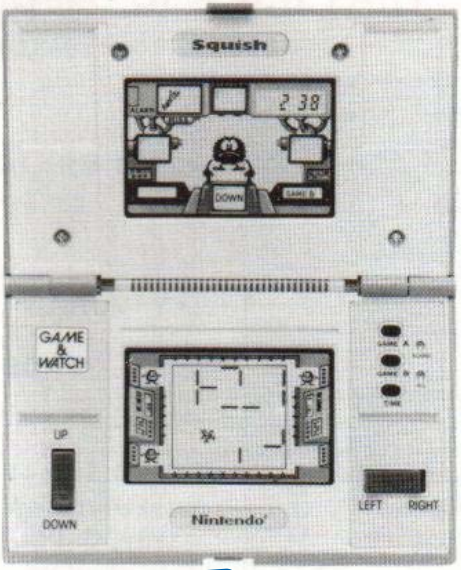


http://www.replacementdocs.com

GAME & WATCH™ MULTI SCREEN

Squish™

(MG-61)

INSTRUCTION

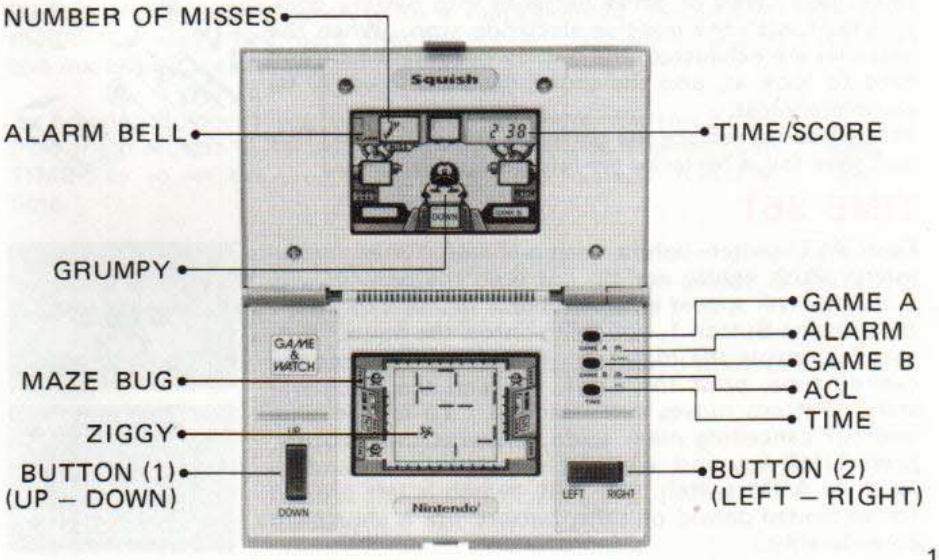
Nintendo®

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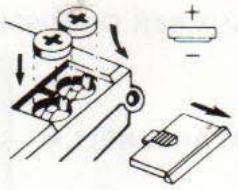
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NAME OF EACH PART



INSERTING THE BATTERIES

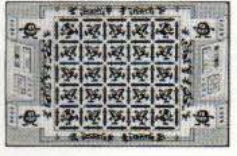
Insert two LR44 or SR44 batteries into battery compartment with the positive electrode atop. When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes lower or be completely lost.
In such cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)



TIME SET

Push ACL switch lightly with a sharp-pointed instrument. Push lightly and do not hold 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 key and the clock will start. Pattern moves every second. To set the time without cancelling 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 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 time.



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

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

HOW TO PLAY

ZIGGY the Mazeman is lost in the maze being controlled by GRUMPY. Game A is a man-to-man combat against GRUMPY. Try to stay alive as long as possible. Objective of Game B is to zap out the MAZE BUG in the 4 corners.

(TO START 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.

* 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 playing.
* Game A is for beginners and average players. Game B is for the pros. In Game B, it requires more coordination, technique and timing.

(GAME A)

GRUMPY moves the maze Up and Down, Left and Right from his upstair control room. In the attempt of squashing ZIGGY, GRUMPY gradually increases the speed of the maze movement. Watching the transition of the maze, control ZIGGY so that he will not get caught between the walls or the dead-end maze.

(At every 80 and 90 points as well as 180, 190, 280, 290, . . . points, a more complicated maze will start to appear.)

(GAME B)

In Game B, 4 MAZE BUGs are displayed in the corners. When all 4 of these MAZE BUGs are zapped out, Phase 1 is cleared. To zap out the MAZE BUG, bring ZIGGY along side the MAZE BUG and press the Left or Right side of Button 2 towards the side MAZE BUG is standing. After some time lapse, the knocked out MAZE BUG will start to blink and revive. Before this happens, zap out the 4 MAZE BUGs. As you clear each phase, the maze will start to move faster and also the MAZE BUG revival becomes quicker. (When the Timer becomes "0" in the middle of the game, the maze gets more complicated.)

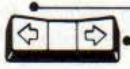
(Control Button)

1) BUTTON 1



- Press the top part and ZIGGY moves up.
- Press the bottom part and ZIGGY moves down.

2) BUTTON 2



- Press left side and ZIGGY moves left.
- Press right side and ZIGGY moves right.

Also used to zap out MAZE BUGs in Game B.

(POINTS)

* In Game A, at approximately every 1 second, 1 point is added.
* In Game B, whenever a phase is cleared, 10 points and Time Left are added. The faster a phase is cleared, the higher the points.
* In case of Timer, when the first phase is cleared, 20 points are earned and for each phase cleared thereafter, it will increase by 2 points up to maximum increase of 50 points.
* Maximum display score is 999 points.

(SCORE DISPLAY)

* In Game A, score is constantly displayed.
* In Game B, while game is in progress, it displays the time count-down and when a phase is cleared, missed or the game is finished, the points are displayed.

(MISSES)

* When squashed between the Maze and the walls, it becomes a miss.
* Game ends at 3 misses.
* When game is left for about 5 minutes after game ends, time display returns automatically.

(BONUS)

When score reaches 300 points, fanfare sounds and any misses made to that point are erased.

(GAME SOUNDS)

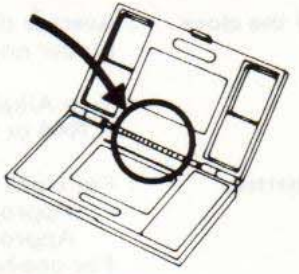
ZIGGY moving sound, Point sound, Miss sound and 300 points fanfare.

* In Time mode, there are no sounds.

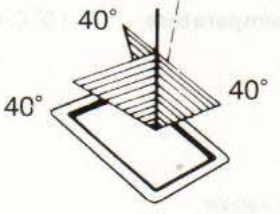
CAUTIONS

1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. As the unit is made of sensitive electronic components, avoid using or storing in extreme temperatures and applying strong 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 see.
5. Avoid pressing down too hard on the liquid crystal display as it will result to damaging it.
6. Wipe off dust with a soft dry cloth.
7. Do not use volatile oils such as thinner, benzine and alcohol for wiping.
8. The images on the liquid crystal display may be difficult to see from a certain angle. The best viewing angle is as illustrated.

9. Avoid damaging the part in circle.



10. Do not force open screen beyond intended limit. (This body does not open full 180°.)
11. Best viewing angle of screen.



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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