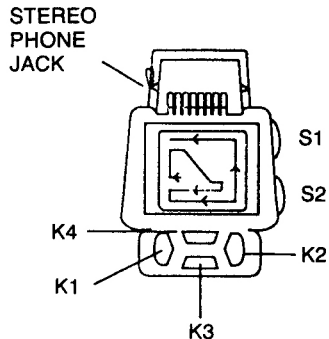


SUPER MARIO 4

EXTERNAL FEATURE ENGLISH





















- S1. Mode
- S2. Set
- K1. Move left
- K2. Move right
- K3. Move down
- K4. Jump/Move up

DISPLAY MODE OPERATIONS

In normal mode, watch displays hours and minutes (with PM indicator). To enter game mode, press S1. You will then see the highest achieved score on that watch. To start the game with sound, press K2. To start the game without sound, press K1. To return to normal mode, press S1.

Cast of Characters and Scoring of points

Cast of Characters	Figure	Points
Mario		
Poncho		10

Dinosaur head		10	Fruit		
Dinosaur egg		20	Floating platform		
Princess			Super fur		
Koopas dragon		80	Gold coin		10
Dinosaur			Witch		
Globfish		20	Key		10
Evil bird			Barrier		20
Flying tortoise					10

SOUND EFFECTS

1. Game Start
2. Mario moving left
3. Mario moving right
4. Mario jump
5. Mario moving down
6. Mario defeated by an enemy
7. Mario and dinosaur eat the flying tortoise
8. Mario and dinosaur eat the fruit
9. Mario gets the gold coin
10. Mario gets the super fur
11. Mario gets the key
12. Mario loses his poncho
13. Mario kills Koopa's Dragon and saves Princess
14. Game over
15. Passing all four levels.

Please Note: Player can enjoy better sound effects by plugging stereo ear phones into the Stereo phone Jack. If not plugged in, sound effects will be generated by built in ceramic buzzer.

OBJECT OF THE GAME

The Princess has been captured again by the evil Koopa's Dragon and it's Mario's job to save her. Mario's adventure starts on Dinosaur Island. He has to jump (K4) to avoid being killed by the evil birds or flying tortoises. In order to climb up the hill, Mario must jump (K4) to get the dinosaur head and catch the dinosaur egg. He can then ride (K2) the dinosaur down the river bank. But beware of the flying tortoise which you must fight (K4) to get to the bridge. Mario must pass over this bridge to get to the secret tunnel. The bridge continuously opens and closes. If Mario attempts to cross an open bridge, he will fall through and one Mario life is lost. After passing through the secret tunnel, Mario will be at Strategy Sea. Mario must jump (K4) quickly across the floating islands to get to the globfish which can carry him to the beach of

Koopa's Dragon Island. Mario must then find the key (K3) on the beach, avoid (by jumping [K4]) an ambush by the Wicked Witch and climb the vine to get up to Koopa's Hill. On the hill Mario meets the Koopa's Dragon. Koopa is spitting out fireballs, which Mario must avoid (K3 then K2). Mario must also get the Super Fur (K4). After getting the fur, Mario will be wearing a poncho. He must then climb the steps (K1 then K4) and whip (K2) Koopa with his cape three times to kill him. Mario only has 15 seconds to do this or he will fall back into Strategy Sea. After killing Koopa and saving the Princess Mario will start his adventure again on a higher level. Each level consists of 4 levels, if you complete all 4 levels, you are awarded an extra Mario. The higher levels increase in difficulty. The running score is displayed at the top of the display. After Mario has lost all 3 lives (displayed at the top of the screen) the game is over.

TO START THE GAME

Press S1 then either K1 (no sound) or K2 (sound). To exit game play mode in the middle of a game, press S1 and S2 simultaneously and the watch will return to normal time mode.

HOW TO SET YOUR WATCH

In normal time mode, press and hold S2 key until the time starts to flash. Then, to set hour press K1 (a P.M. signal will appear during P.M. hours). To set minutes, press K2 until correct minute appears. When correct time is reached, press the S2 key. The time will stop flashing and your watch will be set to the correct hour and minute.

BATTERY REPLACEMENT

Replace battery with one piece silver oxide union carbide # 389 type or equivalent.