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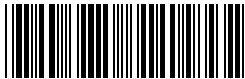
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NINTENDO DS™

GAME & WATCH COLLECTION



INSTRUCTION BOOKLET



<http://www.replacementdocs.com>

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

WARRANTY & SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Try our website at support.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge.* The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games 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, free of charge.*

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at support.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.*

*In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

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 AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

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This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

Game & Watch was a portable LCD game device sold by Nintendo in 1980. In addition to including both a game feature and a watch feature, its pocket-sized dimensions made it a popular platform for portable gaming.

Since the release of Ball in 1980, the platform evolved to include wide-screen and multiple screen options, and now the three most popular games from the Game & Watch platform, Oil Panic, Donkey Kong and Greenhouse, are available for the Nintendo DS.



GAME & WATCH COLLECTION

STARTING A GAME

Select the game you want to play from the start menu screen, and then press either the START Button or the A Button to go to the game's title screen. Each game allows you to choose either Game A, for new players, or Game B, for more advanced players.



SAVING

When the game is over or when you pause a game by pressing the START Button during play, your game will be saved if you've reached a high score.

Saved data can be erased by pressing the A, B, X, Y, L and R Buttons, all at the same time, as the game starts up. **Be aware that erased data cannot be restored.**

ALARM AND WATCH FEATURES

- The Alarm Settings screen is shown by either touching the ALARM SET panel in the title screen or by using the +Control Pad to select that panel and then the A Button to launch it. Time is set using the +Control Pad. Alarms are set with the A Button and canceled with the X Button. The B Button will return you to the title screen.



- A ringing alarm can be stopped by either pressing the SELECT Button or by touching the Alarm Stop icon (although an alarm cannot be stopped during gameplay). The alarm will automatically stop after ringing for one minute.
- Select the TIME panel and press the X Button to go to WATCH mode (where the current time will be displayed with a demo of the game) from each of the game's title screen. The time that you have set for the Nintendo DS will be shown. Press either the A, B or START Button to return to the game's title screen.

OIL PANIC™

Originally released in 1982.

Prevent fires by catching oil in your bucket!

GAME CONTROLS

+CONTROL PAD

- Moves the attendant right and left. Press to the right when on the right-side balcony and press to the left when on the left-side balcony to dump your oil.

A BUTTON

- Identical to pressing to the right on the +Control Pad.

Y BUTTON

- Identical to pressing to the left on the +Control Pad.

START BUTTON

- Pauses gameplay.

GAMEPLAY

Oil is leaking from pipes on the third floor of a gas station. Move the station attendant to catch the oil in his bucket, and be careful to dump the oil into the oil drum being held on the second floor without getting it on any of the customers on the first floor.



- The top screen displays the inside of the third floor of the gas station on the lower screen.
- Mistake Icon
- Move the attendant to the right and left to catch oil in his bucket. Missing oil will start a fire. The bucket will be full after catching three oil leaks, you'll spill the oil and start a fire if you try to catch more than three at a time.
- Mistake Icon
- Once the attendant is out on the balcony, make him throw out his oil into the oil drum on the second floor. If you dump the oil when the drum is not there to catch the oil, the oil will spill on a customer.
- The person holding the oil drum on the second floor moves to the right and left in a regular pattern.
- The scoreboard and watch (when in WATCH mode).

MISTAKES

A Mistake Icon will be displayed if you make any of the mistakes on the right. The Mistake Icons on each screen count for different mistakes that happen on those screens. If you make three mistake on either screen, the game will end.

POINTS

You are awarded a point for each oil leak you catch. You are also awarded points depending on the amount of oil you dump into the oil drum.

BONUSES

The Mistake Icons will be cleared when you reach 300 and 1300 points. If you go for a time without making any mistakes, you will enter fever mode, and you will get double the points for any oil you dump into the oil drum within thirty seconds.

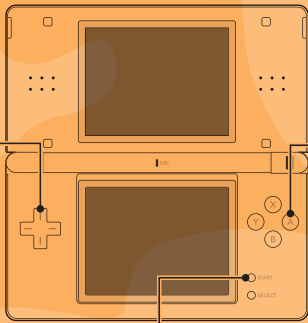
- When you miss an oil leak with the bucket (upper screen)
- When you try to catch a leak with a full bucket (upper screen)
- When you dump oil on a customer on the first floor (lower screen)

DONKEY KONG™

Originally released in 1982.

Chase down Donkey Kong and rescue the lady!

GAME CONTROLS



+CONTROL PAD

- Moves the rescuer to the right and left and up and down ladders.
- Press to the left to activate the crane.

A BUTTON

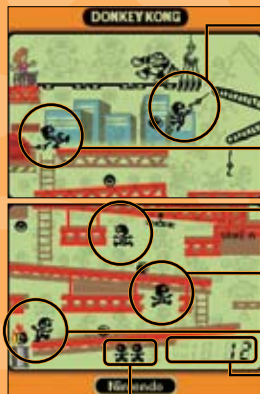
- The rescuer appears in his starting position.
- Makes the rescuer jump.

START BUTTON

- Pauses gameplay.

GAMEPLAY

Donkey Kong has captured the lady and escaped into a construction site. Move the rescuer and make him jump over the rolling barrels to make him scale the building. Ruin Donkey Kong's footing to rescue the lady.



5

If you jump onto the crane when its hook is all the way out to the left, you will remove a wire. When all the wires have been removed, Donkey Kong will fall.

4

Throw the crane's switch to make its hook start swinging.

3

Jump over the barrels that roll toward you, while avoiding the girders moving overhead.

2

Jump over a barrel safely in any location where there is nothing overhead.

1

The A Button brings the rescuer out to his starting position.

- The scoreboard and watch (when in WATCH mode).
- Number of remaining rescuers.

MISTAKES

You lose one rescuer if you make any of the mistakes on the right. The game ends when the last rescuer makes a mistake.

- When a barrel hits you
- When you jump and hit your head on a girder
- When you fail to jump onto the crane hook and fall

POINTS

Jumping over a barrel adds one or two points. Removing a wire from Donkey Kong's footing adds between five and twenty points. Twenty points are added when Donkey Kong falls.

BONUSES

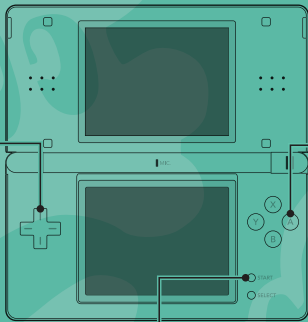
An additional rescuer will be awarded when you reach 300 and 1300 points. If you go for a time without making any mistakes, you will enter fever mode, and another rescuer will be added, and all points will be doubled until you make a mistake.

GREEN HOUSE

Originally released in 1982.

Protect the precious flowers that bloom in your greenhouse from insects!

GAME CONTROLS



+CONTROL PAD

- Moves the person with the spray can to the right and left and up and down the ladder.

A BUTTON

- Makes the person with the spray can spray insecticide.

START BUTTON

- Pauses gameplay.

GAMEPLAY

Inchworms and spiders are after the flowers blooming in four locations within the greenhouse. Move the person with the spray can to spray insecticide on them before they reach the precious flowers, which you must protect.



- The scoreboard and watch (when in WATCH mode).
- The person with the spray can uses the ladder to move between the upper and lower screens.
- Hit the inchworm approaching a flower with a spray of insecticide to make it retreat.
- Mistake Icon
- Hit the spider approaching a flower with a spray of insecticide to make it retreat one space. Hit it with more than one spray and it will retreat one space for every spray you hit it with. If you spray the spider when it is closest to the flower, it will retreat all the way.
- If an inchworm or a spider reaches a flower, the flower will dry up.

MISTAKES

Possible mistakes are as shown at right. The game ends when you make three mistakes.

- When an inchworm or spider reaches a flower.

POINTS

Earn three points for making a spider retreat all the way, or one point for each space you make it retreat. Earn three points for making an inchworm retreat when it is closest to a flower, two points when it is one space away, and one point for every distance beyond that.

BONUSES

The Mistake Icons will be cleared when you reach a 300 point level (300, 1300, 2300, 3300, etc.). If you go for a time without making any mistakes, you will enter fever mode, and you will earn double points until you make a mistake.