

GAME & WATCH MULTI SCREEN



G&W FACTORY (MU-21)

ゲーム&ウオッチファクトリー

取扱説明書

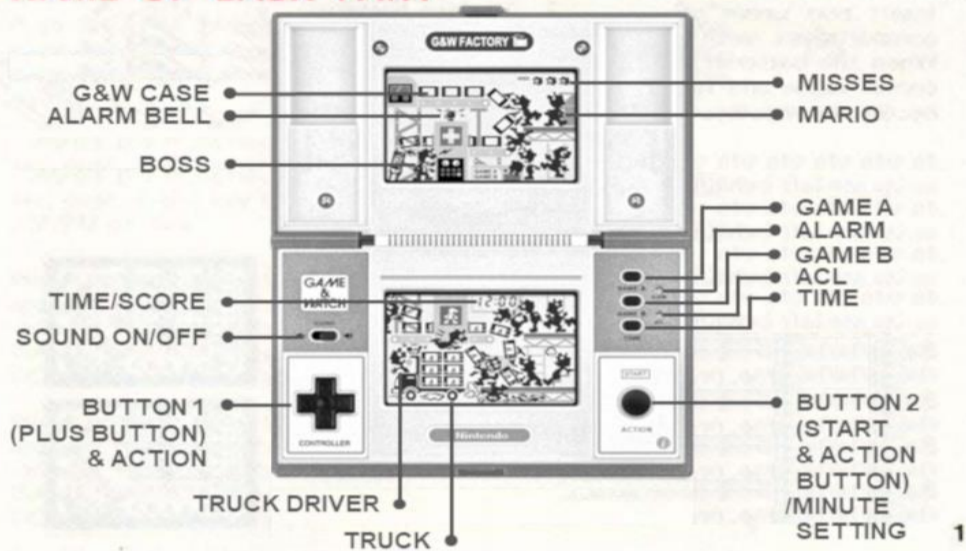
〔保証書付〕

任天堂株式会社

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NAME OF EACH PART



INSERTING THE BATTERIES

Insert two LR44 or SR44 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 lower or be completely lost.



In such cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

TIME SET

Push ACL switch lightly with a sharp-pointed instrument. Push lightly and do not hold the point down. A display will appear as illustrated.

By pressing Button 1, you will control the hours. Button 2 controls the minutes. When you have set the desired time, press the TIME key and the clock will start. Pattern moves every second. To set the time without canceling max. score or alarm time setting, press TIME key and, while holding it in, press and release ALARM switch. (If ACL switch is left pressed for extended period of time, battery life is shortened considerably.)



ALARM SET

Push ALARM switch lightly with a sharp-pointed instrument. Bell mark should appear. (If bell mark does not appear, push again.) Alarm is set when bell mark is on the screen.



By pressing Button 1 you will control the hours. Button 2 controls the minutes. After setting numbers in above manner, push TIME key to set the time as an alarm time. Check AM/PM of time.

When pre-set alarm time is reached, the BELL will be indicating it is ringing on and off repeatedly. Alarm rings for about one minute. To turn off manually, press TIME key. (When GAME & WATCH is in game mode at alarm time, the BELL will be indicating it is ringing, but without sound.)



Push TIME key to check the alarm time. It is indicated while the key is depressed.

HOW TO PLAY

The Carpenter Mario decided to go to work at the Game & Watch Factory. Every morning he enters the building through the top door, and starts to work. The G&W cases come out of the machine on a conveyor belt, at the end Mario catches the cases and put them on the next level, that completes it some more. At the end of the last conveyor belt, Mario Throws it on the truck.

(Screen)

Game is played on 2 screens. The g&w cases, after going left on upper screen, and fall down, Mario must catch on the lower screen, Mario enters the building on the upper screen. When Mario reaches bottom of upper screen, he emerges on lower screen, and can go back.



(Control Button)

1) BUTTON 1

- If "PLUS" button is pressed at the top, when Mario is at the bottom of the ladder, he climbs the ladder.
- Press the "PLUS" button on the right side to advance Mario to the right.
- When Mario is at the top of the ladder, pressing the bottom of the "PLUS" button makes him descend.
- Press the "PLUS" button on the left side to advance Mario to the left.
- When Mario leaves the room he can re-enter by pressing the "PLUS" button on left side.



2) BUTTON 2 (START & ACTION)

After pressing the "START" button, Mario takes his starting position. During game the "ACTION" button, makes Mario catch falling g&w-case at the end of a conveyor belt if he's at that place or make him throw the g&w-case he's holding at the bottom on the truck.

(The Beginning of The Game)

Press the Game key A or B, and highest previous score in Game A or B will be displayed. When key is released, game starts.

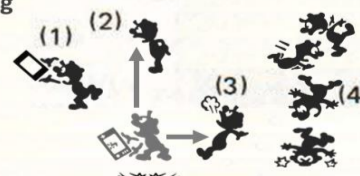
- * Pressing ACL switch or removing batteries erases high score from memory.
- * A game is not interrupted even if TIME key or other game key is depressed during game playing.
- * Game A is for beginners and average players. Game B is for the pros. In Game B, it requires more coordination, technique and timing.

(Points)

- There are three conveyor belts, two at upper screen, one at lower screen.
- For every g&w-case caught at the end of any of these three conveyor belts, one point is scored.
- On the lower screen, for every g&w-case that has been thrown on the truck, one point is scored.
- Every time Mario succeeds to fully load the truck, the truck will drive away, and 10 points bonus will be added to the scored, Mario takes the break he earned.
- Maximum display score is 999 points. (Sometimes 998 points)
- Any score over 999 points is reset to 0, and game starts again.

(Miss)

- (1) When Mario doesn't catch the falling g&w-case at end of conveyor belt.
- (2) When Mario steps on the ladder at bottom girder holding g&w-case.
- (3) When Mario takes a break at the bottom girder holding a g&w case.
- (4) When Mario steps off a girder and falls down in GAME B.



- When Mario fell down in GAME B, Pressing "START" button makes Mario enter the building again. At a miss, Mario ends up at the door again.

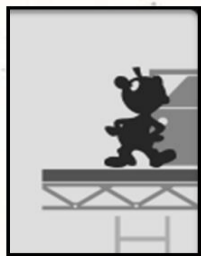
When the three misses appear, the game ends.

- When game is left for about a minute after game ends, time display returns automatically.

(Bonus)

When score reaches 300 or 500 points, beeps sound and all misses disappear. If there are no misses when 300 or 500 points are reached, the game goes into "CHANGE TIME". The score flashes and all points are awarded at double value until a MISS is made.

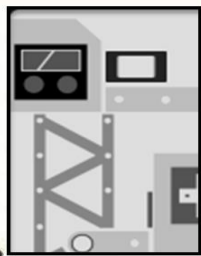
THE OPERATION OF CONTROL BUTTONS



To let Mario enter the building, press "START". Mario appears at the door.



Press "Left" to position Mario so he can catch the first g&w-case at the end of the top conveyor belt.

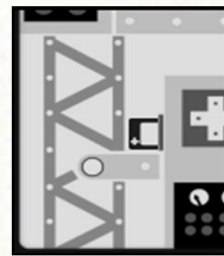


Watch the g&w-cases coming from the top conveyor belt towards its end.

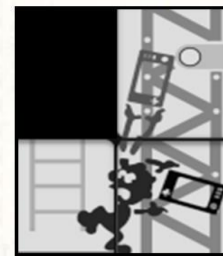


Catch the falling g&w-cases at right moment by pressing the "ACTION" button.

8 Top Girder



Watch the g&w-cases coming from the center conveyor belt towards its end. Move Mario to the center right spot.



Catch the falling g&w-cases at right moment by pressing the "ACTION" button at the center right spot.

Center Girder

Watch the g&w-cases coming from the lower conveyor belt towards its end. Move Mario to the lower middle spot.



Lower Girder

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Catch the falling g&w-cases at right moment by pressing the "ACTION" button at the center right spot.



When Mario got the g&w-case at the bottom, let him go left and then press the "ACTION" button to throw the g&w on the truck.



When the truck is fully loaded, it'll take off and then Mario will take a Break at the right. No action will be possible until Mario got new from his boss.



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- Once Mario caught a g&w case at the bottom girder, if the maximum of g&w cases present is reached, a new g&w-case will be releaseable within 3 seconds or, if no other g&w-case is present, one will appear.
- If Mario holds a g&w-case at the bottom, and steps off the bottom girder in GAME B, the g&w-case will still end up on the truck, adding a point to the score.
- **If Mario has fallen he won't automatically reappear. You need to press "START" again to let him enter. When a g&w-case crashed he'll automatically reappear.**
- The higher the score gets, the faster the game will go. Every 100 points the speed of the game will be slightly reduced a bit, to speed up again when the score goes up. The faster the game the more difficult to be in time.



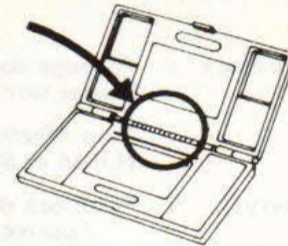
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CAUTIONS

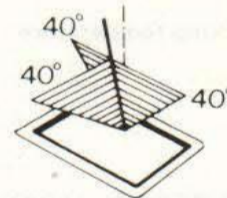
1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
3. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal 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. 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.

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9. Avoid damaging the part in circle.



10. Do not force screen open beyond intended limit. (This body does not open full 180°.)
11. Screen angle is made for best viewing.



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SPECIFICATIONS

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

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