

# GAME & WATCH™ MULTI SCREEN

## GREEN HOUSE

(GH-54)™

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# INSTRUCTION

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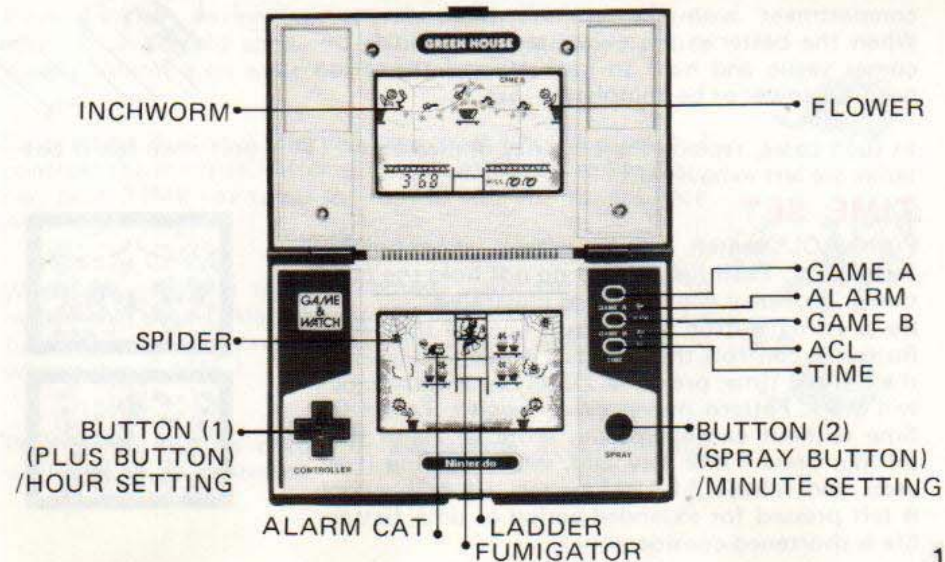
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# Nintendo®

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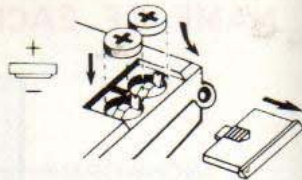
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## NAME OF EACH PART



## INSERTING THE BATTERIES

Insert two LR44 or SR44 batteries into battery compartment with the positive electrode atop. When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes lower or be completely lost.



In such cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

## TIME SET

Push ACL switch lightly with a sharp-pointed instrument. Push lightly and do not hold the point down. A display will appear as illustrated.

By pressing Button 1, you will control the hours. Button 2 controls the minutes. When you have set the desired time, press the TIME key and the clock will start. Pattern moves every second. To set the time without canceling max. score or alarm time setting, press TIME key and, while holding it in, press and release ALARM switch. (If ACL switch is left pressed for extended period of time, battery life is shortened considerably.)



## ALARM SET

Push ALARM switch lightly with a sharp-pointed instrument. Cat should appear. (If cat does not appear, push again.) Alarm is set when cat is on the screen.

By pressing Button 1 you will control the hours. Button 2 controls the minutes. After setting numbers in above manner, push TIME key to set the time as an alarm time. Check AM/PM of time.

When pre-set alarm time is reached, alarm cat appears to notice the time. Alarm rings for about one minute. To turn off manually, press TIME key. (Alarm will not sound when set in GAME.)

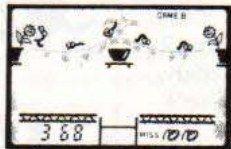
Push TIME key to check the alarm time. It is indicated while the key is depressed.





## HOW TO PLAY

Flowers are growing in a greenhouse. Bugs attack them. The busy Fumigator runs around with his spray gun, trying to kill the bugs and protect the flowers.



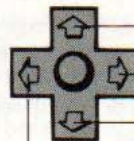
### (Screen)

The game is played on two screens. When the Fumigator climbs the ladder, he emerges on the top screen.



## (Control Button)

### 1) BUTTON 1 (Plus Button)



- Press here and Fumigator climbs ladder.
- Press here and Fumigator moves to the right.
- Press here and Fumigator descends ladder.
- Press here and Fumigator moves to the left.

### 2) BUTTON 2 (Spray Button)

: Press and Fumigator sprays.

## (The Beginning of The Game)

Press the Game key A or B, and highest previous score in Game A or B will be displayed. When the Game A key is released, the game begins and the Fumigator appears on the lower screen.

- \* Pressing ACL switch or removing batteries erases high score from memory.
- \* A game is not interrupted even if TIME key or other game key is depressed during game playing.
- \* Game A is for beginners and average players. Game B is for the pros. In game B, it requires more coordination, technique and timing.

## (Points)

- Lower Screen : When a spider takes one step backwards, 1 point.  
When a spider is killed, 3 points.
- Upper Screen : When an inchworm is killed when it is closest to flower, 3 points.  
When killed when one more step distant from flower, 2 points.  
All other positions earn one point.

Maximum score is 999 points.

## (Misses)

When a spider or inchworm reaches a flower, one miss is scored. The attacked flower withers and dies. One MISS mark appears. 3 MISSES and game ends.

When game is left for about 5 minutes after game ends, time display returns automatically.

## (Bonus)

When the score reaches 300 points, all misses are canceled. **If there are no misses** when a 300 score is reached, game goes into CHANCE TIME. Score flashes and all the points are awarded at double value until a Miss is scored.

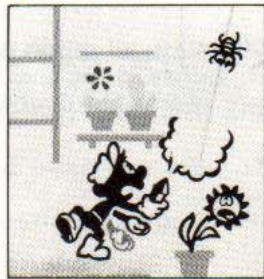
MISS 

## THE OPERATION OF CONTROL BUTTONS

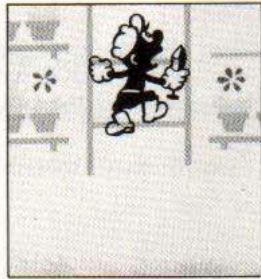
Fumigator appears on lower screen.



As the spider approaches a flower, the Fumigator sprays him. When he does, the spider backs up one step. (There is no limit to the number of times the spray gun can be operated.)



When the top of the "PLUS" button is pressed, Fumigator climbs ladder.



Upper



Fumigator climbs and appears in center of upper screen.



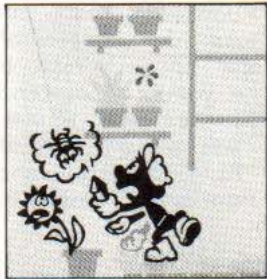
Inchworms try to attack flowers. Move Fumigator left and right to spray them down.



Fumigator must return the center of the upper screen if he wants to descend to the lower screen. Press bottom part of "PLUS" button and Fumigator descends.



If a spider is sprayed **when it is just about to reach a flower**, it flashes and dies, then vanishes from the screen.



Moving spider takes one step backwards each time Fumigator sprays. When there are no spiders on the screen and he sprays, spiders appear at approximately 1-second, slow speed.

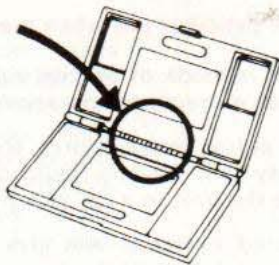


\* Fumigator must return handle to starting position before next spray.

## CAUTIONS

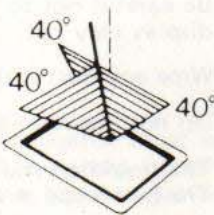
1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
3. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal 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 look at.)
5. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.
6. Wipe any dust with a soft dry cloth.
7. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
8. The liquid crystal may be difficult to look at depending upon the angle. The best angle at which to look is as illustrated in the figure.

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.



## SPECIFICATIONS

Accuracy of the clock : Average daily differential within  $\pm 3$  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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