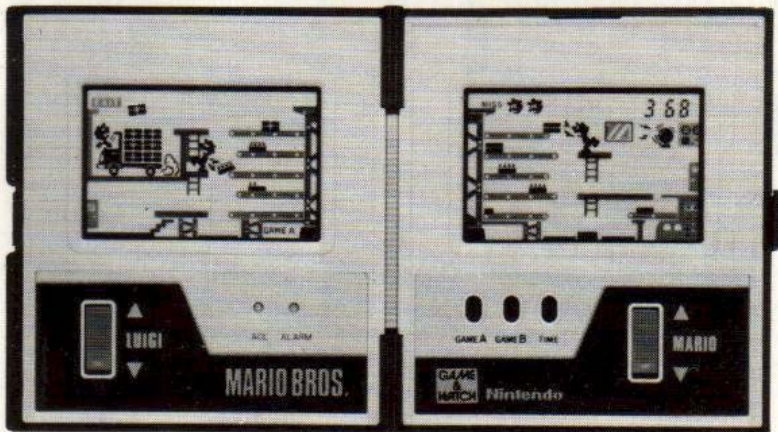


# GAME & WATCH™ MULTI SCREEN

**MARIO BROS.™ (MW-56)**

## INSTRUCTION



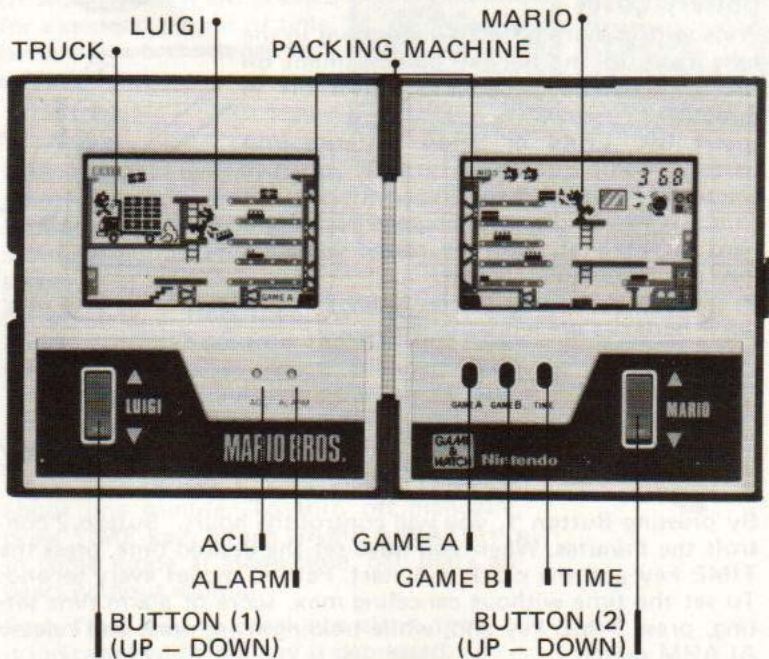
**Nintendo®**

<http://www.replacementdocs.com>

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## NAME OF EACH PART





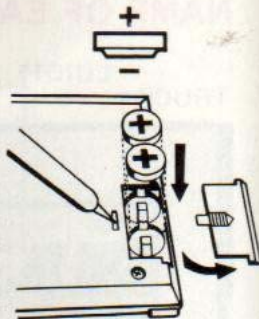
## INSERTING THE BATTERIES

### Battery Cover

Press with a sharp-pointed instrument in the hole next to the battery compartment on the back of the game. Slide cover off in direction of arrow.

Insert two LR44 or SR44 batteries into battery compartment with the positive electrode atop. When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes lower or be completely lost.

In such cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)



### TIME SET

Push ACL switch lightly with a sharp-pointed instrument. Push lightly and do not hold the point down. A display will appear as illustrated.

By pressing Button 1, you will control the hours. Button 2 controls the minutes. When you have set the desired time, press the TIME key and the clock will start. Pattern moves every second. To set the time without canceling max. score or alarm time setting, press TIME key and, while holding it in, press and release ALARM switch.

(If ACL switch is left pressed for extended period of time, battery life is shortened considerably.)

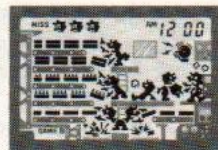
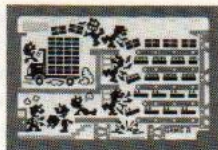
### ALARM SET

Push ALARM switch lightly with a sharp-pointed instrument. Bell mark should appear. (If bell mark does not appear, push again.) Alarm is set when bell mark is on the screen.

By pressing Button 1 you will control the hours. Button 2 controls the minutes. After setting numbers in above manner, push TIME key to set the time as an alarm time. Check AM/PM of time.

When pre-set alarm time is reached, bell mark appears on screen. Alarm rings for about one minute. To turn off manually, press TIME key. (When GAME & WATCH is in game mode at alarm time, bell mark appears without sound.)

Push TIME key to check the alarm time. It is indicated while the key is depressed.

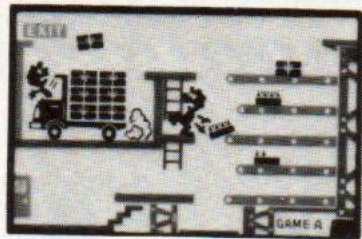


## HOW TO PLAY

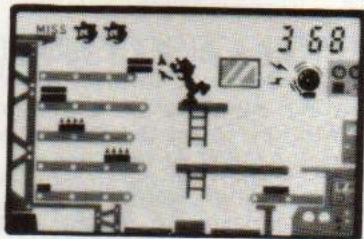
We all know Mario who saved the beautiful girl from Donkey Kong. Now he's back with his brother Luigi, working in a bottling plant, loading cases on a belt conveyor. The conveyor carries the cases up for loading onto trucks.

### (Screen)

The game is played on two screens. The cases loaded on the right screen are carried to the left screen, and vice versa.



LEFT



RIGHT

### (Control Button)

#### 1) BUTTON 1



← ● Press the top part and Luigi moves up.

← ● Press the bottom part and Luigi moves down.

#### 2) BUTTON 2



← ● Press the top part and Mario moves up.

← ● Press the bottom part and Mario moves down.



## (The Beginning of The Game)

Press the Game key A or B, and highest previous score in Game A or B will be displayed. When key is released, game starts.

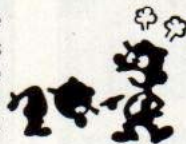
- \* Pressing ACL switch or removing batteries erases high score from memory.
- \* A game is not interrupted even if TIME key or other game key is depressed during game playing.
- \* Game A is for beginners and average players. Game B is for the pros. In Game B, it requires more coordination, technique and timing.

## (Points)

Each case loaded on a conveyor gets 1 point. Each truck loaded with 8 cases gets 10 points. Maximum displayed score is 999 points.

## (Miss)

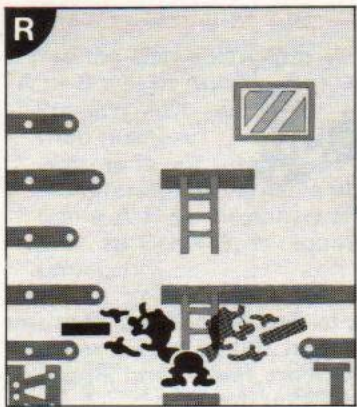
When a case is dropped, the foreman gets angry. One miss is scored. 3 misses and game ends. When game is left for about 5 minutes after game ends, time display returns automatically.



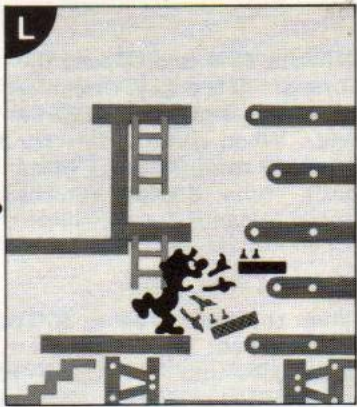
## (Bonus)

When the score reaches 300 points, fanfare sounds and all misses are canceled. **If there are no misses** when 300 points are reached, game goes into "CHANCE TIME". Score flashes and all points are awarded at double value until a MISS is made.

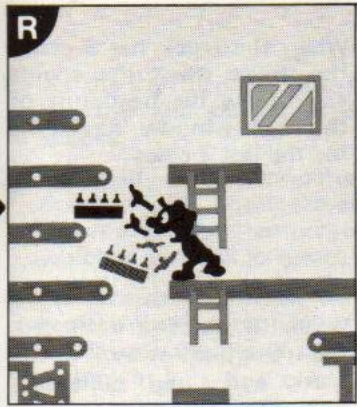
## THE OPERATION OF CONTROL BUTTONS



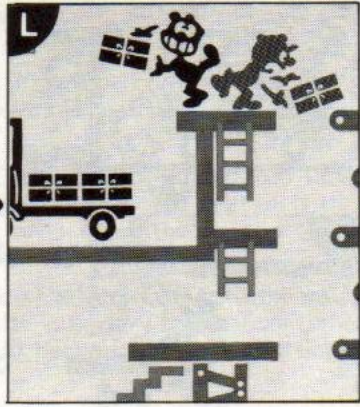
Cases come in from lower right of the right screen. The right button controls Mario to get him into starting position for handling the cases. When he takes a case from the feed — in conveyor, he carries it automatically to the traveling conveyor.



The left button moves Luigi up and down to carry cases to the next higher conveyor. He loads them automatically. Each case contains 2 bottles. (As the cases travel, the bottle in each case increases.)

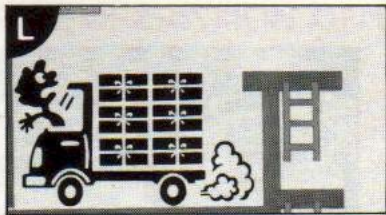


When the cases reach the right screen, move Mario with the right button so that he transfers the cases to the next conveyor. (Each case contains 4 bottles.)



When the cases approach the end of the conveyor line, they are bound and Luigi loads them onto a waiting truck.

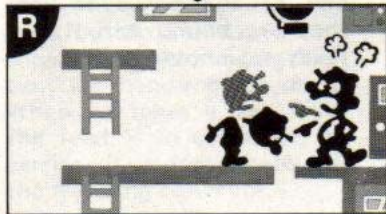




When the truck has 6 cases, the driver starts the engine and sticks his head out of the cab window screaming for the last 2 cases.



When 8 cases are loaded, the truck pulls away. Mario and Luigi collapse. But the foreman comes running .....

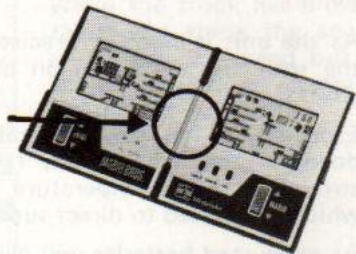


Screams at Mario or Luigi for dropping the cases, and gets them back to work.

## CAUTIONS

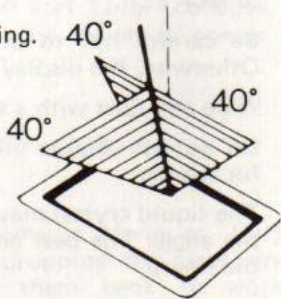
1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
3. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
5. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.
6. Wipe any dust with a soft dry cloth.
7. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
8. The liquid crystal may be difficult to look at depending upon the angle. The best angle at which to look is as illustrated in the figure.

9. Avoid damaging the part in circle.



10. Do not force screen open beyond intended limit.  
(This body does not open full 180°.)

11. Screen angle is made for best viewing.



## SPECIFICATIONS

- Accuracy of the clock : Average daily differential within  $\pm 3$  secs.  
(under normal temperature)
- Battery : Two Alkali-Manganese batteries  
(LR44 or SR44)
- Life of the battery : For clock display  
Approx. 6 months on LR44  
Approx. 12 months on SR44  
For one-hour-game a day  
Approx. 6 months on LR44
- Working temperature :  $10^{\circ}\text{C}$  to  $40^{\circ}\text{C}$  ( $50^{\circ}\text{F}$  to  $104^{\circ}\text{F}$ )



# SPECIFICATIONS

Accuracy of the clock: Average - only for the first 100 hours  
Temperature: normal temperature  
Power: 1.5V x 2 (alkaline batteries)  
Case: plastic  
Size of the battery: 1.5V x 2 (alkaline batteries)  
Weight: 1.5V x 2 (alkaline batteries)  
Working temperature: 10°C to 40°C (50°F to 104°F)  
Accuracy: ± 1 minute per month  
Accuracy: ± 1 minute per month  
Accuracy: ± 1 minute per month  
Accuracy: ± 1 minute per month

10. Do not force the cover to open if it is closed.  
11. Do not use the clock in a place where it is exposed to strong magnetic fields.

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