

# MARIO CLASH™

KIDS TO ADULTS



AGES 6+

# VIRTUAL BOY™

INSTRUCTION BOOKLET

VUE-VMCJ-USA

*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*

All Nintendo products are licenced by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

™ & ® are trademarks of Nintendo of America Inc.  
© 1995 Nintendo

Thank you for selecting the Mario Clash™ Game Pak for the Nintendo® Virtual Boy™ System.  
Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

## **WARNING**

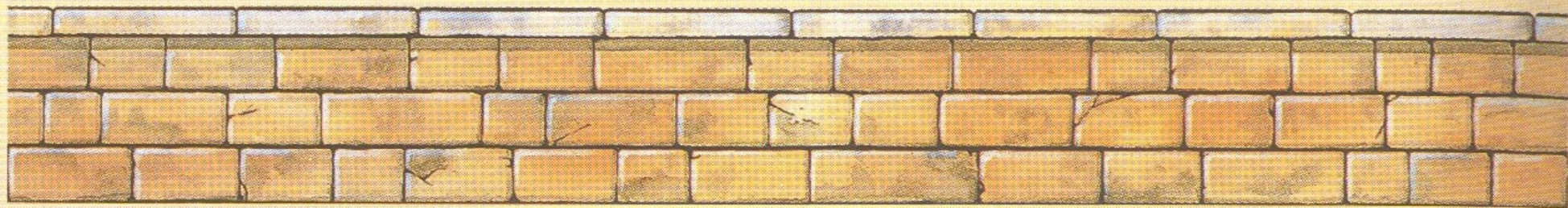
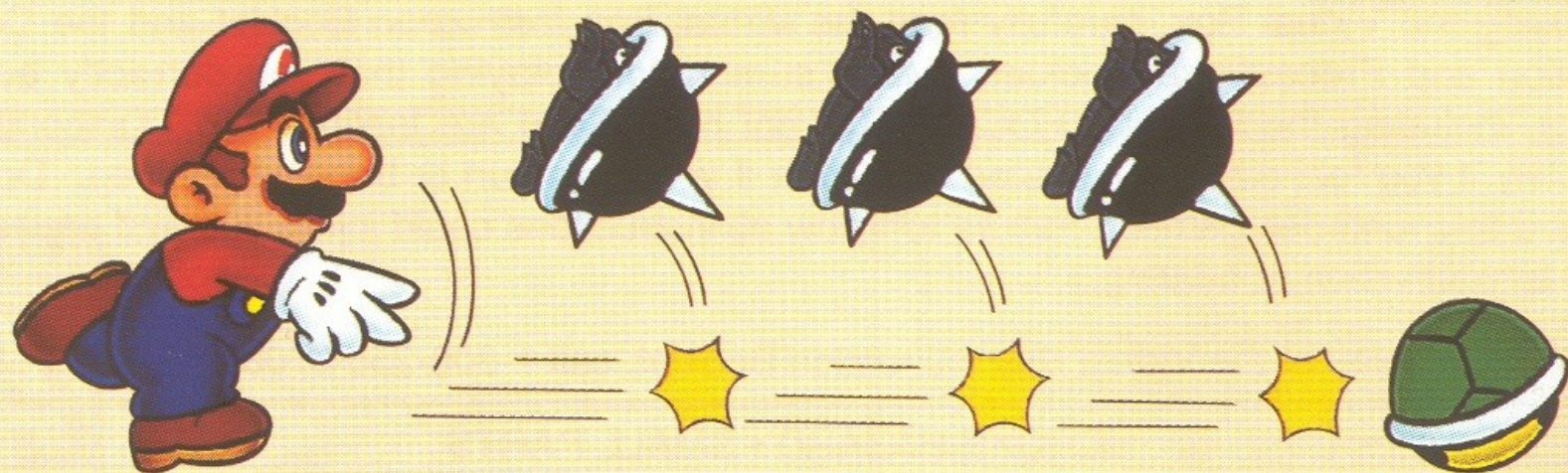
This product **MUST NOT** be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Make sure before playing that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-3700

### **CHOKES HAZARD • SMALL PARTS**

**NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS.** Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.



# MARIOCLASH™

## Contents

■ Before Starting The Game -----	4
IPD Adjustment -----	5
Focus Adjustment -----	6
Auto Pause Function -----	7
■ Knock Off The Enemies By Throwing Shells! -----	8
■ Controller Functions -----	10
■ How To Play The Game -----	12
Getting Started -----	12
The Game Screen -----	14
Defeating Enemies -----	16
Scoring -----	18
■ Enemy Characters -----	20



## Before Starting The Game

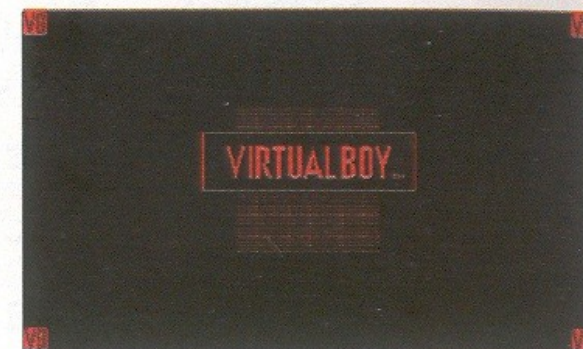
When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments each time you play. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position.

When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.

Press the START button to display the "IPD and FOCUS adjustment screen."

Both adjustments are made using this screen.

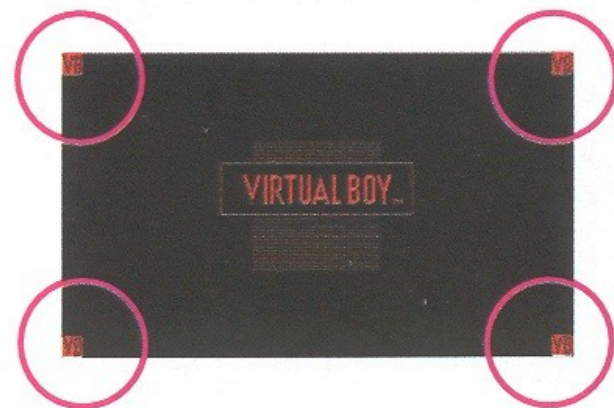
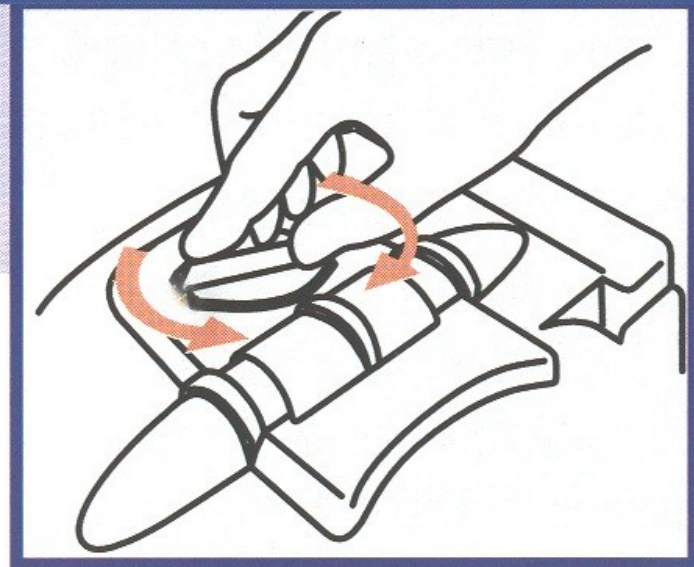


## ■ IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance).

While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown on the screen to the right.

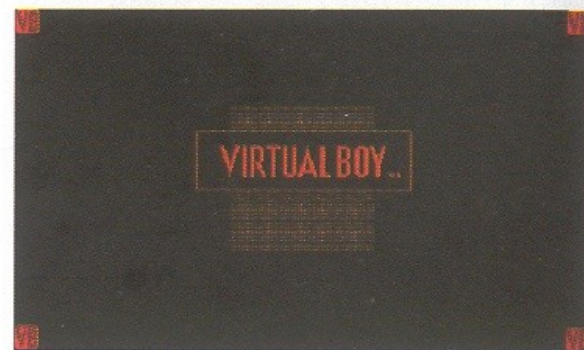
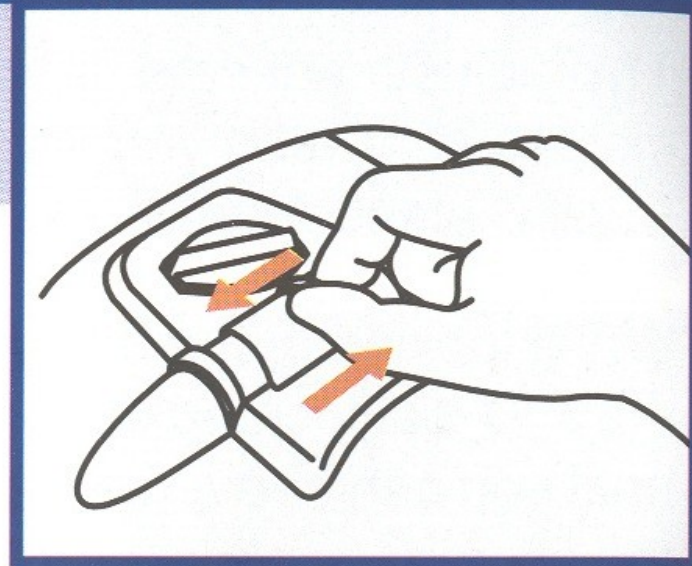
The best adjustment may allow you to see only three marks, or four slightly blurred marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.



## ■ Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, then adjust the FOCUS slider right or left until the image is sharp and clear.



## ■ Automatic Pause Function

All Virtual Boy Game Paks contain an automatic pause function .

After completing the IPD and FOCUS adjustments, press the START button and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON.

To override the setting, use ◀ or ▶ on the L $\oplus$  Control Pad, then press the START button to begin the game.

After continuously playing "Mario Clash" for 15 minutes (or after each level is completed), the game will automatically pause. Please take a break and give your eyes some rest.

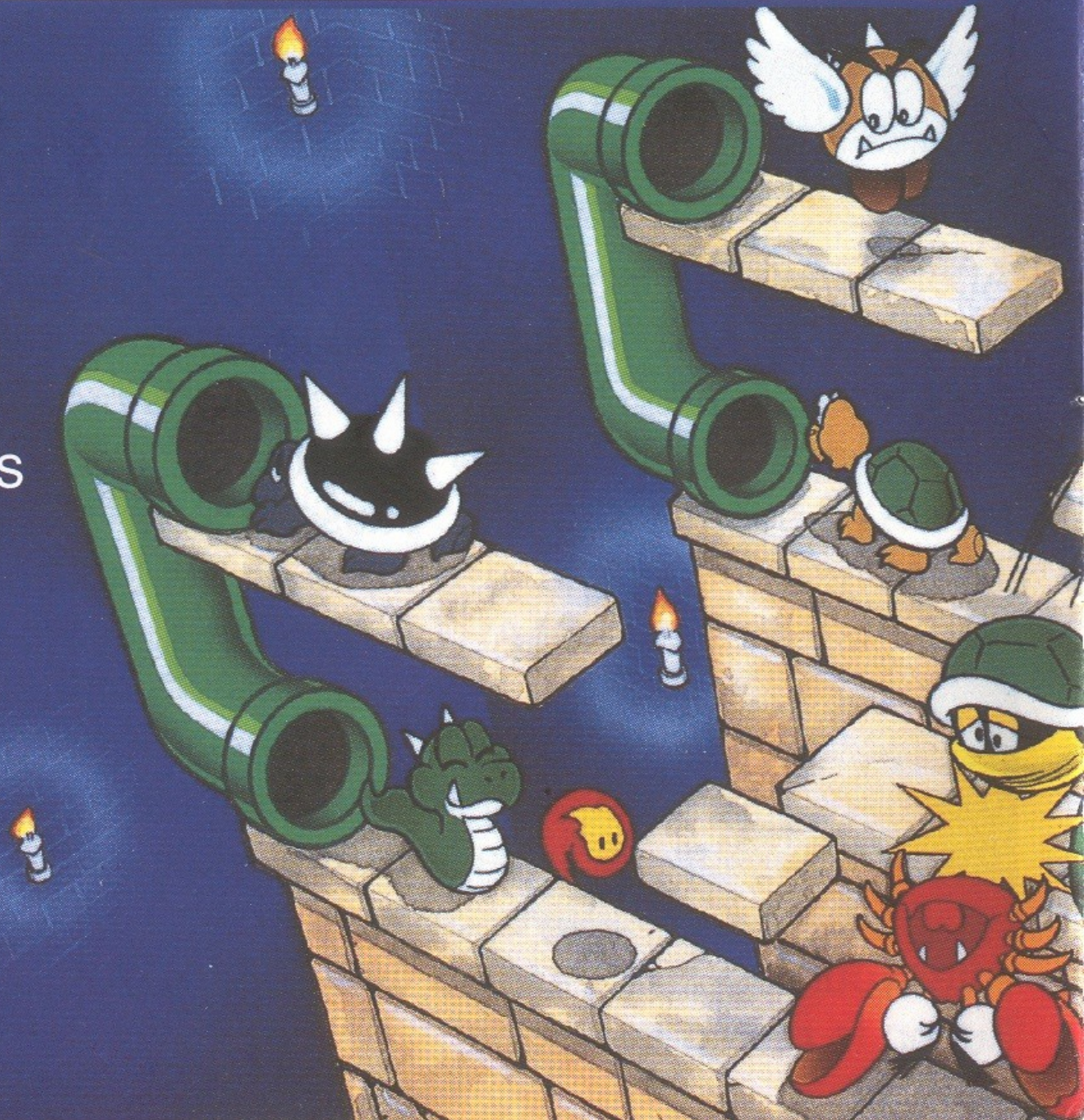
After your rest is completed, press the START button to restart the game.

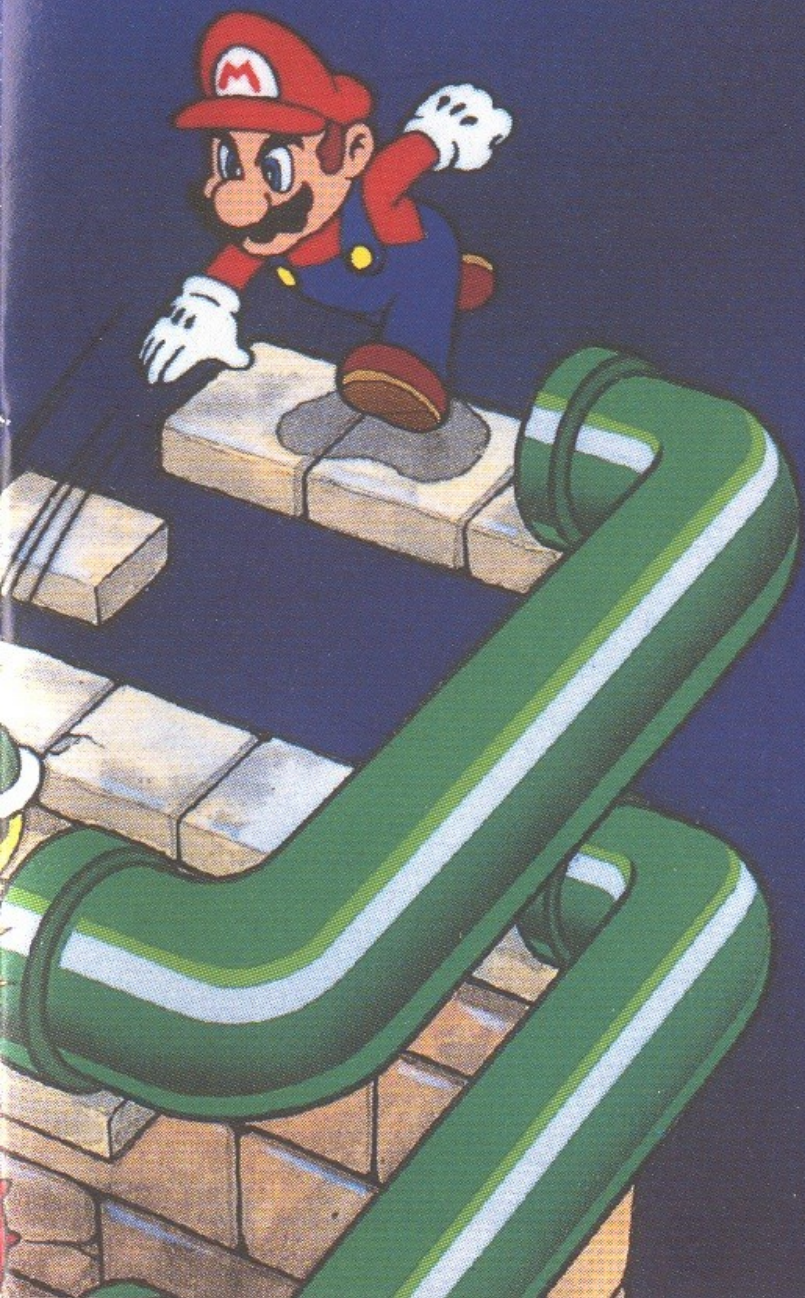




## Knock Off The Enemies By Throwing Shells!

The Clash House Tower has been invaded by bad guys! It's up to Mario to clear them out, throwing Koopa shells to knock them away. Take care as you battle in dangerous rooms of narrow ledges connected by pipes.





*There are many types of  
enemies in this building.  
Let's throw shells  
and knock'em off!*





## Controller Functions

### L Button.

- While moving left or right, pressing this button makes you run.

### L+Control Pad.

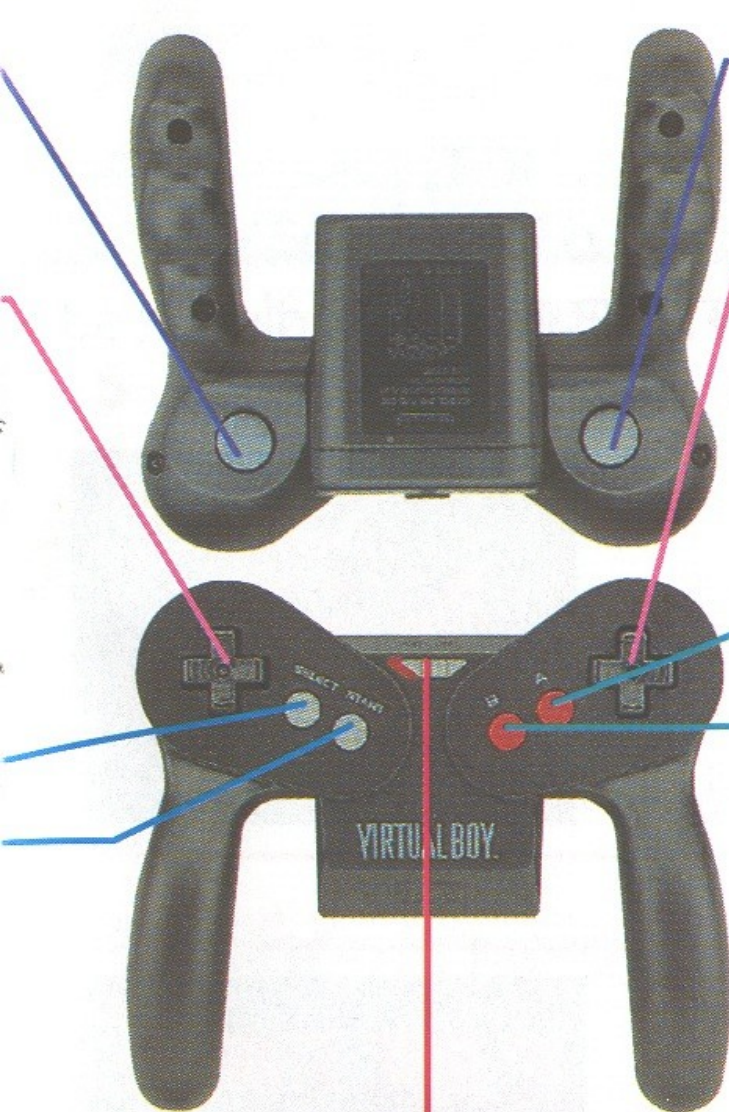
- Press  $\uparrow$  or  $\downarrow$  to face either front or back. Also used to select items on the "Select Screen".
- Press  $\leftarrow$  and  $\rightarrow$  to move left and right. Also used to spin Mario when he hangs onto the rope.

### SELECT.

- Press SELECT while paused to return to the "IPD and Focus Adjustment Screen". After making your adjustments, press SELECT again to return to the pause screen.

### START.

- Start the game. If you press START during the game, it will pause. Press again to restart the game.



## R Button.

- Jump.

## R + Control Pad.

- Press ◀ or ▶ to throw shells left or right.
- Press ▲ or ▼ to throw shells at the opposite side.

## A Button.

- Throw Turtle Shells (in the direction you are facing)

## B Button.

- Jump.

Power switch

Press the SELECT, START, A, B, L, and R Buttons simultaneously to reset the game.



# How To Play The Game.

## Getting Started.

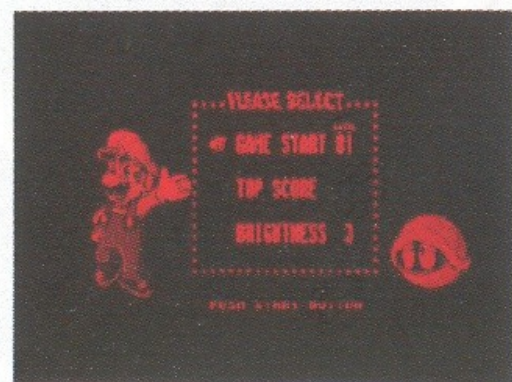


### [Title screen]

Press START while the TITLE screen is displayed and the SELECT screen will appear.

### [Select Screen]

Make your choice from these selections:  
[GAME START], [TOP SCORE] or [BRIGHTNESS].



## ■ GAME START.

Choose [GAME START] on the [Select Screen], then press START. Before pressing START, use ◀ or ▶ on the L+ Control Pad to pick any level from 1~40.



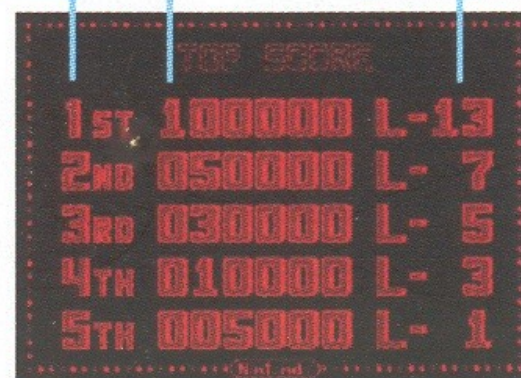
Level

## ■ TOP SCORE.

If you select [TOP SCORE] the Top Score Screen will be displayed.  
Press START to return to the Game Select Screen.

Ranking      Score      Level No.  
Reached

[Top Score Screen]



Ranking	Score	Level No. Reached
1ST	100000	L-13
2ND	050000	L- 7
3RD	030000	L- 5
4TH	010000	L- 3
5TH	005000	L- 1

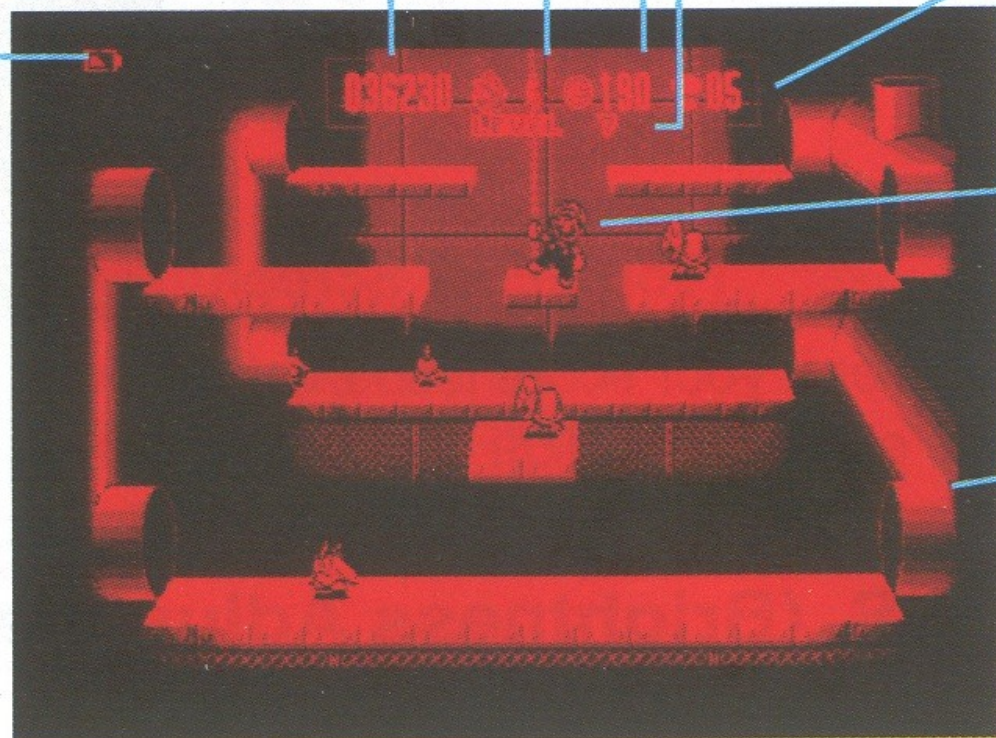
- When the game over, if your score is in the top five, it will be displayed on the Top Score screen.

## ■ BRIGHTNESS. (Brightness Adjustment.)

Select [BRIGHTNESS] on the Select Screen.  
Use ◀ and ▶ on the L  Control Pad to adjust the screen brightness.

# The Game Screen

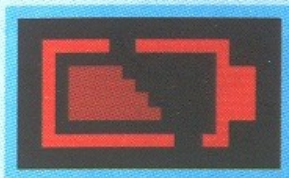
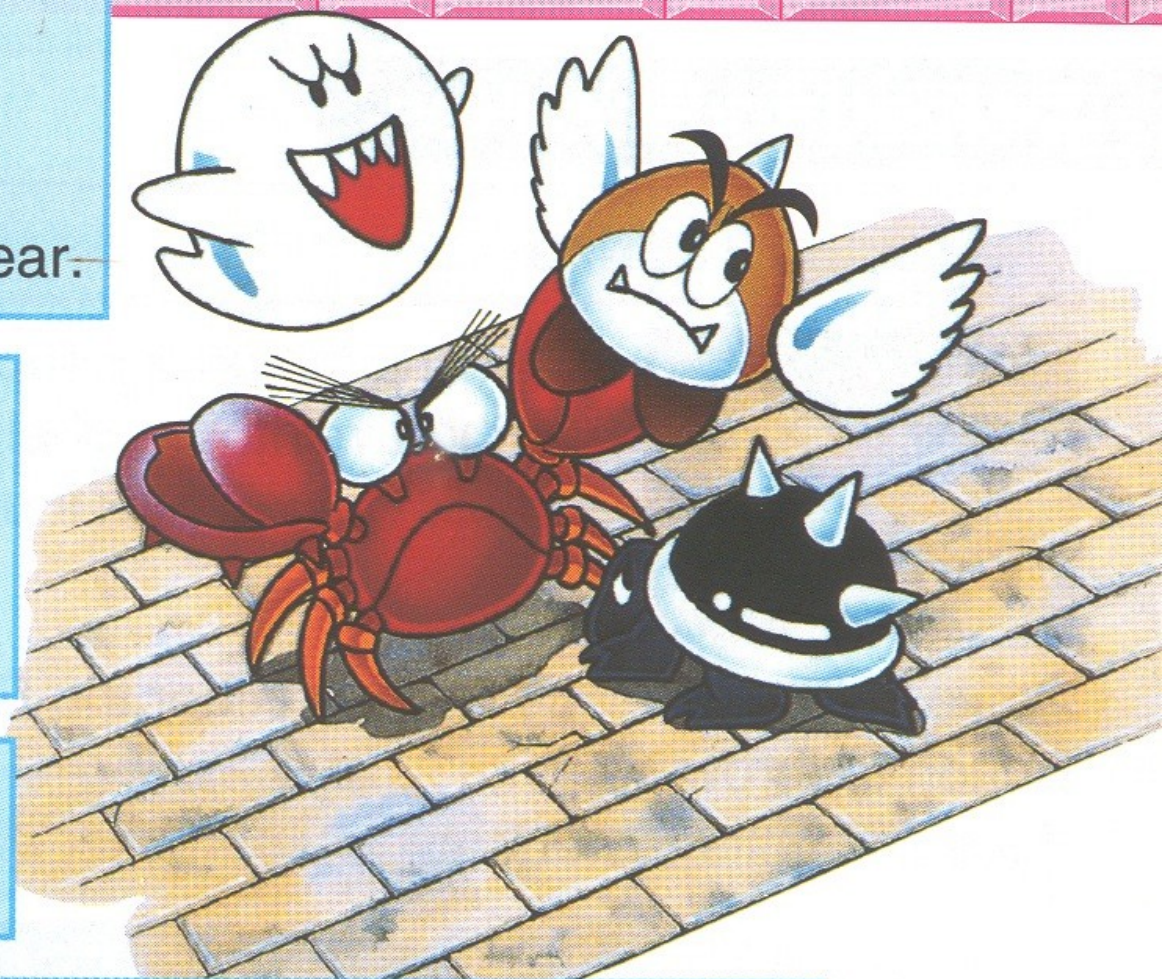
**Score**      **Marios Remaining**      **Time Remaining**      **Level No.**



Each time you defeat an enemy, the mushroom counter will decrease. When the number reaches 0, a mushroom will appear.

Spin Mario while on the rope to face him in the direction you want him to land, then jump to the ledge.

Go through the pipe to cross to the opposite side.



When this symbol appears at the left top of the screen, Virtual Boy's batteries are getting weak. This indicates you should change the batteries.

## Defeating Enemies

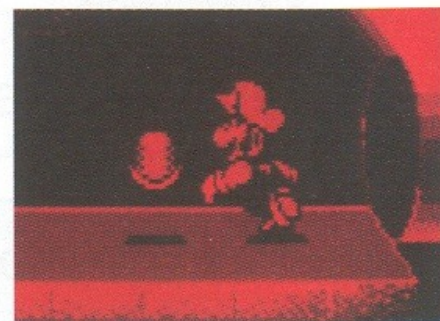
### ■ Basics Tactics



If you jump on a Koopa, he will be stunned and withdraw into his shell. If you approach the shell, you will pick it up.

While holding the shell, press either the R $\oplus$  or A Button to throw it.

If the shell hits the enemy, you can knock it off.



### *Important Point!*

- ★ Defeat multiple enemies at one time to get bonus points!  
The more you knock off, the higher your score!

## ■ Advanced Tactics

To defeat certain enemies, their weak points must be hit more than once. Stun him, then let him turn around. Hit him again to finish him off.  
✂ Each enemy has a different weak point.



### Important Point!

- ★ Hit enemies on the opposite ledge. Repeatedly catch the shell as it bounces back and it will begin to shine. Shining shells will fly a long distance and can be used to defeat enemies that are far away.
- ★ When there is only one enemy left in a stage, it will move faster.

## Scoring

■ Every time you stun or defeat an enemy, points will be added to your score.

- Jump on Koopa ----- 10 points.
- Defeat Fire or Ice ----- 50 points.
- Stun an enemy ----- 100 points.
- Defeat an enemy ----- 500 points.

★ If you stun and defeat multiple enemies with one throw, their point values will increase as follows: 500, 500 X 2, 500 X 3 . . . and so on.

### ■ Bonus points

- When a stage is cleared, bonus points may be awarded. The number of points depends on the number of enemies you have defeated in a group.
- If you clear a stage without making any mistakes, a time bonus (10pointsXtime remaining) will be added to your score.

## Important Point!

### Mushroom

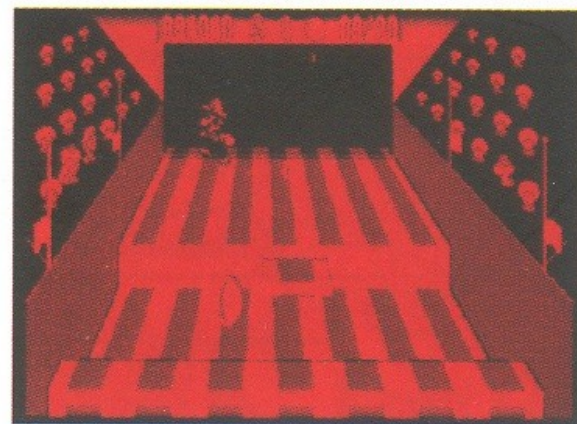


★ Touch a mushroom to begin "Fever Time." A single shell will defeat any enemy while it's "Fever Time," and any points you score will be double!!

※ Any mistakes made will end "Fever Time."

■ When a certain stage is cleared, there is a bonus chance that allows you to get coins. The more coins you get, the more Bonus Chance points you receive.

★ If you can get all the coins, you will get an extra Mario as a perfect bonus.



**[BONUS CHANCE]**



# Enemy Characters



## Koopa

If you jump on a Koopa, it will withdraw into its shell. You can throw the shell after picking it up. Koopas are the only thing you can jump on and throw. But, after a short time, they will revive, so be careful!



## Spike

If you throw a shell at him, you can knock him off. He is the weakest of your enemies.

## Thorny

Thorny is protected by his three horns. He cannot be knocked down with one hit.



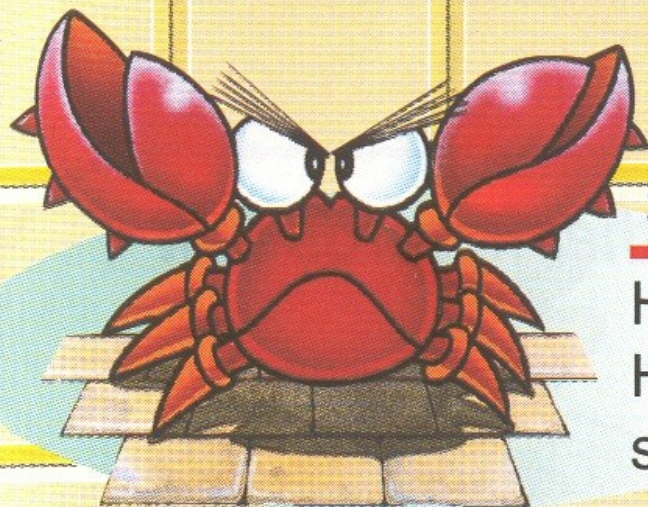
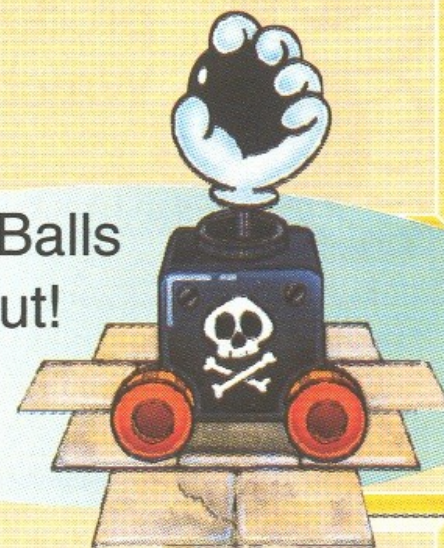


### Para-Goomba

This enemy jumps, making it hard to hit with a shell, so aim well.

### Lobb

They will throw Iron Balls at Mario, so watch out!



### Sidestepper

His scissor claws will block a thrown shell. His only weakness is to hit him in the stomach.

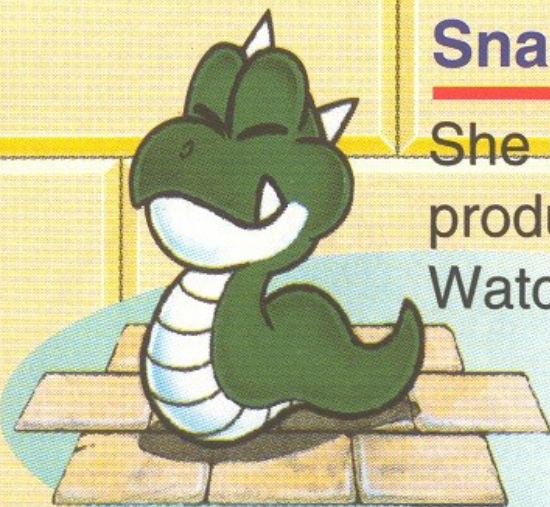
### Big Boo

She floats in the air and is hard to hit. When Big Boo becomes transparent, she cannot be hit. A shell will simply pass through without damaging her.



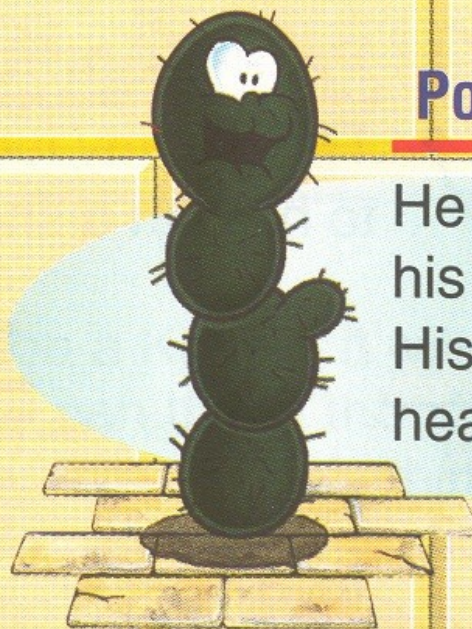
## Snake

She multiplies by  
producing eggs.  
Watch out for trouble.



## Pokey

He shrinks if you hit  
his body with a shell.  
His weak point is his  
head.



● *Along with the enemies, there are other hazards that will interfere with you.*

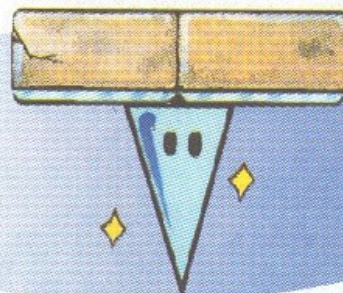
## Fire

It appears suddenly.  
Be quick to avoid it.



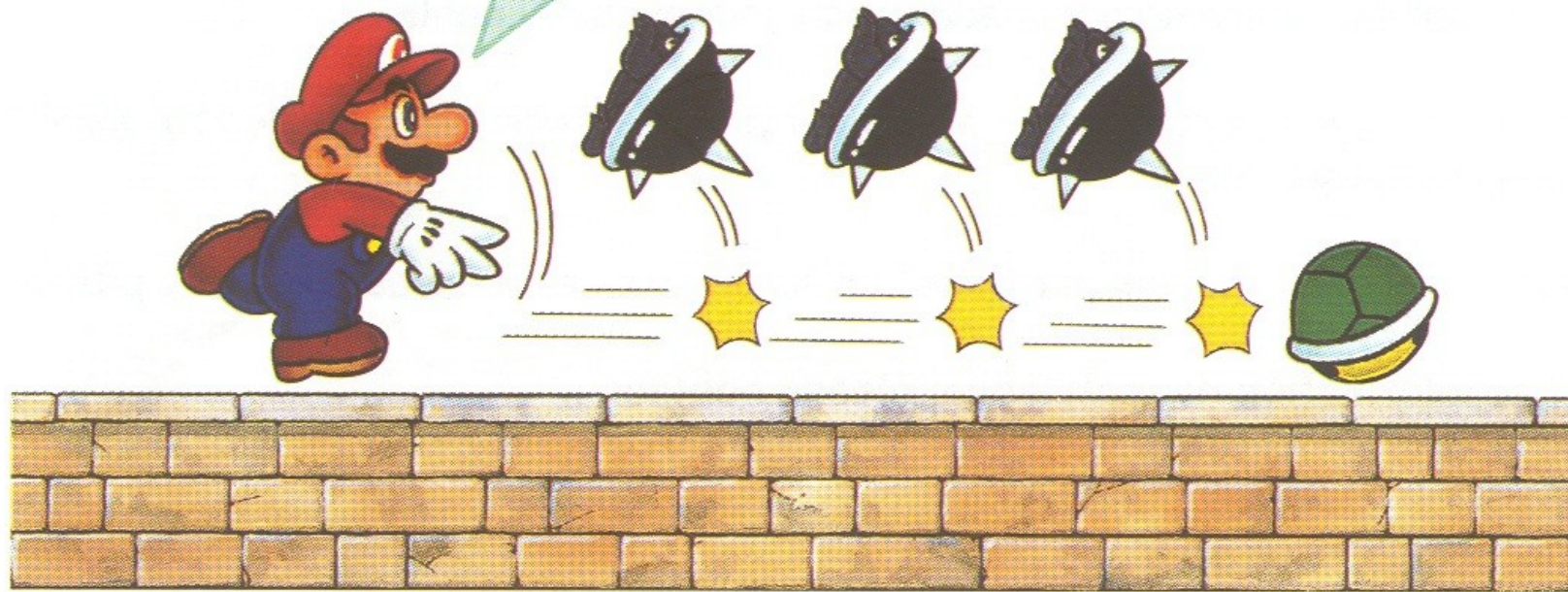
## Ice

It appears in the frozen room.



## Important Point!

*When your score reaches 50,000 points, 100,000 points...  
Your remaining Marios will increase by one.  
Take aim and set your sights on a high score.  
Good Luck!*



# IMPORTANT:

**WARNING:** Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

**For further information or assistance, please contact:**

Nintendo Consumer Assistance Hotline

1-800-255-3700 (U.S. and Canada)

Or your local authorized Nintendo retailer.

## **3-MONTH LIMITED WARRANTY (For Hardware, Game Paks, & Accessories)**

REV-H

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, 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 will repair or replace the defective product or component part, at its option, free of charge.

### ***ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)***

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

### ***WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY***

**You may need only simple instructions to correct any problem with your product.**

Call the Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 4 a.m. to Midnight, Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR Center<sup>SM</sup> or you will be offered express factory service through Nintendo. 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.

### ***WARRANTY LIMITATIONS***

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States

**NEED HELP WITH INSTALLATION, MAINTENANCE,  
OR SERVICE? CALL 1-800-255-3700.**

**Nintendo®**

Nintendo of America Inc.  
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN JAPAN