

Nintendo

GAME BOY®

DMG-AGLE-USA

GAME & WATCH

GALLERY 2™

INSTRUCTION BOOKLET

EmuMovies

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.

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Thank you for selecting the Game & Watch Gallery 2™ Game Pak for Nintendo® Game Boy® systems. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

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

CAUTION: Do not rapidly switch the Power ON and OFF, as this may shorten the life of the batteries and/or cause a battery-backed Game Pak to lose your stored information.

Game & Watch Gallery2 is a re-creation of classic Nintendo games and has no timekeeping function.



# CONTENTS

What is Game & Watch ?	4
Welcome To The Gallery	6
The Gallery Corner	8
Super Game Boy	8
Getting Started	10
Interrupt Save	11
Game Selection	12
Mode Selection	13
Classic Mode	14
Modern Mode	14
<b>The Games:</b>	
Parachute	16
Helmet	18
Chef	20
Vermin	22
Donkey Kong	24
Warranty & Service Info	27

# What Is Game & Watch?

Originally released in the early 1980s, 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.

As the games evolved, so did the hardware.

Later games made use of wide and multi-screen displays; they also pioneered the now familiar + Control Pad and button configuration.



## Parachute

It's a desperate situation!! The paratroopers are dropping into an ocean filled with man-eating sharks.

You must save them!

Released in 1981

## Helmet

Holy Henny-Penny, it's raining tools!! Move quickly and don't let any hit your head.



Released in 1981



## Chef

Flip up a feast, but don't drop any food. That would be a waste!

Released in 1981

## Vermin

Move quickly and accurately to stop the moles as they tunnel your way!



Released in 1980



## Donkey Kong

DK has kidnapped a girl and it's Mario to the rescue!

Released in 1982

# Welcome to the Gallery

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

Not content with just 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 that feature all your favorite characters.

Whether your aim is to set the high score or just pass some time, stop into the Game & Watch Gallery for some plain old fun!





## The Gallery Corner

If you earn more than a certain number of points in each game, 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 it all!

## Super Game Boy®

This Game Pak may be played using any Game Boy, Game Boy® pocket or Game Boy® Color portable game system.

You may also play the games in Game & Watch Gallery 2 on your television using the Super Game Boy accessory with your Super Nintendo Entertainment System®.

## Getting Started

Correctly insert the Game & Watch Gallery 2 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, then a demonstration.

Select "**Play Game**" using the + **Control Pad** and press the **A Button** to display the **Game Select** screen.

Once the demonstration begins, press any button to return to the Title screen.

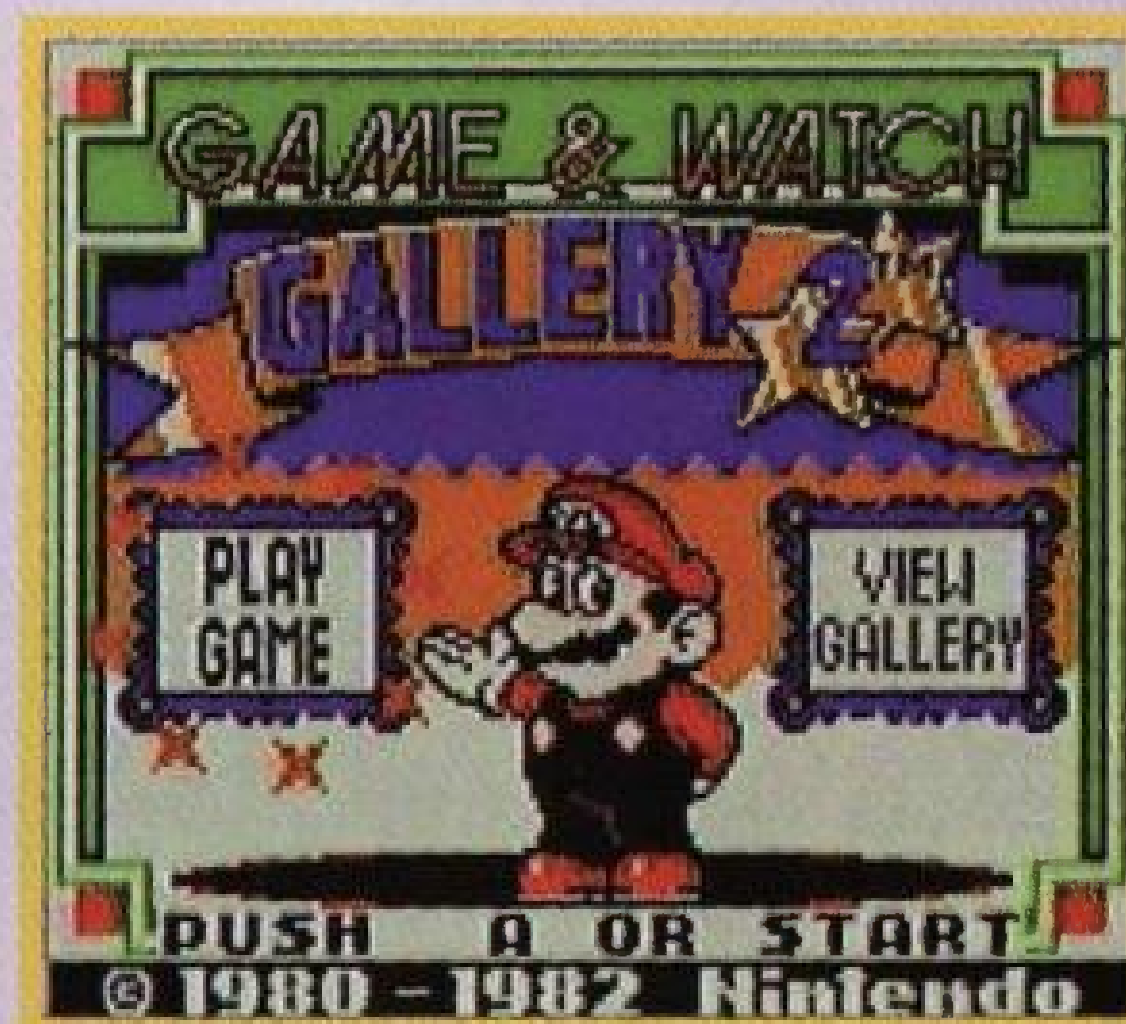
## Saving High Scores

**Game & Watch Gallery 2** has a feature that will automatically save the highest score of each game, mode and difficulty level.

These high scores can be seen on each game's **Mode Select** screen.

Should you ever wish to erase all saved data, press **↑ ↑ ↓ ↓ ← ← → →** on the + **Control Pad**, while viewing the **Title screen**.

Once erased, the data cannot be restored.



## Interrupt Save

**Game & Watch Gallery 2** 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 the game.

When the Pause Menu is visible, slide the power switch to **OFF**.

The next time you switch the power **ON**, "INTERRUPT SAVE" will appear on the Title screen, along with the game and mode information.

Press **START** to continue the game.

**NOTE:** The Interrupt Save function can only save one game in progress. When you re-start the game, your Interrupt Save data will be erased.



# Game Selection

After selecting "Play Game" on the Title screen, the Game Select screen will appear.

Select any game by pressing  $\uparrow$  or  $\downarrow$  on the + Control Pad, then press the **A Button** to enter.



The lowest portion of the **Game Select** screen (pictured left and below) will indicate the highest score reached in each game, mode and difficulty level.

Each ★ displayed equals 200 points.

Scores earned while playing the Modern mode are shown on the left side.

Classic mode scores are shown on the right side.



the fireflower icon represents the **Hard** level.

The mushroom icon represents the **Easy** level, while

As you collect ★'s in different games, good things will begin to happen in the **Gallery Corner!**

# Mode Select Screen

After selecting your game, the Mode Select screen will appear.

Use the + **Control Pad** to select the 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.

To do this, press **SELECT** on the Mode Select screen. The flashing musical note indicator in the upper-left corner of the screen will disappear, turning the background music to OFF.

# Classic Mode

# Modern Mode

**Game Difficulty Level**

**GAME A**  
Easy

**GAME B**  
Hard



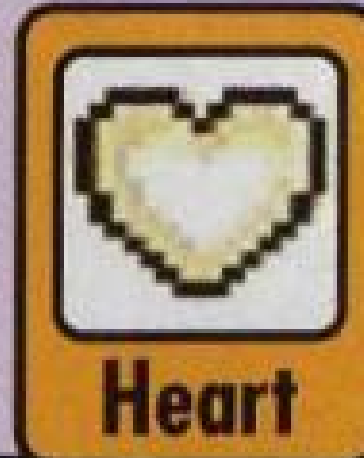
**Score**

**Miss**

**Game Difficulty Level**

**Easy**

**Hard**



**Clearing Misses**

**Clearing Misses**

Mistakes will be removed automatically by reaching certain point levels.  
(In Vermin, no misses can be cleared.)

At certain point levels, a heart will appear.  
Retrieve it to remove one miss.

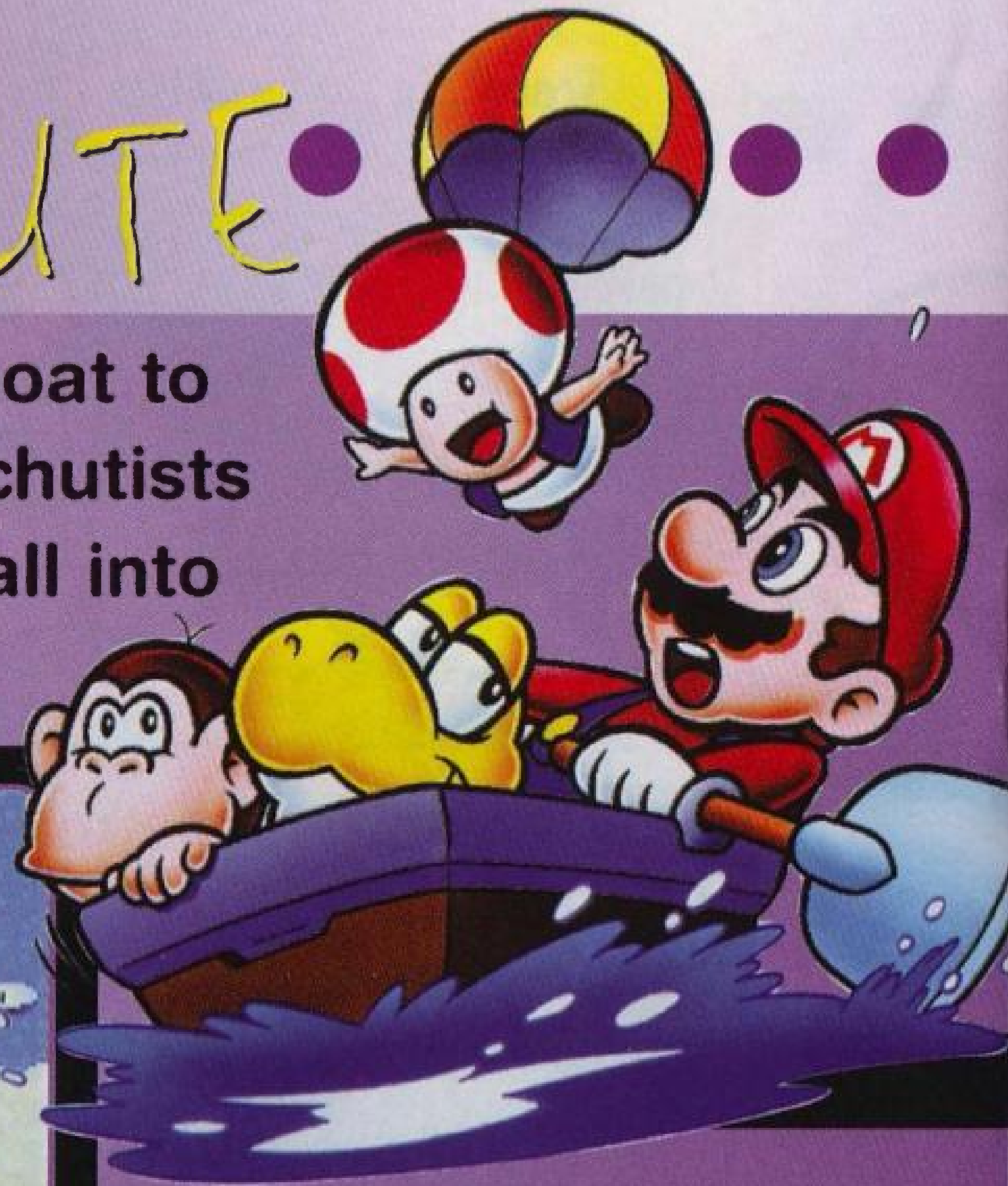
**Both Modes**

When you score a total of three misses in any game, mode or difficulty level, your game will be over.  
Pressing START will pause the game causing the Pause menu to appear.  
If you press A, B, START and SELECT simultaneously, you will reset the game to the Title screen.

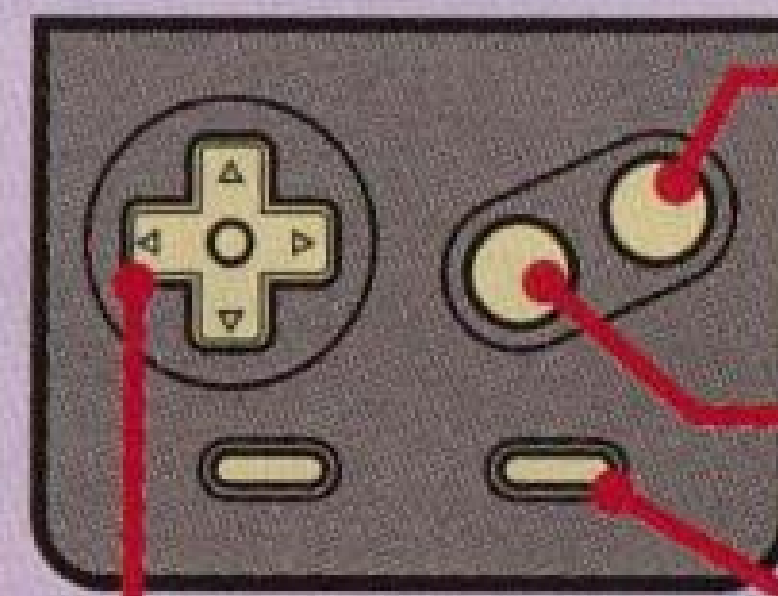


# PARACHUTE

Maneuver your boat to catch the parachutists before they fall into the sea.



## CONTROLS



**A** Button  
Move Right

**B** Button  
Move Left

**+** Control Pad  
Move Left / Right

**START**  
Pause

## MODERN

Different characters will descend at different speeds.

The cannon will fire any parachutist who unluckily lands in it.

If a parachutist lands on top of the fish, make sure to catch him "on the bounce" so you won't suffer a Miss.

When the cannon shoots a star, catch it to receive a bonus.

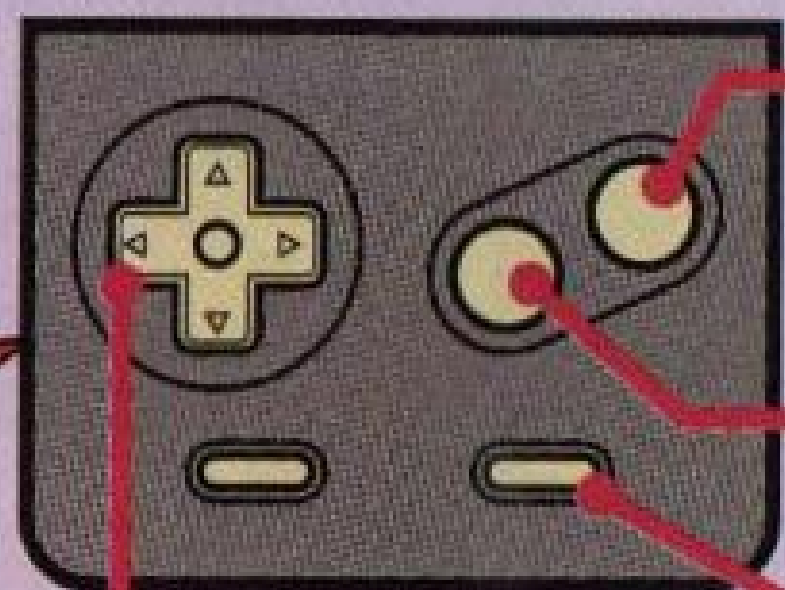
Be careful not to catch a Bob-omb though, because that will score a Miss too.

## Classic

In **GAME B**, some paratroopers might be temporarily hung up in the tree as they fall.



## CONTROLS



**A** Button  
Move Right

**B** Button  
Move Left

**+ Control Pad**  
Move Left / Right

**START**  
Pause

Quickly make your way to the door on the right while avoiding objects dropping from the sky.

## Classic

Avoid the pails, hammers and miscellaneous tools that fall from above.

You can only enter the door on the right when it is open.



# HELMET

## MODERN

As the Koopa Paratroopa tries to drop hammers and spiked balls on your head, make your way to the Mushroom house on the right.

Step on the P switch to make coins appear.

Don't be greedy by collecting too many coins, because it will slow down your movement.

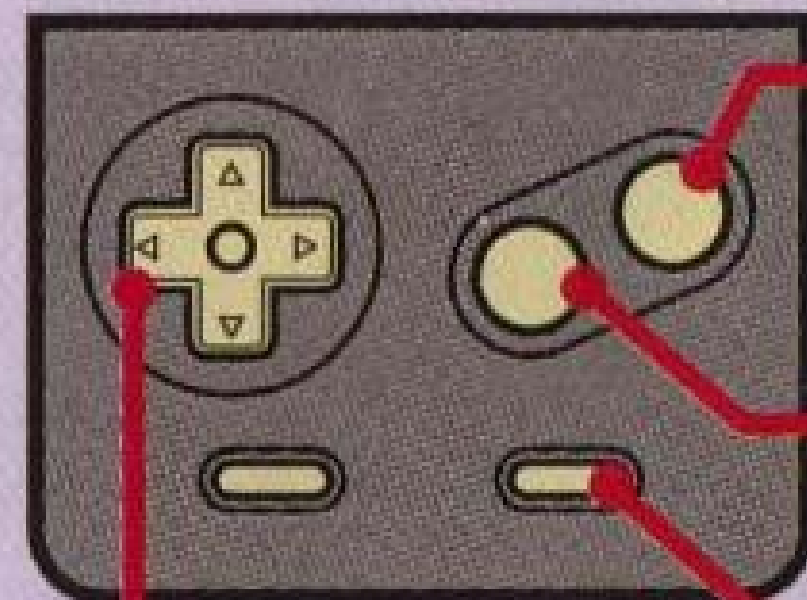
Step behind the door to collect your bonus.

# CHEF



**Cook up a meal as you flip your frying pan.**  
**Be careful not to drop any food.**

## CONTROLS



**A Button**

Move Left (Classic)  
Rotate Peach (Mod)

**B Button**

Move Right (Classic)  
Rotate Peach (Mod)

**+ Control Pad**

Move Left / Right

**START**

Pause



## MODERN

**Rotate and move Peach left and right to flip and cook the food.**

**Each course will be done after several flips.**

**If you can satisfy Yoshi's appetite, an egg will appear, and hatch into Little Yoshi.**

**Be careful - Yoshi doesn't like burned food!**

## Classic

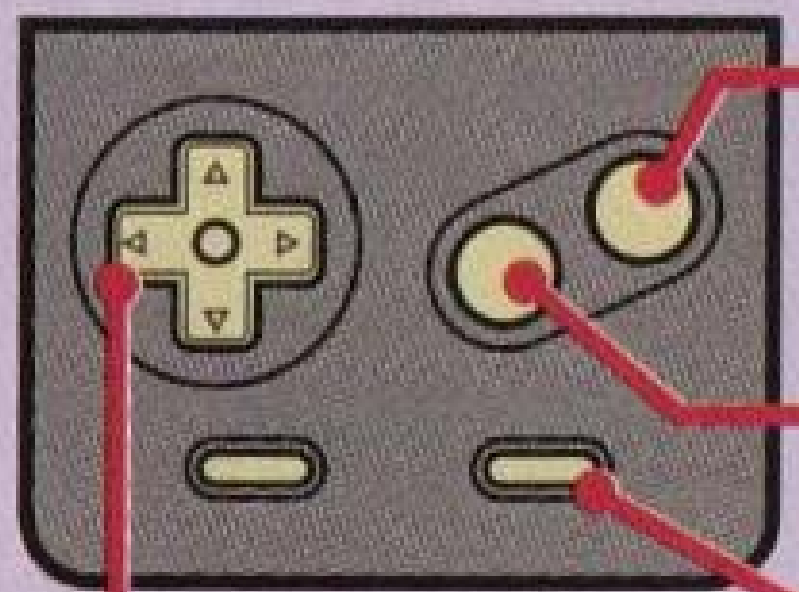
**Move left and right to cook a meal by flipping three panfuls (four in GAME B). Watch out for the mischievous cats.**



## Classic

Move left and right to avoid the moles and knock them out with your mallet.

## CONTROLS



**A** Button

Move Right

**B** Button

Move Left

**+** Control Pad

Move Up/Down  
Left / Right

**START**

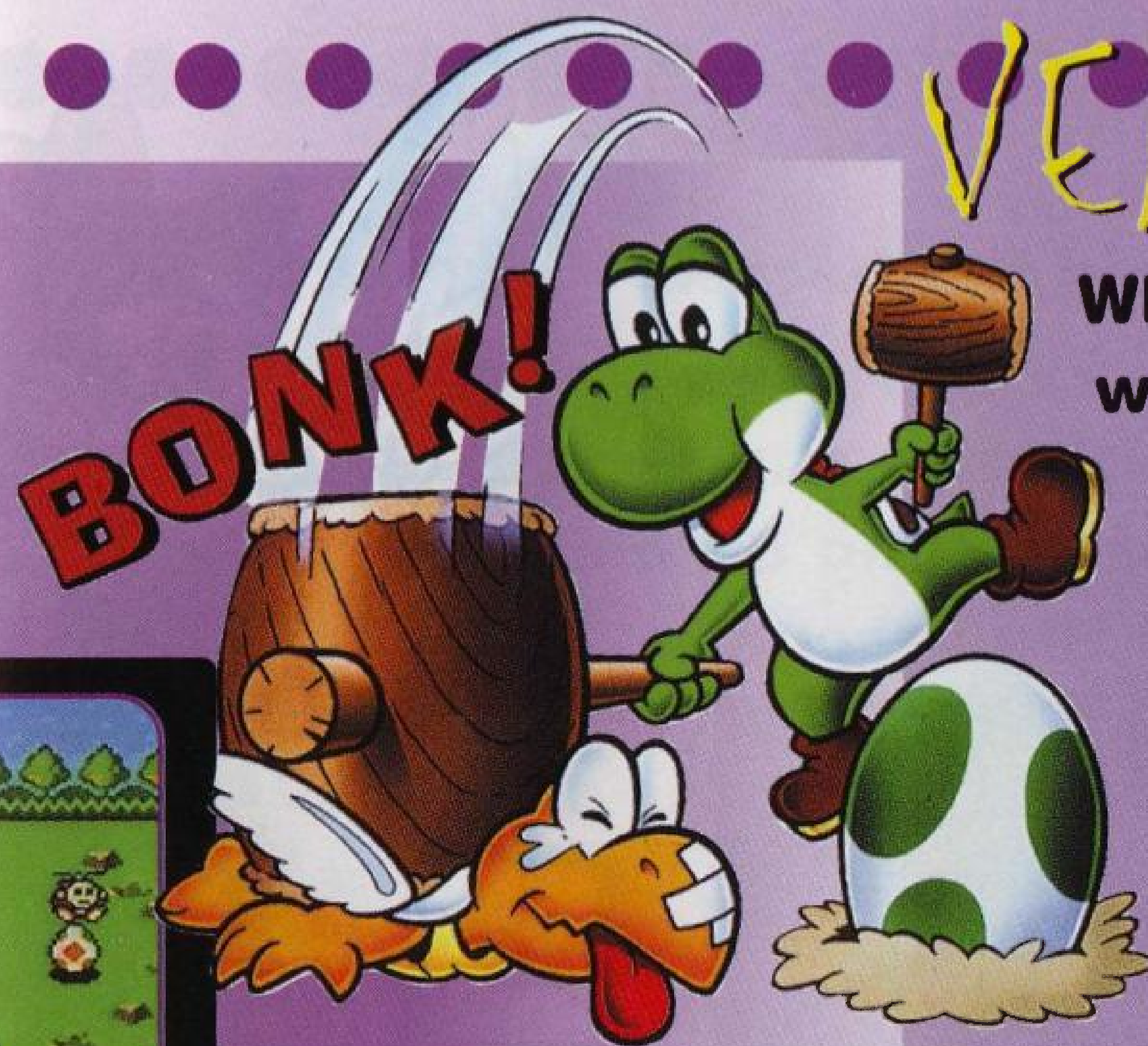
Pause

## MODERN

Keep the eggs safe from attack by moving left and right to whack enemies.

Each enemy character moves at a different speed.

Remember, Boo Buddy is kind of shy!



# VERMIN

Whack enemies with the mallet so you won't be attacked.

# DONKEY KONG<sup>®</sup>

Jump and avoid the barrels as they roll at you.

Destroy the platform supports and drop Donkey Kong on his head to make the rescue!



24



## Classic

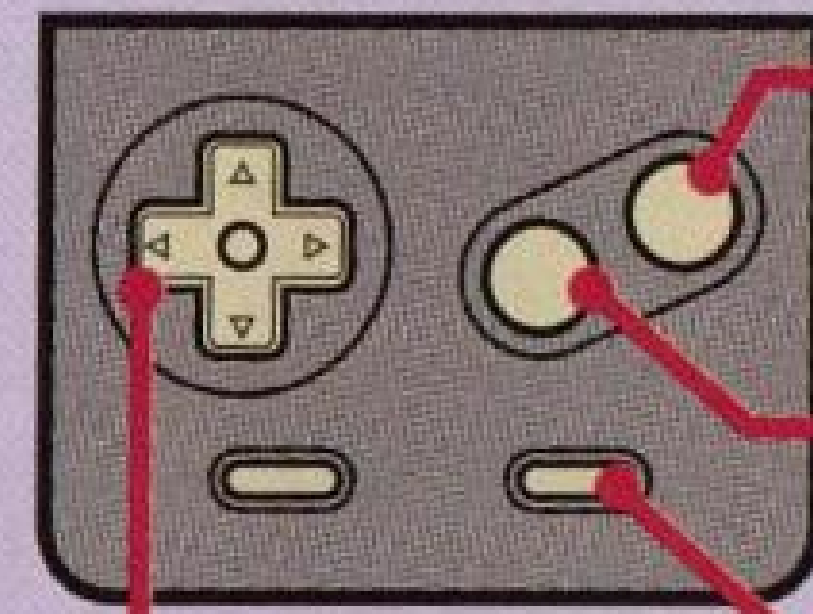
Make your way to the crane's switch on the upper part of the screen.  
Push ← on the + **Control Pad** to turn it ON.

Press the **A Button** to jump safely to the crane and remove the latch pins on DK's support.

Remove all four pins and Donkey Kong will do a head-plant.



## CONTROLS



**A Button**  
Jump

**B Button**  
Switch Screens  
(Classic Mode)

**START**  
Pause

## MODERN

Make your way to the switch and press ← on the + **Control Pad** to start the rotating platform, then use it to jump onto DK's platform.

If you make it there safely four times, Donkey Kong will do a head-plant.

25

## IMPORTANT:

REV-B

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26

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REV-K

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27  
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PRINTED IN JAPAN

*Winn's Lair*