GAME & WATCH™

TABLE TOP



PEANUTS Characters: ©1950,1951,1952,1958,1965
United Feature Syndicate, Inc.

SNOOPY (SM-73)

INSTRUCTION

Nintendo®

http://www.replacementdocs.com

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NAME OF EACH PART AND OPERATION



1) Control Lever Snoopy moves LEFT or RIGHT, according to the direction lever is moved.

2) Hit Button Press, and Snoopy hits the musical notes with the hammer.

TIME SET

Push ACL switch lightly with a sharp-pointed instrument. Do not hold down. The display will appear as illustrated.
By moving Control Lever, you control the hours. Hit Button 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 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 moving Control Lever you will control the hours. Hit Button controls the minutes. After setting numbers in above manner, push TIME key to set the alarm time. Check the AM/PM setting of time.



When pre-set alarm time is reached, Charlie Brown rings the bell. He rings the bell for about one minute. To turn off manually, press TIME key. Charlie Brown rings the bell without sound during game play.

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

HOW TO PLAY

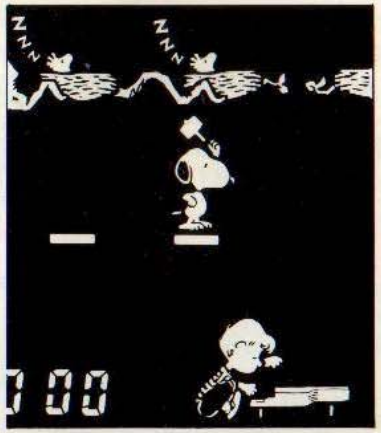
Schroeder is playing his piano. The notes fly through the air to where Woodstock is sleeping. Operate Snoopy LEFT and RIGHT to strike down the notes with his hammer, so Woodstock may sleep in peace.
GAME A : 3 lines of notes
GAME B : 4 lines of notes

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.
*To erase high score from memory, press ACL switch or remove batteries.
*A game is not interrupted even if TIME key or other game key is depressed during game play
*Game A is for beginners and average players. Game B is for the pros. In Game B, it requires more coordination, technique and timing.

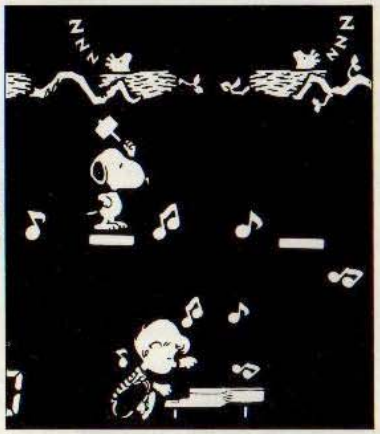
THE OPERATION OF CONTROL LEVER AND BUTTON

1



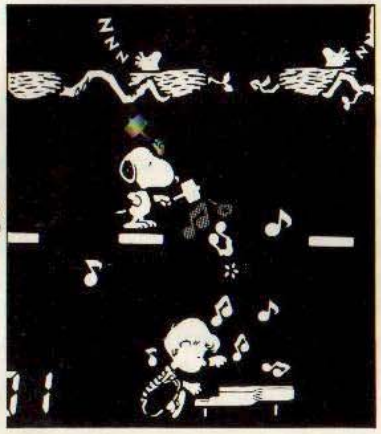
When the GAME START melody ends, Snoopy appears on the 2nd green platform from the left.

2



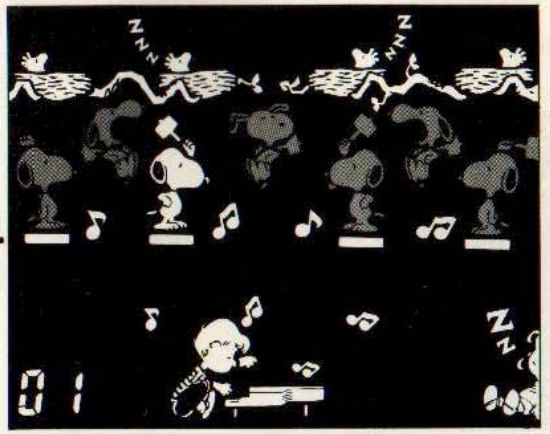
When Schroeder starts playing the piano, orange, green, and pink notes fly up to the sleeping Woodstock.

3



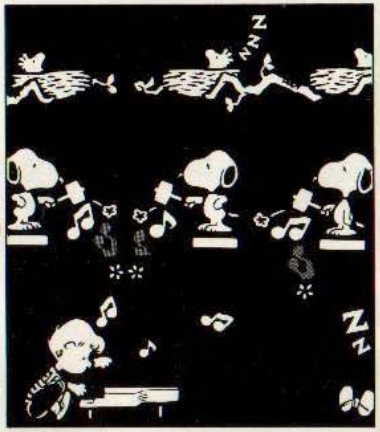
If the note hits Woodstock's nest, he wakes up. Make Snoopy knock down the notes so Woodstock can sleep.

4



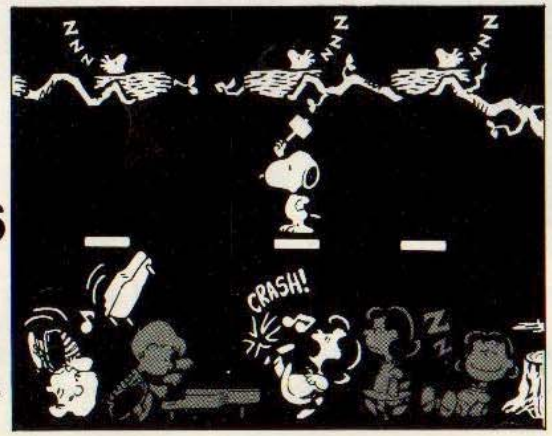
Move the Control Lever so that Snoopy jumps from one platform to another. (There are four platforms: Orange, Green, Blue and Pink.)

5



Snoopy can hit down a note only when he is standing on a platform of the same color. Press the Hit-Button as the note is along side Snoopy.

6

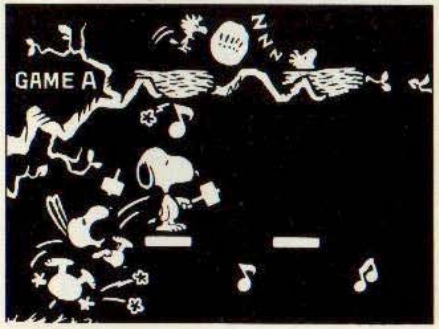


Lucy wakes up every 100 points, kicks Schroeder's piano, then goes to sleep again.

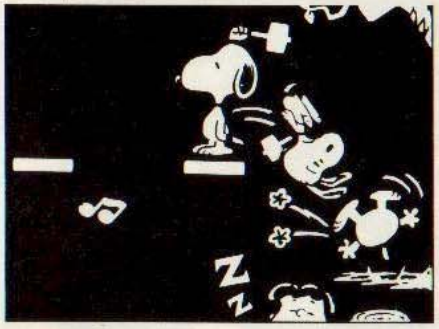
POINTS

1 point for each note knocked down.

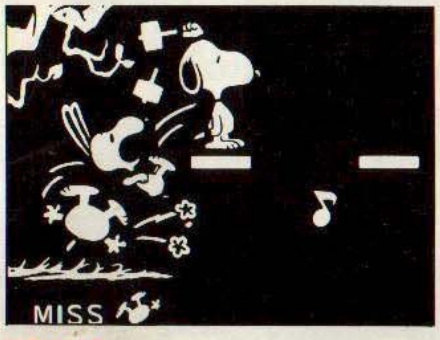
MISSES



When Snoopy goes too far left, he falls from the orange platform.



When Snoopy goes too far right, he falls from the pink platform.



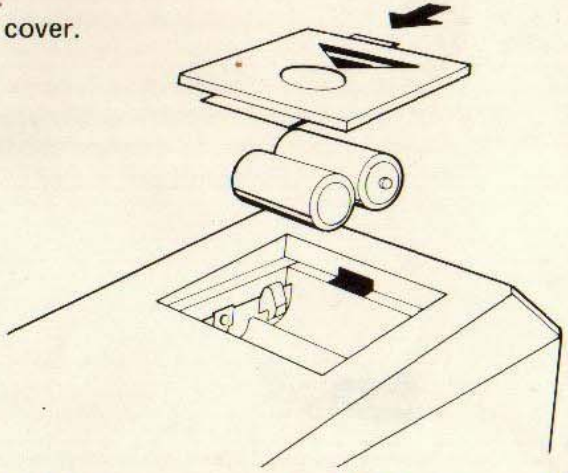
When Snoopy lets a note get by, he wakes up Woodstock and Snoopy falls off the platform.

BONUS

When 300 points are reached, a fanfare sounds and all misses are canceled. If there are no misses, the game goes into CHANCE TIME. The scoreboard flashes during CHANCE TIME, and all hits score 2 points. CHANCE TIME continues until a miss is recorded.

TO INSTALL BATTERIES

1. Slide off cover on bottom of game in direction of arrow.
2. Insert two "C" batteries, with + and − terminals as shown on diagram.
3. Replace cover.



* Two "C" batteries are required. (Batteries are sold separately.)
* When batteries are weak, screen becomes faint and hard to see, and sounds are weak or do not function. Replace batteries without delay. Leaving old batteries in game can cause damage.

CAUTIONS

1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. This unit is made of precise electronic components. Avoid storing or playing the unit in extreme temperatures. Avoid dropping unit.
3. The response speed may slow down or the lighting may fail at low temperatures. 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. Do not cover the upper side of the unit. Light is required to enter the unit from the upper side.
6. Do not place hand in the screen part of the game.
7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner or benzine and alcohol for wiping.

SPECIFICATIONS

Dimension:	132mm(W) x 182mm (H) x 235mm(D)
Battery:	Two "C" batteries (not included)
Life of the battery:	Approx. three years
Accuracy of the clock:	Average daily differential within ±3 secs. (under normal temperature)
Working temperature:	50°F ~ 104°F (10°C ~ 40°C)

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