Anticipation™*

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.



Thank you for selecting the Nintendo Entertainment System® ANTICIPATION™ * Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Challenge yourself to quickly identify video pictures drawn on the screen and advance your Game Marker around the Video Game Board. Compete against the computer players or up to three of your friends. Don't forget to keep an eye out for the puzzle colors you need to advance to the next level. Anticipation has hundreds of puzzles from 16 different categories designed to give you and your friends countless hours of video fun.

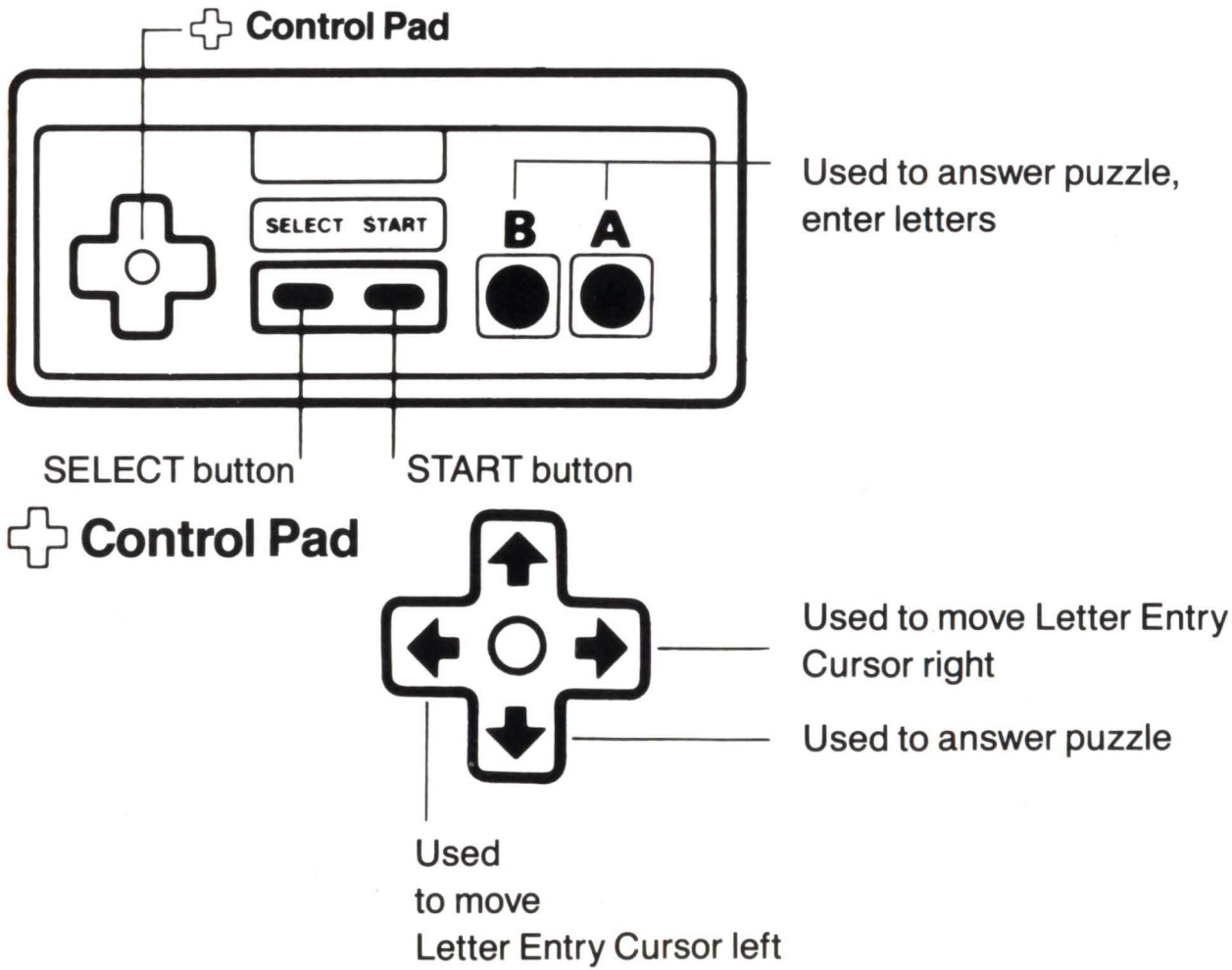
1. PRECAUTIONS

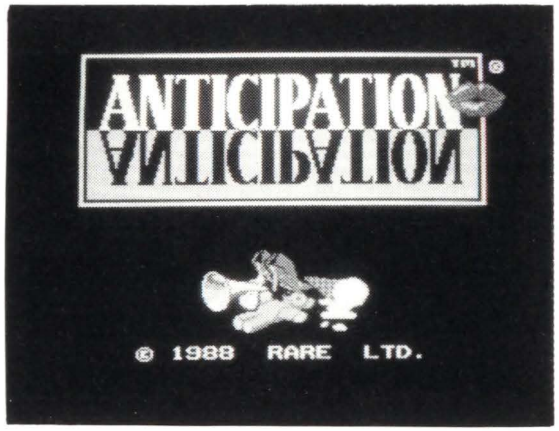
A. This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
B. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
C. Do not clean with benzene, paint thinner, alcohol or other such solvent.

NOTE: In the event of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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2. NAME OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS





SELECT Button:

Not Used

START Button:

Press this button to begin.

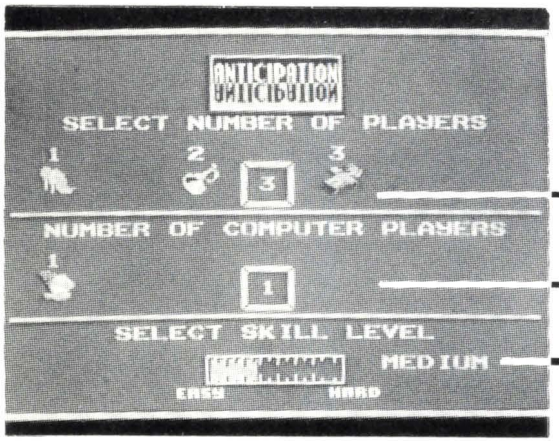
Pause:

If you wish to interrupt play in the middle of a game, press the START Button. The pause tone will sound and the game will stop. Press the START Button again when you wish to continue playing. The game will continue from where you left off. NOTE: The Pause function will not work during a puzzle.

3. SETTING UP THE GAME

Before beginning play, first select the number of players (you and your friends). Up to four can play one game. Then select the number of computer players (note: the maximum number of players and computer players combined is four). Finally, select the skill level for your game which will optimize both challenge and fun!

GAME SET UP SCREEN



Press the Control Pad right or left then press the A Button to select;

Number of Players (1-4)

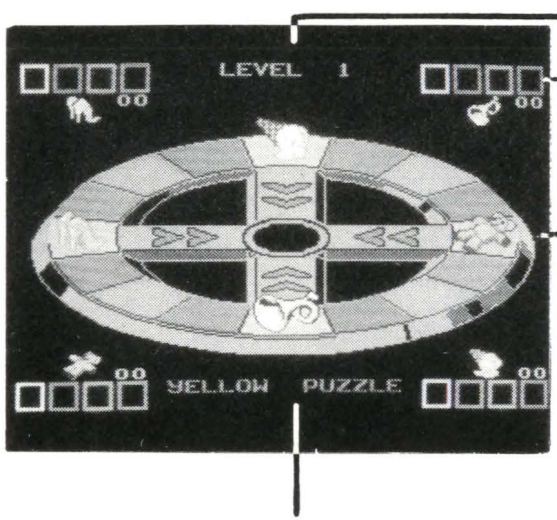
Number of Computer Players (0-3)

Skill Level (easy, medium, hard, very hard)

4. HOW TO PLAY

On the Game Board Screen, note the locations of your Game Marker, the puzzle colors you need, and the number of spaces you want to move to land on those colors (Game Markers advance counter clockwise around the board).

GAME BOARD SCREEN



Level

Puzzle colors not yet answered correctly

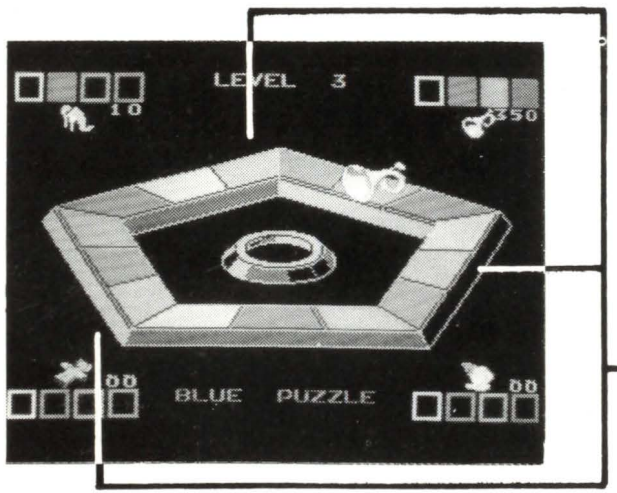
"Teddy" Game Marker

Current Puzzle Color

5. ADVANCED LEVELS OF PLAY

If you select a higher level of difficulty, or you advance to the higher Game Boards, you will be up against several new challenges. First of all, fewer "Dots" will be visible in each puzzle, or there will be no dots at all. Also, the spaces for the letters may not be displayed or certain high difficulty puzzles may also appear. On certain Game Boards, Feature Squares will appear. If you land on one of these, something crazy will happen. Stay cool and press the A Button at the right time and you'll "get your feet back on the ground". On the highest level of difficulty, watch out for Drop-Out Squares. Land on one of these and . . . well, just don't do it!

GAME BOARD SCREEN



Feature Squares

6. *ASSIGNED CONTROL PAD/BUTTONS BY PLAYER*

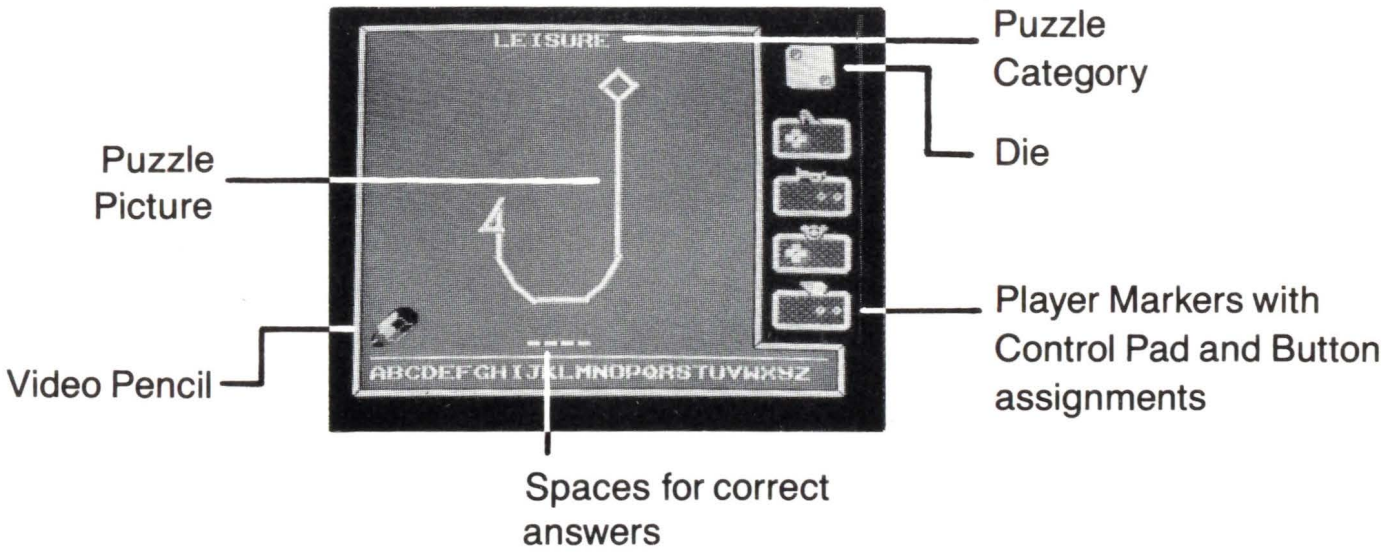
	CONTROLLER 1		CONTROLLER 2	
	Control Pad	**A/B Buttons**	**Control Pad**	**A/B Buttons**
1 Player Game	—Player 1 (*Shoes*)—			
2 Player Game	—Player 1 (*Shoes*)—		—Player 2 (*Trumpet*)—	
3 Player Game	Player 1 (*Shoes*)	Player 2 (*Trumpet*)	—Player 2 (*Teddy*)—	
4 Player Game	Player 1 (*Shoes*)	Player 2 (*Trumpet*)	Player 3 (*Teddy*)	Player 4 (*Ice Cream*)

7. PUZZLE CATEGORIES

Natural	Tools	Weaponry	Music
Man Made	Things	Leisure	Miscellaneous
Clothing	Math	Office	Alphabet
Food	Scientific	Travel	Whatchamacallit

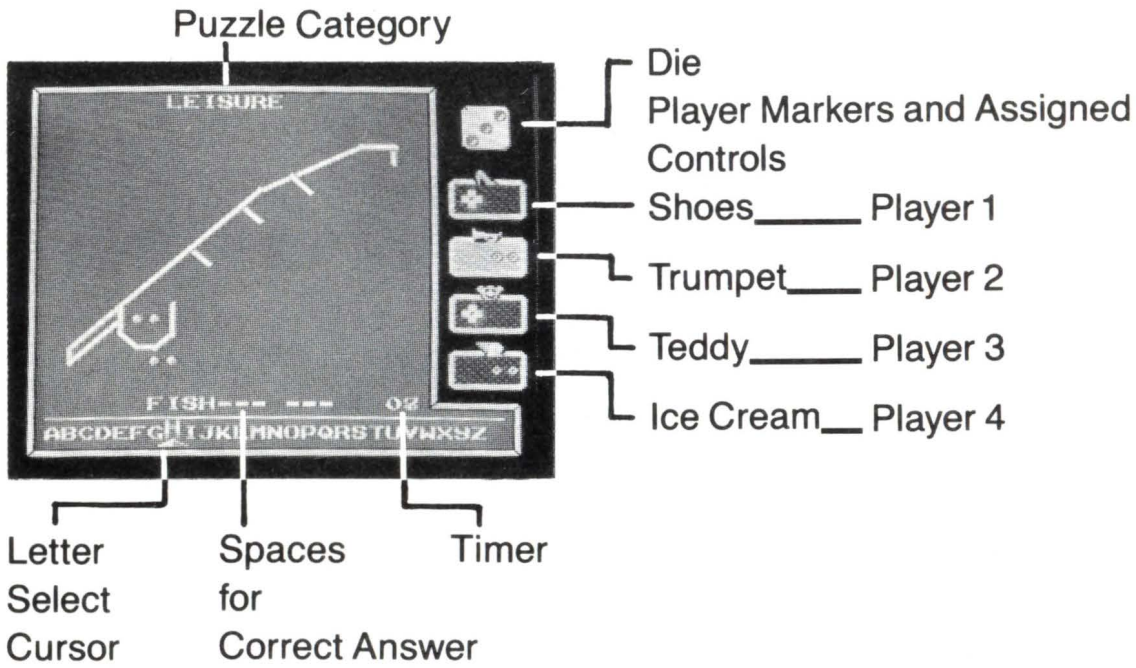
On the Puzzle Screen, the Video Pencil slowly draws the Puzzle picture. The Die in the upper right corner counts down to zero. If you know the answer before the Die gets to zero, press your assigned Control Pad or Button. If you need a certain color, you may want to wait until the Die shows the number you need to advance that color before you press your Control Pad or Button to answer.

PUZZLE SCREEN



One of the four Player Markers will flash indicating who answered first. The timer starts, indicating how much time is left to enter the correct answer. If you were first, spell the answer as quickly as possible using the Control Pad to move the Letter Select Cursor left or right, then pressing the A or B button to select the letter. You are allowed only one mistake, so be careful!! If you answer incorrectly, other players may try solving the same puzzle before the Die gets to zero.

ANSWER ENTRY SCREEN



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. (''Nintendo'') warrants to the original consumer purchaser that this Nintendo Game Pak (''PAK'') shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
   Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific Time, Monday through Saturday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820-150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted at left. If the Nintendo Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Nintendo to repair or replace the PAK and will be given a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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