of vitamin capsules:



RED RED



BLUE BLUE



YELLOW YELLOW



RED BLUE

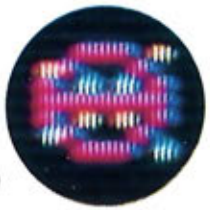


RED YELLOW



BLUE YELLOW

There are three colors of viruses:



RED



BLUE



YELLOW

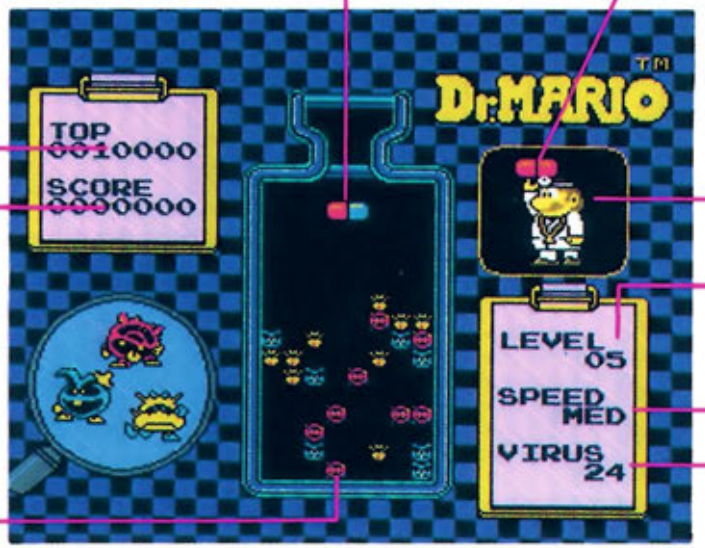


Mastering continuous capsule elimination.
This is what we call continuous capsule elimination. It doesn't just have to be two rows or columns. You can eliminate three, four or even more! This is a very important tactic in the 2 PLAYER game.

HOW TO PLAY A 1 PLAYER GAME

Dr. Mario destroys the viruses by throwing vitamin capsules into the contaminated bottle. When all of the viruses in a bottle are destroyed, you progress to the next stage. If the bottle gets filled all the way to the top, the game is over.

Game Screen



Advice from Dr. Mario

- Watch the title screen for a while. It will show you a demonstration game that will help you get the hang of the game play.
- You will see something special each time you clear level 5, 10, 15, or 20 at the MED or HI level.

Scoring

You receive points when you destroy a virus. The points depend on the SPEED setting and the number of viruses destroyed at once.

Number of destroyed viruses \ SPEED	LOW	MED	HI
1	100	200	300
2	200	400	600
3	400	800	1200
4	800	1600	2400
5	1600	3200	4800
6	3200	6400	9600

*Even if you destroy more than six viruses at once, you will only receive points for destroying six.

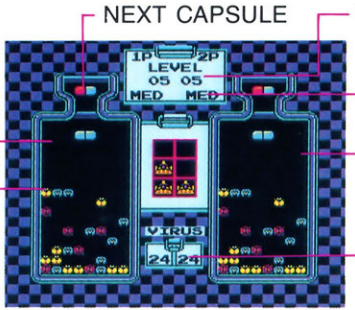
- The speed that the vitamin capsules drop increases slightly after every 10 capsules.
- When starting out, you will do much better if you try to lay the vitamin capsules flat rather than on their ends.



HOW TO PLAY 2 PLAYER GAME

Both players will have a bottle on the screen. The first player to destroy all of their viruses wins and receives a crown. A player can also win a game if the other player's bottle fills up to the top. The first player to earn three crowns win the entire match.

Game Screen



Advice from Dr. Mario

- If you eliminate two or more rows or columns at once, some random pieces will fall down on your opponents screen. One piece will fall for every row or column you eliminate (from two to four). The maximum drop is four pieces, even if you drop more rows or columns.



⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® (''NES'') and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, the representative may advise you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you.(Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from sate to state.



PRINTED IN JAPAN