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1-800-255-3700

PRINTED IN JAPAN

Nintendo®

GAME BOY[®] COLOR

DMG-AGOE-USA-1

GAME & WATCH GALLERY 3[™]

INSTRUCTION BOOKLET

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.

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 product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



Thank you for selecting the Game & Watch Gallery 3™ Game Pak for the Nintendo® Game Boy® Color 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.

THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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NEED HELP WITH A GAME?

For free, automated game play tips and news, call Nintendo's Power Line at:

1-425-885-7529

This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707 (U.S. \$1.50 per minute) 1-900-451-4400 (Canada \$2.00 per minute)

6 a.m. - 9 p.m. Pacific time, Monday - Saturday, 6 a.m. - 7 p.m. Sunday
Callers under age 18 need to obtain parental permission to call (prices subject to change).

What is Game & Watch?

Originally released in the early 1980's, the "Game & Watch" line marked Nintendo's entrance into the portable video game market.

Featuring liquid crystal displays and a handy size small enough to fit into a pocket, they quickly became a hit everywhere for gamers on the go.

"Ball," released in 1980, was the first of many Game & Watch titles to be 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.



EGG

Mmmm...Look at those fresh eggs! Catch them in the order they fall, but don't drop any!
Released in 1981



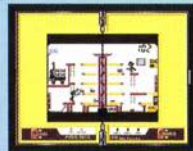
GREEN HOUSE

The insects are attacking your precious flowers! Climb up and down the ladder to spray all the bugs and spiders!
Released in 1982



TURTLE BRIDGE

Look before you leap! Carry the packages across the backs of the turtles to the far shore! Don't fall in!
Released in 1982



MARIO BROS.

Move the packages up the conveyor belts to the delivery truck. Can Mario® and Luigi keep production running smoothly?
Released in 1983



DONKEY KONG JR.

Rescue your captured father! Time your jumps carefully, or you'll never get the key!
Released in 1983



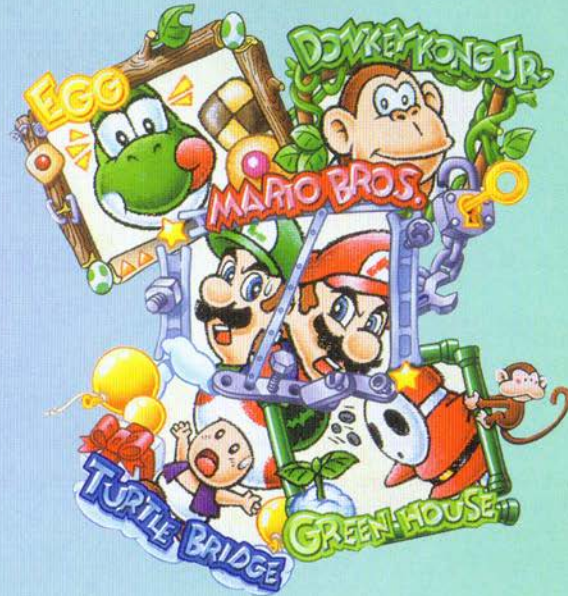
Welcome to the Gallery!

The gallery is open once again with 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 Modern Mode!

This mode combines the simple movements of the classic games with new graphics, new twists and even new levels featuring some of your favorite Nintendo characters!

Whether your aim is to set the high score or just pass some time, stop by the Game & Watch Gallery for great fun with the original in hand-held action gaming!



Getting Started

Correctly insert your Game & Watch Gallery 3 Game Pak into your Game Boy® system and turn the power ON. The Title screen will be displayed. Use the + Control Pad to select Play Game and press the A Button to access the Game Select screen.

For a quick peek at game play, just watch the Title screen for a demo. Press any button during a demo to return to the Title screen.



High Scores

Game & Watch Gallery 3 includes a save feature that automatically records your high scores when you finish or pause a game. View your high scores for each game on the game's Mode Select Screen.

You can erase all saved data, including high scores, stars and Gallery data by going to the Title screen and pressing the + Control Pad in the following directions: ↑ ↑ ↓ ↓ ← ← → →

Saving & Quitting

Game & Watch Gallery 3 includes a Save & Quit feature with which you can restart a game from where you left off by pausing the game and then turning the power OFF.

How to Save & Quit

- 1 Press START to pause your game. Then, turn the power OFF.
- 2 On the Title screen, "Saved Data" will appear, along with the game's title and mode. Press START or the A Button to resume your game.



The Save & Quit feature can only save one game at a time. When the game is restarted, the saved data will be erased.

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.

CLASSIC MODE

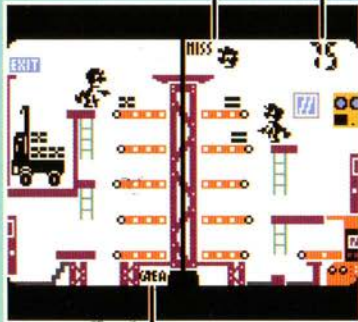
Game Difficulty Level

GAME A

Easy

GAME B

Hard



Clearing Misses

- * Mistakes are removed automatically once you earn a certain number of points.

Both Modes

- * If you miss three times in any game, your game will be over.

Clearing Misses

- * At certain point levels, a heart will appear. Retrieve it to recover one miss.



Both Modes

- * Press START to pause the game and call up the Pause Menu.

MODERN MODE

Score

Miss

Game Difficulty Level



Easy



Hard



To reset the game in both modes, press START, SELECT and the A and B Buttons simultaneously.

Grab the food that comes rolling down towards you! If you miss when the hen or when Mario is watching from above, it only counts as a half-miss!

CLASSIC

Catch the eggs in the order they fall!

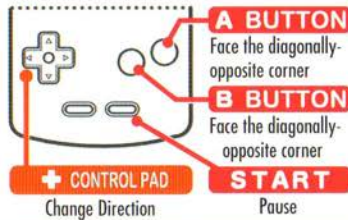
MODERN

Get different points for the cookies and doughnuts, depending on how well they're baked. Eat them when they're just right, and the meter at the bottom of the screen will fill up. When the meter is filled, a Yoshi®-shaped cookie will fall down towards you. Eat it when it's baked just right, and Yoshi will lay an egg! Eat three Yoshi cookies and a Baby Yoshi will come to your aid! If you miss, or if you eat a Bob-omb, all of the eggs you have laid will disappear.

EGG



EGG - MODERN -



Fight-off the enemies that are after your poppies!

CLASSIC

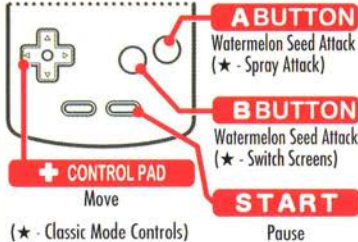
Switch between the two screens for easier game play.

MODERN

Yoshi's attacks won't reach the monkeys when they are at the top of their vines. If Yoshi eats 10 watermelons, he can breathe fire and hit the monkeys while they're still up high - but for a limited time only! Keep an eye on the Fly Guys, too!



GREEN HOUSE - MODERN -



GREEN HOUSE

Pick the packages up on the left, carry them to the person on the right, then head back for another load.

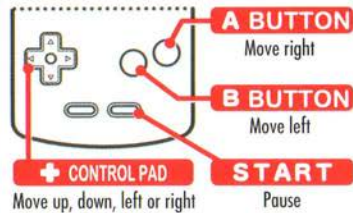
CLASSIC

Watch out! The turtles you use as a bridge will dive under water when the fish approach!

MODERN

Collect as many coins as you can. The more you collect, the more extravagant Mario's presents for Peach become. But beware! You can only stand on the clouds and floating island for a short while before they disappear.

TURTLE BRIDGE



Help Mario and Luigi move the packages along the conveyor belt. Load the finished cakes on the truck without dropping any!

CLASSIC

Don't drop any of the packages!

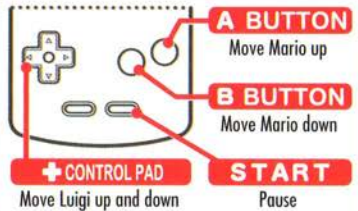
MODERN

Keep your ears open for the alarm! It sounds when Bowser changes the direction of the conveyor belts' motion. You'll have to pull one of the levers to set the system back to normal.

MARIO BROS.



MARIO BROTHERS - MODERN -



Use the vines or jump to dodge your enemies as you race to get the key and rescue your captured father. You must unlock all four sections of the cage to free Donkey Kong®.

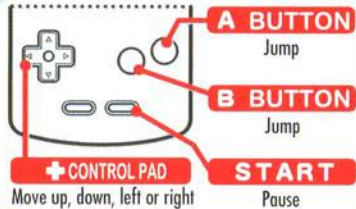
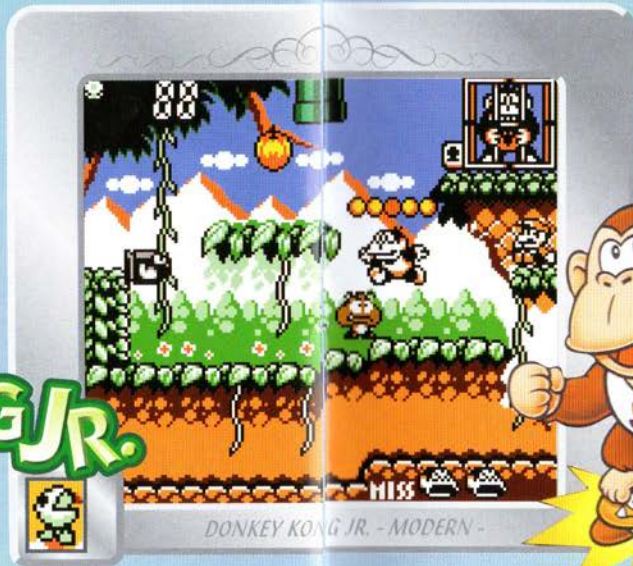
CLASSIC

Dodge the alligators by jumping over them. Time your jump just right when reaching for the key!

MODERN

Attack the Goombas and Baby Piranha Plants from above by dropping fruit on them. Watch your timing when crossing over to the cage.

DONKEY KONG JR.



The Gallery Corner

As you earn points in each game, you can visit new galleries in the Gallery Corner. To visit the galleries, select View Gallery on the Title screen and press the A Button.

Visiting the Galleries

To visit a gallery in Gallery Corner, use the + Control Pad to select a gallery with the cursor. Press the A Button to move to the doorway of that gallery, then press the A Button again to enter.



At first, the only gallery you can access is the NOTE BOARD, but as you collect more and more stars, more galleries will be constructed!

NOTE BOARD

The NOTE BOARD is where you can read notices about Game & Watch Gallery 3 games, Gallery Corner and other items of information. Use the + Control Pad to scroll through headings and press the A Button to view the message.

NOTE

TIPS AND ATTACKS

Gallery Corner Notices

Explanations of game rules and techniques. You may find this information valuable, so check back frequently!



Gallery Corner is filled with information about Game & Watch Gallery 3! There may even be extra perks hidden away...!?! Collect as many stars as you can and keep an eye on Gallery Corner for something fun and exciting! You too can be a gallery expert!

**Good luck opening
all of the galleries!**

Linked Play

You may be able to use the Game Link[®] cable with certain games in Game & Watch Gallery 3. Read this page carefully so you'll be ready when the time comes!

NECESSARY ITEMS

Game Boy systems	2
Game & Watch Gallery 3 Game Paks	2
Game Link cables	1

(Note: The Game Link cable needed may vary, depending on the Game Boy systems you are using. Please refer to your Game Boy's Instruction Booklet for more information.)

For 2-player linked play, please connect the Game Link cable to your Game Boy systems as shown in the picture on the right.



Linking the Game Boy systems

- 1 When each Game Boy system's power is OFF, properly insert a Game & Watch Gallery 3 Game Pak in each Game Boy system.
- 2 Next, properly insert one end of the Game Link cable into each system.
- 3 Turn each Game Boy system's power ON.

The following conditions may result in a communications error, so please take care when linking Game Boy system.

- * The Game Link cable is not properly inserted.
- * The Game Link cable is removed during game play.
- * The proper Game Link cable is not being used.

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