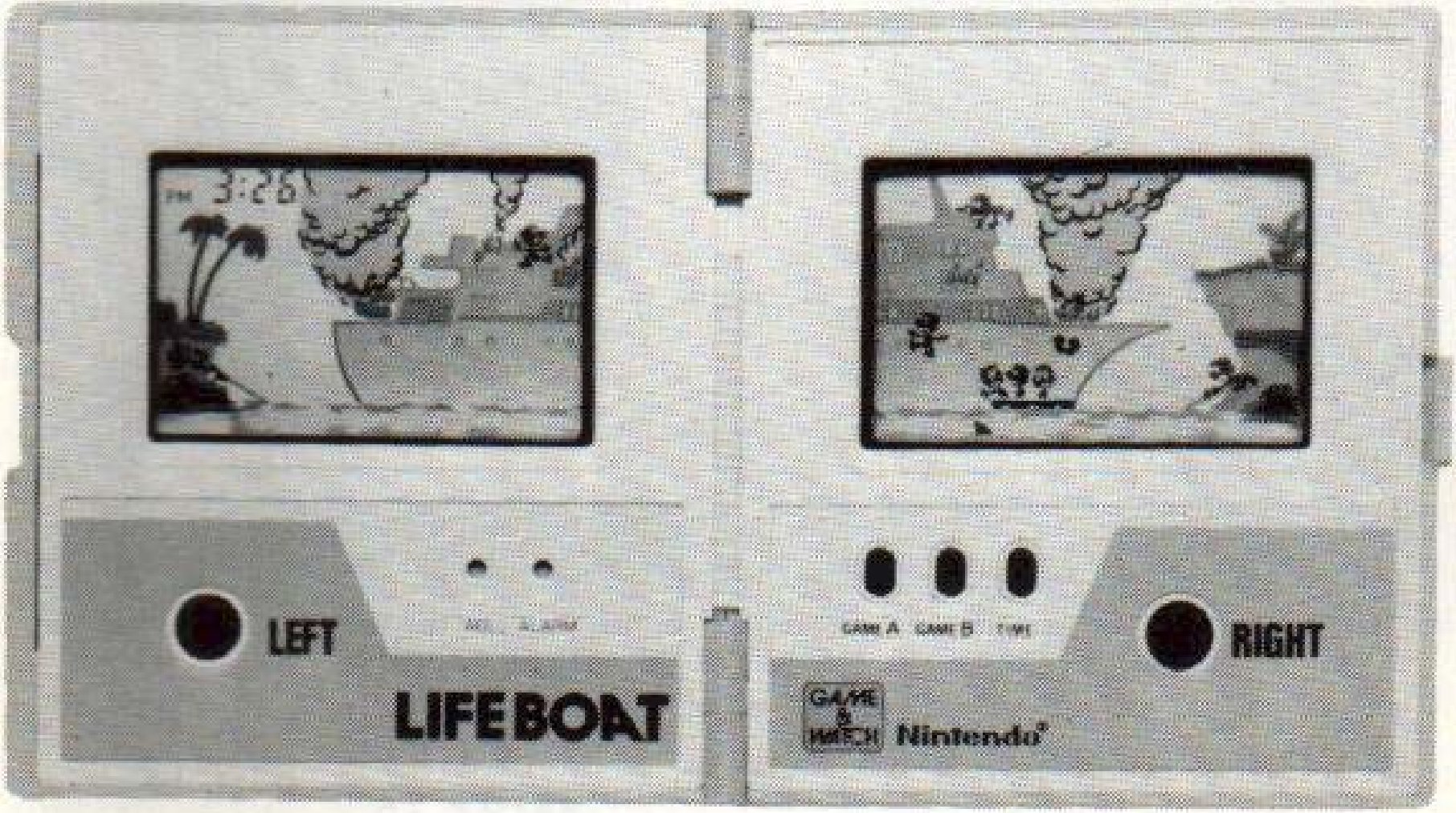
GAME & WATCH™ MULTI SCREEN

LIFE BOAT (TC-58)

INSTRUCTION



Nintendo®

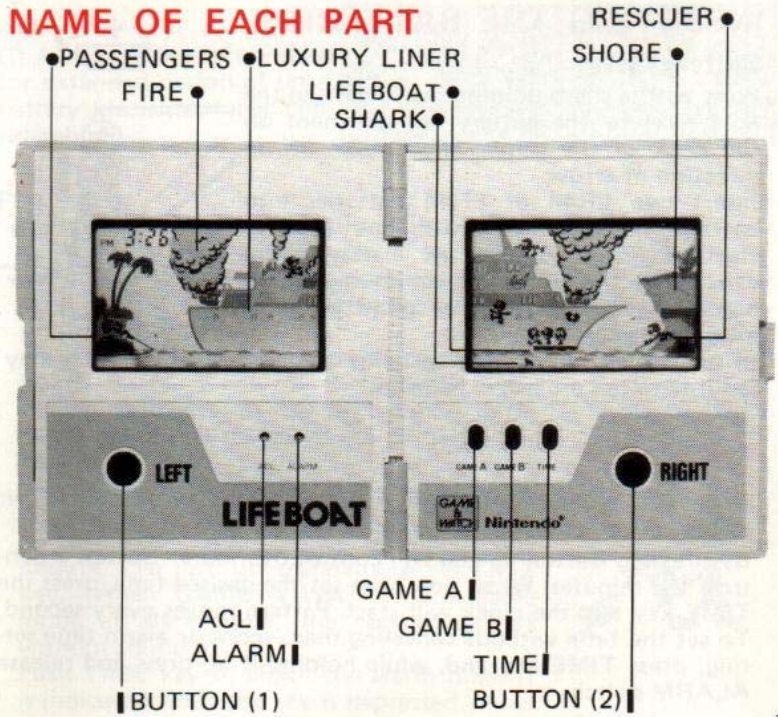
http://www.replacementdocs.com

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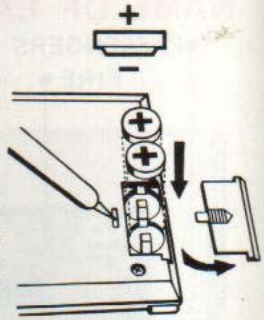
NAME OF EACH PART



INSERTING THE BATTERIES

Battery Cover

Press with a sharp-pointed instrument in the hole next to the battery compartment on the back of the game. Slide cover off in direction of arrow.



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.

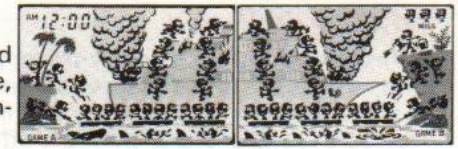
In such cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

TIME SET

Push ACL switch lightly with a sharp-pointed instrument. Push lightly. Do not hold 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

Press ALARM switch lightly with a sharp-pointed instrument. Bucket will appear on the screen. (If the bucket does not appear, push again.) Alarm is set when the bucket 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 alarm time. Check AM/PM time.

When the pre-set alarm time is reached, ALARM bucket appears and pours water on the fire. Alarm rings for about one minute. To turn off manually, press TIME key. (When GAME & WATCH is in game mode at alarm time, the bucket appears without sound.)



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

HOW TO PLAY

A fire breaks out on a luxury passenger liner. Passengers abandon ship, try to get into a lifeboat and make their way to the nearest shore. There is a shore on the left and right of the screen. Rescuers on the shore pull the lifeboats towards their shore. Can you save them?
GAME A uses 2 lifeboats, GAME B uses 1 lifeboat.

(Screen)

The game is played on 2 screens. In GAME B, the lifeboat can be pulled back and forth from one screen to the other.



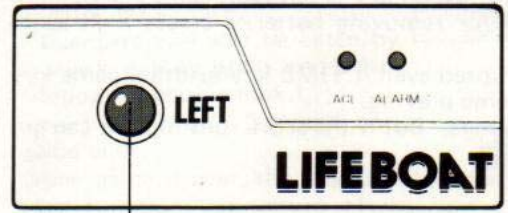
LEFT



RIGHT

(Control button)

(1) BUTTON 1



●Press once and rescuers move lifeboat one pull to the left.

(2) BUTTON 2



●Press once and rescuers move lifeboat one pull to the right.

(The Beginning of The Game)

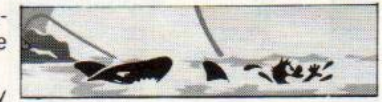
Press the Game key A or B, and highest previous score in Game A or B will be displayed. When key is released, game starts.

* 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. But if the score runs high, it can get as difficult as GAME B.
  GAME B is for professional life savers.

(Points)

Score 1 point for every passenger who gets into a lifeboat.
Score 1 point for every passenger delivered safely to shore.
Maximum displayed score is 999 points.
If a miss occurs at the same time a passenger is being unloaded to shore, no points will be awarded.

(Miss)



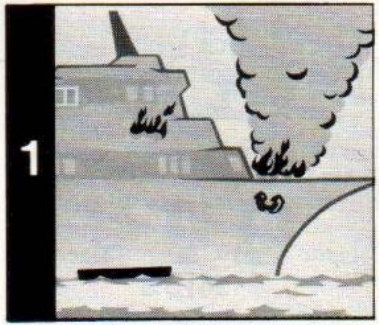
When a passenger misses the lifeboat and falls into the water, he is eaten by a shark.
Passengers will also be eaten by a shark if they jump into a full lifeboat (4 people max.).
One more miss! 3 misses and game ends.
When game is over, the time display function will return after about 4 minutes.



(Bonus)

When the score reaches 300 points, fanfare sounds and all misses are canceled. If there are no misses when 300 points are reached, the game goes into "CHANCE TIME". During chance time, the score flashes and all points are awarded at double value until a MISS is made.

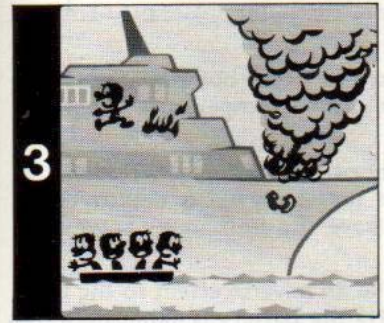
THE OPERATION OF CONTROL BUTTONS



A fire breaks out aboard a luxury liner, but hurry because there aren't enough lifeboats.



Passengers jump from the ship.



Operate LEFT and RIGHT button to put lifeboat in position for catching passengers. (Each lifeboat holds 4 passengers.)

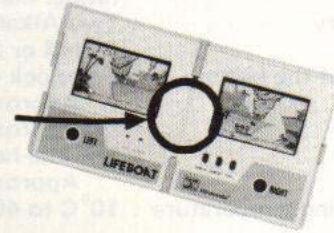


When a lifeboat reaches shore, passengers will unload automatically.

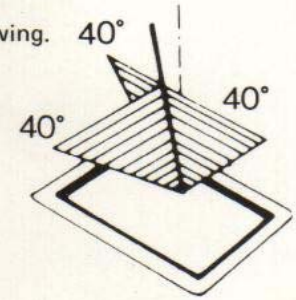
CAUTIONS

1. Do not use pencil or pen 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. Avoid heavy shocks to the game
3. 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.

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.



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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