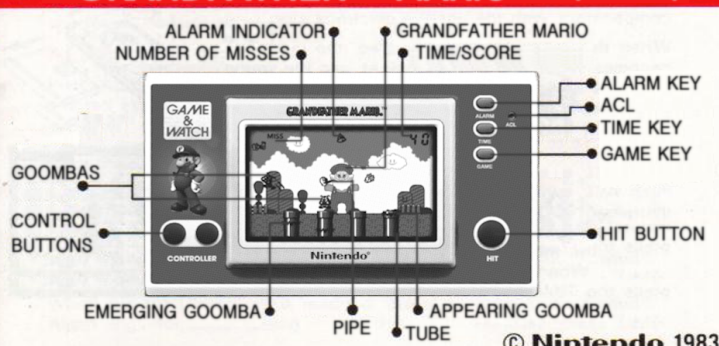


# ELECTRONIC GAME & WATCH™

## GRANDFATHER MARIO (GM-22)



### CONTENTS

PROLOGUE .....	2
HOW TO OPERATE .....	3
HOW TO PLAY THE GAME .....	5
CHARACTERS .....	7
INSERTING THE BATTERY (REPLACEMENT OF BATTERY) .....	8
TIME SET .....	9
ALARM SET .....	10
CAUTIONS .....	11
BATTERY AND LIQUID CRYSTAL .....	12
SPECIFICATIONS .....	13

1

### PROLOGUE

He's managed to hide from his past in the farthest corner of the mushroom kingdom. A secret place where he'd be safe from the Kongs, and living a much simpler life. Not even his grandsons would be able to find him here. However, even the farthest edges of the mushroom kingdom aren't without pesky Goombas causing trouble!

Help Grandfather Mario whack the Goombas who emerge from the pipes trying to invade his peaceful hideaway.

2

### HOW TO OPERATE



3

To display the maximum score for the game, hold down the GAME Start Button. To start the game, release the Start Button. To move Grandfather Mario's pipe to the right, press the RIGHT CONTROL Button. To move Grandfather Mario's pipe to the left, press the LEFT CONTROL Button. \* If you press the ACL Button or remove the batteries, the maximum score will be deleted.

**ALARM Button** Gently press the end of the thin bar-button to change the alarm time, or set or cancel the alarm.

**ACL Button** Gently press the end of the thin bar-button to set the time.

**TIME Button** Press this button, then release it to display the time. The alarm time can be displayed by holding down this button.

**GAME Start Button** To start the game, press this button, then release it.

4

### HOW TO PLAY THE GAME

#### Game Start

- Press the GAME Button.
- To turn the Sound OFF  
Hold down the LEFT Button and press the GAME Button.

#### Game

- Grandfather Mario positions his pipe to aim for the emerging goombas. Use the LEFT and RIGHT Buttons to move Grandfather Mario's hands to the left and right to help him aim in the right direction. Use the HIT button to swing his pipe towards the Goomba. To start with, the Goombas will rise slowly, and in small numbers, but be warned, they will gradually pick up speed and come up in greater numbers.

5

This will make the game harder. When the HIT button is pressed too early or too late, you'll miss the Goomba, which will emerge, no points are gained and an extra MISS will be shown on the screen. Your score will increase by one point every time you hit a Goomba.

#### Game Over

- Three missed Goombas brings the game to an end.

#### Clearing a Miss

- All missed goombas are cleared each time you get 300, 500, 1300, 1500, 2300 and 2500 points (for each maximum of 1000 points). If no Goomba is missed, the score will blink and each hit Goomba will give you two points until a Goomba is missed.

6

### CHARACTERS



**Goomba**  
Goombas emerging from the tubes.



**Hammer Bros**  
When there is an alarm, Hammer Bros comes out with a clock to remind you.



**Grandfather Mario**  
Grandfather Mario stops the emerging Goombas.

7

### INSERTING THE BATTERY (REPLACEMENT OF BATTERY)

1. Remove the battery cover from the back of the unit sliding it off in the direction shown.
2. Install the battery with the + side facing up.
3. Close the lid in reverse procedure of 1.
- This game uses two LR44 or SR44 batteries.
- When the battery power weakens, the character display becomes vague and sound becomes low or completely diminished. In such cases, immediately replace the battery. (If exhausted battery is left in the unit, it may result to damaging the game.)
4. When ACL switch is pressed lightly with a sharp-pointed instrument, few seconds later AM 12:00 will be displayed.
- Carefully read the instruction on the battery package.



8

### TIME SET

1. When ACL switch is pressed with a sharp-pointed instrument and released, after 2 or 3 seconds, the display shown in the diagram will appear.
- If you wish to set the time without erasing the highest score or alarm, keeping the TIME key depressed, press and release the ALARM key.
2. When LEFT button is pressed, the hours can be adjusted.
3. When RIGHT button is pressed, minutes can be adjusted.
4. By adjusting in accordance with above method and then pressing the TIME key, the clock will start. Pattern display moves every second.



**Note:** ACL switch should not be depressed for an extended time of period as it will result in high battery consumption.

9

### ALARM SET

1. Push the ALARM key lightly. Alarm Bell should appear. If Bell does not appear, push again. Alarm is set when Bell is on the screen.
2. When LEFT button is pushed, hours can be adjusted.
3. When RIGHT button is pressed, minutes can be adjusted.
4. When TIME key is pressed after above steps have been completed, the Alarm is set and ready.
5. At the Alarm time, Bell Turtle appears and sounds the Alarm. Alarm sound continues on for about 20 seconds. To turn off alarm, push the TIME key.
- Note:** When in the middle of a game at alarm time, Bell Turtle will only swing the bell but there will be no sounds.
6. To check Alarm time, press TIME key. Alarm time appears only while the TIME key is depressed.



10

### CAUTIONS

1. Do not use pencil or pin when pressing ACL switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
3. 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.
4. 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.)
5. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.
6. Do not put the unit in the pocket at the back of trousers. The display may be damaged when you take a seat.
7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
9. 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.



11

### BATTERY AND LIQUID CRYSTAL

#### Battery

1. When battery is removed from GAME & WATCH, be sure to keep it out of reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery should be swallowed, call doctor immediately.
4. Do not recharge battery or place it on metal or aluminum sheet. Be careful not to carry two or more batteries in the pocket.
5. Do not use battery as toy. Use only as intended in GAME & WATCH.

#### Liquid crystal

1. The liquid crystal display uses glass parts. It should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
2. The liquid crystal display is designed as best as possible to prevent glass from shattering and liquid leaking if the display is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

12

### SPECIFICATIONS

<b>Accuracy of the clock :</b>	Average daily differential within ± 3 secs. (under normal temperature)
<b>Battery :</b>	Two Button type batteries (LR44 or SR44)
<b>Life of the battery :</b>	For clock display Approx. 6 months on LR44 Approx. 12 months on SR44 For one-hour-game a day Approx. 5 months on LR44
<b>Working temperature :</b>	10°C to 40°C (50°F to 104°F)

13



14



© 1991 Nintendo Co., Ltd.

PRINTED IN JAPAN