

Nintendo

GAME BOY™

# DR. MARIO™



Nintendo of America Inc.

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PRINTED IN JAPAN

**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 Game Boy System.*



Thank you for selecting the Dr. Mario<sup>TM</sup> Game Pak for your Nintendo<sup>®</sup> Game Boy<sup>TM</sup>.

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

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## Precautions

- 1) If you play for long periods of time, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or GAME BOY.
- 4) Do not clean with benzene, alcohol or other such solvents.
- 5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the GAME BOY.
- 6) Store the Game Pak in its protective sleeve when not in use.

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## 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!"

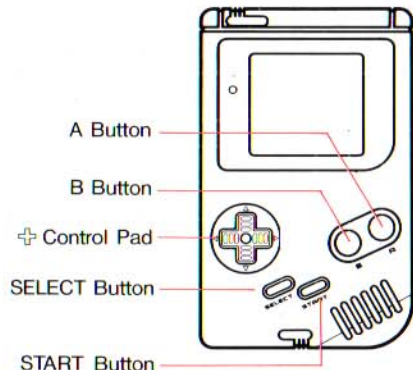
"What's wrong, nurse Toadstool?"

"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!"



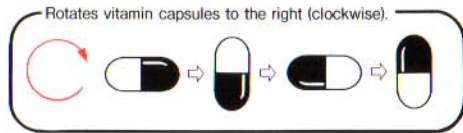
## CONTROLLER FUNCTIONS



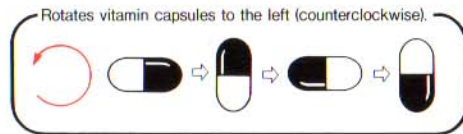
### ● + Control Pad

- Moves vitamin capsules left and right.
- Pressing down drops a vitamin capsule down quickly.
- On the menu screen, the + Control Pad moves the cursor.

● (A) Button



● (B) Button



START Button

- Starts the game.
- Pauses and unpauses during game play.

SELECT Button

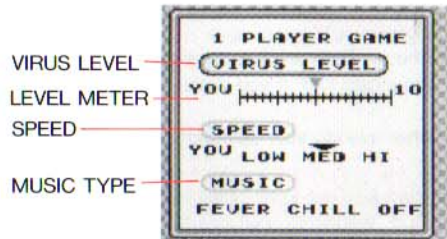
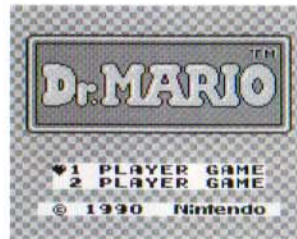
- Moves cursor on the title screen.

If you press the A Button, B Button, START and SELECT at the same time, the game will reset and return to the title screen.

## 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. (To play a two player game, you must use a Video Link cable and another Game Boy with a Dr. Mario game.) Then press the START Button to move to the menu screen.

### Menu Screen



- VIRUS LEVEL — VIRUS LEVEL
- LEVEL METER — YOU [meter] 10
- SPEED — SPEED
- MUSIC TYPE — MUSIC
- FEVER CHILL OFF

### • VIRUS LEVEL

The higher the number, the more viruses you start with. Move the arrow mark by using the  $\oplus$  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.

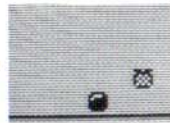
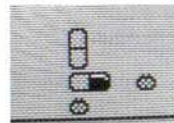
In the 2 PLAYER mode, both players can set their options as they wish. You can use this to give one player a handicap.

\*YOU is you, COM is your competitor.

## HOW TO ELIMINATE VIRUSES

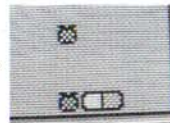
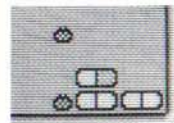
As the vitamin capsules drop use the A or B Button to rotate them. Try to match up four of the same color in a vertical or horizontal row. If you do this, all four will disappear. With a little practice you'll be able to get rid of all of the viruses!

### EXAMPLE 1



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

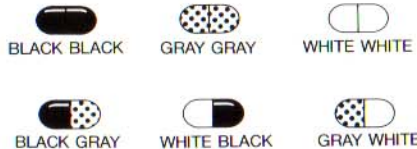
### EXAMPLE 2



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

## Types of vitamin capsules and viruses.

There are six types of vitamin capsules:



There are three types of viruses:



### \* Advice From Dr. Mario

Mastering continuous capsule elimination.



The white column disappears

The remaining vitamins fall

Another column disappears

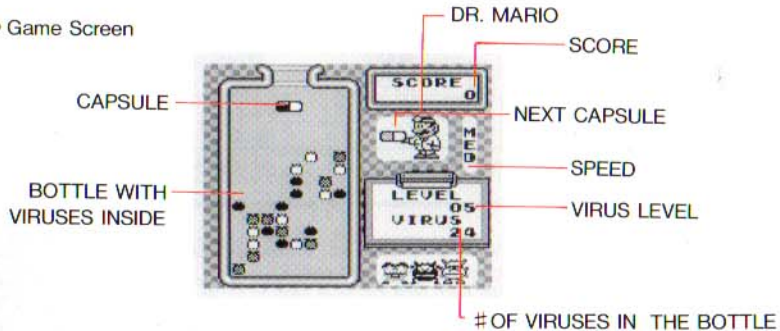
This is what we call continuous capsule elimination. It doesn't just have to be two rows or columns. You can eliminate three, four or even more! This is a very important tactic in the 2 PLAYER game.



## 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



## Scoring

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

SPEED Number of destroyed viruses	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.

### \* 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.
- 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.



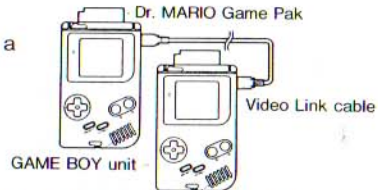
## HOW TO PLAY A 2 PLAYER GAME

Using the Video Link<sup>TM</sup> cable, you can enjoy Dr. Mario in a special 2 PLAYER mode.

### (1) Before starting play

You need the following before starting a 2 PLAYER game.

- 2 GAME BOY units
- 2 Dr. MARIO Game Paks
- 1 Video Link cable



(1) Connect the Video Link cable as shown on the left and make sure that both Game Paks have been inserted correctly. Then turn both power switches ON at the same time.

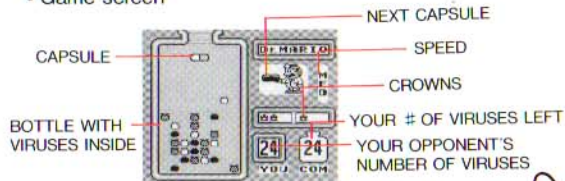
(2) On the title screen select 2 PLAYER with the SELECT Button and press START.

Note: If step (1) is not done correctly, or if the Video Link cable is pulled out and inserted while both units are on, the game may stop. If this happens, simply turn both Game Boy Units OFF and turn them on again.

The Game Boy that selected 2 PLAYER mode can be used to make selections on the menu screen.

Both players will have a bottle on their 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 wins 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.



**90-DAY LIMITED WARRANTY NINTENDO GAME PAKS**

**90-DAY LIMITED WARRANTY:**

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.

**To receive this warranty service:**

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700. Our Consumer Service Department is in operation from 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Saturday (times subject to change.) Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.
3. If the Nintendo Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK (Be sure that your packaging is at least 4 inches by 6 inches as many shipping companies will not ship anything smaller), and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

In the United States:  
 Nintendo of America Inc.  
 Consumer Service Department  
 4820-150th Avenue N.E.  
 Redmond, WA 98052  
 RA # \_\_\_\_\_

In Canada:  
 Nintendo of Canada Ltd.  
 110-13480 Crestwood Place  
 Richmond BC V6V2J9  
 RA # \_\_\_\_\_

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 at left. If the Nintendo Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Nintendo to repair or replace the PAK and will be given a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK (Be sure that your packaging is at least 4 inches by 6 inches as many shipping companies will not ship anything smaller) and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo, for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, a 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 and Canada only. Some states/provinces 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 between states/provinces.