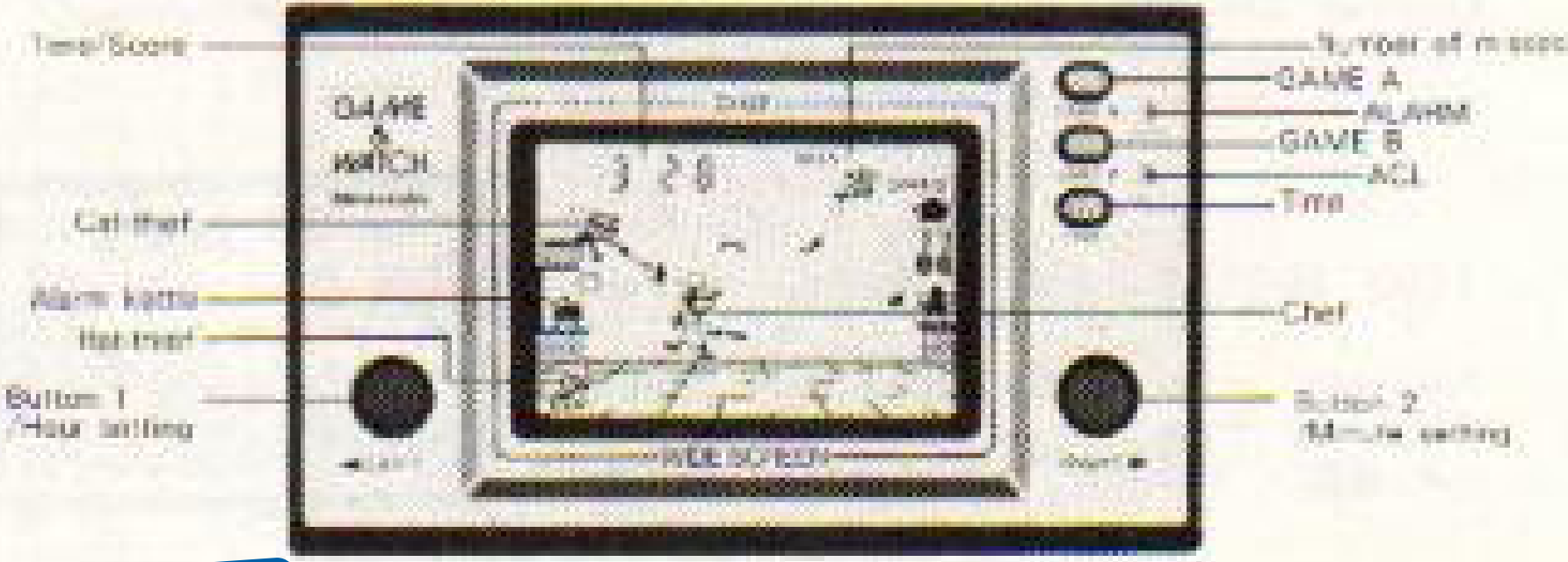
ELECTRONIC

CHEF (FP-24)

GAME & WATCH

WIDE SCREEN



http://www.replacementdocs.com

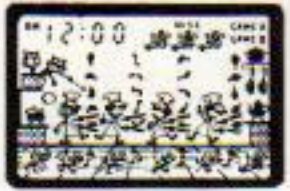
INSERTING THE BATTERIES



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.)

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 button and the clock will start. Pattern moves every second.

ALARM SET

Push ALARM switch lightly with a sharp-pointed instrument.
When alarm kettle appears, alarm is set.
(If alarm kettle does not appear, push again.)



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 alarm time is reached, alarm kettle whistles and steam comes out, announcing the time.
Alarm sound continues for one minute. Push TIME Key to turn off alarm sound.
(If alarm time is reached when game is in play, alarm kettle steams without whistling.)
Push TIME key to check the alarm time. It is indicated while the key is depressed.



GAME A

Three chefs appear and start frying food comes falling. Two chefs leave only one chef remains. He has to catch the food without dropping any.

1. Press GAME key A. Highest previous score will be displayed. Game A begins when key is released.
2. The chef starts catching food and flipping it back into the air with his frying pan. Operate control buttons 1 and 2 to move chef left and right, and catch the food. When a catch is made, the chef flips it back up again.
3. Food is flipped up again to different heights, then comes falling back again. Sometimes, cat-thief comes out with a fork and tries to catch food. Player has to watch him.
4. Each time the chef makes a catch and flips it up again, 1 point is added to the score.
5. When the chef misses and drops food, rat-thief runs out and eats it. When a miss is made, full-bellied rat-thief appears on screen. When 3 rat-thieves appear, game ends.
6. When player reaches a bonus score (200 or 500 points), any miss marks indicated at the time are erased with a fanfare and game continues.

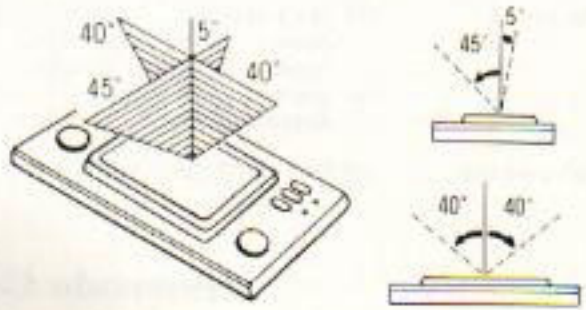
* At beginning of game, action starts slowly, then speeds up gradually.
* Speed increases with score. With each 100 points, speed returns to normal, then increases again.
* The maximum score indicated is 999 points. Any score over 999 points is reset to 0, and game starts again.
* If unit is left as it is after game is over, time display will appear in about five minutes.
* A game is not interrupted even if TIME key or other game keys are depressed during game playing.

GAME B

Four chefs appear at beginning of game. Three disappear. The remainning chef has to cover four places. This makes it more difficult than GAME A.

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. 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.



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.