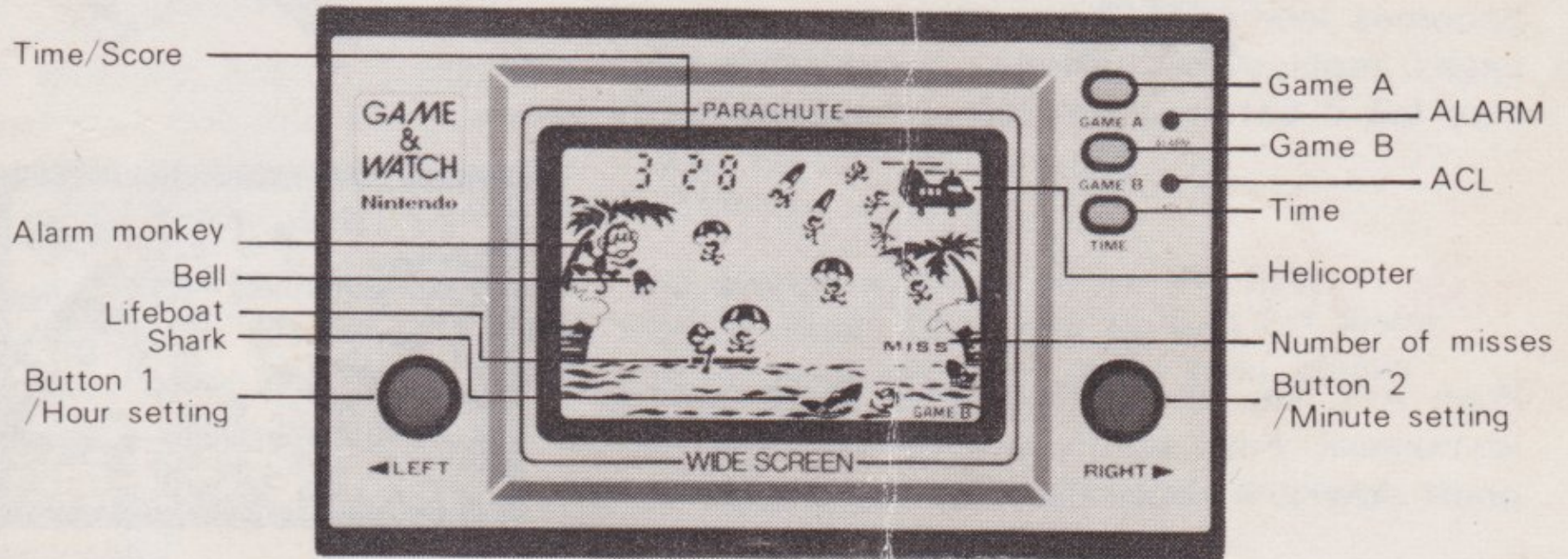


ELECTRONIC

PARACHUTE (PR-21)

GAME & WATCH

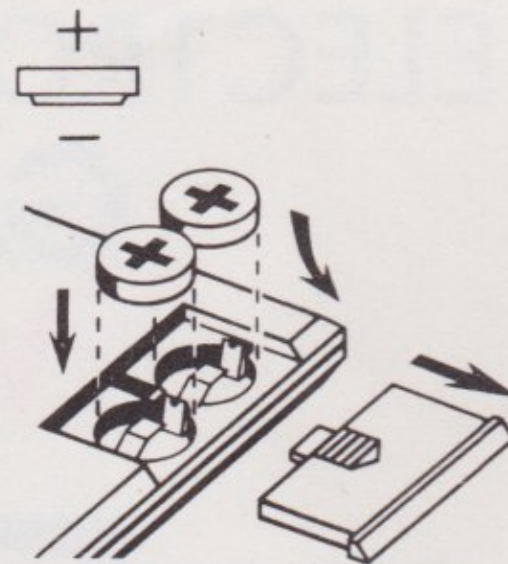
WIDE SCREEN



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, chimer 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, chimer swings a bell without sound.)

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

GAME A

Skydivers come parachuting down over shark-infested waters. Lifeboat tries to catch them.

1. Press GAME key A. Highest previous score will be displayed. Game A begins when key is released.
2. Try to catch skydivers. Move boat left or right by pressing corresponding control buttons.
3. One point is scored for each skydiver caught by lifeboat.
4. When a skydiver falls into the ocean he is attacked by sharks. Miss! Score one for sharks!
5. Number of misses are displayed on screen. Three misses 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.

- * Skydivers come down one at a time in beginning of game. Then come down two, three at a time, etc, as score increases. Up to 10 skydivers will be on screen at same time.
- * The descent speed also increases with score. With each 100 points, speed returns to normal, then increases again.
- * During game, sharks prowl the waters looking for prey.
- * 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.

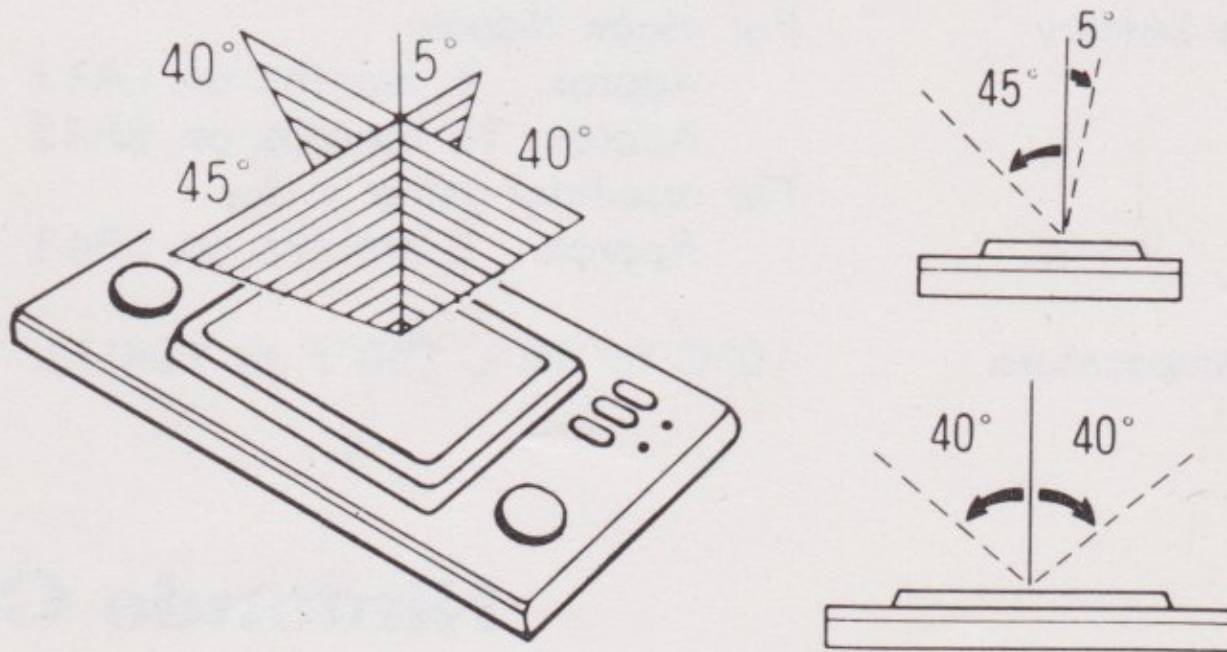
GAME B

Skydivers on the right side of screen sometimes get caught in trees. They swing back and forth, then fall. 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)

Nintendo Co.,Ltd.