ELECTRONIC GAME & WATCH

POPEYE (PP-23)

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. 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, Olive appears and swings a bell to notice 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, Olive swings a bell without sound.)

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

GAME A

Popeye and Olive are getting ready to take a trip, loading the boat with spinach and other food. Popeye has to catch the food Olive throws him as he dodges Brutus' attack.

1. Press GAME key A. Highest previous score will be displayed. Game A begins when key is released.
2. Use the left and right control buttons to catch the food Olive is throwing to Popeye.
3. Score 1 point every time Popeye makes a catch.
4. When Brutus knocks Popeye into the water or when Popeye misses an item of food and it falls into the water twice, score 1 miss.
5. When Popeye gets knocked into the water or when food drops into the water twice, one empty spinach can appears on screen. Three cans and 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.
7. As the score advances Olive throws more items, and her throwing speed increases. With each 100 points, the amount of food and throwing speed return to normal, then start increasing again.

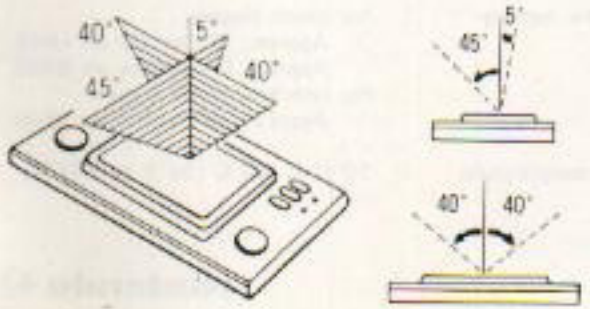
* The maximum score indicated is 999 points. Any score over 999 points is reset to 0, and game starts again.
* If unit is left as it is after game is over, time display will appear in about five minutes.
* A game is not interrupted even if TIME key or other game keys are depressed during game playing.

GAME B

In GAME B, Brutus jumps back and forth from boat on right to pier on left. It's harder to avoid him. In other respects this game is 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)

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