

GAME BOY ADVANCE

AGB-FDME-USA

DR. MARIO[®]

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

** WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games, and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.



THIS GAME IS COMPATIBLE WITH THE WIRELESS ADAPTER ACCESSORY.

NEED HELP PLAYING A GAME?

*You can visit our website at www.nintendo.com for game play information.
For automated game play tips and news, call Nintendo's Power Line at: **1-425-885-7529**.
This may be a long distance call, so please ask permission from whomever pays the phone bill.*

Rather talk with a game counselor?

1-800-521-0900

*Available in U.S. and Canada - \$1.50 per minute (U.S. funds)
Please have Visa or MasterCard ready*

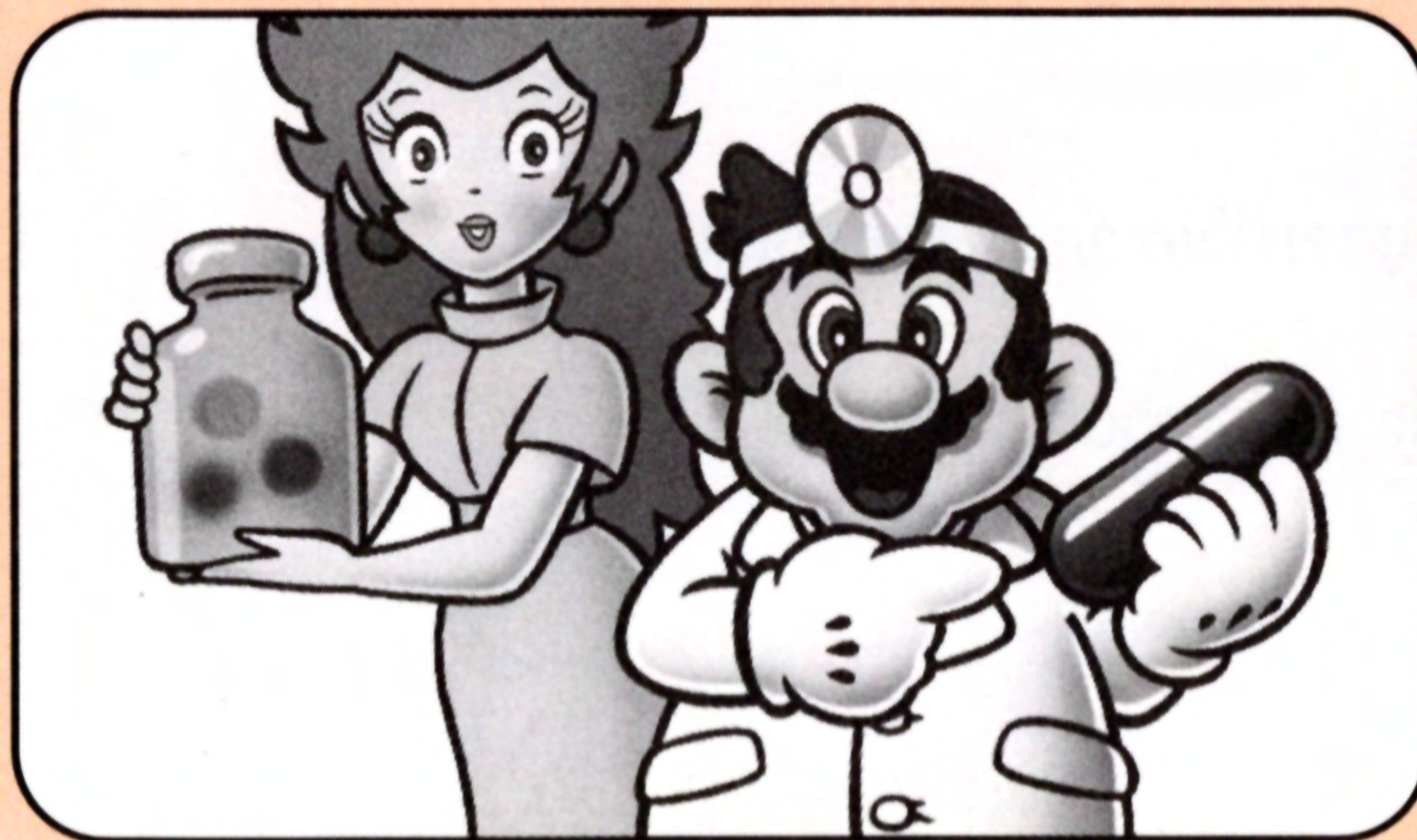
MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

*Callers under 18 need to obtain parental permission to call. Prices subject to change.
TTY Game Play Assistance: 425-883-9714*



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A virus outbreak is spreading through Mushroom Kingdom Hospital!
Throw your special combinations of vitamins at the viruses
before everyone gets sick!

MEET DR. MARIO

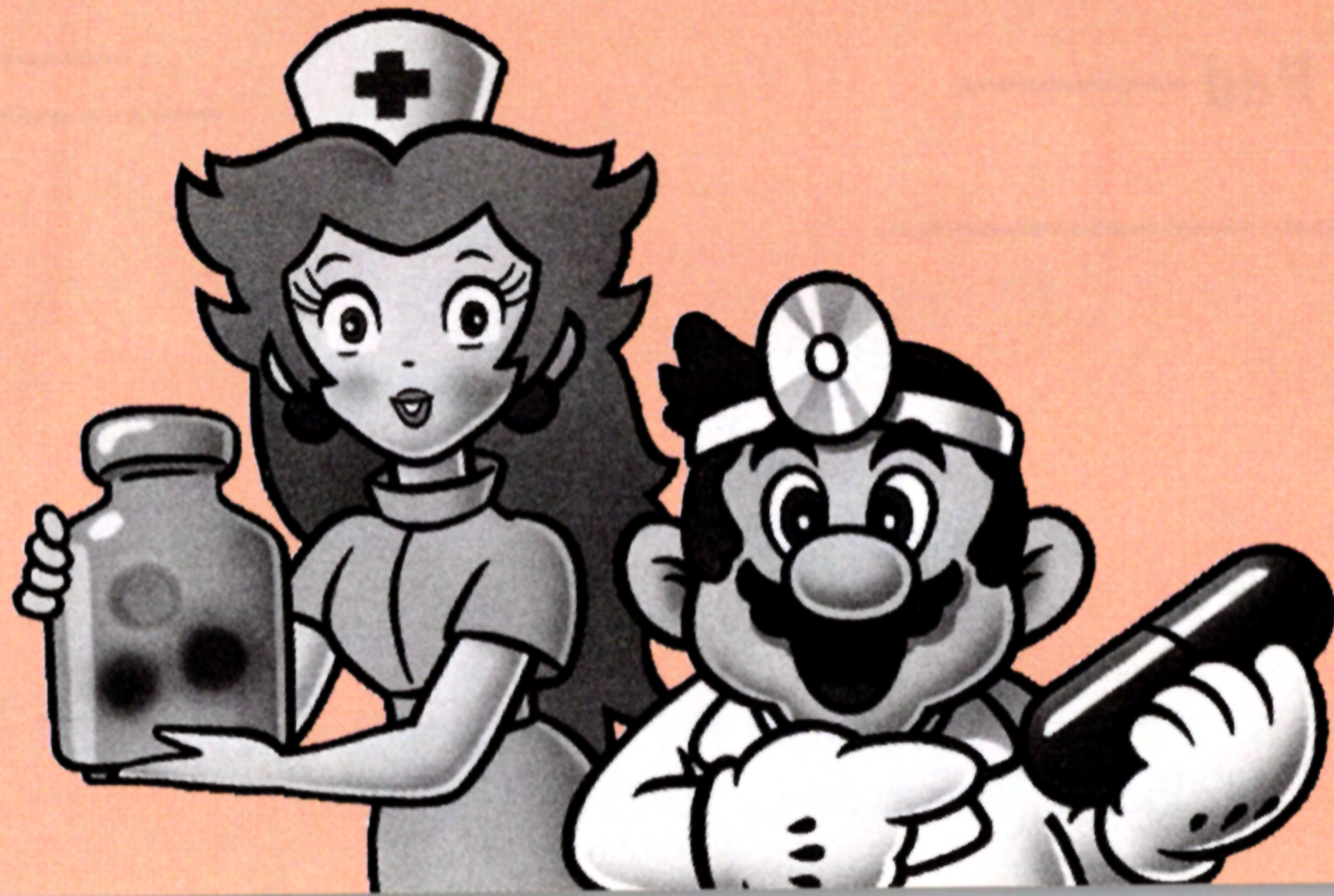
Hi everybody! I'm Mario. How's it going? Over the last few years, I've been involved in some pretty wild adventures. Now, believe it or not, I work in the virus research lab at the Mushroom Kingdom Hospital. Today I'm about to begin my research as usual.

"Dr. Mario, something terrible has happened!"

"What's wrong, nurse Toadstool?"

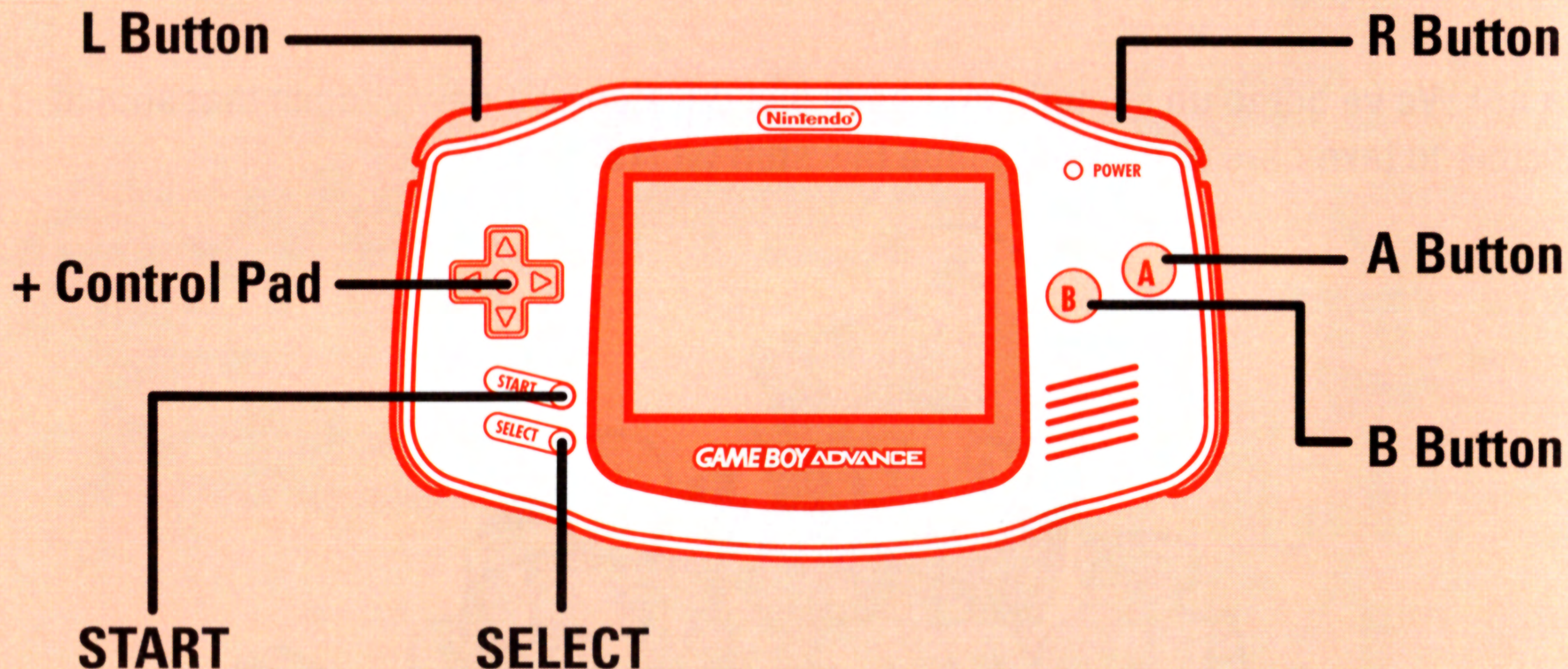
"One of the experiments has gone out of control. The viruses are spreading quickly!"

"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!"



CONTROLS

Insert the Game Pak into the Game Boy Advance and turn the power ON.



*For more information about the Game Boy Advance SP or the Game Boy Player, refer to the manuals for each system.

TITLE SCREEN

SELECT

Move cursor on the title screen.



START

Press START to begin the game.

● Pausing the game:

Press START during play to pause the game. To resume the game, press START again.

Note: 2-Player game option appears only after linking two systems.

START + SELECT + A + B Buttons

Press simultaneously to reset the game.

L Button + R Button

Press the L and R Buttons simultaneously to access the system menu. Here you can reset, play a linked game, save, or sleep. If you press the L and R Buttons simultaneously during Linked Play, the Finish Linked Play confirmation screen will appear—from there, you can end your current game. Turn the power ON while holding the L and R Buttons to access a menu from which you can restore saved data to the default settings.

SYSTEM MENU

■ Continue

Continue your game.

■ Reset

Return to the title screen.



■ Linked Play

Connect with another player and play together using the Game Boy Advance Game Link cable (see page 20) or the Game Boy Advance Wireless Adapter (see page 22).

■ Save High Score

High scores will be saved even after the power is turned OFF.

*High scores cannot be saved during Linked Play.

■ Sleep Mode

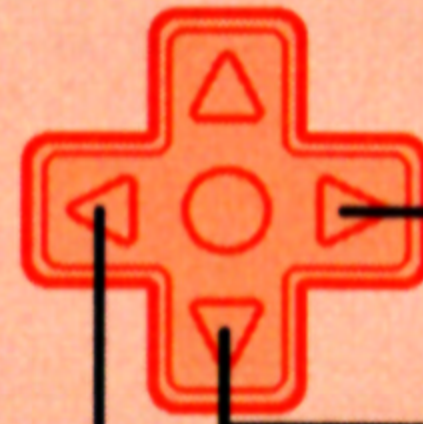
The power remains ON, but the liquid crystal display will turn off and the game will pause to reduce battery consumption.

*If the batteries run out during Sleep mode, the power will turn OFF.

HOW TO PLAY

+ Control Pad

Press Left or Right to move vitamin capsules left and right. Press Down to drop vitamin capsules quickly.



Move vitamin capsules right

Drop vitamin capsules quickly

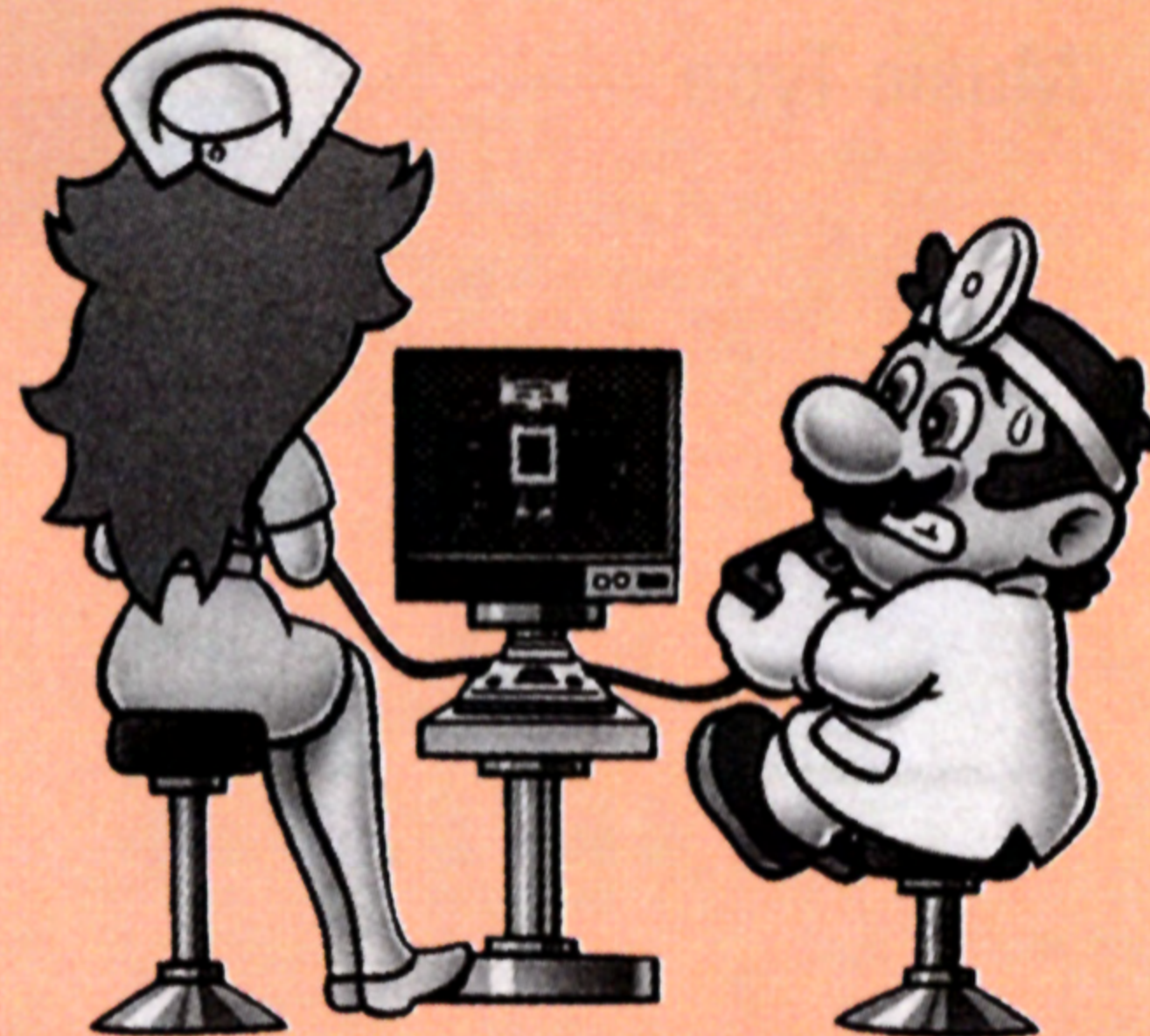
Move vitamin capsules left

A Button

Rotates vitamin capsules to the right (clockwise).

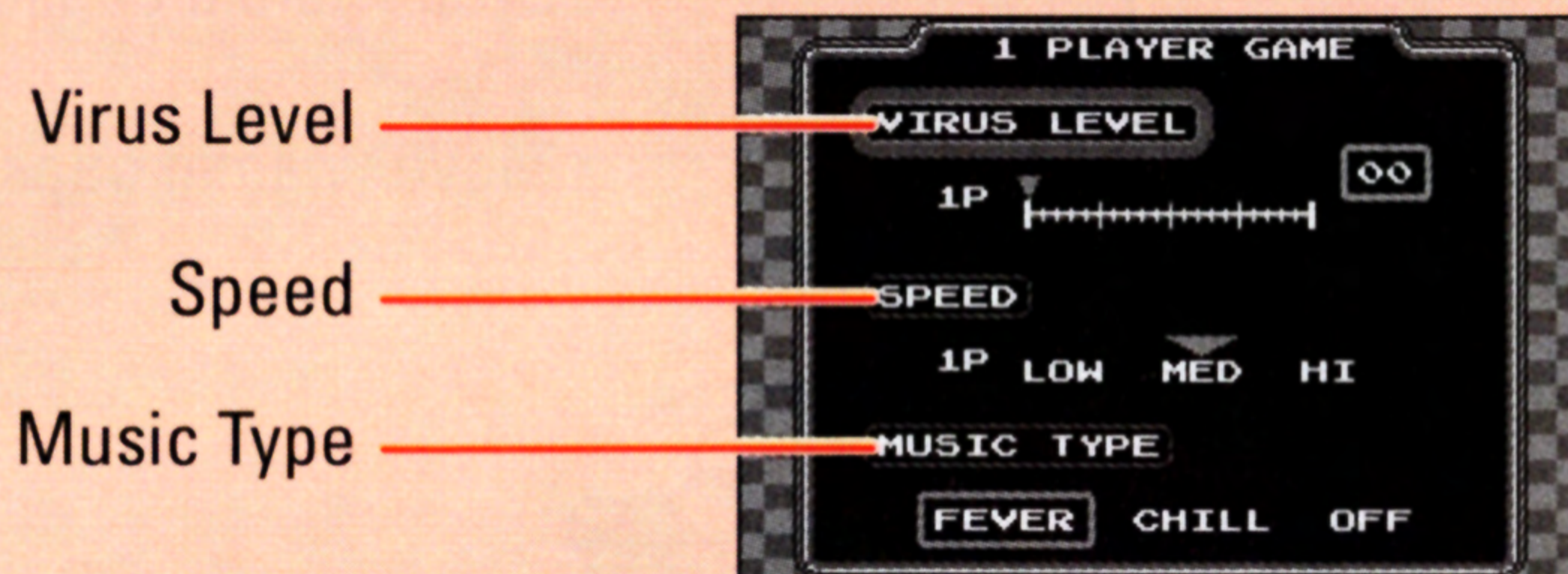
B Button

Rotates vitamin capsules to the left (counter clockwise).



STARTING A GAME

- After you power up the game, you'll see the title screen. Here, you may select the 1- or 2-player game by pressing SELECT. Then press START to move to the 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 may select from LOW, MED, and HI.

■ **Music Type:**

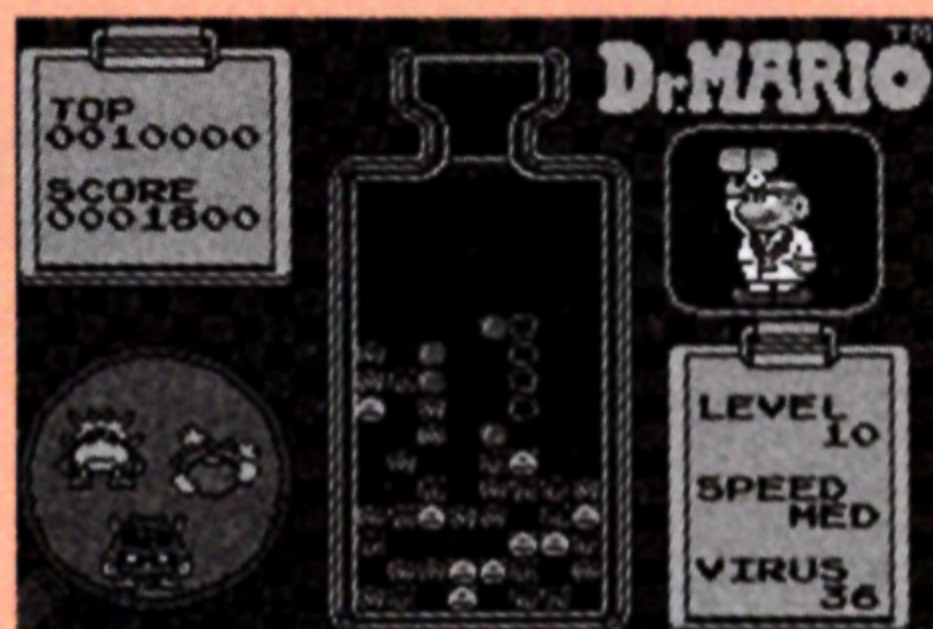
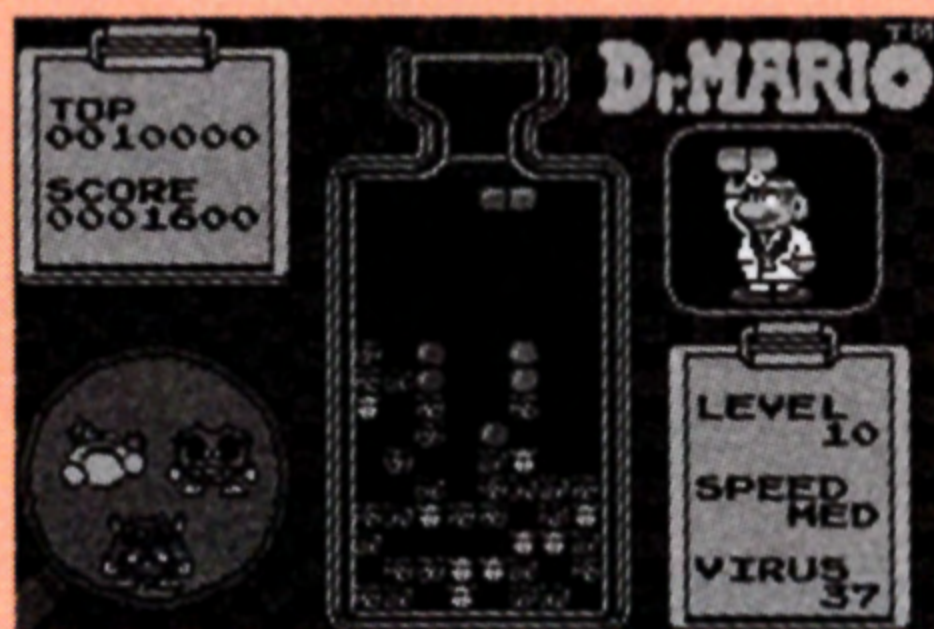
Choose between two musical selections: FEVER and CHILL. You can also turn the music OFF if you wish.

After making your selections, press START to begin playing.

Note: In the 2-player mode, both players set their own options. You can use this to give one player a handicap.

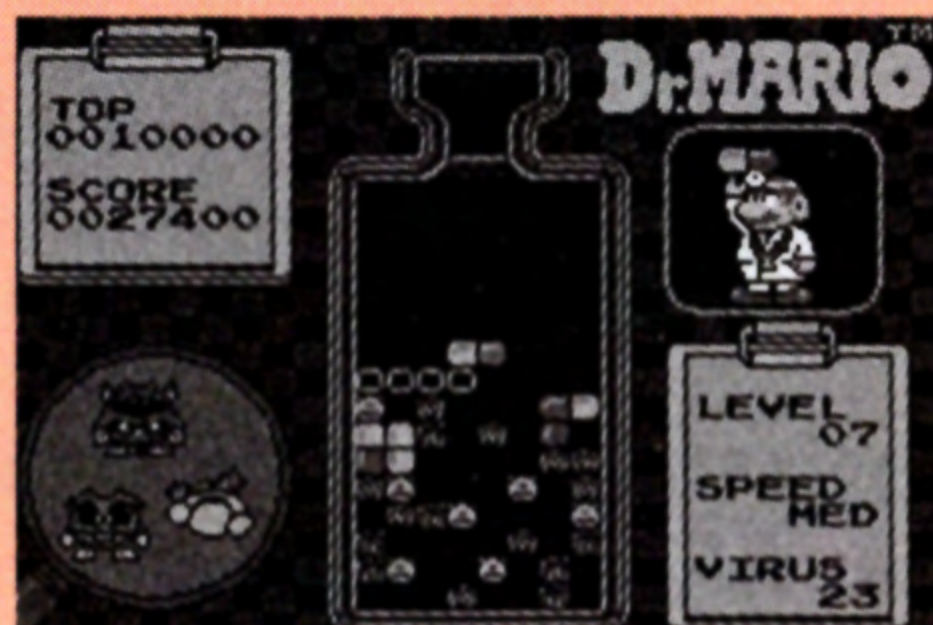
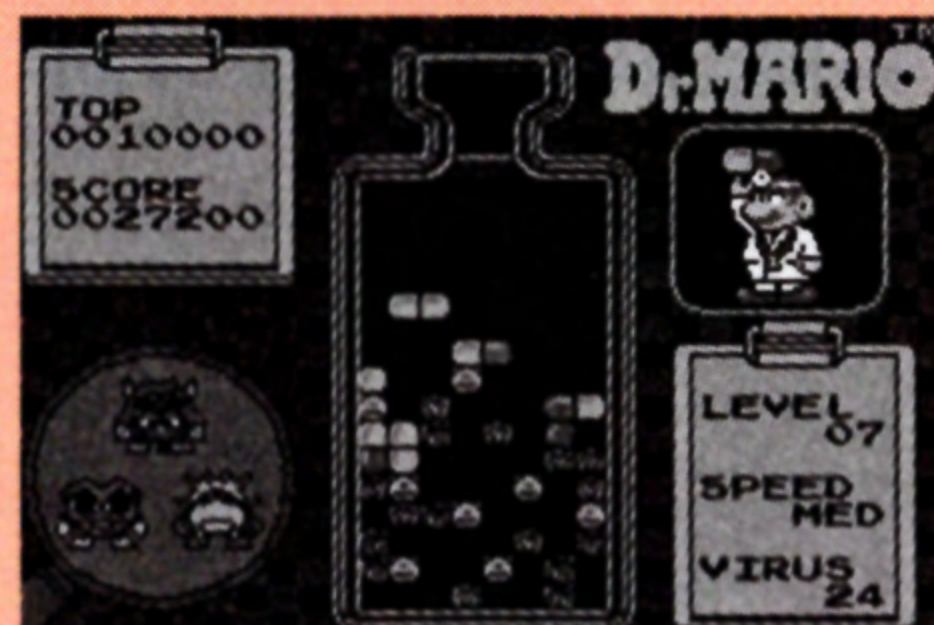
ELIMINATING VIRUSES

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 the viruses!



Example 1:

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



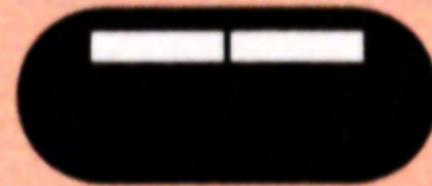
Example 2:

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

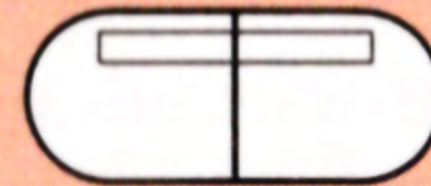
There are six types of vitamin capsules.



Red\Red



Blue\Blue



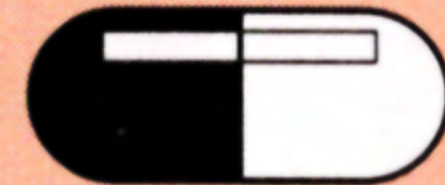
Yellow\Yellow



Red\Blue



Red\Yellow



Blue\Yellow

There are three colors of viruses:



Red



Blue



Yellow

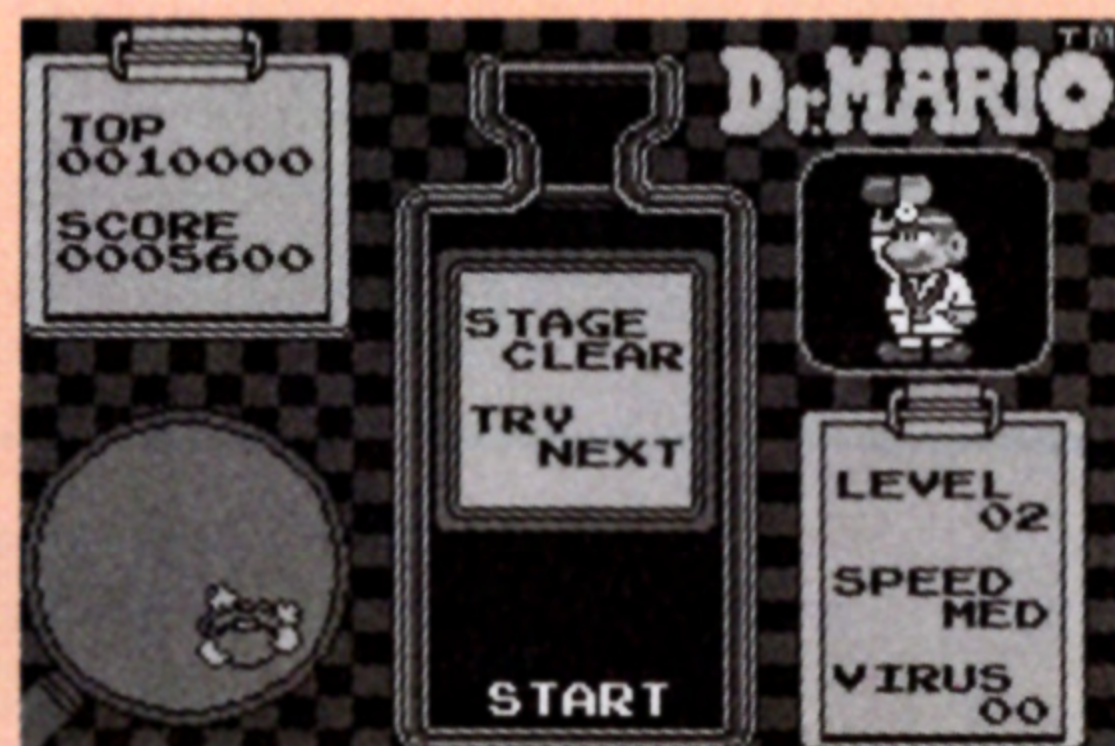


Advice from Dr. Mario...

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

1-PLAYER GAMES

Dr. Mario destroys 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.



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.

Scoring:

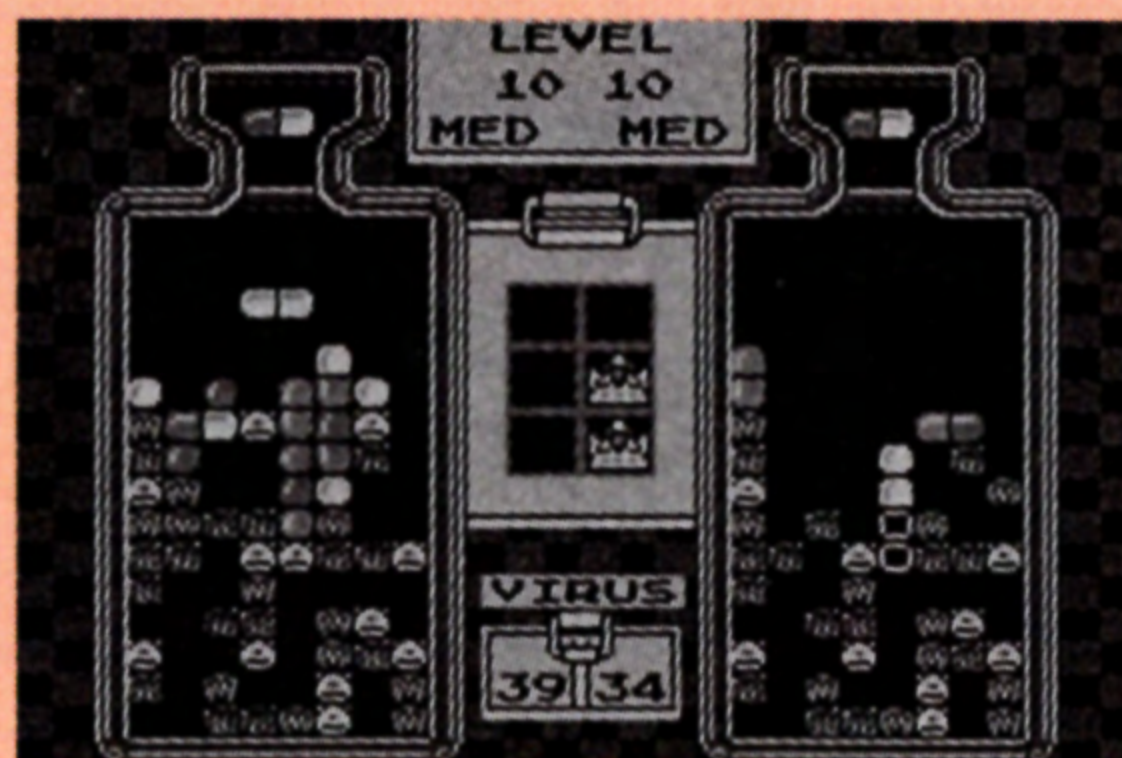
You receive points when you destroy a virus. The points depend on the SPEED setting and the number of viruses destroyed at once.

Number of destroyed viruses	SPEED LOW	SPEED MED	SPEED 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

- 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 ten capsules.
- When starting out, you will do much better if you try to lay the vitamin capsules flat rather than on their ends.

2-PLAYER GAMES

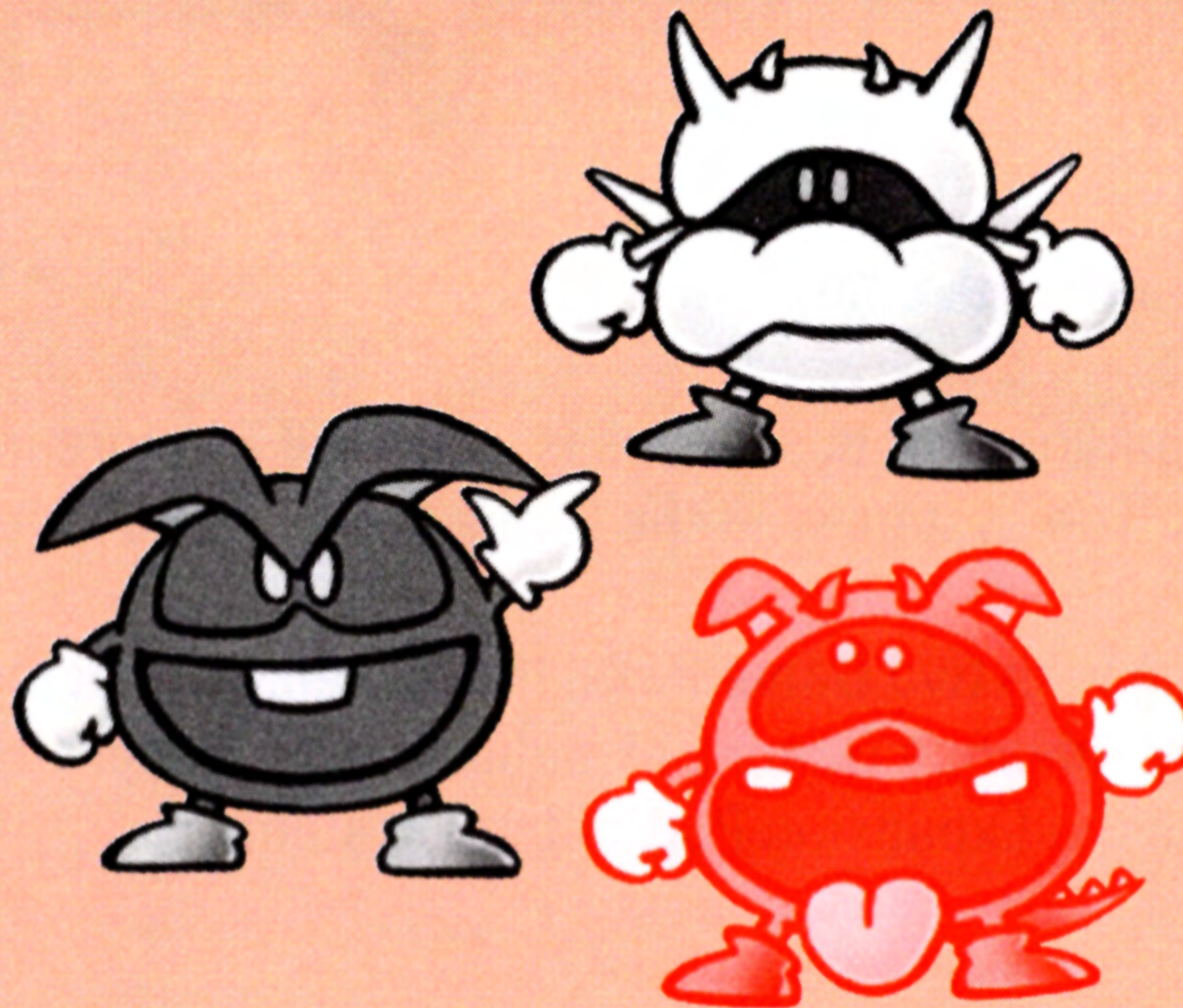
- Both players will have a bottle on the screen. The first player to destroy all of the viruses wins and receives a crown. A player can also win a game if the other player's bottle fills up to the top.
- The first player to earn three crowns wins the entire match.



Advice from Dr. Mario...

- 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 (from two to four). The maximum drop is four pieces, even if you drop more rows or columns.

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



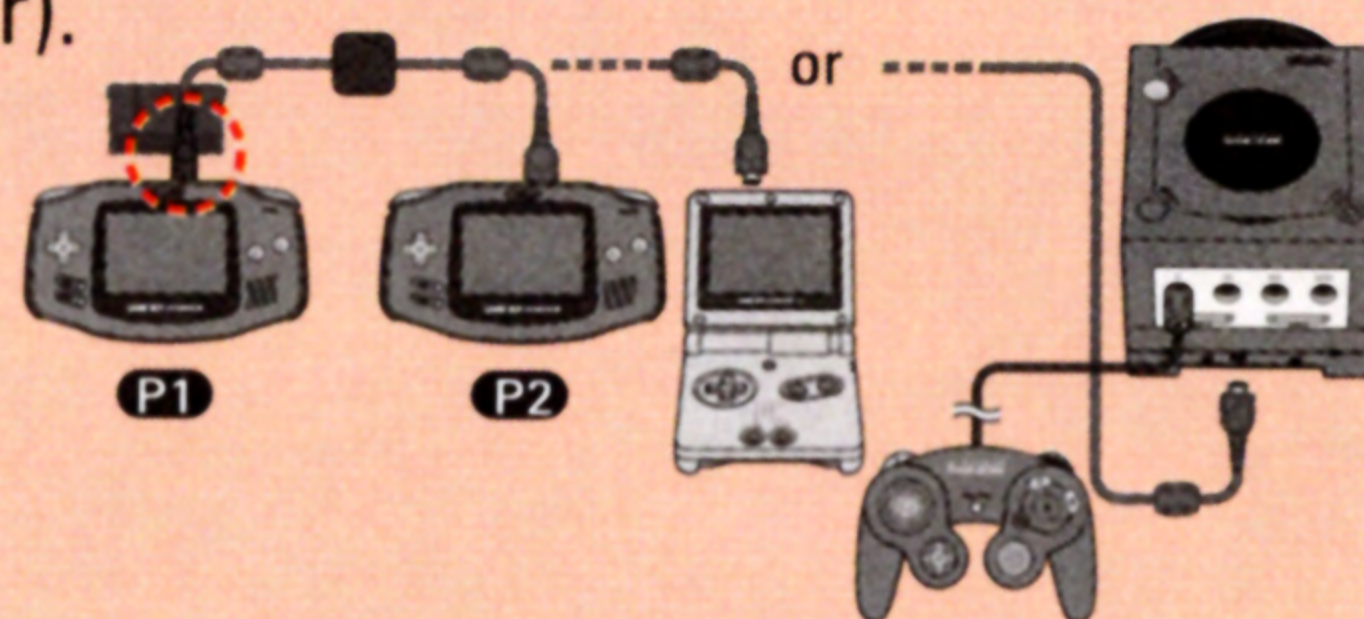
LINKED PLAY

With Linked Play, two players can link up and play Dr. Mario by connecting with a Game Boy Advance Game Link cable. To begin Linked Play, you'll need the following equipment:

Any two of the following: Game Boy Advance, Game Boy Advance SP, Game Boy Player (including Nintendo GameCube controller).

Dr. Mario Game Paks: 1

Game Boy Advance Game Link cables: 1



1. Make sure that the power of both systems is turned OFF before inserting the Dr. Mario Game Pak. The system with the Game Pak will be Player One.
2. When playing a game with two Game Paks, the system connected with the purple end of the Game Boy Advance Game Link cable will be Player One. Insert the Game Link cable into the Expansion Port of both systems.

3. Turn ON the power of both systems. When the title screen appears, press the L and R Buttons to access the system menu.
4. From the system menu, select Linked Play and then press the A Button to reach the Linked Play confirmation screen.
5. At the Linked Play confirmation screen, press START to connect and return to the title screen.
6. At the title screen, select 2 PLAYER GAME and press START to begin. When using only one Game Pak, Player Two can disconnect from Player One and still continue to play the game.

Linked Play Troubleshooting

If you're having trouble, the following malfunctions may be occurring:

- You are attempting to connect with a cable other than the Game Boy Advance Game Link cable.
- The Game Link cable is not fully plugged into the correct ports.
- While establishing a link, the Game Link cable was removed and plugged back in.

WIRELESS LINKED PLAY

What You'll Need

Game Boy Advance, Game Boy Advance SP, or Game Boy Player (including Nintendo GameCube and Controller), each sold separately: **1 per player**

Dr. Mario Game Pak: 1

Game Boy Advance Wireless Adapter: 1 per player

1. Make sure that the power on both systems is turned off before inserting the Dr. Mario Game Pak.
2. Connect the Wireless Adapter to the EXT. Port on each of the systems.
3. Follow steps 3–6 on page 21.

*Do not use the Wireless Adapter when using the Nintendo GameCube WaveBird Wireless Controller nearby because they can interfere with each other.

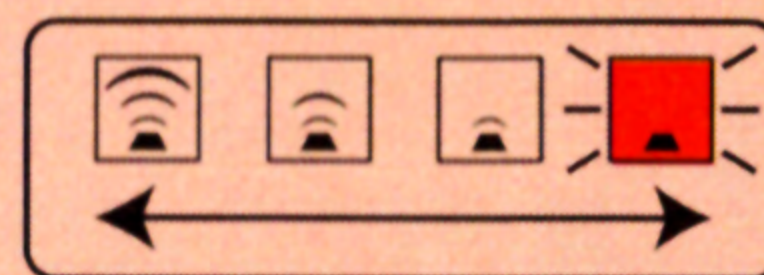
The  mark on the screen represents the condition of the Wireless Adapter transmission during game play.

Wireless Play Troubleshooting

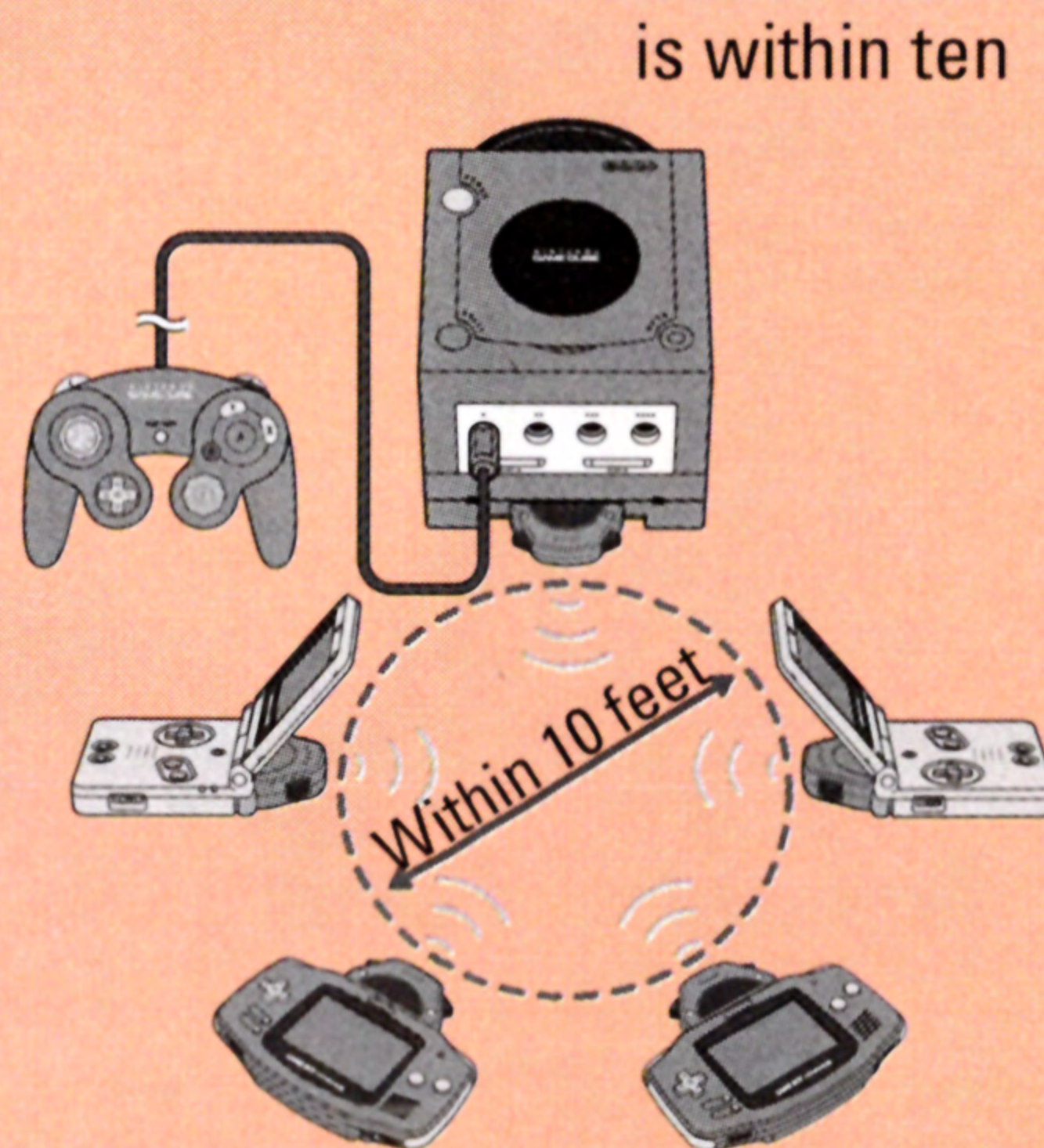
For best results, follow these guidelines:

- Make sure the distance between Wireless Adapters is within ten feet (three meters).
- Make sure the Wireless Adapters are facing each other.
- Make sure there are no obstacles between the Wireless Adapters.
- Avoid using the Wireless Adapter around devices that may cause radio frequency interference such as cordless phones, microwave devices, or wireless LANs (local area networks). The Wireless Adapter can affect or be affected by these devices.
- Make sure the Wireless Adapters are connected properly.
- Don't insert or remove the Wireless Adapter while playing.

Strong Signal



Weak Signal



NOTES

NOTES

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(U.S. and Canada)

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Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

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Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

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Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

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***NINTENDO CUSTOMER SERVICE
WWW.NINTENDO.COM***

or call 1-800-255-3700

*MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
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