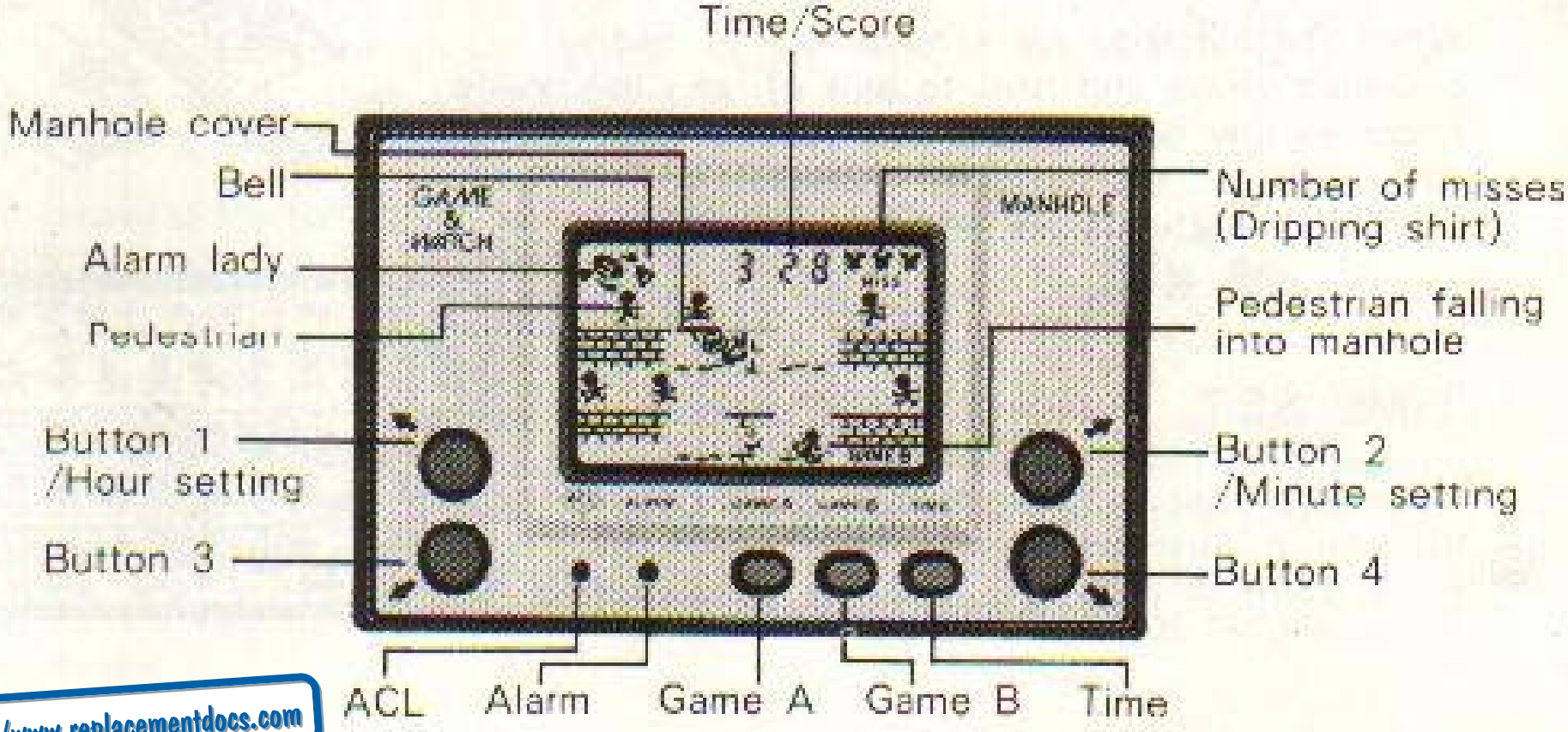
ELECTRONIC

MANHOLE (MH-06)

GAME & WATCH

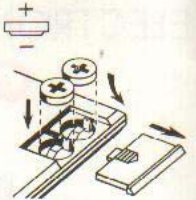


http://www.replacementdocs.com

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. 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.



At the alarm time, alarm lady appears and swings a bell to chime the time. Alarm sound continues for one minute. Push TIME key to turn off alarm sound. (When GAME & WATCH is in game mode at alarm time, alarm lady swings bell without sound.)

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

GAME A

There are 4 manholes and only 1 manhole cover. Player must shift the cover from manhole to manhole to prevent pedestrian from falling in.

1. Press the button for Game A. While it is depressed, the highest score previously achieved is displayed. When it is released, the game will automatically start. (The highest score will disappear if the ACL switch is pressed or if the batteries are detached.)

2. Using Buttons 1, 2, 3 and 4, move manhole cover so that pedestrian does not fall into manhole.

3. One point is added every time pedestrian passes over manhole safely.

4. If manhole is not covered in time, pedestrian falls in and one miss is counted.

5. A dripping shirt is indicated every time player makes a miss. With three misses, the game is over.

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.

* Only one pedestrian appears at the beginning of game, but as score increases, the number of pedestrians increases up to 10. The number of pedestrians decreases temporarily every 100 points of score.

* The maximum score indicated is 999 points. (Score over 999 points is reset to 0, and game is newly started.)

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

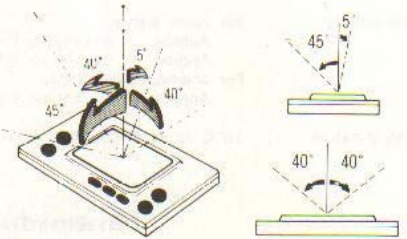
* A game is not interrupted even if TIME key or other game key is depressed during game playing.

GAME B

In this game, the walking speed of pedestrians increases as game progresses. In all other respects, Game B is exactly the same as 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.