
GAME & WATCH
CRYSTAL SCREEN™
BF-803
BALLOON FIGHT™
Nintendo®

CONTENTS

OBJECT OF THE GAME/GAME DESCRIPTION 1
NAME OF EACH PART 2
INSERTING THE BATTERY 3
TIME SET 4
ALARM SET 5
APPEARING CHARACTERS 6
HOW TO PLAY . . . . . 7 ~ 15
TECHNIQUES 15
PRECAUTIONS 16
BATTERY AND LIQUID CRYSTAL 17
SPECIFICATIONS

SUMMARY OF THE GAME

As the display of the Game & Watch "Crystal Screen" is transparent, you will be able to enjoy playing with your favorite color background. Light colors are recommended.



OBJECT OF THE GAME/GAME DESCRIPTION

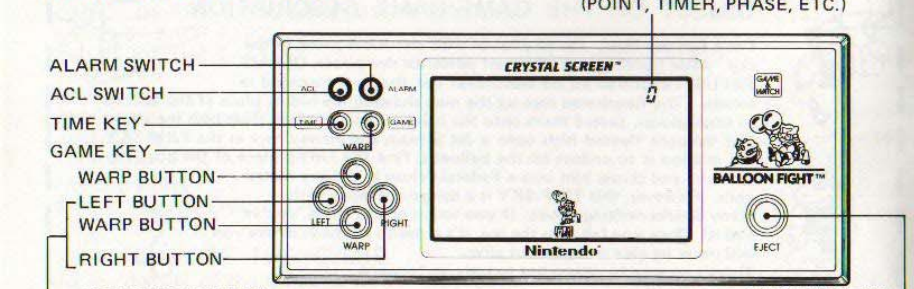


I'm a Balloon Man, the Sky Patrol who maintains peace in the sky. After battling with the most powerful sky pirate, OIRAM REPUS, I captured all his henchmen but the boss managed to escape. The henchmen tore up the map showing the hiding place of the boss into small pieces, pasted them onto the balloons and let them float into the air. The balloons floated high onto a Jet Stream and arrived here at the TRIP-SKY. My mission is to collect all the balloons, find the hiding place of the boss, capture him and throw him into a Federal Prison in the sky metropolis. However, this TRIP-SKY is a dangerous place with many Sparks drifting about. If you touch one of them, you've had it! Once you fall into the sea, it's a devil's stomach where you will never be able to come out alive.
There's no way to return but to only go forward.

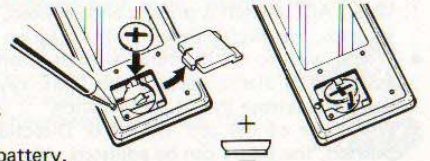




NAME OF EACH PART



INSERTING THE BATTERY (REPLACEMENT OF BATTERY)



1. Remove the battery cover from the back of the unit pressing down on the lid with a pointed object and sliding it off in the direction shown.
2. Install the battery with the + side facing up.
3. Close the lid in reverse procedure of 1.

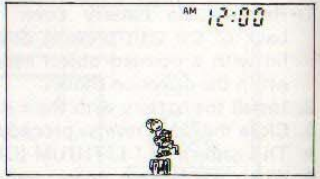
- This game uses 1 LITHIUM (CR-2025 3V) battery.
- When the battery power weakens, the character display becomes vague and sound becomes low or completely diminished. In such cases, immediately replace the battery. (If exhausted battery is left in the unit, it may result to damaging the game.)

4. When ACL switch is pressed lightly with a pointed object, few seconds later AM 12:00 will be displayed.

- Carefully read the instruction on the battery package.

TIME SET

1. When ACL switch is pressed and released, after 2 or 3 seconds, the display shown in the diagram will appear.
- If you wish to set the time without erasing the highest score or alarm, keeping the TIME key depressed, press and release the ALARM switch.
2. When one of the ⁘ WARP or Direction button is pressed, the hours can be adjusted. (Be sure to check AM and PM)
3. When EJECT button is pressed, minutes can be adjusted.
4. By adjusting in accordance with above method and then pressing the TIME key, the clock will start. Pattern display moves every second.



NOTE: ACL switch should not be depressed for an extended time of period as it will result in high battery consumption.

ALARM SET

1. Push ALARM switch lightly with a pointed instrument. Alarm Sparky should appear. If he does not appear, push again. Alarm is set when he is on the screen.
2. When one of the ⁘ WARP or Direction button is pushed, hours can be adjusted. **Note:** Be sure to check AM & PM.
3. When EJECT button is pressed, minutes can be adjusted.
4. When TIME key is pressed after above steps have been completed, the Alarm is set and ready.
5. At the Alarm time, Sparky appears and pours shower from the cloud. Alarm sound continues on for about 20 seconds. To turn off alarm, push the TIME key.
   Note: When in the middle of a game at alarm time, Sparky will appear and pours shower but there will be no sounds.
6. To check Alarm time, press TIME key. Alarm time appears only while the TIME key is depressed.





APPEARING CHARACTERS



BALLOON MAN : Sky Patrol belonging to the Federal Police Department of the Sky Metropolis.



OIRAM REPUS : The Boss of the Sky Pirate.



BALLOONS : Drifting in the sky with the torn pieces of the hideout map attached.



SPARKS : Very dangerous object drifting in the sky.

HOW TO PLAY

CONTROL BUTTONS



DIRECTION BUTTON : Left or Right
These two buttons are used to make Balloon Man go to the right or left.



WARP BUTTON : When one of these buttons is pressed when the Balloon Man is on the Blinking Floor, it will warp to a Bonus phase.

EJECT BUTTON : When this button is pressed the Balloon Man's jet is ignited.

STARTING OF GAME

*When Game Key is pressed, the Top score is displayed and when released "P-01" is displayed, Balloon Man appears and the game starts.

*The screen scrolls from left to right and the balloon starts to move. By controlling the Balloon Man skillfully with the Eject button and the Left & Right buttons, make him go forward collecting all the balloons.

*If you can collect more than 25 balloons, you will be able to proceed to the next phase. The blinking floor that appears between the phases is the warp zone to the bonus phase. By hopping onto this floor and pressing the warp button, you can warp to the Bonus phase. At this time, the total points earned from the beginning will be displayed.



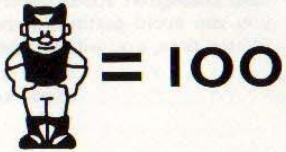
*If you continue to fly without warping into the Bonus phase, the next phase will automatically appear.

*Bonus phase is a Timer phase. In a Bonus phase, the screen does not scroll. You have to try to collect as many balloon as possible within a limited time.
If missed or time limit runs out, it returns to normal game mode.

*Boss phase that appears at every 8 phases is also a Timer game. If you can avoid getting hit by the Spark which Boss throws for a limited time, you will be able to capture the Boss.



* In the game mode, the sub-points are displayed and when the balloons are collected, the points will be added. If any misses are made, 100 points are automatically deducted. If you have over 100 points before deduction, a Balloon Man is revived and game can be continued. Otherwise the game will end.
* Bonus phase. Even if you miss in the Boss phase, the sub-points will not be deducted. It will return to the game mode and the game can be continued.
* When the game ends, the final phase number and the total score will be alternately displayed.



HOW TO CONTROL THE BALLOON MAN

* When the Eject button is pressed, the Balloon Man's jet is ignited. When the jet is ignited consecutively, the Balloon Man rises. By pressing the Eject button at the right timing, you can make the Balloon Man hover in mid-air.
* By pressing the Left or the Right button, you can make him go to the left or right.





HOW TO CATCH THE BALLOON



*By bringing the Balloon Man along side the balloon and pressing the Right or Left button, you will be able to catch the balloon.



Note: You will not be able to catch the balloons that appear on both ends of the screen.

MISSES



*When the Balloon Man hits against the Sparks or falls into the sea, it becomes a miss.



BE WARE OF THE SPARKS

*In the game mode, even if you get near the Spark it will not become a miss but if you fly into it, it becomes a miss. (You cannot fly through the Spark).
In the Bonus and Boss phase, skillfully avoid hitting against the oncoming Sparks.

POINTS

*For each balloon collected, one point is added. When the balloons are consecutively collected, the points will be added accordingly. Also, when the Boss phase is cleared, points are added.

CONSECUTIVE CATCHES

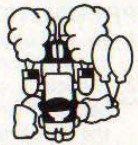
*When all the balloons are collected consecutively without letting any balloon go by, for each balloon caught:

Consecutively – 20 – 39 balloons 2 points each
– 40 – 59 balloons 3 points each
– Over 60 balloons 4 points each

However, even if one is missed, during the consecutive catching, at that time, the points will return to one point for each balloon caught.

*Points are added to both the sub-points as well as to the Total score but when a miss is made in the game phase, only the sub-point is deducted.

HOW TO START FROM HIGHER SKILL LEVEL



*If the game is started while pressing down on the Eject button, then pressing and releasing the Game Key, it can be started from phase 17.



ADVANCED TECHNIQUE

*Hovering: By repeatedly pressing the Eject button just as the jet exhaust smoke disappears, you can keep the Balloon Man hovering.

*Dive : Normally, Balloon Man looses altitude at a set speed but if you wish to make him come down fast, press the lower Warp button. However, be careful not to make him dive to quickly as he may fall into the sea.

PRECAUTIONS

1. As the unit is made of precise electronic components, avoid the use and storage at an extremely hot or cold temperature or applying strong shocks.
2. Especially at low temperature, the response speed may slow down or the display will become hard to see. 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 battery 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.)
4. Be careful not to press down hard on the liquid crystal display as it may result to malfunctioning.
5. The liquid crystal display will be hard to see depending on the viewing angle.
6. Wipe away dust with a soft dry cloth.
7. Do not use volatile cleaners such as thinner, benzene or alcohol for wiping.

BATTERY AND LIQUID CRYSTAL

*** Battery**

1. When battery is removed from GAME & WATCH, be sure to keep it out of reach of children.
2. If a battery should be swallowed, call doctor immediately.
3. Do not recharge battery or place it on metal or aluminum sheet. Be careful not to carry two or more batteries in the pocket.
4. Do not use battery as toy. Use only as intended in GAME & WATCH.

*** Liquid crystal**

1. The liquid crystal display uses glass parts. It should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
2. The liquid crystal display is designed as best as possible to prevent glass from shattering and liquid leaking if the display is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

SPECIFICATIONS

* Accuracy	: Average daily differential within ±3 secs. (Under normal temperature)
* Time Display	: Hours & Minutes (12 hours display)
* Alarm	: Adjusted to sound every 1 minute.
* Power Supply	: One Lithium (CR-2025 3V) Battery
* Battery Consumption	: 0.0002W
* Battery Life	: For clock display: Approx. 9 months For one hour play a day: Approx. 6 months
* Working Temperature	: 10°C to 40°C (50°F to 104°F)

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