ELECTRONIC

FIRE (RC-04)

GAME & WATCH

Time/Score

GAME & WATCH

FIRE

3:38

Evacuees

Rescuers

Game Miss Indication
(Three Angels)

Ambulance

◄LEFT

RIGHT►

Left Button
/Hours

Right Button
/Minutes

ACL   GAME A   GAME B   TIME

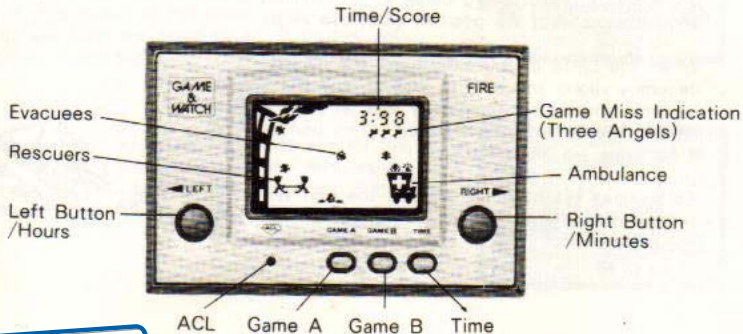ACL   Game A   Game B   Time

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. Evacuees move every second.
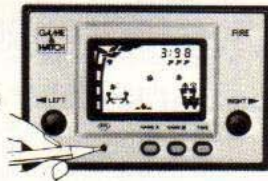
GAME A

In this game, player controls rescuers to receive evacuees leaping down from a high building in fire on the life net and to carry them into an ambulance.

1. Press the button for Game A. While it is depressed, the highest score previously acheived 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. With the right and left buttons, player moves rescuers to right or left to receive evacuee jumping down out of high windows. The evacuee jumps up from the life net and falls down a little rightwards. Player must move the rescuers rightwards to well receive the evacuee again.

3. The evacuee bounds up three times over the life net and then jumps into an ambulance, when a lamp on the car is lighted and a point registered.

4. When player fails in receiving, the evacuee falls to the ground, meaning a miss.

5. An angel will appear in the upper right corner of the screen at each miss. With three misses (three angel marks on the screen), the game is over.

* The number of evacuees is reduced temporarily every 100 points.

* The maximum score indicated is 999 points.

* If the unit is left as it is after the game is over, the time display appears in about five minutes.

GAME B

In this game, the falling speed of evacuees is always fixed, but the number of them who jump down is increased up to 9. 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 benzine 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.
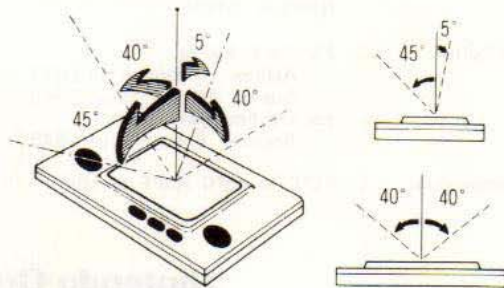
SPECIFICATIONS

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.