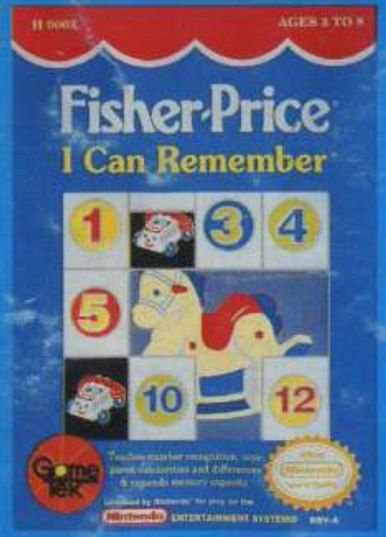
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Printed in Japan

Any comments or suggestions regarding this product, please call Fisher-Price Consumer Affairs at 1-716-652-8402.
For technical assistance or game play support, please call GameTek Customer Service at 1-305-935-3995.
Hours are 8:00AM-5:00PM Eastern time, Monday through Friday. Sorry, no collect calls.

NES-F5-USA-1 ★



Fisher-Price
I Can Remember™

INSTRUCTION BOOKLET

MESSAGE TO PARENTS

Now, children ages 3 to 8 have their "very own" Nintendo game, one that is entertaining and simple for young fingers to manipulate, while educational and stimulating to challenge young minds. *I Can Remember*™ helps children recognize numbers, compare similarities and differences, develop hand-eye coordination, and sharpen their visual recall skills.

This game has been designed under the direction of child care experts, educators, parents, and children at Fisher-Price®'s Play Laboratory. We feel certain your child will share their enthusiasm.



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 Entertainment System.

This game is licensed by Nintendo® for play on the



Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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Fisher-Price™

I Can Remember™

Uncover and match the hidden Fisher-Price toys.
Earn high scores and see your name in the *I Can Remember* Hall of Fame.
Play alone! Play with a friend! Play against the computer!
Hours of non-stop fun! Hours of non-stop learning!

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HOW TO USE THE CONTROLLER

1. If 1 player plays alone or against the computer, only Controller 1 is used.

2. If 2 players are competing, Player #1 uses Controller 1 and Player #2 uses Controller 2.

CONTROL PAD

1. Pressing the black arrow key button (⬆) or (⬇) moves the *on-screen selection* arrow up or down.

2. Pressing the black arrow key button (⬆), (⬇), (⬅), or (➡) moves the cursor up, down, left, or right:

   a. To spell out the letters in the players' names.

   b. To go from box to box to try to find matching toys.

SELECT BUTTON

Press the black SELECT BUTTON to end one game and see your choices for a new game.

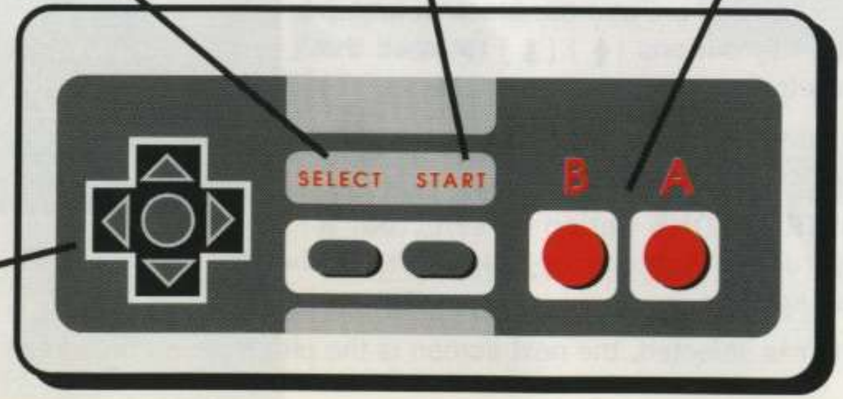
START BUTTON

Press the black START BUTTON to pause the game at any time.

A, B BUTTONS

Press the red A or B BUTTON to go from one instruction screen to the next one.

Press the red A or B BUTTON after a numbered box is selected.



TM

SETTING UP THE GAME

1. Insert the Game Pak into your Nintendo Entertainment System. Press down until you hear a click.

2. Press the POWER BUTTON. The red light next to it will go on.

3. After the game title animation is finished, press any button on either controller for the GAME PLAY/INSTRUCTIONS screen.



4. When the selection screen (GAME PLAY or INSTRUCTIONS) comes on, use the black down/up direction arrow key buttons (⬆) (⬇) to move the selection arrow to your choice.

5. Once you have selected your option, press any button to advance to the next screen.

6. If the INSTRUCTIONS option is selected, a series of instruction screens appears. Press the red A or B BUTTON to advance these screens.

7. If GAME PLAY is selected, the next screen is the player selection screen.

8. Select ONE PLAYER/TWO PLAYERS. Press any button to advance to the next screen.

a. If ONE PLAYER is selected, the option of PLAY ALONE/AGAINST COMPUTER is offered.

1) If PLAY ALONE is chosen, the screen advances to the player's name screen.

2) If AGAINST COMPUTER is chosen, the screen advances to Player #1's name screen. A computer opponent will be automatically selected and named, and will appear when the game begins.





b. If the TWO PLAYERS option is selected, the players use their controllers to spell out their names.

NOTE: Decide who should go first. The player going first would be identified as Player #1.

TM

HOW TO ENTER YOUR NAME

1. Press the appropriate black arrow key button on the control pad to move the cursor ([ ]) up, down, left, or right to find a letter.

2. Press the red A or B BUTTON after each letter is selected.

3. If an incorrect letter is selected, that letter can be erased by moving the cursor to DEL. Press BUTTON A or B and the letter will be deleted.

4. When the name is finished, move the cursor to END. Press BUTTON A or B to continue.



LEVELS OF PLAY

1. The LEVEL SELECTION screen appears next. The game has three levels of play or difficulty.

2. Start at the level which will provide a successful, fun experience before attempting the challenge of a higher level:
   Level 1: The board has 6 matches (12 boxes) to select from.
   Level 2: The board has 8 matches (16 boxes) to select from.
   Level 3: The board has 10 matches (20 boxes) to select from.

3. Use the black up or down arrow key button to select the level.

4. Press any button to continue. (This brings up the beginning of game play.)



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HOW TO PLAY A 2-PLAYER GAME

1. When the game board appears:
   a. Player #1's name is shown at the bottom left and Player #2 at the bottom right.
   b. The round number is shown at the bottom center.
   c. The scores will appear where now only 0000's are shown. The top row of scores (white) will be the points earned in the current round and the bottom row (color) will be the totals of the previous rounds. All scores are automatically calculated and entered by the computer.



2. Player #1's name and scores flash as a signal to begin.

3. Player #1 starts by pressing the black arrow key button to move the cursor (□) to any numbered box; press BUTTON A or B to lock in the selection.

4. The box will open to reveal a Fisher-Price toy.

5. Repeat Steps 3 and 4 to select and uncover another Fisher-Price toy.



6. If the two toys *do not* match, a "buzz" sounds. This is the end of Player #1's turn. Player #2 goes next, following Steps 3, 4, and 5.

7. If the two toys *do* match, the boxes open up and two parts of a large hidden toy are revealed.
   a. Points are awarded to Player #1 for making the match.
   b. Player #1 then goes again, choosing and uncovering toys until the two toys do not match.





8. Play continues as in Steps 3-7 until the round is ended by the player making the last match and uncovering the large background toy. This player collects the bonus points (300).

9. Press any button to start Round 2. The player with the higher score at the end of Round 1 goes first in Round 2.



10. Play continues in Round 2 as in Round 1.

11. Press any button to start Round 3. The player with the higher score for Round 2 (not total score) goes first in Round 3.



12. Play continues in Round 3 as in Rounds 1 and 2.

13. The player with the highest total score at the end of Round 3 is the winner. (See WINNING THE GAME.)

HOW TO PLAY A ONE-PLAYER GAME



1. If PLAY ALONE is chosen, follow the directions for entering name and level.

2. The game screen will show *only* that player's name and score.

3. At the end of the game, if that player's score is among the eight highest scores, it is entered in the Hall of Fame.

TM

HOW TO PLAY AGAINST THE COMPUTER



1. If a one-player game AGAINST THE COMPUTER is chosen, that player is Player #1 and follows directions for entering name and level.

2. The game screen will show a computer picture and a COMPUTER NAME as Player #2

3. Player #1 starts the game when the flashing name signals it.

4. The computer makes its moves automatically and can make mistakes.

5. If the computer has a high enough score, it, too, will be entered in the Hall of Fame.

SCORING

The computer keeps score by automatically adding in the points earned for matching and for winning each round.

1st match in round	.....	500 points (Levels 1, 2, and 3)
2nd match in round	.....	400 points (Levels 1, 2, and 3)
3rd match in round	.....	350 points (Levels 1, 2, and 3)
4th match in round	.....	300 points (Levels 1, 2, and 3)
5th match in round	.....	250 points (Levels 1, 2, and 3)
6th match in round	.....	200 points (Levels 1, 2, and 3)
7th match in round	.....	175 points (Levels 2 and 3)
8th match in round	.....	150 points (Levels 2 and 3)
9th match in round	.....	125 points (Level 3)
10th match in round	.....	100 points (Level 3)

Bonus points for winning a round ..... 300 points.

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WINNING THE GAME

1. The player with the highest total score at the end of three rounds is the winner. If that player's score is among the top 8 scores during that play session, the player's name and score will be entered in the Hall of Fame.



2. If the second player's score is among the top 8 scores, that player's name and score will also be entered in the Hall of Fame.

3. If the game ends in a tie, there is no winner. However, if the tie scores are within the top 8 scores, both players' names will be entered in the Hall of Fame.

4. Scores remain in the Hall of Fame during one session of game play. The pages at the back of this instruction booklet may be used to keep a record of high scores.

5. After the Hall of Fame is viewed, players press any button to continue.

6. Players then can choose to play again with the same players at the same level or new players at a different level. Players use the up or down black arrow key button to make that choice, then press any button to lock it in.



7. If players do not wish to play again, turn off the POWER BUTTON on the Nintendo Entertainment System and remove the Game Pak.

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SAFETY PRECAUTIONS

1. This high-precision Game Pak contains complex electronic circuitry. Avoid temperature extremes when storing it or unnecessary shock when moving it.

2. Terminal connectors should not be touched or allowed to get wet or dirty. This can damage the game.

3. Never attempt to open or take apart the Game Pak.

4. Do not clean the Game Pak with paint thinner, benzene, alcohol, or any such solvents.

5. Be certain that the Control Deck POWER BUTTON is turned off when inserting or removing the Game Pak cartridge.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception.
It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

TM

LIMITED WARRANTY

GameTek, Inc. warrants to the original consumer purchaser of this GameTek Nintendo Game Pak ("Game Pak") that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Game Pak is sold "as is," without express or implied warranty of any kind, and GameTek is not liable for any losses or damages of any kind resulting from use of this Game Pak. GameTek agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Game Pak, postage paid, with proof of date of purchase, at its Corporate Offices: 2999 NE 191 St., No. Miami Beach, FL 33180.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Game Pak has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE GAMETEK. ANY IMPLIED WARRANTIES APPLICABLE TO THIS GAME PAK, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL GAMETEK BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS GAME PAK.

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LOOK FOR THESE OTHER EXCITING KIDS', TEENS', AND FAMILY GAMES FROM GAMETEK!

PERFECT FIT™

Perfect Fit fits perfectly into everyday game play for kids from 3 to 8. The entertaining puzzles encourage picture recognition, matching shapes and outlines, and working within a time limit...all while kids are having independent fun. Kids can play alone, with friends, or against the computer. A perfect way to learn and play!



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WHEEL OF FORTUNE® JUNIOR EDITION — With all the excitement of the hottest game show on TV, kids to teens have great fun spinning for consonants, buying vowels, and solving puzzles...while trying to avoid going bankrupt!



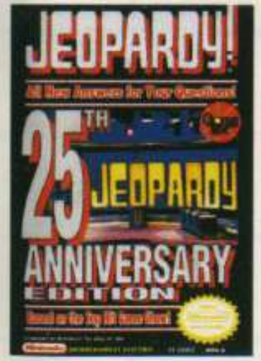
JEOPARDY!® JUNIOR EDITION — This exciting, fun-filled version of the popular TV show has questions and answers that kids to teens are curious about, with competition against friends or against the computer.



DOUBLE DARE™ — Kids to teens test their minds on subjects from rock to rocks, and test their skill and reflexes on the Physical Challenges and the famous Double Dare Obstacle Course. Double Dare is Double Action, Double Challenge and Double Double Fun!

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WHEEL OF FORTUNE® FAMILY EDITION — Everybody's favorite TV game show has an all-new edition. Spin the wheel, guess the letters, and watch the pretty hostess reveal the words. Hours of family fun!



JEOPARDY!® 25th ANNIVERSARY EDITION — Be the first to press the buzzer and guess the "questions" to almost 2,000 "answers" as you celebrate the Silver Anniversary of the 2nd highest rated game show on TV. Great fun and a great challenge!

HOLLYWOOD SQUARES™ — It's tic-tac-toe with a twist! Get your X's and O's by figuring out whether the "celebrities" are giving correct answers or making them up...but not before you enjoy their rib-tickling ad libs.

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DATE	MY		OPPONENT'S		PLAY LEVEL
	NAME	SCORE	NAME	SCORE	

DATE	MY		OPPONENT'S		PLAY LEVEL
	NAME	SCORE	NAME	SCORE	

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DATE	MY		OPPONENT'S		PLAY LEVEL
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