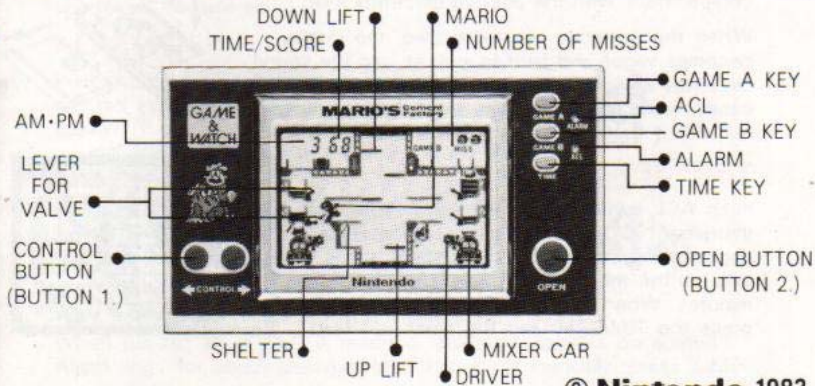


ELECTRONIC GAME & WATCH™

MARIO'S CEMENT FACTORY (ML-102)

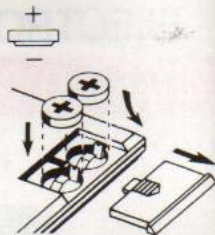


© Nintendo 1983

INSERTING THE BATTERIES

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 low or be completely lost. In such a 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. Do not hold down. A display will appear as illustrated. By pressing Button 1, you 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 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 control the hours. Button 2 controls the minutes. After setting numbers in above manner, push TIME key to set the alarm time. Check the AM/PM setting 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

In cement factory, Mario is operating 2 concrete mixers, feeding concrete into the hoppers. Lifts go up and down. Mario has to hop on and off the lifts to open the valves on the hoppers. Concrete moves from upper hoppers to lower hoppers, from lower hoppers to trucks.

(Control Buttons)

* Button (1)



● Press to move Mario to the left.

● Press to move Mario to the right.

* Button (2) Press when Mario is next to one of the 4 hoppers and he opens the valve on the hopper.

(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.

* A game is not interrupted even if TIME key or other game key is depressed during game play.

* 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)

* For each load of concrete emptied from upper hopper to lower hopper: **1 point.**

* For each load emptied from lower hopper into truck: **2 points.**
(Maximum displayed score is 999 points.)

(Misses)

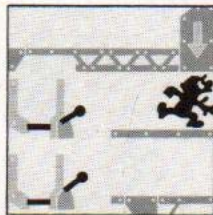
- 1) When concrete overflows a hopper and lands on truck driver below. (A warning signal sounds when an upper hopper is full.)
 - 2) When Mario tries to get on a lift and misses.
 - 3) When Mario rides a lift up to the ceiling.
 - 4) When Mario rides a lift down to the basement.
- (When game is left for about 5 minutes after game ends, time display returns automatically.)



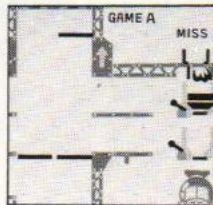
(Bonus)

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

THE OPERATION OF CONTROL BUTTONS



At start of game, Mario appears on the upper left scaffold.



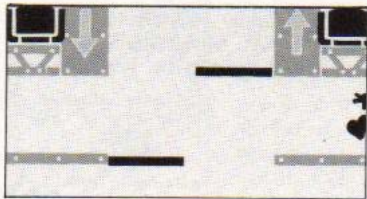
Bucket of cement move along conveyor belts and empty into the left and right hoppers.



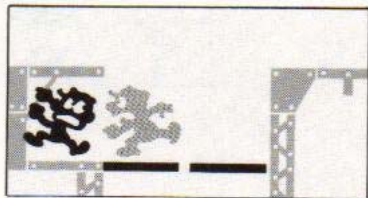
The hoppers have to be emptied before they reached their limit. Each hopper holds 3 loads of concrete. Move Mario to the hopper levers and get him to open the hoppers by pressing OPEN button. The concrete will flow to the next lower position: from upper hoppers to lower, from lower hoppers to trucks. Only one load of concrete flows with each press of the button.



When one of the upper hoppers is full, a warning signal sounds. Move Mario fast to open it. And watch the bottom hoppers, too.



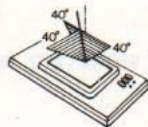
When a lift is on the same level as the scaffold that Mario is standing on, he can ride it up or down by moving him left or right with the Control Button.



If Mario rides a lift all the way down, he can move into a shelter on the lower left, and over to an up lift when up and down lift are lined up. He has to move fast.

CAUTIONS

1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. This unit is made of precise electronic components. Avoid storing or playing the unit in extreme temperatures. Avoid dropping unit.
3. The response speed may slow down or the lighting may fail at low temperatures. As the liquid crystal is destroyed at high temperatures, 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.



SPECIFICATIONS

- Accuracy of the clock : Average daily differential within
 ± 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°C to 40°C (50°F to 104°F)

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