ELECTRONIC JUDGE (IP-05)

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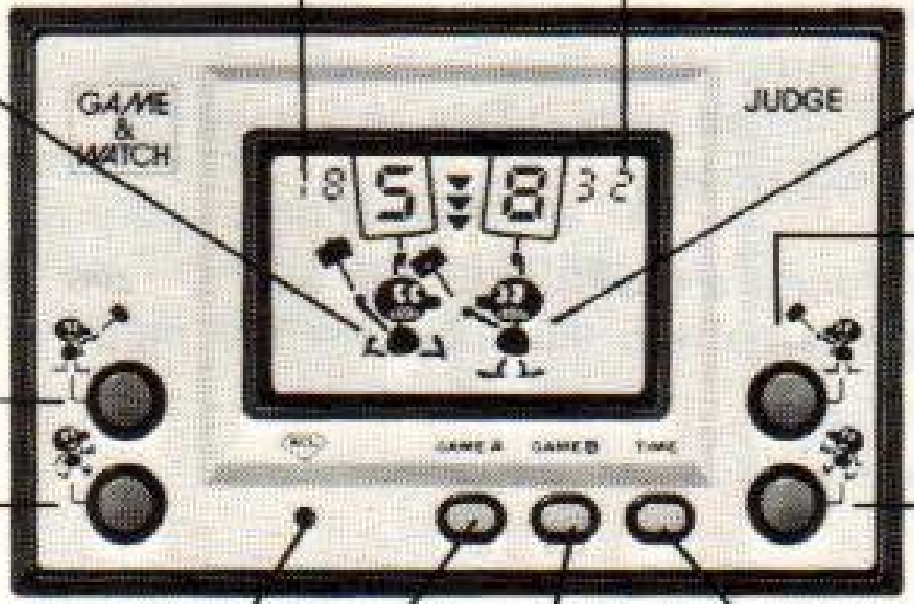
GAME & WATCH

Watch : Hour indication
Game A : Computer's score
Game B : Lefthand player's score

Game A : Computer's fighter
Game B : Lefthand player's fighter

Button 1
Watch : Hour setting
Game A : HIT button
Game B : Lefthand player's HIT button

Button 3
Game A : DODGE button
Game B : Lefthand player's DODGE button



ACL
Game A
Game B
TIME

Watch : Minute indication
Game A : Player's score
Game B : Righthand player's score

Game A : Player's fighter
Game B : Righthand player's fighter

Button 2
Watch : Minute setting
Game A : HIT button
Game B : Righthand player's HIT button

Button 4
Game A : DODGE button
Game B : Righthand player's DODGE button

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.)



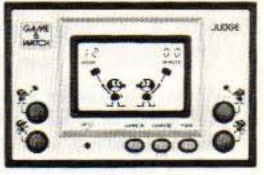
As soon as the batteries are set, the unit will automatically show the pattern illustrated in the right figure.

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 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.



GAME A

In Game A, one player plays against computer. The left fighter is controlled by computer and the one on the right is operated by the player.

1. Press the button for Game A. While it is depressed, the player's best score previously achieved is displayed on the computer's score board. The best is 0 and the worst is 99. When the button is released, the game will automatically start. (The best score will disappear if the ACL switch is pressed or if the batteries are detached.)

2. After 4 counting sounds and then 3 time signal sounds, two fighters lift up their placards.

3. When the number of the player's placard (the righthand) is higher than (or the same as) that of the computer's (the lefthand fighter), the player must depress Button 1 or 2 immediately to hit the opponent with the hammer. When the player's number is lower than the opponent's, the player must depress Button 3 or 4 to avoid the opponent's attack. The opponent hits or dodges automatically by computer control. The player gets points when he depresses a button correctly before the computer operates.

4. The computer's operation time (speed) can be estimated by the intervals of counting and time signal sounds. The time from lifting up of placard to the operation by computer varies in 8 steps, from 0.263 to 0.631 second.

5. The player gets 3 points when he hits the opponent, and 2 points when he successfully dodges. The computer gets 3 points when the player is hit, 2 points when the computer successfully dodges, 1 point when the player dodges with the same numbers, 2 points when the player dodges by mistake, 5 points when the player hits the opponent by mistake.

6. Game ends when either fighter gets 99 points.

7. The player's best score is stored when he gets 99 points (or when he defeats the computer) and displayed when the button for Game A is depressed.

8. If the unit is left as it is after the game is over, the time display will appear in about five minutes.

GAME B

Game B is for two players. One depresses the lefthand buttons 1 and 3, and the other does the righthand buttons 2 and 4.

1. Game B starts when the button for Game B is depressed and then released. (The best score is not displayed in Game B.)

2. Each player depresses his button according to the number on the placards, the same as in Game A.

   * A mistake in button operation may give extra points to the opponent. For example, when the small-number fighter hits the opponent by mistake and then is hit, 2 points for the mistake and 3 points for the hit (5 points in total) are given to the opponent.

3. When a player gets 99 points, he wins and the game ends.

4. Time is indicated automatically when none of the 4 buttons are depressed for 5 minutes after the game is started.

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.)

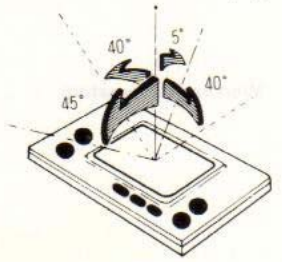
4. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.

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.