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.

T
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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.

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 and 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.
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**

- **Game difficulty level**
  - GAME A: Easy
  - GAME B: Difficult

- **Score**
  - Miss
  - 56

**Modern Mode**

- **Game difficulty level**
  - Miss
  - 205

**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**

- 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.
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.

A Button
Move diagonally
B Button
Not Used
+ Control Pad
Press ↑, ↓, → and ← to move up, down, left and right.

Pause
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.

**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 it's counted as a miss.

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**Fire**

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

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**Egg**

**Super Star**

**Bob-omb**

**A Button**
Move right

**B Button**
Move left

**+ Control Pad**
Press + and + to move left and right.

**START**
Pause
Retrieved the treasures from the box guarded by the octopus.

**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 once 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.

- **A Button**
  - Pick up the treasures from the box. Move right.

- **B Button**
  - Throw away treasures (Modern mode only).

- **+ Control Pad**
  - Press ↑, ↓, →, and ← to move up, down, left and right.
  - At the treasure box, each time you press → you pick up another treasure.

- **START**
  - Pause
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.

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 ...

Classics
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.

A Button
Spin (Modern mode Only)

B Button
Spin (Modern mode Only)

+ Control Pad
Press ← and → to move to left and right and throw away the oil that you've caught.

START
Pause
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