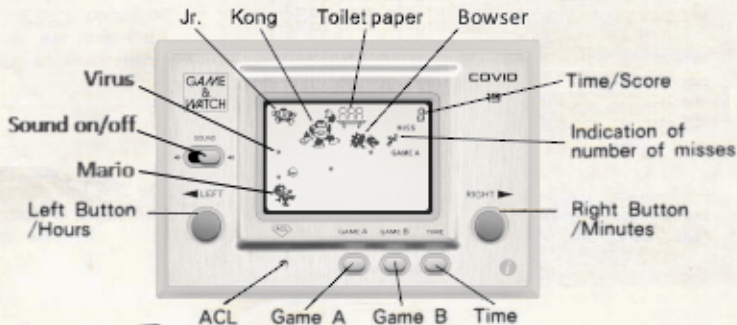


ELECTRONIC

COVID 19 (CV-19)

GAME & WATCH



INSERTING THE BATTERIES

Insert two LR43 or SR43 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.)

As soon as the batteries are set, the unit will automatically show the pattern illustrated in the right figure.



TIME SET

Lightly touch the opening under the ACL arrow with the tip of a pencil or ball point pen. Press lightly and do not hold the point down. A display will appear as illustrated.

By pressing the left button you will control the hours. The right button controls the minutes. When you have set the desired time, press the Time button and the clock will start. Pattern moves every second.



GAME A

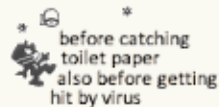
In this game, one point is given by avoiding a virus from hitting Mario.

The viruses are spread by Jr., Kong & Bowser, who are dancing at the party.

Now and then Kong throws a roll of toilet paper, just for the fun of it.

If Mario catches the roll, five points are earned.

1. Press the button for Game A. While it is depressed, the highest score previously achieved is displayed. When it is released, the game will automatically start. (The highest score will disappear if the ACL switch is pressed or if the batteries are detached.)
2. Controlling Mario with both buttons, player continues to avoid Mario from getting hit by one of them.
3. As the points increase avoiding viruses and catching toilet rolls, the speed is accelerated accordingly.



4. A miss is counted when a virus strikes Mario (i.e. Mario couldn't move from under the virus before it fell from the bottom position to the next). In this case Mario runs screaming off the screen to his maker in heaven. With three misses (three angels) the game is over.
- * Game progress is stopped temporarily while Mario runs screaming off the screen when he got hit by a virus. The bottom row of viruses present will be removed because game restarted.
 - * The maximum score indicated is 9999 points. (Score over 9999 points is reset to 0, and game is newly started, but a bit faster.)
 - * If the unit is left as it is after the game is over, the time display will appear in about a minute.

GAME B

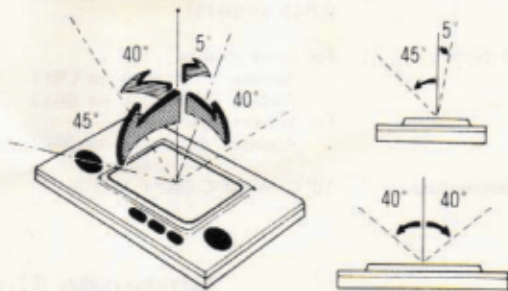
In this game, viruses more than in Game A fall down in greater numbers. In all other respects, Game B is the same as Game A.

CAUTIONS

1. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
2. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
3. 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.)
4. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.
5. Do not put the unit in the pocket at the back of trousers. The display may be damaged when you take a seat.
6. Wipe any dust with a soft dry cloth.

7. Do not use volatile oils such as thinner or benzene and alcohol for wiping.

8. 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
(LR43 or SR43)
- Life of the battery : For clock display
Approx. 6 months on LR43
Approx. 12 months on SR43
For one-hour-game a day
Approx. 6 months on LR43
- Working temperature : 10°C to 40°C (50°F to 104°F)

Nintendo Co., Ltd.