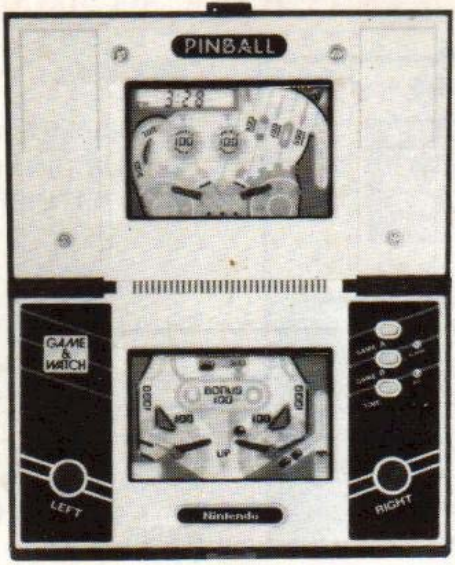


GAME & WATCH™ MULTI SCREEN

PINBALL

(PB-59)

INSTRUCTION

Nintendo®

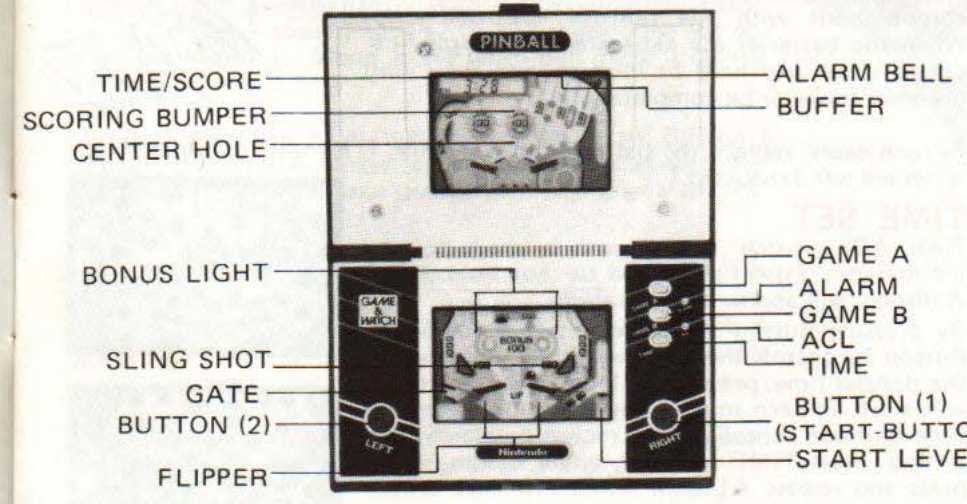
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http://www.replacementdocs.com

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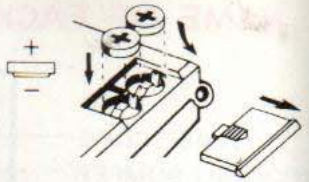
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NAME OF EACH PART



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.



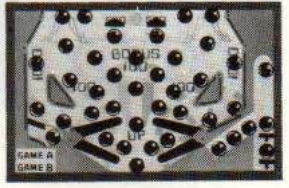
In such cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

TIME SET

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



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

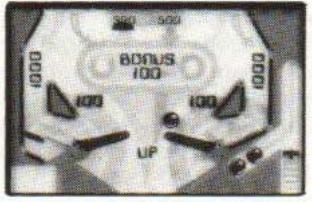
When the pre-set alarm time is reached, ALARM bell appears. The bell flashes and rings for about one minute. To turn off manually, press TIME key. (When GAME & WATCH is in game mode at alarm time, the bell appears without sound.)

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

HOW TO PLAY

This is a portable version of the famous arcade pinball machines. It can be carried easily and played any where, any time!





(Screen)

The game is played on upper and lower screens. The ball travels freely between the two screens.

(Control Button)

(1) **BUTTON 1** (RIGHT) (START-BUTTON) Press to start and operate right flippers. Flipper will not operate before game starts.

(2) **BUTTON 2** (LEFT) Press to operate left flippers. Flipper will not operate before game starts.

* Upper and lower flippers operate together.

(The Beginning of The Game)

Press the Game key A or B, and highest previous score in Game A or B appears on the display. Release the key to begin game.

Game A is a standard pinball game. Game is played with 3 balls with no bonus balls awarded. Game B is played with one ball. When score reaches 10,000, an extra ball is awarded. Another extra ball is awarded for every additional 20,000 points (i.e.: 30,000, 50,000, 70,000 . . . . .). A maximum of 3 balls will appear on the screen.

* When a MISS is registered immediately after reaching an extra ball score, no extra ball is awarded.
* 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 play.

(Points)

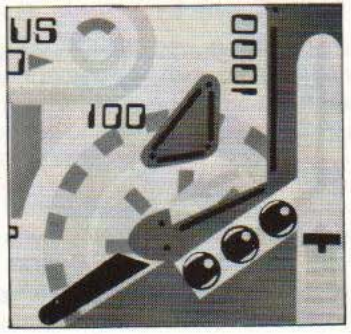
Points are awarded according to the point value of the locations where ball travels and strikes. 500 points will be awarded by striking the 500 point bumpers at the top of the lower screen when flashing.

Maximum displayed score is 999900 points.

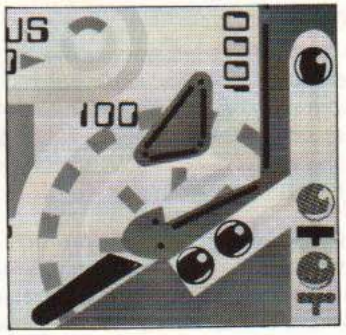
(Miss)

* When a ball falls into the left side alley or down the center alley of the lower screen, a MISS is registered.
* In Game A, when 3 misses are marked, game ends. In Game B, when all balls on the screen are lost, game ends.
* When game is over, the time display function will return after about 4 minutes.

THE OPERATION OF CONTROL BUTTONS



1 When game melody ends, scoreboard appears and game goes into READY.

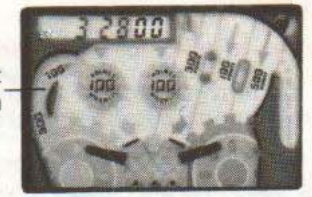


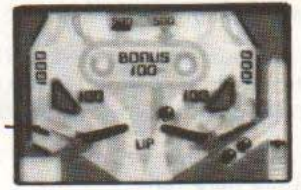
2 When the Button 1 is pressed and released, ball is released. For a faster ball release, hold button 1 down longer. (If release is too strong, the ball will strike the buffer and return to the starting position.)





3 The path of the ball is controlled by operating the left and right sets of flippers.



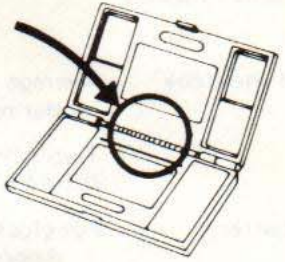


4 When ball passes through the 700-point area on the upper screen, the gate on the lower left screen opens and closes. If a ball goes past an open gate, a miss is registered.

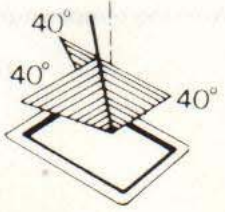
CAUTIONS

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 thinnner, benzine or 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 For one-hour-game a day Approx. 5 months on LR44
Working temperature	:	10°C to 40°C (50°F to 104°F)

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