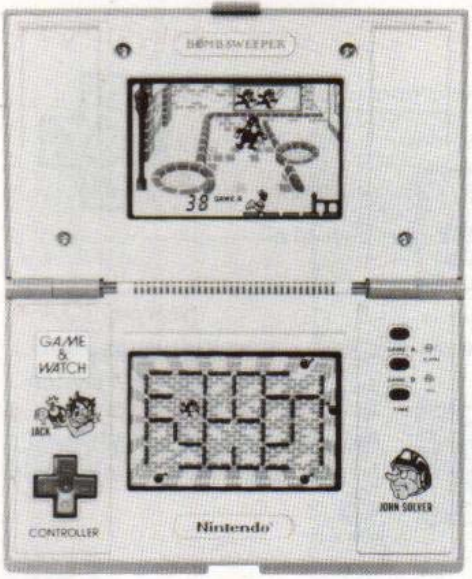


GAME & WATCH™ MULTI SCREEN

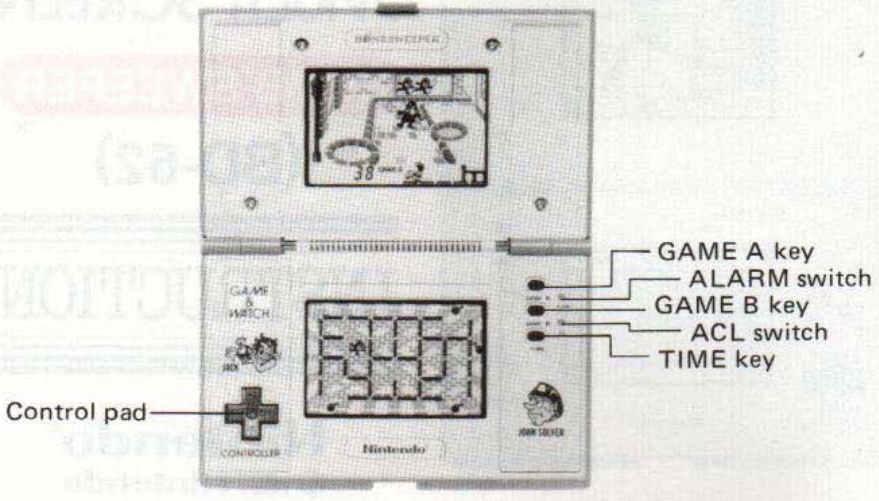
BOMB SWEEPER™

(BD-62)

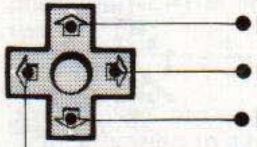
INSTRUCTION

Nintendo®
© 1987 Nintendo

PARTS NAMES



• Control pad



• ACL switch

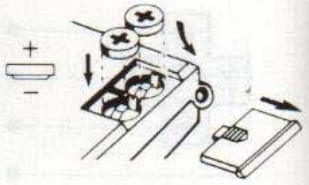
Lightly push this switch with a sharp-pointed object when setting the time.

• ALARM switch

Lightly push this switch with a sharp-pointed object when changing the alarm time or setting or cancelling the alarm.

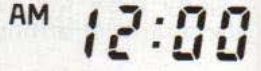
INSERTING THE BATTERIES

Insert two LR44 or SR44 batteries into the battery compartment with the positive electrode at the top. When the batteries are exhausted, the display becomes hazy and difficult to read, and the sound drops or completely fades away.
In such cases, replace the batteries immediateiy as it may result to damaging the unit.



HOW TO SET THE TIME

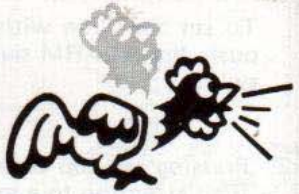
1. Push the ACL switch lightly with a sharp-pointed object. 2 or 3 seconds after you take the object away, the diagram shown on the right side will appear. The high score will be deleted, and the alarm setting will be cancelled.



To set the time without deleting the high score and the alarm time, push the ALARM switch while pressing the TIME key and release the switch.

2. Pressing the top or left part of the control pad advances the hour setting. (Pay attention to a.m. and p.m.)
3. Pressing the bottom or right part of the control pad advances the minute setting.
4. When you have input the desired time following the above steps, press the TIME key and the clock will start. The time can be set even more accurately when you match it to the time on the telephone and press the TIME key. The character moves every second. (The battery life is shortened considerably if the ACL switch is left pressed for a long time.)

HOW TO SET THE ALARM



1. Push the ALARM switch lightly with a sharp-pointed object. If a chicken is not displayed, then press the ALARM switch again. The chicken will be displayed.
   (The alarm does not sound when the chicken is not displayed.)
2. Pressing the top or left part of the control pad advances the hour setting. (Pay attention to a.m. and p.m.)
3. Pressing the bottom or right part of the control pad advances the minute setting.
4. Press the TIME key after inputting the alarm time following the above steps. This sets the alarm.
5. The chicken informs you of the time when the alarm time has been reached. The alarm sounds for about 20 seconds. To turn off the alarm, press the TIME key.
   (The chicken just shakes its head and the alarm does not sound, when the alarm time has been reached during a game.)
6. To check the alarm time, press the TIME key. It is displayed only while the key is pressed.

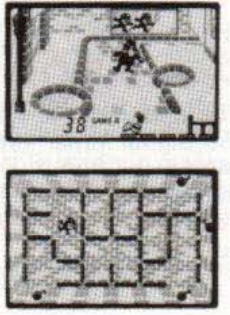
GAME STORY

Dynamite Jack is running around town underground and planting bombs wherever he goes. But the Policeman and John Solver won't let him get away with that. Go get those bombs!

Dynamite Jack
Policeman
John Solver
(Bomb Sweeper)

SCREENS

The upper screen shows aboveground, and the lower screen shows underground. In the aboveground screen, Dynamite Jack jumps into a manhole with a bomb. What you have to do is outrival the dithering policeman and chase Dynamite Jack. Once you've retrieved the bomb underground you can go back to aboveground.



THE BEGINNING OF THE GAME

Press the GAME A or B key. The high score will be displayed while the key is pressed. When the key is releaced, the game starts.

- Pressing the ACL switch or removing the batteries deletes the high score from memory.
- You can play the game with the sound off if you press the GAME key while pressing the bottom of the control pad and start the game.

DETAILS OF THE GAME

The underground screen is in the form of a maze. Retrieve the bomb before the digital timer returns to 0. If the timer returns to 0 before you've retrieved the bomb, this results in a penalty. You can go forward by pushing the wall even in places where it looks as if you can't go forward. However, you can't push a wall forward if there is another wall ahead. You can't pull walls!

- The timer is at the digital display.



GAME A

In the first game sequence you have 10 displays. Push the walls to get out of the exits where the bomb is as fast as possible. When the 10-display sequence is over, the left-hand wall starts moving from left to right across the underground screen. Here too, move from right to left pushing out a path in the wall. As you push your way through this advancing wall, the remaining distant is displayed in the digital display above. When this readout reaches 0, retrieve the bomb displayed in the aboveground screen to clear the round. A fanfare will sound and bonus points will be added to your score.

- In Game A, the same mazes appear in each game.
- Sometimes there are several bombs in each maze. Retrieve one of them.

GAME B

Retrieve the bomb while pushing the walls. Retrieve one of the two bombs displayed in each display. You clear a round when you have completed the 15 displays, and bonus points are added.

- In Game B, different mazes appear each time you play.

POINTS

In both Games A and B, the remaining time on the timer once you've cleared the maze is added to your score as extra points. You also get a further 100 points for each round you've cleared. The highest score that can be displayed is 9999.

PENALTIES

The bomb explodes when the timer has returned to 0. This is a penalty. At the final display in Game A where the wall moves to right, you will be squashed if you become trapped between the left and right walls. This is also a penalty. The game ends with the 3rd penalty. The readout automatically displays the time after about 4 minutes you have finished playing the game.

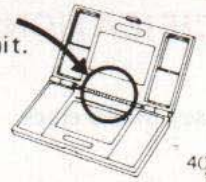
HINTS

In Game A, the further you advance in the game several bombs will appear in the displays. However, you can retrieve only one of the bombs. Find that bomb first !

CAUTIONS

1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. As the unit is made of sensitive electronic components, avoid using or storing in extreme temperatures and applying strong 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 see.
5. Avoid pressing down too hard on the liquid crystal display as it will result to damaging it.
6. Wipe off dust with a soft dry cloth.
7. Do not use volatile oils such as thinner, benzine and alcohol for wiping.
8. The images on the liquid crystal display may be difficult to see from a certain angle. The best viewing angle is as illustrated.

9. Avoid damaging the part in circle.
10. Do not force screen open beyond intended limit. (This body does not open full 180°.)
11. Screen angle is made for best viewing.
12. Game & Watch is a precision instrument. Do not attempt to take it apart.



Batteries and Liquid Crystal

Batteries

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

Liquid crystal

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

SPECIFICATIONS

Accuracy of the clock : Average daily differential within ±3 secs. (under normal temperature)

Battery : Two Alkali-Manganese batteries (LR44 or SR44)

Life of the battery : For clock display
Approx. 6 months on LR44
Approx. 12 months on SR44
For one-hour-game a day
Approx. 6 months on LR44

Working temperature : 10°C to 40°C (50°F to 104°F)

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