

ELECTRONIC

FIRE ATTACK (ID-29)

GAME & WATCH

WIDE SCREEN



INSERTING THE BATTERIES

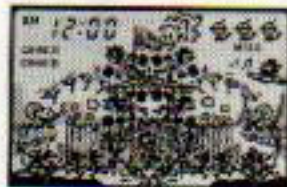
Insert two LR43 or SR43 batteries into battery compartment with the positive electrode atop.

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. To set time without canceling highest score or alarm time setting, press TIME key and, while holding it in, press and release ALARM switch.



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.

When pre-set alarm time arrives, bugler sounds alarm. Alarm continues sounding for about 1 minute. To turn off, press TIME key. (When alarm time arrives during game playing, alarm bugler appears, but no sound.)

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



GAME A

In the days of the pioneers, a fort is under attack. Attackers come armed with torches and attempt to set fire to the fort. Operate the lone soldier to defend the fort.

1. Press GAME key A. Highest previous score will be displayed. Game A begins when key is released. (Pressing ACL switch or removing batteries erases high score from memory.)
2. By using the four buttons, control the hammer-swinging soldier to knock torches and attackers down.
 - Press the button 1 and soldier moves left and up.
 - Press the button 2 and soldier moves right and up.
 - Press the button 3 and soldier moves left and down.
 - Press the button 4 and soldier moves right and down.
 - Press the each button twice and soldier hits with hammer.
3. Score 2 points for every torch or attacker knocked down.
4. In Game A, attackers come in from 3 directions. When MISS is made, attackers change positions and come in from different directions.
5. When soldier swings hammer and misses, the fort and his pants catch on fire. And 1 MISS is registered. 3 MISSES and game ends.

6. When player reaches a bonus score (successive units of 200 or 500), any miss marks indicated at the time are erased with a fanfare and game continues. If no misses are registered at the time, game goes into "CHANCE TIME" for 30 to 50 seconds, during which each HIT is given 5 points.
 - * As game progresses, attackers come with increasing speed, then revert to normal speed every 100 points. As score increases, attackers and torches come in increasing numbers.
 - * Highest possible score is 9,999 points. Any score over 9,999 points is reset to 0, and game starts again.
 - * Five minutes after game ends, time display appears automatically.
 - * A game is not interrupted even if TIME key or other game key is pressed during game playing.

GAME B

In Game B, attackers come from 4 directions. Attacking speed is faster than in Game A. The rest is the same as Game A.

(Game Sound)

Torch and attackers movements / Hit / Miss / Game over
There are no sounds when time display is on.

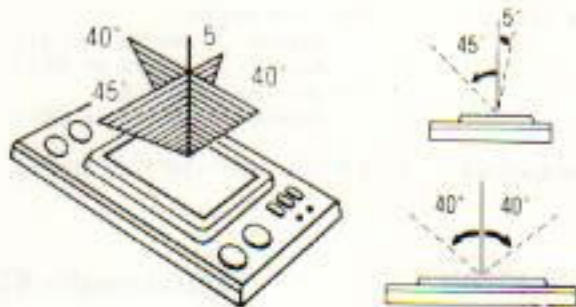
CAUTIONS

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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