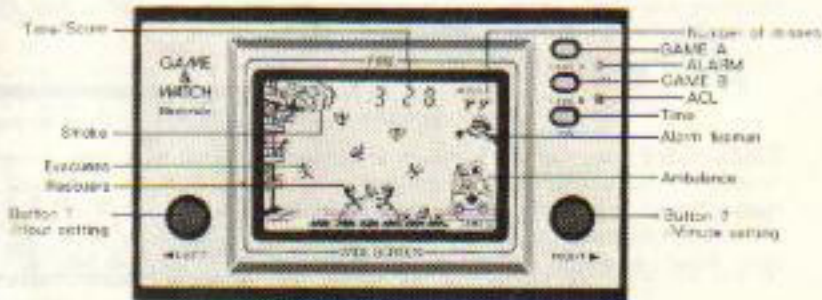


ELECTRONIC

FIRE (FR-27)

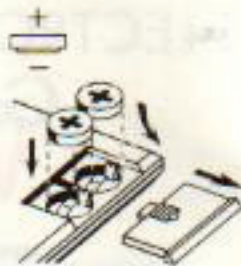
GAME & WATCH WIDE SCREEN



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, freeman 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, freman swings a bell without sound.)

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



GAME A

In this game, player controls rescuers to receive evacuees leaping down from a high building in fire on the life net and to carry them into an ambulance.

1. Press the button for Game A. While it is depressed, the highest score previously achieved is displayed. When it is released, the game will automatically start. (The highest score will disappear if the ACL switch is pressed or if the batteries are detached.)
2. With the right and left buttons, player moves rescuers to right or left to receive evacuee jumping down out of the high veranda. The evacuee jumps up from the life net and falls down a little rightwards. Player must move the rescuers rightwards to well receive the evacuee again.
3. The evacuee bounds up over the life net and then jumps into an ambulance. One point is scored for every evacuee rescuers receive.
4. When player fails in receiving, the evacuee falls to the ground, meaning a miss.
5. An angel will appear in the upper right corner of the screen at each miss. With three misses (three angel marks on the screen), the game is over.

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.

- * In the beginning of the game, evacuees come down one by one. Then come down two, three, etc, as score increases. (Up to 9 evacuees will be on screen at same time.)
- * The descent speed of evacuees also increases with score. With each 100 points, the number of evacuee and descent speed return to normal, then start increasing again.
- * The maximum score indicated is 999 points.
- * If the units is left as it is after the game is over, the time display appears in about five minutes.

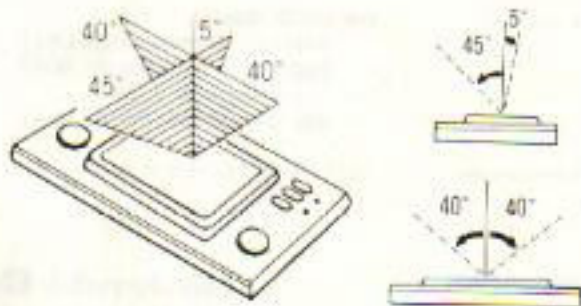
GAME B

In this game, evacuees sometimes jump down from third floor as well fourth. In all other respects, Game B 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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