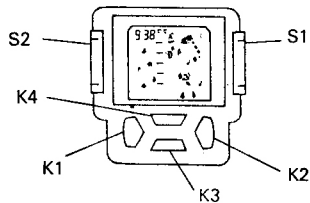


SUPER MARIO III



How to set your watch

In normal time mode, watch displays hours, minutes, PM mark, colon and alarm mark (mario's faces). In normal time mode, press and hold Key S2 for about 2 seconds and you will enter the normal time setting mode. The

displayed time (hours, minutes, colon & PM flag) will be flashing.

Press K1 to advance the setting hours. Press & hold for fast setting.

Press K2 to advance the setting minutes. Press & hold for fast setting.

Press S2 again to exit time setting mode & to enter normal time mode.

How to set your alarm

In normal time mode press S1 to enter game standby mode, & press S1 again to enter alarm mode.

Press S2 to toggle alarm mark (mario faces) for on/off.

Press & hold S2 for 2 seconds to enter alarm time setting mode.

The displayed alarm time will begin flashing.

Press K1 to advance hours. Press & hold for fast setting Press K2 to advance minutes. Press & hold for fast setting The alarm mark (mario faces) will be set automatically when alarm time is being set.

Press Key S2 to exit alarm time setting mode & to return to alarm mode.

Object of Game

Two years after saving his sweetheart the princess, Mario & his brothers are called upon again for a new adventure. It seems the fire breathing Koopa Dragon has captured the princess & is keeping her hostage. Mario's mission is to kill the Dragon, free the princess & thereby save the Kingdom. Mario's adventure starts at the entrance of the castle. He must avoid the poison mushrooms, & the fire breathing tortoise, & go down the elevator. When Mario reaches the lower level he must move to the left to go down the pipe. During his passage to the pipe Mario will have the opportunity to become Super Mario (10 sec) by getting a Star which is hidden in a brick & appears intermittently. Before Mario can enter the pipe he must first get the pass (P) brick. In the second hall Mario may become long tail Mario (by jumping up to the leaf hidden in the brick) & destroy approaching enemies by swiping them with his tail (by pressing K3) long tail Mario only has ten opportunities to use his tail. To pass to the next hall Mario should hit the brick with the hiding musical note. In this highest hall

Mario should avoid the Koopa Dragon Fire balls, jump to the platform under the dragon, break the platform by jumping several times. The Dragon will then be killed & the Princess saved.

Mario has 3 lives to complete his rescue. Each Mario life (face) is displayed at the top of the screen. Mario can get an extra life for every 8 Gold coins he gets. When Mario saves the princess he will advance to the next level. Each of the 4 levels increase with difficulty. The highest score will be recorded and displayed in game standby mode. The highest score recorded is 1999.

To Enter Game Mode

In normal time mode Press S1 to enter game standby mode.

The highest score recorded will be displayed. Press K3 to begin game.

Mario's Control Buttons

K1 - Move to left
K2 - Move to right
K3 - Move down
K4 - Jump

Game Over

When Mario loses all his lives the game is over. The final score will be displayed. To enter game standby mode press S1 & the highest recorded score will be displayed. press S1 & S2 simultaneously in game play mode, & the game will stop & you will return to normal time mode.





Sound Effects

Different melodies and sound effects will sound at various times (not in mute mode)

1. Game starts.
2. Mario moving left.
3. Mario moving right.
4. Mario Jumping.
5. Mario defeated by enemy.
6. Mario gets the pass brick.
7. Mario gets super star.
8. While Mario has super power.
9. Hitting brick & getting coins.
10. While Mario becomes a long tail Mario.
11. Mario gets super leaf.
12. Destroys evil tortoise or flying tortoise.

13. Kill Koopas Dragon & saves Princess.
14. Game over.
15. Passes all 4 levels.
16. Alarm

Cast of Characters and Scoring of points

Cast of Characters	Figure	Point Scoring
Mario		
Long Tail Mario		
Princess		
Koopas Dragon		10

Musical Note



Evil Tortoise



Flying Tortoise



Fire Breathing Tortoise



10

Pass Brick*



5

Super Star



5

Super Leaf



5

Gold Coin



1

Important Note about Sound Effects.

To mute or reactivate the electronic sound effect, while in game mode, press S2 key in alarm time mode to toggle the alarm mark on/off. The game will run at mute mode if the alarm mark is off. The game will run at full sound mode if the alarm mark is set.