Nintendo

GAME BOY®

Super GAME BOY GAME PAK

DMG-AGAE-USA

GAME & WATCH GALLERY™*

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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Thank you for selecting the Game & Watch Gallery™* Game Pak for the Nintendo® Game Boy® system.
Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game.
Save this booklet for future reference.

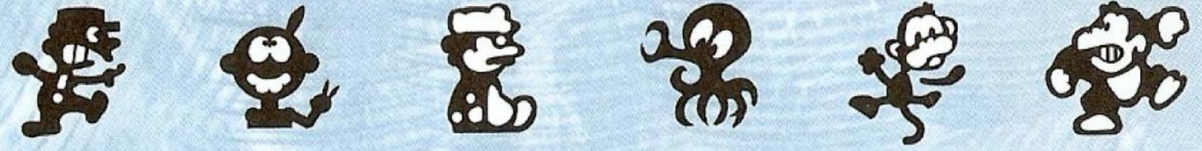
KIDS TO ADULTS
CONTENT RATED BY ESRB

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or comments about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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This Game Pak has a battery back-up function to record the progress of the game.

CAUTION: Do not rapidly turn the power switch on and off, as this may shorten the life of the batteries amd cause a battery backed-up Game Pak to lose your stored information.

Game & Watch Gallery is a re-creation of classic Nintendo games and has no timekeeping function.

What is Game & Watch?

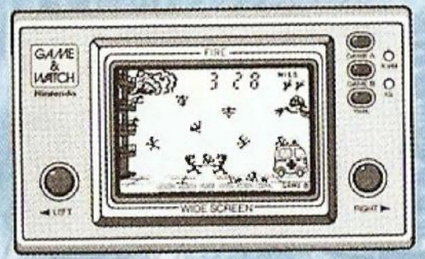
Originally released in the early 1980's, the "Game & Watch" line marked Nintendo's entry into the portable video game market. Featuring liquid crystal displays, and a handy size small enough to fit in a pocket, they quickly became a hit everywhere for gamers on the go. "Ball," released in 1980 was the first of many released by Nintendo.



MANHOLE

Keep up with the moving pedestrians and do not allow them to fall through an empty manhole cover!

Released in 1980 and 1983.



FIRE

Oh no, the building is on fire!
When the people jump, can you safely help them to the ambulance?

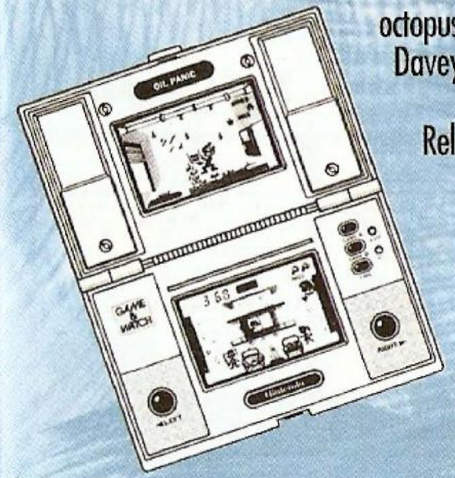
Released in 1980 and 1981.

OCTOPUS

Dive among the tentacles of a giant octopus to retrieve treasures stowed in Davey Jones' locker!

Released in 1981.





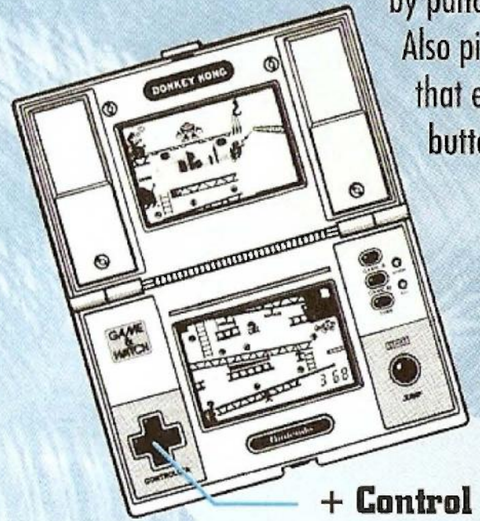
OIL PANIC

The pipes are leaking! Catch the dripping oil and find a way out of this crisis.

Released in 1982.

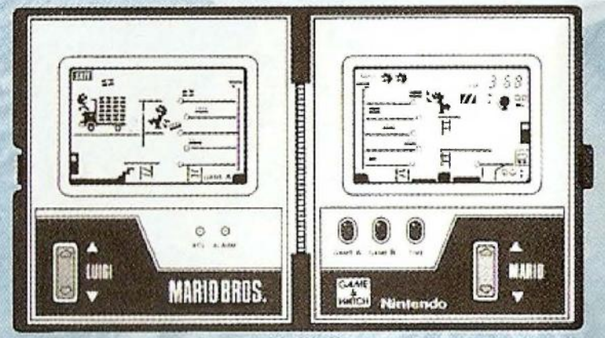
A Portable Evolution Takes Place

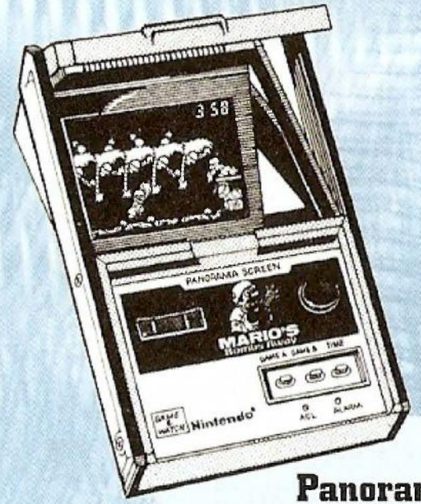
As the library of Game & Watch games grew larger, Nintendo continued its exploration into many different types of liquid crystal displays and game control systems. Milestones were made as the wide and multi-screen displays came into use. These were followed by panoramic, color and even table top Game & Watch models! Also pioneered during this time were game control systems that evolved into the now familiar + Control Pad and button configuration.



+ Control Pad

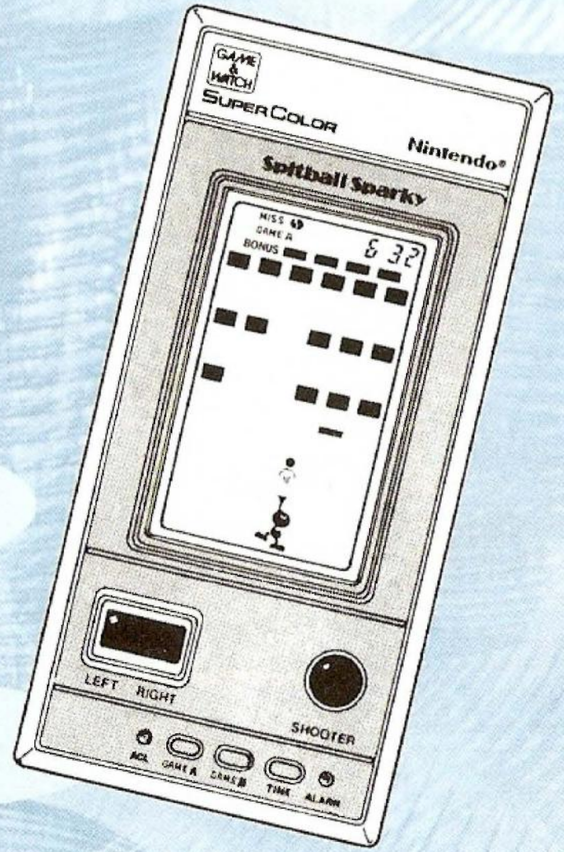
Multi-Screen



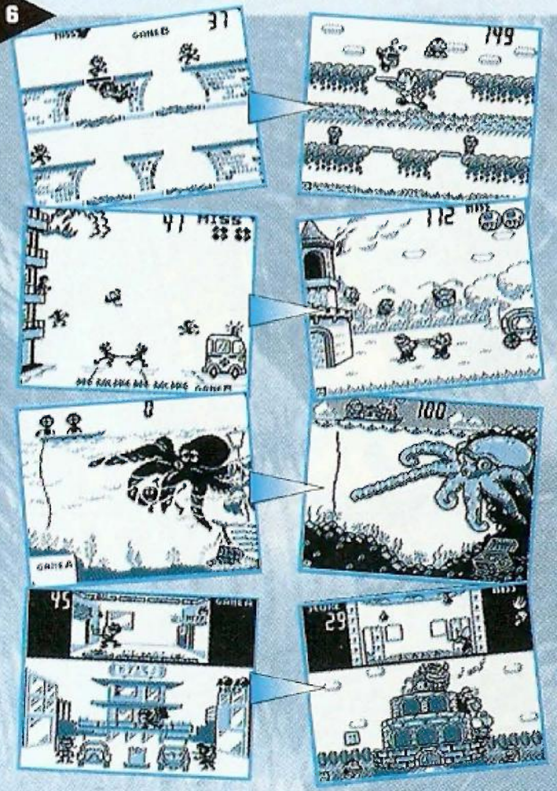


Panoramic

Color LCD



Welcome to the Gallery!



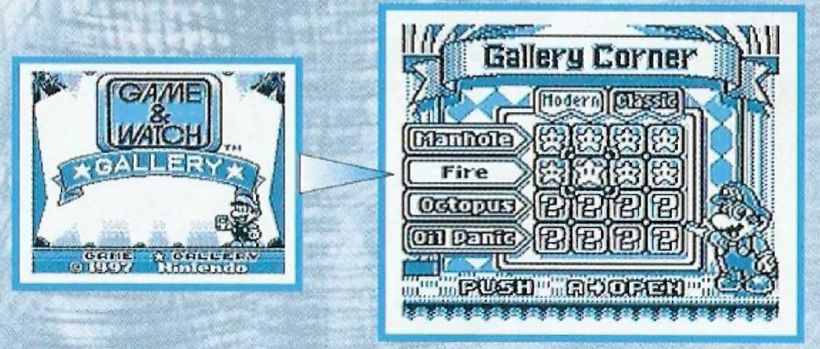
We return now for the revival of four great Game & Watch masterpieces!

Not content to just give you faithful renditions of the original games in the Classic mode, we have included updated versions in the exciting new Modern mode. This mode combines the simple movements of the original basic game with new graphics featuring all your favorite characters. Whether you are aiming for the high score or just passing time, stop into the Game & Watch Gallery for some good old fun!

Whether or not you ever had a chance to enjoy the originals, we hope you thoroughly enjoy your stay.

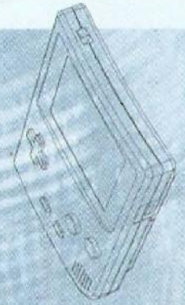
What is the Gallery Corner?

Earn more than a certain number of points in each game and you will be treated to the Gallery Corner. The exhibition you see will appear each time you go to the Gallery Corner. You can access the Gallery Corner from the Title Screen. However, this option won't be available until you earn enough points.



Read the "hints" carefully and try to see all the displays!

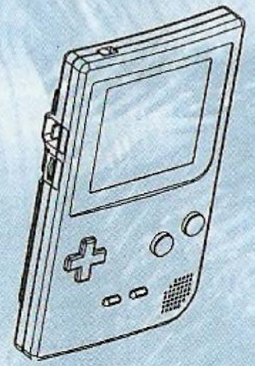
Let's Start!

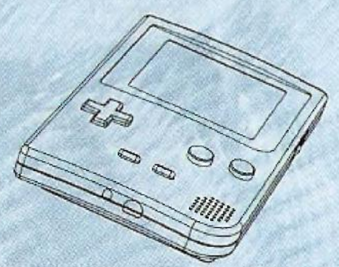


Correctly insert the Game & Watch Gallery Game Pak into the Game Boy system and switch the power to the ON position. The "Nintendo" logo will appear for a few seconds, followed by the title screen and a demonstration. Press any button to display the Game Select screen.

About the SAVE

Game & Watch Gallery has an automatic save feature that will save the best score of each game. The best score can be seen on the Mode Select screen of each game.





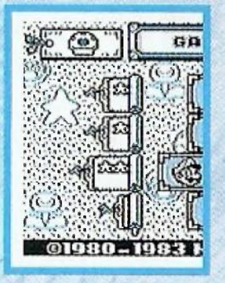
Game Select Screen

If you press any button while the title screen is displayed, the Game Select screen will appear. Select any game by pressing ↑ or ↓ on the + Control Pad, then press the A Button to enter.

Press ← or → on the + Control Pad to scroll the screen and reveal the milestone scores achieved for each game. Each milestone achieved will be displayed by a ★.
The top row of milestone ★'s is for the Modern mode, the lower row is for the Classic mode.
One ★ is worth 200 points.

Collect five ★'s in each game to reveal a secret!





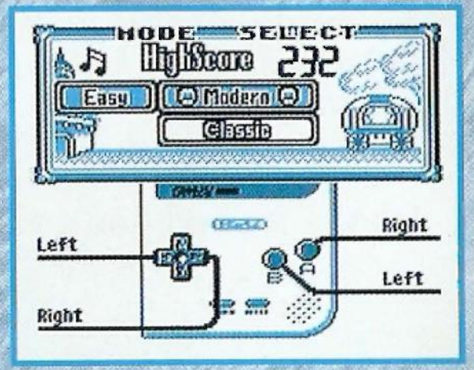
Mode Select Screen

After a game is selected, the Mode Select screen will appear. Use the + Control Pad to select which mode and difficulty level you want to play. You can press START or the A Button to begin the game.

Classic mode ... "Game & Watch" original version!

Modern mode ... Updated version!

In the Modern mode, you can turn off the background music. On the Mode Select screen, press SELECT, and the flashing musical note indicator in the upper left of the screen will disappear, indicating the background music is OFF.



Interrupt Save

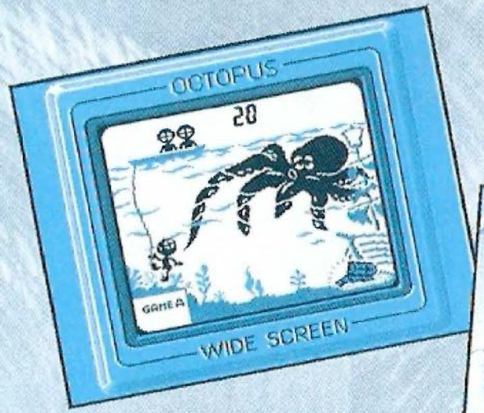
Game & Watch Gallery also features an Interrupt Save function that allows you to continue a game even if you switch the power OFF. To use this feature while playing, press START to pause. When the Pause menu is visible, turn the power switch to OFF to use the Interrupt Save. The next time you turn the power ON, a message will appear on the title screen stating "INTERRUPT SAVE" and will indicate which game and mode has been saved. Press START to continue the game.

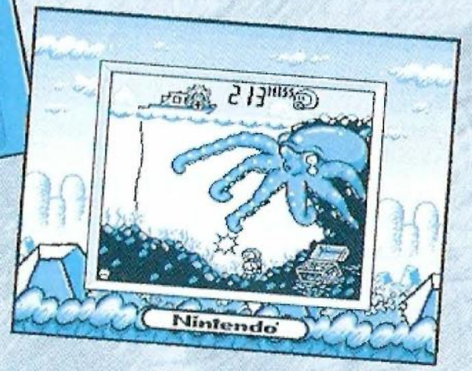
NOTE: The Interrupt Save function can only save one game in progress. When you restart the game, your Interrupt Save data is erased.

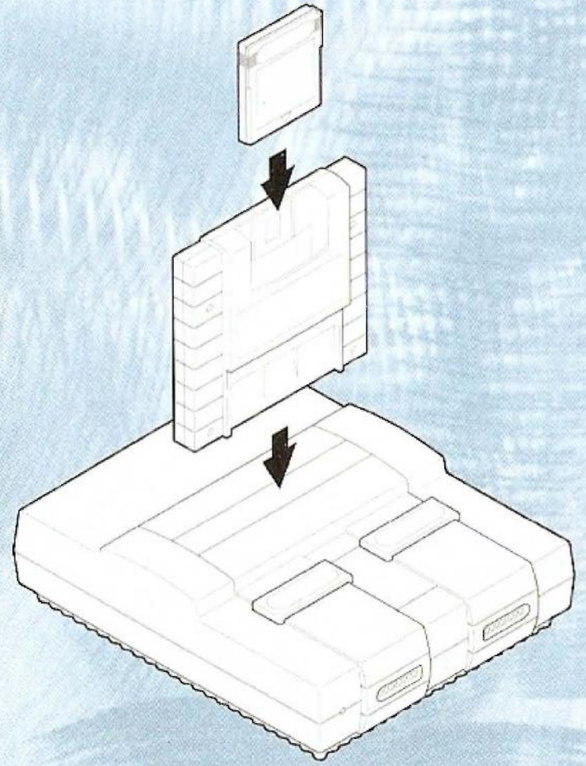


Super Game Boy®

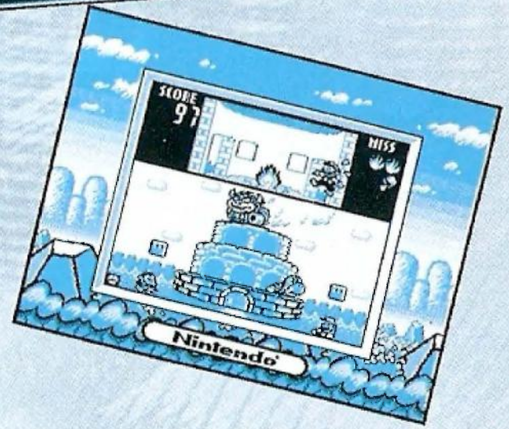
This Game Pak may be played using any Game Boy® or Game Boy® pocket portable Game system. It is also possible to play the games in Game & Watch Gallery on your television through your Super Nintendo Entertainment® System using the Super Game Boy® adaptor.











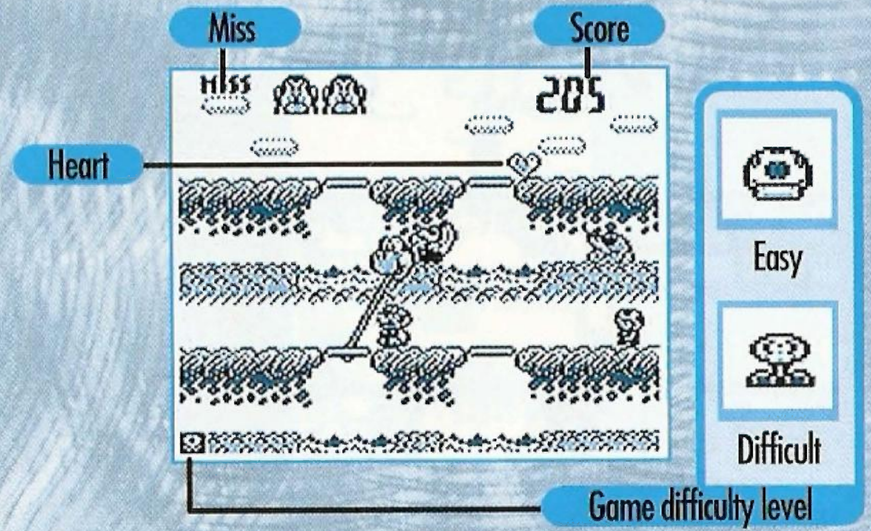
Classic Mode



Classic mode
Mistakes are cleared automatically after reaching certain points.

All modes are over when you get three miss marks. Oil Panic is over when either the top or bottom screen has three miss marks.

Modern Mode



Modern mode
At certain points, a heart-mark will appear. Retrieve it to clear one miss.

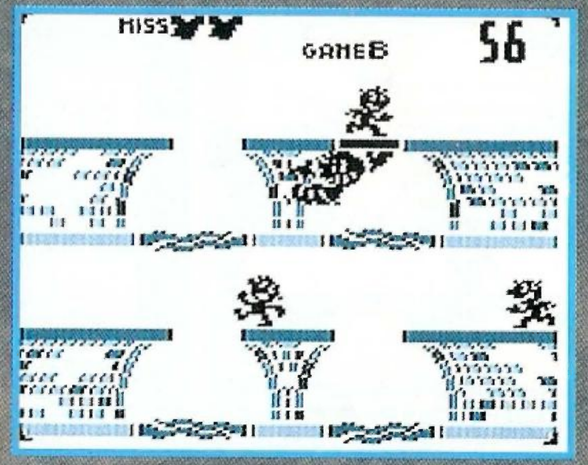
If you press START, the game will pause.
Also, if you press A, B, START and SELECT simultaneously, you will reset the game.

Classic

Modern

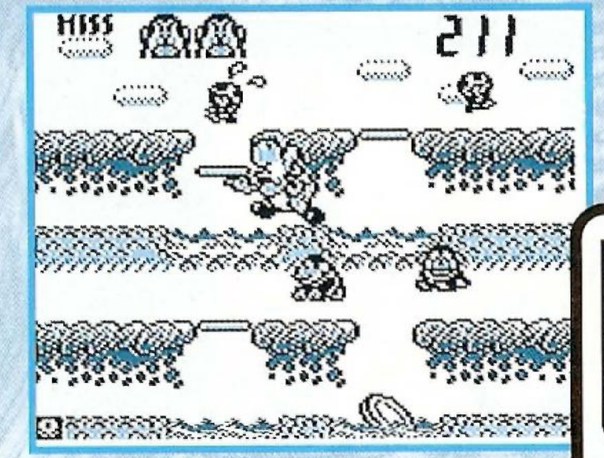
Manhole

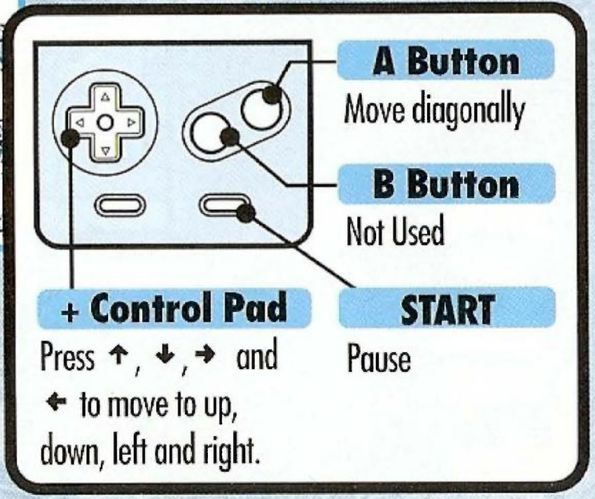
Coordinate your movements with those of the moving pedestrians and cover the manholes. If a pedestrian falls, it's counted as a miss.



Classic
You hold the only manhole cover. When the pedestrian walks over the hole, you must stop their fall by holding the cover in place.

Modern
There are four covers, one for each hole. They remain in place until walked over, then they fall down. Maneuver Yoshi to keep the covers in place so that the pedestrians won't fall.





Fire

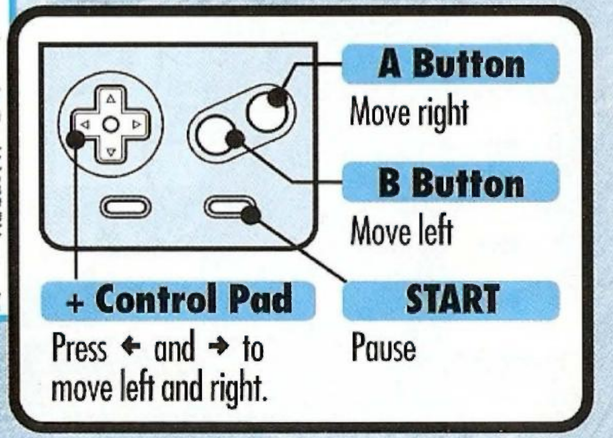
Catch the people as they jump from the windows of a burning building, then deliver each to the ambulance. If you fail to catch one, it's a Miss.



Classic
The people jump from the third and fourth floors. (On EASY, they jump from the fourth floor only.)

Modern
The people will all jump from the same location, but different characters will behave differently. The first time you catch an egg, its contents will be revealed. Deliver a Super Star to the ambulance for a bonus. Deliver a Bob-omb and its counted as a miss.





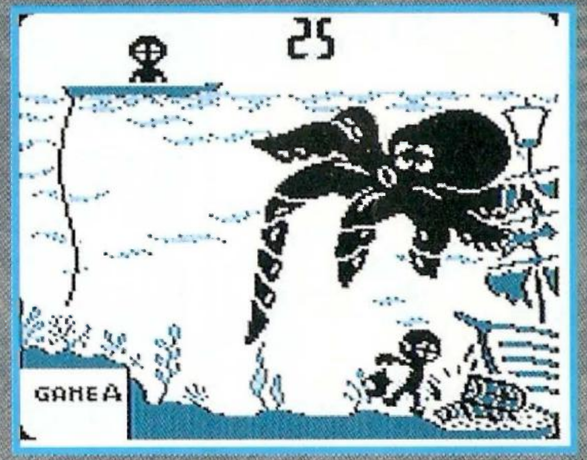
Egg 

Super Star 

Bob-omb 

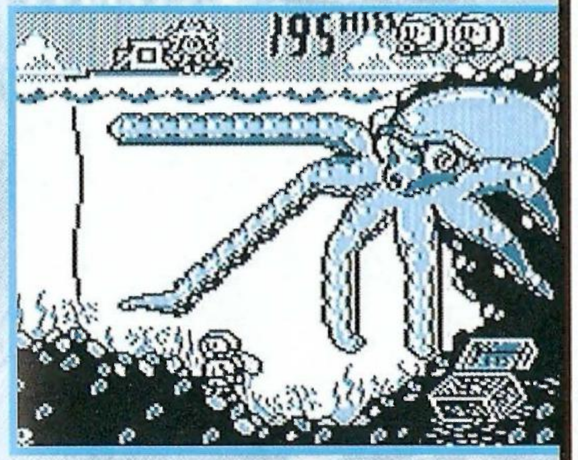
Octopus

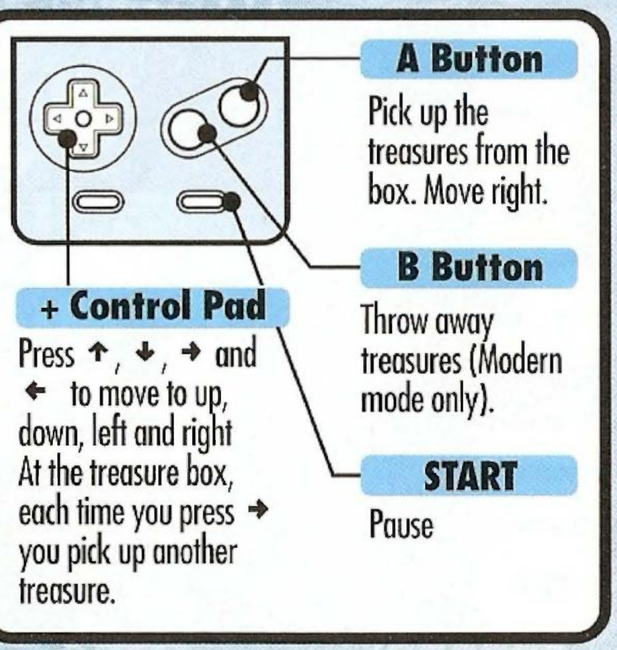
Retrieve the treasures from the box guarded by the octopus.



Classic
Each time you return treasure to the ship, you will receive a three point bonus.

Modern
Each treasure returned to the ship receives a double points bonus. Each treasure collected will slow you down. Collect too many treasures at one time and you will be severely slowed down. If trapped, you can press the B Button and throw treasure that you are holding at the octopus' tentacle. Hit it and the tentacle will pull back for a while.





Oil Panic

In this game, you must catch the oil dripping from the ceiling with a bucket, then hand it to the person on the floor below. If you drop the oil on the floor or fail to hand it off to the person below, it's a Miss.



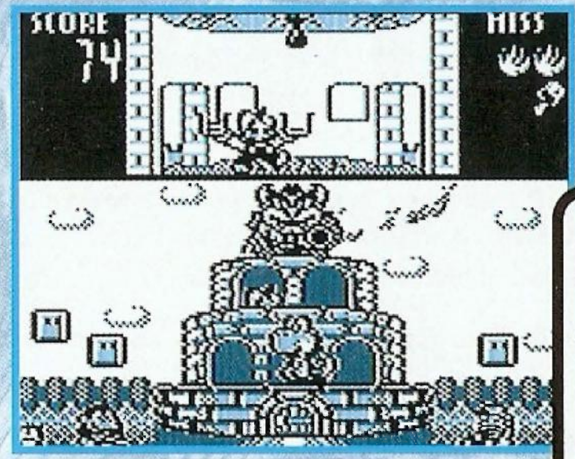
The Miss counters are independent for the top and bottom. Miss three times on either one and the game is over.

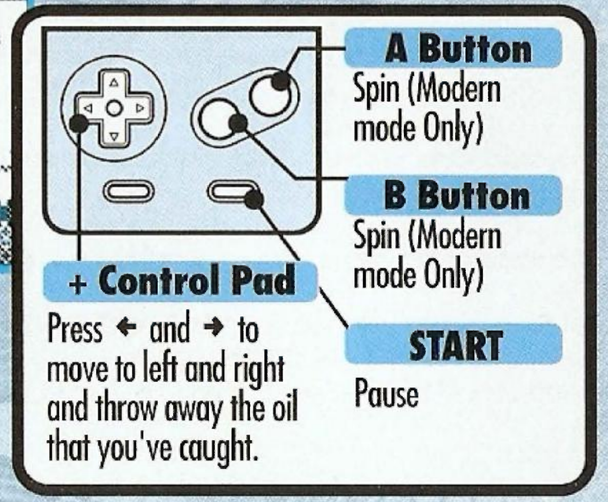
Classic

Three drips of oil will fill your bucket. Before it overflows, make sure to dump the oil into the drum held by the person on the floor below. You will receive a bonus for dumping the oil when your bucket is full.

Modern

You have a bucket in each hand. Press either the A or B Button to spin around. If you can pass six drips of oil to Yoshi before he switches sides, he will spit out a block. Get enough blocks, and ...





IMPORTANT:

Rev. B

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1-800-255-3700 (U.S. and Canada) or your local authorized Nintendo retailer.

WARRANTY AND SERVICE INFORMATION:

Rev. I

3-MONTH LIMITED WARRANTY
(For Hardware, Game Paks, & Accessories)
Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)
Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY
You may need only simple instructions to correct any problem with your product. Call the Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER℠ or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS
THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States.

NEED HELP WITH INSTALLATION, MAINTENANCE, OR SERVICE?



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