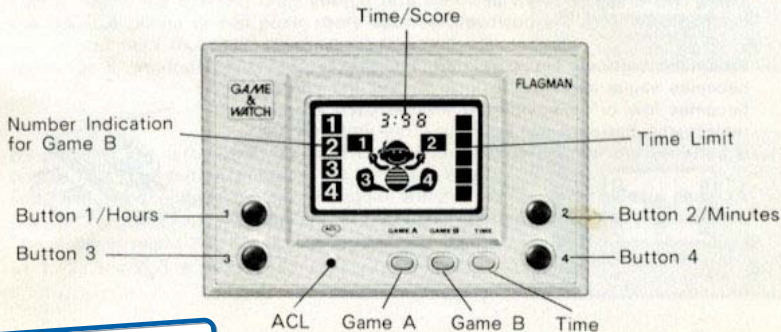


ELECTRONIC

FLAGMAN (FL-02)

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.)

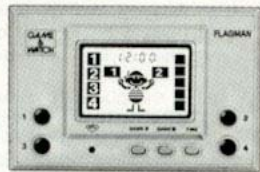
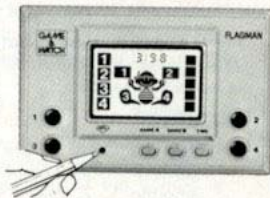
As soon as the batteries are set, the unit will automatically show the pattern illustrated in the right figure.



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. The flagman raises his hands and legs in the order of 1, 2, 4 and 3 a second.



GAME A

Player must depress a button having the same figure as the flagman gives. The number of figures is increased one by one every round. A new figure is added at random.

For example, (3), (3, 1), (3, 1, 2), (3, 1, 2, 4,.....).

- (1) Depress Game A key. While it is depressed, the highest score previously achieved is indicated and, when released, the flagman gives a figure among 1, 2, 3 and 4 once.
- (2) Five squares for time limit indication appear as soon as the flagman gives a figure, and disappear one by one at an interval of about 1 second. The player must depress buttons before all five squares disappear.
- (3) If the player is correct, the flagman repeats the foregoing motion and then adds a new figure. The player must depress buttons successively in accordance with the series of figures given by the flagman. (The number of figures is thus increased one by one. The player must depress buttons in the proper order of the series of figures.)

The player gets a point every time of his success. His score is indicated in two digits, at the right side of the colon at the upper part of the screen. The maximum score indicated is 99. (When the player gets points over 99, the score is reset to 00 and the game starts again.)

When the player makes a mistake in the order of figures or fails to depress buttons completely in the time limit, the flagman raises his hands and legs to show the player's miss and then indicates figures from the start again. The figure at the left side of the colon at the upper part of the screen is decreased one by one every time of the player's miss. With three misses, the game is over.

GAME B

Any number from 1 to 4 is indicated at random. The player must depress the corresponding number button to that given by flagman before the time limit is up. The time limit becomes short as the score is increased.

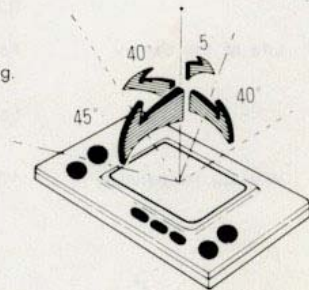
Others are the same as in Game A.

Score	0-9	10-19	20-29	30-39	40-49	50-59	60-99
Time Limit Time until all of five squares disappear	1.630 sec.	0.810 sec.	0.443 sec.	0.386 sec.	0.330 sec.	0.273 sec.	0.216 sec.

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.