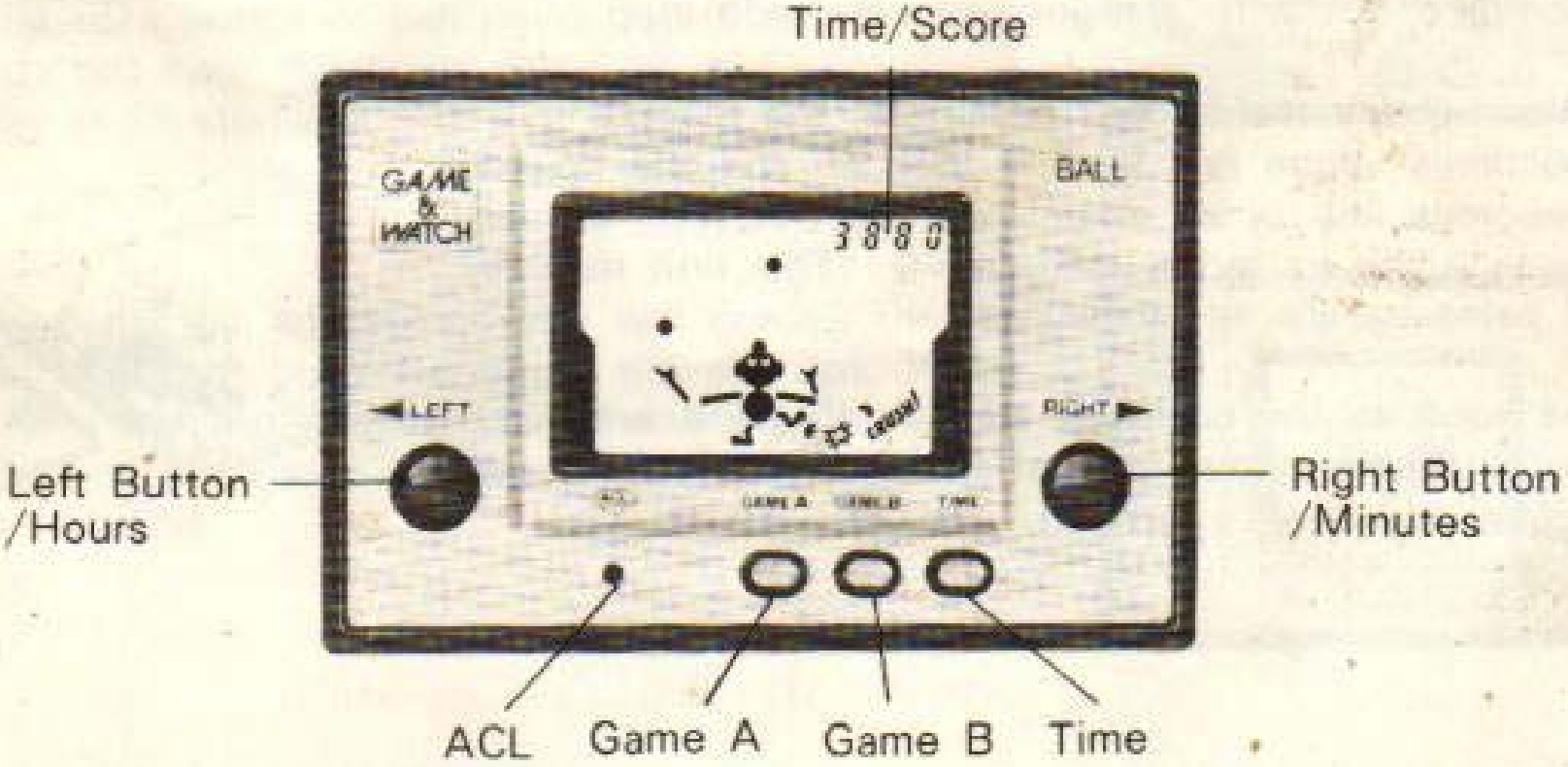
ELECTRONIC

BALL (AC-01)

GAME & WATCH



INSERTING THE BATTERIES

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



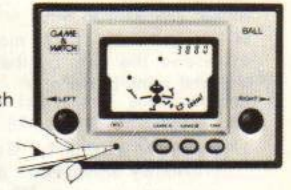
When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes low or be completely lost. In such a cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)



As soon as the batteries are set, the unit will automatically show the pattern illustrated in the right figure.

TIME SET

Lightly touch the opening under the ACL arrow with the tip of a pencil or ball point pen. Press lightly and do not hold the point down. A display will appear as illustrated.



By pressing the left button you will control the hours. The right button controls the minutes. When you have set the desired time, press the Time button and the clock will start. The balls move every second.



GAME A

In this game, two balls move in the air. To proceed the game, it is necessary to receive the balls by the skillful control of the doll's hands, using both the left and right buttons.

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. Control the hands using both left and right buttons so that the balls will not be dropped.
3. Each time a ball is received, one point is added. The speed of the ball will become faster gradually.
4. If you fail to receive the ball, the ball will be cracked. This is the end of the game.

If the unit is left as it is after the game is over, the time display will appear in about five minutes.

Though the speed of the ball increases gradually, it will slow down temporarily every 100 points. If the speed of the ball becomes faster than a certain degree (such as 280 points or more on the Game A or 2800 points or more on the Game B), the balls will overlap with each other under a high ambient temperature. Thus, the balls may appear to be overlapped.

The maximum score to be displayed is 9,999 in the case of Game A or 9,990 for Game B.

GAME B

In this game, three balls move in the air. Every time a ball is received, 10 points are added. In all other respects, Game B is the same as Game A.

CAUTIONS

1. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.

2. 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.

3. 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.)

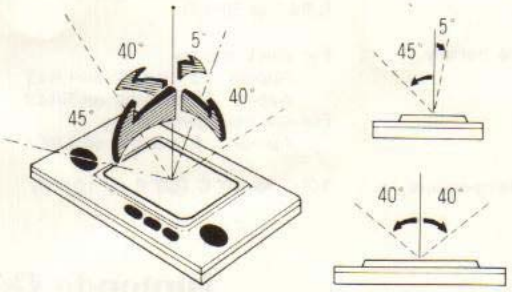
4. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.

5. Do not put the unit in the pocket at the back of trousers. The display may be damaged when you take a seat.

6. Wipe any dust with a soft dry cloth.

7. Do not use volatile oils such as thinner or benzine and alcohol for wiping.

8. 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.