MARIO'S FUNdamentals™

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INTRODUCTION

Welcome to Mario's FUNdamentals, a collection of five games to challenge you for hours. In each game, Mario™ will be your opponent and encourage you to play and strive for your maximum playing potential.

Many of your favorite characters from Super Mario World™ will make appearances on game pieces and cards, adding to the overall fun and excitement! You'll play with Yoshi™, Koopa™, and other well-known characters. So, get ready to improve your game-playing abilities with Mario and his wacky friends.

MACINTOSH INSTALLATION

SYSTEM REQUIREMENTS

Mario's FUNdamentals™ CD for the Macintosh requires any 256-color Macintosh with 1700K free memory (2048K recommended), 7MB free hard disk space, System 7.0 or later, and a CD-ROM drive.

INSTALLING THE GAME

1. Insert the Mario's FUNdamentals game disc into the CD-ROM drive. Double-click the Installer icon and follow the instructions on your screen.
2. You can install two versions of Mario's FUNdamentals™ to your hard disk. Choosing "Standard Install" in the Installer will take up 7MB of hard disk space. If you have more than 7MB available, you can optionally perform the "Big Install," which will take up a total of 10MB of hard disk space. The Big Install features better sound quality but takes up 3MB more space. It's your decision.
3. After installing the program to your hard disk, you don't need to insert the CD-ROM disc to play. Simply double-click the "Mario's FUNdamentals" icon on your hard disk to begin.

NOTES

Owners of a 12" monitor or a Macintosh Color Classic: Hold down the Command key to hide or un-hide the menu bar.

For Macs with two or more monitors: Please make sure both monitors are set to 256 colors *before* you begin game play.

Is Mario taking too long to think about his Checkers move? If you want Mario to stop thinking about his Checkers move, you can press the space bar to make him go ahead and make the best move he has come up with so far.

WINDOWS/WIN 95 INSTALLATION

SYSTEM REQUIREMENTS

Mario's FUNdamentals CD for the IBM™, Tandy™ and 100% compatibles requires a 486/33 or faster microprocessor, DOS 5.0 or later, Windows 3.1 or Windows 95, 8MB RAM minimum (520K conventional memory for Windows version — refer to your DOS manual), a 256-color VGA monitor, 10MB free hard disk space and a double speed or faster CD-ROM drive.

WINDOWS™ INSTALLATION

1. Make sure you have Windows installed properly.
2. Insert the Mario's FUNdamentals game disc into the CD-ROM drive.
3. Open the Windows Program Manager.
4. Select the File menu, then select "RUN."
5. Type the drive letter for your CD-ROM drive followed by a colon (**:**), a backslash (\ ) and the following letters: brainstorm\mariofun\install.exe
6. Press the "Enter" key.
7. After the install, double-click the Brainstorm icon, then double-click the Mario icon to start Mario's FUNdamentals.

WINDOWS™ 95 INSTALLATION

1. Make sure you have Win 95 installed properly.
2. Insert the Mario's FUNdamentals game disc into the CD-ROM drive.
3. Click on "D" drive.
4. Double-click on "Install.exe"
5. Follow the installation instructions on your screen.
6. After the install, double-click the Brainstorm icon, then double-click the Mario icon to start Mario's FUNdamentals.

TROUBLESHOOTING FOR WINDOWS

During the installation you are given the choice of four songs to play, and you must choose the best one. If you don't hear any sound, continue the install. Start Mario's FUNdamentals, go to the Options menu and turn the Music off. If you get an error message, disable it and choose "OK." Turn the Music back on in the Options menu. Music and Sound will play. Call our customer service line for further assistance.

MAIN MENU SCREEN

You will see Mario standing next to a signboard that lists the five games available in his gallery. Choose from Mario's signboard by clicking on the game title with the mouse, or by typing the first letter of the game followed by [ENTER].

GAME MENUS

All of the options can be activated by placing the cursor over the option and pressing the mouse button, or by pressing the appropriate letter and then the "Enter" key. The Five games have the same options in the **File menu, Options menu** (Checkers and Backgammon have additional selections), and the **Help menu**.

THE FILE MENU

New Game starts another game.

Exit to Main Menu takes you back to the Main Menu Screen.

THE OPTIONS MENU

Change Name: This option gives you the ability to give yourself a different name.

Music: You can turn the music off or on.

Sound: You can toggle the sound off and on.

Along with **Change Name, Music,** and **Sound,** two of the games have an additional option under the **Options Menu.**

Let's play, eh?

CHECKERS

Forced Jump: This option forces both sides to capture the opponent's pieces whenever possible before any other move. If you are able to capture one of Mario's pieces, you must do so.

BACKGAMMON

**Animated Pieces:** This option turns character animation on and off.

THE HELP MENU

The Help menu gives you some information on how to play a game. Press the first letter of the game that is listed in the help menu. If you need additional information on a specific game, please read further into the the manual.

The object of Checkers is to capture all of Mario's pieces. You and Mario are each given 12 pieces. They are positioned on the black squares of the first three rows on opposing sides of the board. After you have chosen either Yoshi or Koopa to be your pieces, you will make the first move. Type **Y** or **K** or use your cursor to click (pressing the mouse button) on one of the two options of Yoshi or Koopa.

BRAINSTORM
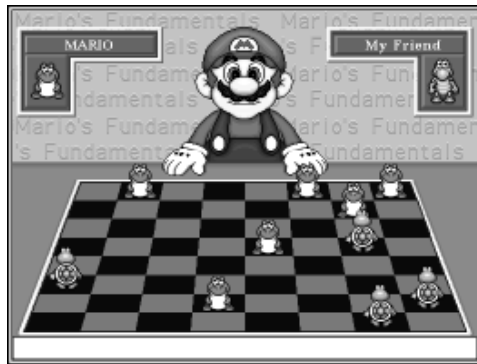
To move, select one of your pieces (place the cursor over the piece and press the mouse button) and then select the square to which you want the piece to move.

The pieces (Yoshis and Koopas) are moved diagonally forward one square at a time. A piece can be captured when there is a vacant spot diagonally behind it. You can capture more than one piece at a time if there are empty squares between them on the same diagonal. If you have checked the Forced Jump rule in the Options menu, you must capture a piece if possible.

When a piece reaches its opponent's end of the board, it is crowned a "King." Kings can move both forward and backward on the diagonals. Once a player has either eliminated or blocked all of his opponent's pieces, the game is ended.


May all of your pieces become Kings!

GO FISH

The object of Go Fish is to complete the most "books" (four of the same card). You and Mario are each dealt seven cards out of a total of 52. There are 13 possible "books" to be made. A number in the upper left-hand corner of the card will tell you how many of those cards you have. For instance, if you have a Luigi™ card with a number "3" in the upper left-hand corner, you know that you have three Luigis in your hand and are one card away from completing a book.


BRAINSTORM
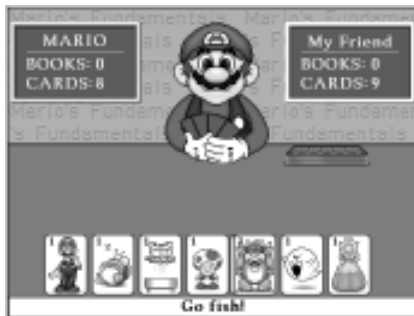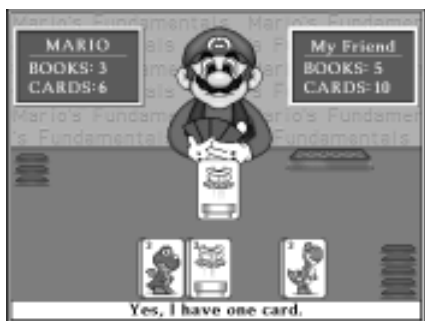
You and Mario will be dealt seven cards, which will appear along the bottom of the screen. The game begins with Mario going first. Mario will ask if you have a particular card and the card that Mario asks for will automatically be removed from your hand if you have it.

Mario's turn will continue until he is unable to make a match with any of your cards. At this point, you will tell Mario to "Go Fish" and he will draw a card from the Go Fish pile. If he is successful in drawing the card he asks for, his turn will continue; if not, it becomes your turn.

To ask Mario for a particular card, click on a card in your hand. If he has that card in his hand, he will give it to you. If Mario does not have the card you asked for, you must go fishing and draw one card from the Go Fish pile by clicking on it; if the card that you draw is the card that you asked for, you get to go again.
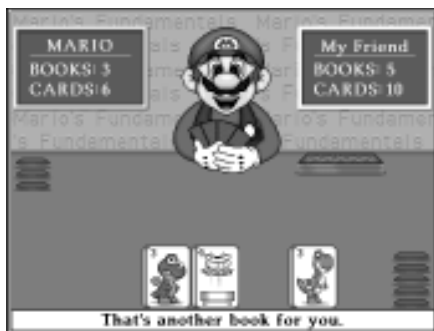
When a player has put together four of a kind, that "book" will leave his hand and be noted on the scoreboard. A running tally of your Books and Cards will be displayed on the upper right-hand corner of the screen. Turns will alternate until there are no cards left in the pile. At the end of the game, whoever has the most completed books wins.

Now get ready and "Go Fish!"

DOMINOES

his game is Mario's version of Dominoes, called Boneyard. You will be dealt seven dominoes, which will appear along the bottom of the screen. The player who has been dealt the highest doublet (both halves of domino are the same) will go first.

The object of Dominoes is to get rid of your tiles (dominoes) before Mario does. Each tile has two sides on which there is a picture and a number. There are a total of 28 different tiles in the game. Instead of counting dots (regular dominoes), you will match pictures and numbers on the dominoes.

To play a tile, you must first click on it in your hand, then drag it to the domino field, then click on it again when you have matched one-half of your domino with another domino.

If you cannot match a domino with another tile on the playing field, you must go to the Boneyard.

The Boneyard is located on the lower right-hand side of the screen. You will move the mouse to the Boneyard and draw until you can make a match. Below the picture of the bone, there is a number that shows how many dominoes are left to be drawn.

On rare occasions, a block can occur. This happens when a player has drawn all of the dominoes from the boneyard and cannot play any, and the other player has no place to put a tile on the field. The player with the least number of tiles left in their hand would win the game.

I really enjoy playing with you!

Have a great time!
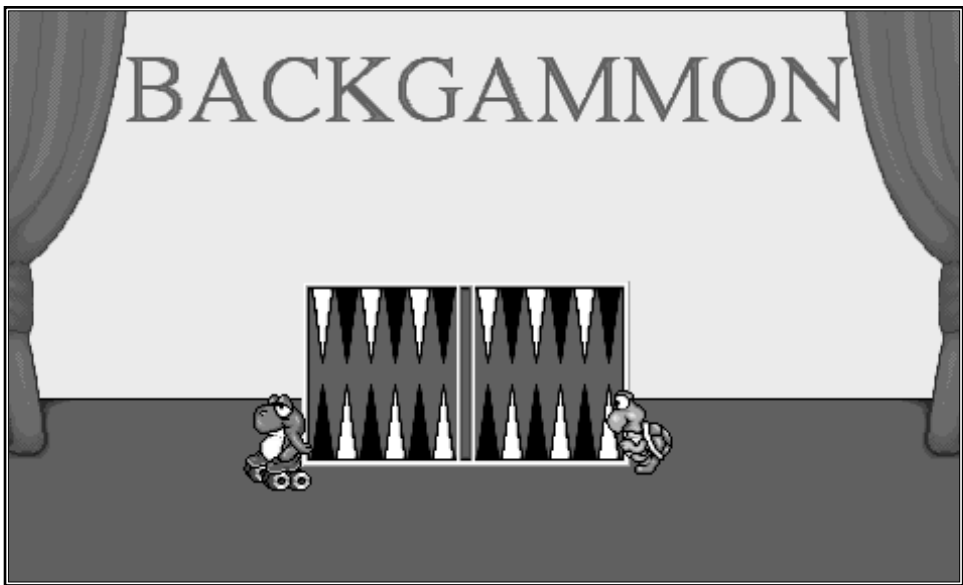
The object of Backgammon is to remove all of your pieces from the board before Mario removes all of his. The first one to do this, called "Bearing Off," wins the game.

In Backgammon, the board has four separate areas: your outer and inner tables, and Mario's outer and inner tables. You will move clockwise and Mario will move counterclockwise. When all of your Yoshis or Koopas are in their inner table, you can begin to remove them from the board. The same applies to Mario with his pieces.

Before you begin playing Backgammon, you must first choose your pieces by typing a Y (for Yoshis) or a K (for Koopas). Then, both you and Mario roll the dice to see who plays first. The highest number starts.

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Turns are taken alternately by rolling the dice. You can move one piece equaling the sum of your dice or by splitting the two dice between two pieces. An example of this would be a roll that resulted in a 5 and a 2. You could either move one piece 7 spaces, or move one piece two space and move another five.

To move, click on one of your pieces, and then click on the place where you want the piece to go. If you accidentally click on a piece that you do not want to move, click on it again and then you can click on the desired piece. After the pieces have moved to their destinations, they cannot move back to their previous positions.

When doubles are thrown (two of one number), twice the amount of the original roll can be moved. For instance, if you rolled two 4s, a total of 16 spaces are moved (4+4+4+4=16).

When two or more of your pieces rest on a space, Mario's pieces cannot stop there, and two or more of Mario's pieces rest on a space you cannot stop there. However, if a space has one of Mario's pieces on it and then your pieces land there, Mario's piece is removed from the table and placed on the "bar" (The bar is a place where pieces go after they have been "knocked" off a space by an opposing piece. It is located in the middle of the board and pieces will automatically be placed there if knocked out of position.) The result would be the same if one of Mario's pieces lands on a space where you only had one piece – your piece

would go to the bar. When a piece is placed on the bar, it can only re-enter when the dice roll enables the piece to land on a space not occupied by two or more of the opposing pieces. If the piece on the bar can't enter with the roll, the person who rolled must pass his turn. For instance, if you roll a 6 and a 2 and moving six or two places off the bar will cause you to land on a space where two or more of Mario's pieces rest, you must pass. Notice that you can't move eight, as you must be able to move to a space equal to the amount of at least one die.

The pieces can be moved off the board when all of them are in their inner board. Once in their inner table, the dice will be rolled, and the pieces can be moved equal to the amount on the dice. The dice rolls must equal or be greater than the number spaces to get off the board. Example: If you rolled a 3 and a 4, but it takes all of your pieces five places to get off the board, you could only move one piece off the board (because you have at least five by adding the two dice) or move one piece three spaces and another piece four spaces (but those pieces will remain in the inner table).

Good Luck!

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In Yacht, you and Mario are each allowed twelve turns to fill your scorecard. The winner of Yacht will have the highest total number which will be indicated on the bottom of their scorecard. In each turn, you and Mario are given a maximum of three rolls of the dice to select a scoring combination. Although you are allowed up to three rolls, you can stop after your first or second roll.

Mario will go first in Yacht. On your first roll, five dice are thrown. If you like what you roll, you can keep all the dice or you can select the dice that you want. (Use your cursor and place it on the dice that you like, then press the mouse button.) On the second or third roll, you can pick up any or all of your dice to try again. The dice that you decide to "keep" will change color. On each roll of the dice, the scorecard will show the possible categories to choose from. To choose one of the categories on the scorecard, place the cursor over what you like, then press the mouse button.

There are 12 scoring categories in Yacht. They are: Aces (Ones), Deuces (Twos), Threes, Fours, Fives, Sixes, Choice, Full House, Four Of A Kind, Small Straight, Big Straight, and Yacht. You can only use a category once, so if you end up having a dice roll that does not fit any of the available categories, you must fill an entry and receive a score of "zero." For instance, this might occur if you fill all of your categories on the scorecard except a Full House and the last roll you receive is not a Full House. Another example is if you receive a dice roll of threes and fours, but you choose the Deuces (twos) option on the scorecard or something else that does not reflect your dice roll. You must fill the available entry even though you will receive a score of "zero."

The Aces (Ones), Deuces (Twos), Threes, Fours, Fives, and Sixes are categories in which you must get the exact "number"' to score in other than zero. For instance, you can only score in the Deuces (Twos) category by rolling Deuces (Twos), you can only score in the Fives category by rolling fives, etc. The scorecard will add up the like dice and fill the appropriate category.

A further example is if you roll two threes, one Ace (a one) and two fives; You can fill the Threes category in which you will receive a score of 6 (3+3=6), you can fill the Aces category in which you will receive a score of 1, you can fill the Fives category in which you will receive a score of 10 (5+5=10), or you do not have to accept anything and roll again. Since you rolled two threes and two fives, you can attempt to roll the one Ace to try to get a Full House.

A "Full House" is any combination of three of a kind and a two of a kind. It is scored by adding the total of the dice. For instance, if you rolled two fours and three twos, you would receive a score of 14 (2+2+2+4+4=14). The highest possible Full House is three sixes and two fives. The lowest possible Full House is three ones and two twos.

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MARIO			My Friend	
YACHT	50		YACHT	-
Big Straight	30		Big Straight	30
Sm. Straight	25		Sm. Straight	25
4 of a Kind	22		4 of a Kind	-
Full House	18		Full House	18
Choice			Choice	25
Sixes			Sixes	18
Fives			Fives	10
Fours	8		Fours	-
Threes			Threes	12
Deuces	4		Deuces	6
Aces	4		Aces	-
TOTAL	161		TOTAL	134

A "Four Of A Kind" is four like dice: four fives, four sixes, four twos, etc. The categories of Aces, Twos, Threes, Fours, Fives, and Sixes can be scored as a Four Of A Kind; however, Four Of A Kind takes the total of four like dice and the fifth. The categories of Aces through Sixes only would take the like dice.

For example, if you rolled four sixes and one five (on your last roll), you can fill the Sixes category on the scorecard and receive a score of 24 (6+6+6+6=24) or fill the Four Of A Kind category and receive a score of 29 (6+6+6+6+5=29).

SMALL STRAIGHT

"Small Straight" is made up of four sequential numbers. All "Small Straights" are given a score of 25 points and there are three possible combinations. They are:

> 1) Ace, Deuce, Three, Four.
>
> 2) Deuce, Three, Four, Five.
>
> 3) Three, Four, Five, Six.

BIG STRAIGHT

A "Big Straight" is made up of five sequential numbers. A Big Straight is given a score of 30 points and there are two possible combinations. They are:

>1) Ace, Deuce, Three, Four, Five.

>2) Deuce, Three, Four, Five, Six.

CHOICE CATEGORY

A "Choice" category can be filled by totaling any combination of five dice.

YACHT

A "Yacht" is five like dice such as five Aces, five Deuces, five Threes, etc. A "Yacht" is worth 50 points and is the highest category to score in.

After you and Mario have taken 12 turns apiece, your total scores will appear on the bottom of your score cards. The player with the highest number wins.

Now, put on your thinking cap and have fun!

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BRAINSTORM CREDITS

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CUSTOMER SUPPORT

If you have any questions about this or any other Brainstorm product, you can reach our Customer Service/Technical Support Group at:

Brainstorm
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Attn: Customer Service.

Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

America Online: Coming this fall!

CompuServe: Coming this fall!

Internet: You can reach Brainstorm by sending Internet E-mail to "support@brainstormfun.com". Many Brainstorm demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.brainstormfun.com" or you may FTP to ftp.brainstormfun.com.

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Warranty Replacements
Brainstorm
16815 Von Karman Avenue
Irvine, CA 92606

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BRAINSTORM'S WORLD WIDE WEB

Welcome to the Brainstorm Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, Welcome!

Brian Fargo

HOW TO GET THERE

Brainstorm's World Wide Web site is an Internet service designed to give you the latest information about Brainstorm and our products.
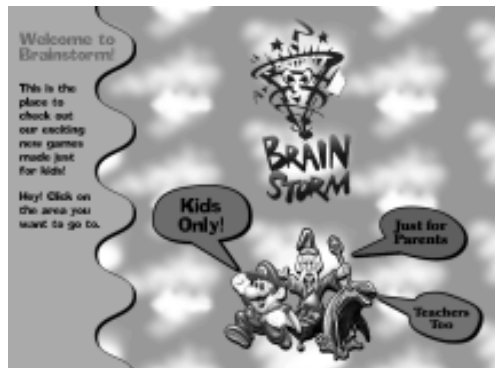
The site features our demos, upgrades, product information and ordering information.

From your Internet account, point your favorite browser to:

http://www.brainstormfun.com