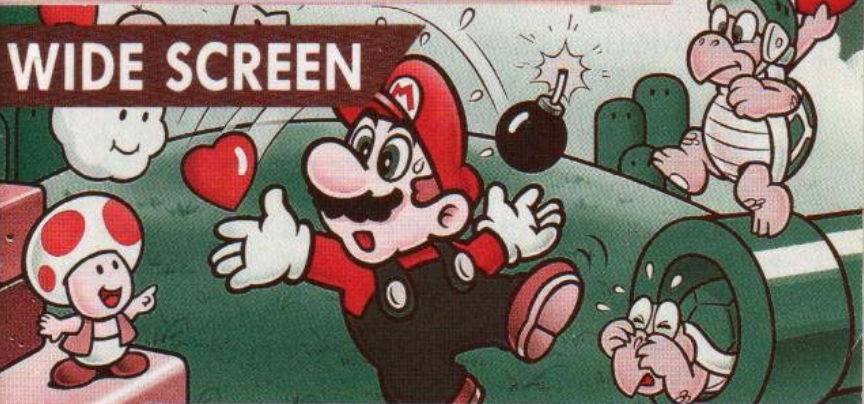


ELECTRONIC **GAME & WATCH**™

**WIDE SCREEN**



**MARIO THE JUGGLER**™ (MB-108)

<http://www.replacementdocs.com>

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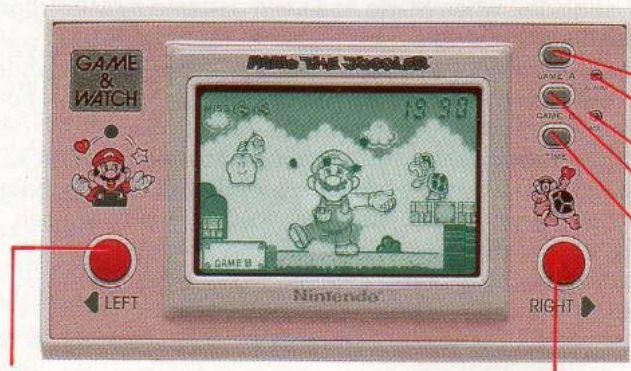
## PROLOGUE

One fine day, when Mario had been pestered by Mushroom retainers to have some fun juggling, Hammer Bros. nonchalantly appeared out of the blue. Then, after a while, a cloud carrying Lakitu arrived on the scene. There's no way these mutual enemies would absent mindedly approach each other! For a while, they watched from a distance, then before anybody realized, they were standing next to Mario. As they watched Mario enjoying himself, they were just itching to join in. And as their patience reached breaking point, they blurted out this plea:

"Let us join in!"

Here we go, the juggling encounter is about to begin. . .

## HOW TO OPERATE



**LEFT Button**

**RIGHT Button**

To display the maximum score for the game, hold down either GAME A or GAME B Start Button. To start the game, release the Start Button. To move Mario's hands to the right, press the RIGHT Button. To move Mario's hands to the left, press the LEFT Button.  
\* If you press the ACL Button or remove the batteries, the maximum score will be deleted.

**GAME A Start Button** To start game A, press this button, then release it.

**ALARM Button** Gently press the end of the thin bar-button to change the alarm time, or set or cancel the alarm.

**ACL Button** Gently press the end of the thin bar-button to set the time.

**GAME B Start Button** To start game B, press this button, then release it.

**TIME Button** Press this button, then release it to display the time. The alarm time can be displayed by holding down this button.

## HOW TO PLAY THE GAME

### Game Start

- Press the GAME A or GAME B Button.
- To turn the Sound OFF  
Hold down the LEFT Button and press either the GAME A or GAME B Button.

### Game A

- Mario juggles a heart, a star and a bomb at the same time. Use the LEFT and RIGHT Buttons to move Mario's hands to the left and right to catch the objects and throw them up into the air again. To start with, the three objects will move slowly, but be warned, they will gradually pick up speed. This will make the game harder. Your score will increase by one point every time you catch an object.

### Game B

- The objects are the same as GAME B; however, in this game there is also an extra heart which brings the total to four objects for juggling. Lakitu (the guy on the cloud) and Hammer Bros. (the helmet clad tortoise) are positioned one on each edge of the screen, where they independently help to juggle only the hearts. In this game, the timing for catching objects slightly shifts, so the game gets quite difficult. And of course, the objects move faster and faster the longer you play. However, you get ten points for each object you catch.

### Game Over

- Three missed catches brings the game to an end.

### Clearing a Miss

- In GAME A, all missed catches are cleared each time you get 300, 1300, and 2300 points (for each maximum of 1000 points).
- In GAME B, missed catches are cleared only when you get 3000 points.

## CHARACTERS



**Lakitu**

Lakitu helps Mario in Game B.



**Mushroom retainers**

The Mushroom retainers ridicule Mario if he makes a mistake in Game A.



**Mario**

Mario juggles.



**Hammer Bros**

The Hammer Bros help Mario in Game B.

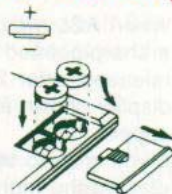


**Koopa Troopa**

When there is an alarm, Koopa Troopa comes out with a clock to remind you.

## INSERTING THE BATTERY (REPLACEMENT OF BATTERY)

1. Remove the battery cover from the back of the unit sliding it off in the direction shown.
2. Install the battery with the + side facing up.
3. Close the lid in reverse procedure of 1.
  - This game uses two LR44 or SR44 batteries.
  - When the battery power weakens, the character display becomes vague and sound becomes low or completely diminished. In such cases, immediately replace the battery. (If exhausted battery is left in the unit, it may result to damaging the game.)
4. When ACL switch is pressed lightly with a sharp-pointed instrument, few seconds later AM 12:00 will be displayed.
  - Carefully read the instruction on the battery package.





## TIME SET

1. When ACL switch is pressed with a sharp-pointed instrument and released, after 2 or 3 seconds, the display shown in the diagram will appear.
- If you wish to set the time without erasing the highest score or alarm, keeping the TIME key depressed, press and release the ALARM key.
2. When LEFT button is pressed, the hours can be adjusted. (Be sure to check AM and PM)
3. When RIGHT button is pressed, minutes can be adjusted.
4. By adjusting in accordance with above method and then pressing the TIME key, the clock will start. Pattern display moves every second.



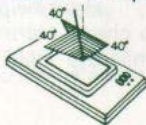
**Note:** ACL switch should not be depressed for an extended time of period as it will result in high battery consumption.

## ALARM SET

1. Push the ALARM key lightly. Alarm Bell should appear. If Bell does not appear, push again. Alarm is set when Bell is on the screen.
2. When LEFT button is pushed, hours can be adjusted.   
**Note:** Be sure to check AM & PM.
3. When RIGHT button is pressed, minutes can be adjusted.
4. When TIME key is pressed after above steps have been completed, the Alarm is set and ready.
5. At the Alarm time, Bell Turtle appears and sounds the Alarm. Alarm sound continues on for about 20 seconds. To turn off alarm, push the TIME key. 
6. To check Alarm time, press TIME key. Alarm time appears only while the TIME key is depressed.

## CAUTIONS

1. Do not use pencil or pin when pressing ACL 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. Do not put the unit in the pocket at the back of trousers. The display may be damaged when you take a seat.
7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
9. 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.



## BATTERY AND LIQUID CRYSTAL

### \* Battery

1. When battery is removed from GAME & WATCH, be sure to keep it out of reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery should be swallowed, call doctor immediately.
4. Do not recharge battery or place it on metal or aluminum sheet. Be careful not to carry two or more batteries in the pocket.
5. Do not use battery as toy. Use only as intended in GAME & WATCH.

### \* Liquid crystal

1. The liquid crystal display uses glass parts. It should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
2. The liquid crystal display is designed as best as possible to prevent glass from shattering and liquid leaking if the display is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

## SPECIFICATIONS

**Accuracy of the clock** : Average daily differential within  
 $\pm 3$  secs. (under normal temperature)

**Battery** : Two Button type 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. 5 months on LR44

**Working temperature** : 10°C to 40°C (50°F to 104°F)



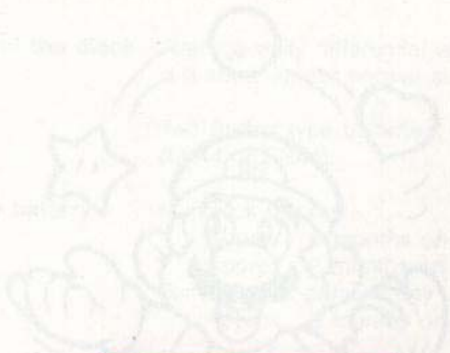


SPECIFICATIONS

Country of the disk: Japan (original version)  
Country of the disk: USA (revised version)

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