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.

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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.

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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!"

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**FUNCTIONS**

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

**Controller 1 / Controller 2**

- **Control Pad**
- **A Button**
- **B Button**
- **START Button**
- **SELECT Button**

**A Button**
- Rotates vitamin capsules to the right (clockwise).
- Moves vitamin capsules left and right.
- Pauses and unpauses during game play.

**B Button**
- Rotates vitamin capsules to the left (counterclockwise).
- 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.
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.

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.

Advice From Dr. Mario

The blue column disappears
The remaining vitamins fall
Another column disappears
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

- CAPSULE
- NEXT CAPSULE
- TOP SCORE
- CURRENT SCORE
- DR. MARIO
- VIRUS LEVEL
- SPEED
- # OF VIRUSES IN THE BOTTLE

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.

<table>
<thead>
<tr>
<th>Number of destroyed viruses</th>
<th>SPEED</th>
<th>LOW</th>
<th>MED</th>
<th>HI</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td>100</td>
<td>200</td>
<td>300</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td>200</td>
<td>400</td>
<td>600</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td>400</td>
<td>800</td>
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<td>1600</td>
<td>3200</td>
<td>4800</td>
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<tr>
<td>6</td>
<td></td>
<td>3200</td>
<td>6400</td>
<td>9600</td>
</tr>
</tbody>
</table>

*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

1. 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.

2. The first player to earn three crowns wins the entire match.

Advice from Dr. Mario

Do not use a front or rear projection television with your Nintendo Entertainment System (NES) and NES games. Do not use your projection television screen if you place a video game on hold or pause. If you use your projection television, similar damage may occur. If you eliminate two or more rows or columns at once, some random pieces will fall down on your opponent's screen. One piece will fall for every row or column you eliminate. The maximum drop is four pieces, even if you drop more.

WARNING

Do not use your TV manufacturer for further information.

Images may cause similar damage to a projection television. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage in your projection television. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage in your projection television.
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.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:


90-DAY LIMITED WARRANTY

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.

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, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of the defective PAK, 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:

Nintendo of America Inc.
NES Consumer Service Department
4620 — 150th Avenue N.E.
Redmond, WA 98052

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 noted by the representative (which 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. 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 state to state.

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