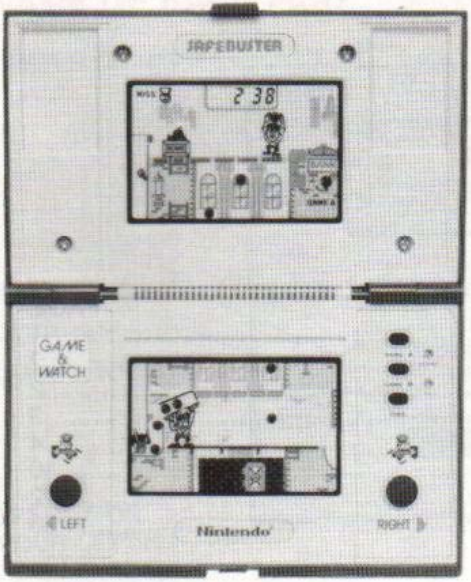


GAME & WATCH™ MULTI SCREEN

SAFEBUSTER™

(JB-63)

INSTRUCTION

Nintendo®

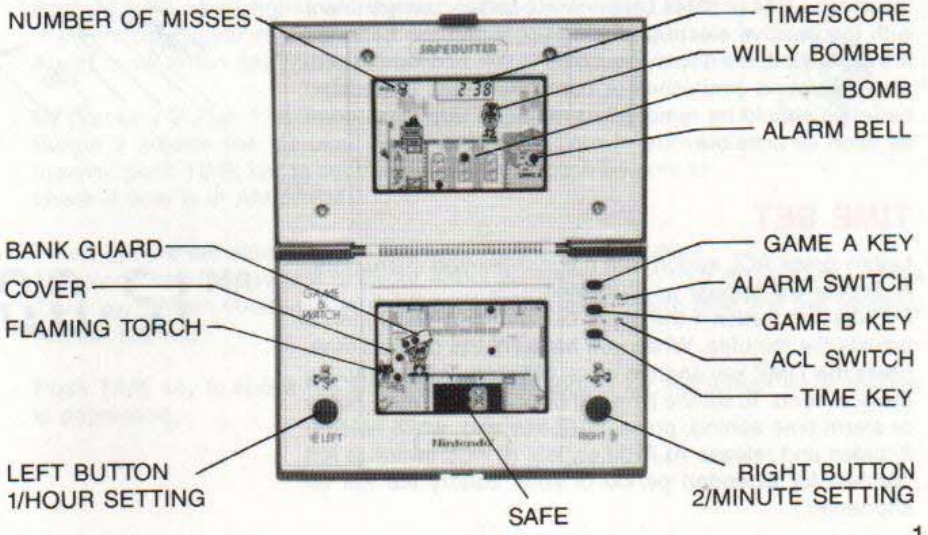
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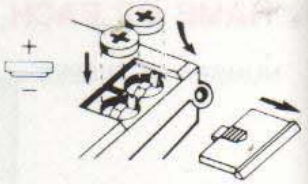
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NAME OF EACH PART



INSERTING THE BATTERIES



Insert two LR44 or SR44 batteries into battery compartment with the positive electrode facing up. When the batteries are exhausted, the display becomes vague and hard to see, and the sound diminishes or completely lost. Exhausted batteries should be removed or replaced with fresh ones as soon as possible.

TIME SET



Lightly press ACL switch with a sharp-pointed instrument. A display will appear as illustrated.
By pressing Button 1 the hours can be adjusted. Button 2 adjusts 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, press and release ALARM switch. (If ACL switch is left pressed for extended period of time, battery life will be shortened.)

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 be able to adjust the hours. Button 2 adjusts the minutes. After setting the time in above manner, push TIME key to set the alarm time. Please be sure to check if time is in AM or PM.

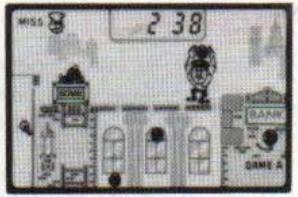
When the pre-set alarm time is reached, ALARM bell appears. The alarm bell flashes and rings for about 20 seconds. To turn off manually, press TIME key. (When GAME & WATCH is in game mode at alarm time, the bell appears without sound.)

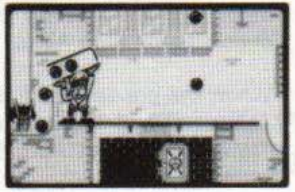
Push TIME key to check the alarm time. It will appear on the screen while the key is depressed.

HOW TO PLAY

•GAME STORY

Risking life and limb, the diligent bank guard is trying to protect the safe from the attacks of Wily Bomber.





•CONTROL BUTTON

*BUTTON 1 : Moves the bank guard to the left, and is used to set the hours.
*BUTTON 2 : Moves the bank guard to the right, and is used to set the minutes.

•THE BEGINNING OF THE GAME

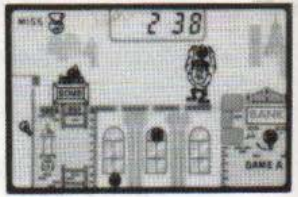
Press the GAME A or GAME B key. The record score for each game will be displayed while the key is being pressed. Release the key to start the game.
•Pressing the ACL switch or removing the batteries erases the record scores from memory.
•To play with the sound off, hold BUTTON 1 down while pressing the GAME key to start.

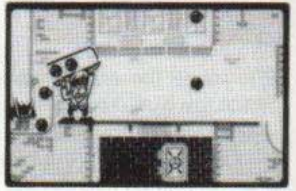
[GAME A]

The bomber is dropping bombs from the upper screen. Use the Control Button 1 and 2 to move the guard left and right so he can catch the bombs as they fall.
Since the guard can only hold three bombs at a time, though, he has to get rid of them in the left or right corner as they pile up. Throwing them in the left corner sets flaming torches flying from the blast. These will eventually stop by themselves. If you can get enough bombs into the left corner, the flaming torches will finally touch off the bomber's arsenal, blowing it up and finishing off the bomber. Do this and you'll get a bonus of 20 points.

[GAME B]

In this game, the bomb disposal corner on the left has a cover which stays open for five seconds and closes again for one second repeatedly. You cannot get rid of any bombs while the cover is closed. Even if you go to the left corner and wait, the cover will not open for you. You have to time the opening and closing of the cover exactly so you can get rid of the bombs.
The rest of the game is the same as for GAME A.





•POINTS

In both GAMES A and B, you score a point every time you catch a bomb.
The highest score that can be displayed is 999 points.

•MISSES

You score a penalty if you try to catch a fourth bomb when you are already holding three. Three penalties ends the game. The display automatically resumes time indication about four minutes after the game has ended.

•BONUS POINTS

When your score reaches 200 points, a fanfare sounds and any penalties displayed are cancelled.

•BASIC PROCEDURE

(UPPER)
The bomber drops bombs to blow open the safe.



(LOWER)
The guard shuffles to the right and left, skillfully catching the bombs as they're dropped.



(LEFT)

(RIGHT)

(LOWER)



Flaming torches fly when the guard throws the bombs to the left side.

(UPPER)
As the guard keeps throwing bombs to the left, more and more flaming torches fly up until they set off the arsenal in a big explosion.





(LOWER)
No torches appear when he throws the bombs to the right side.



(UPPER)
The bomber is sent flying by the explosion and you gain 20 bonus points.

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. Wipe any dust with a soft dry cloth.

7. Do not use volatile oils such as thinner or benzine and alcohol for wiping.

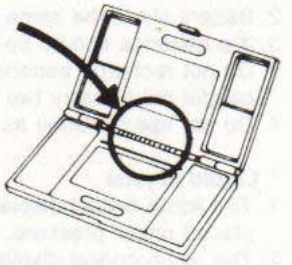
8. The liquid crystal may be difficult to look at depending upon the angle. The best angle at which to look is as illustrated in the figure.

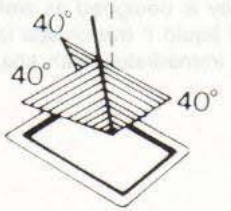
9. Avoid damaging the part in circle.

10. Do not force screen open beyond intended limit. (This body does not open full 180°.)

11. Screen angle is made for best viewing.

12. GAME & WATCH is a precision instrument. Do not attempt to take it apart.





BATTERIES AND LIQUID CRYSTAL

*** Batteries**

1. When batteries are removed from GAME & WATCH, be sure to keep them out of reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a batteries should be swallowed, call doctor immediately.
4. Do not recharge batteries or place them on metal or aluminum sheet. Be careful not to carry two or more batteries in the pocket.
5. Do not use batteries as toy. Use only as intended in GAME & WATCH.

*** Liquid crystal**

1. The liquid crystal display uses glass parts. It should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
2. The liquid crystal display is designed as well as possible to prevent shattering of glass and leaking of liquid if the crystal is broken. If however, liquid does contact the skin, wash immediately with soap and water.

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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