

SUPER NES
NINTENDO SCOPE™



INSTRUCTION BOOKLET



SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.

THE NINTENDO SCOPE WILL NOT WORK WITH A PROJECTION, LIQUID CRYSTAL OR DOUBLE SPEED SCAN TELEVISION (WHICH EMPLOYS A FIELD FREQUENCY OF 100 HZ).

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This 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.



SECTION 1

SUPER NES NINTENDO SCOPE MANUAL

Thank you for purchasing the Super NES Nintendo Scope™, the most advanced game firing accessory ever developed for any video game system. The Nintendo Scope is cordless to provide maximum agility and movement, and the infrared technology allows you pin-point accuracy.

To use the Nintendo Scope accessory, you need:

- ① The Super Nintendo Entertainment System™ Control Deck
- ② Any Super NES Nintendo Scope Game Pak bearing the Original Nintendo Seal of Quality and the Nintendo Scope symbol.

NOTE: The Nintendo Scope will not work with the NES™ Control Deck.



Look for this symbol on other Game Paks especially designed for use with the Nintendo Scope accessory.

NEED HELP?

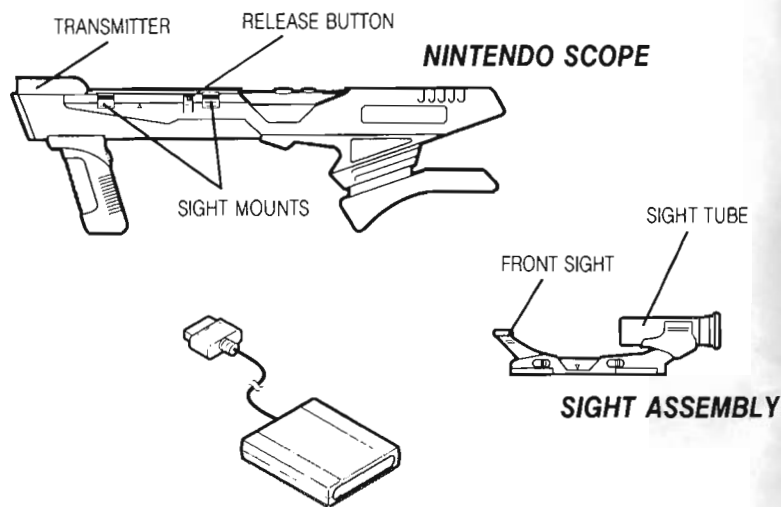
**PHONE OUR NINTENDO REPAIR DEPARTMENT
OPEN MONDAY TO FRIDAY 9:00 AM — 5:00 PM**

TEL: (0329) 243 300

Please read the setup instructions before attempting to operate the Nintendo Scope accessory. If after reading all setup instructions, you are still unable to operate your accessory, please call the Consumer Assistance Hotline at the number listed above.

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NINTENDO SCOPE COMPONENTS



SETUP AND INSTALLATION

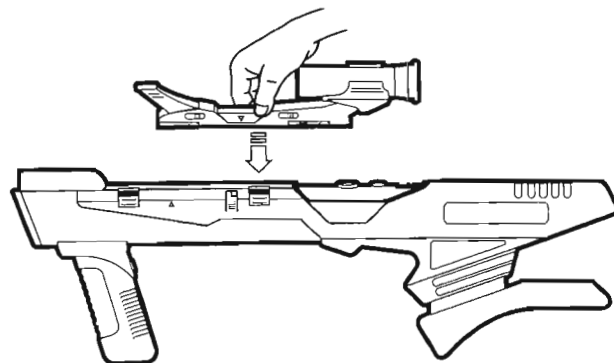
Attach the sight assembly to the Nintendo Scope sight mounts as shown in the diagram to the right (page 4).

- ▶ If you aim using your right eye, then mount the sight assembly on the *left* (when pointed away from you) side of the Nintendo Scope.
- ▶ If you aim using your left eye, then mount the sight assembly on the *right* (when pointed away from you) side of the Nintendo Scope.

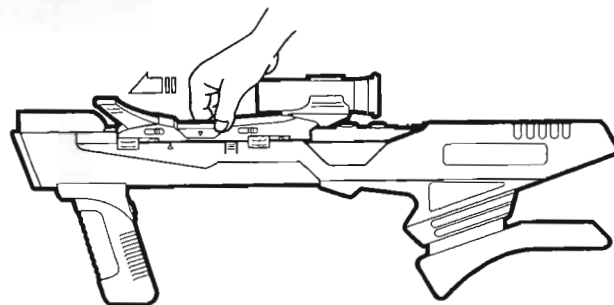
NOTE: This diagram shows the sight assembly mounted on the left side of the Nintendo Scope.

CAUTION: Do not attach or remove the sight assembly by holding the front sight or sight tube. Hold the sight assembly only as shown.

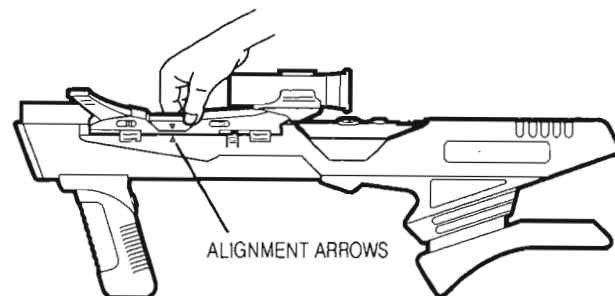
- 1 Align the sight assembly with the two (2) sight mounts.



- 2 Slide the sight assembly gently forward.

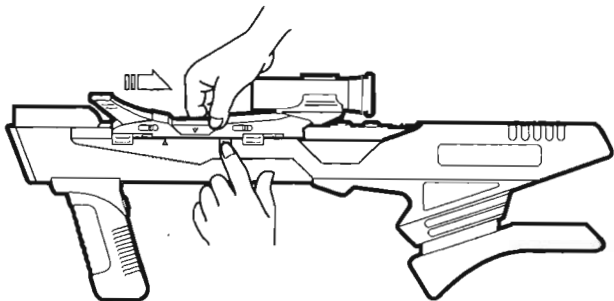


- 3 Lock the sight assembly into position by aligning the two (2) arrows.

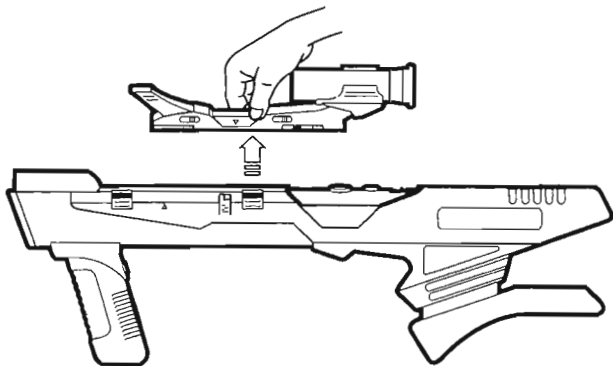


REMOVING THE SIGHT ASSEMBLY

- 1 Press in the release button and gently slide the sight assembly back.



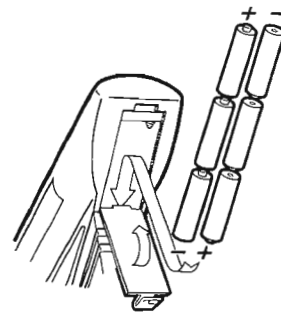
- 2 Pull the sight assembly away from the Nintendo Scope.



INSTALLING THE BATTERIES

Open the battery door under the back of the Nintendo Scope and install the six (6) "AA" size batteries (provided) as shown. Replace the door and snap into place.

NOTE: The operating life of the Nintendo Scope is approximately 130 hours using alkaline and about 50 hours using manganese batteries. Operating life will vary depending on conditions of use. Operating life will be reduced with continued use of the *turbo* or *cursor* buttons.



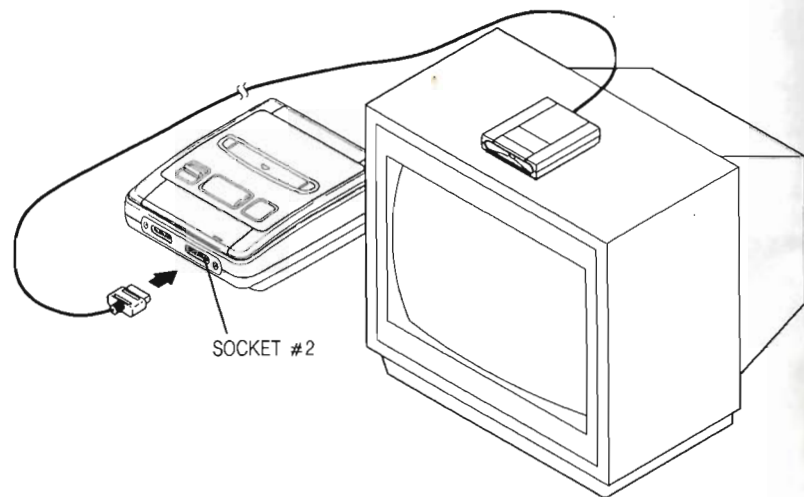
⚠ WARNING

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERIES TO MAKE "POPPING" SOUNDS AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR NINTENDO SCOPE ACCESSORY. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

- 1 Do not mix used and new batteries (replace all batteries at the same time).
- 2 Do not mix battery types (do not mix alkaline and carbon zinc batteries or mix different brands of batteries).
- 3 Do not put the batteries in backwards (positive (+) and negative (-) ends must face the proper direction).
- 4 Do not leave used batteries in the Nintendo Scope. When the batteries are losing their charge, the firing range may decrease and the target may not be hit. When this happens, promptly replace all used batteries with new batteries.
- 5 Do not leave batteries in the Nintendo Scope for long periods of non-use.
- 6 Do not leave the *power* switch on after the batteries have lost their charge. When you finish using the Nintendo Scope, always slide the *power* switch off.
- 7 Do not dispose of batteries in a fire. Do not recharge the batteries.
- 8 Do not use nickel cadmium batteries.

CONNECTING TO THE CONTROL DECK

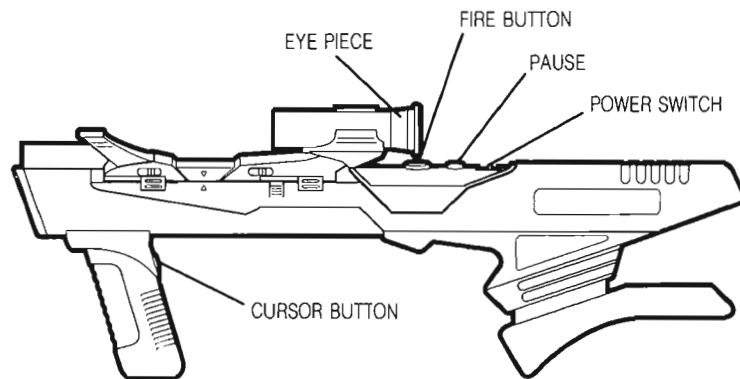
Plug the Nintendo Scope receiver into socket #2 on the front of the Super NES™ Control Deck as shown. Place the receiver on the top of the TV set. If there is no room on the top of the TV, place the receiver as close as possible to the TV screen (within about 4 inches). Point the front of the receiver (black end) in the same direction as the front of the TV set.



NOTE: If you need information on connecting the Super NES Control Deck to your TV, refer to the Super NES Instruction Manual.

SECTION 2

NINTENDO SCOPE OPERATION



POWER SWITCH - Slide the *power switch* forward to turn the Nintendo Scope on. While in the *on* position, the Nintendo Scope will fire single "shots" whenever the *fire* button is pressed. If the *power switch* is moved to the *turbo* position, the Nintendo Scope will fire repeatedly whenever the *fire* button is held down.

NOTE: The *turbo* feature is not used in some games. Consult the instruction booklet for the Game Pak you are using.

PAUSE - Press the *pause* button to pause or "freeze" a game. Push the *pause* button again to continue.

NOTE: The *pause* button will sometimes have a different function. Consult the instruction booklet for the Game Pak you are using.

FIRE BUTTON - The *fire* button is used for a majority of game play. Press this button to "shoot" at targets on the screen.

CURSOR BUTTON - While the *cursor* button is held down, a cursor dot will appear on the TV game screen showing where you are aiming.

NOTE: The *cursor* button will sometimes have a different function or may not be used at all. Consult the instruction booklet for the Game Pak you are using.

While playing a game, hold the Nintendo Scope as shown in the two views below. Make sure that when looking through the sight tube, you can see through the center of the front sight. If necessary, slide the sight tube forward or backward to bring the rubber eye piece closer to your eye for easier sighting.



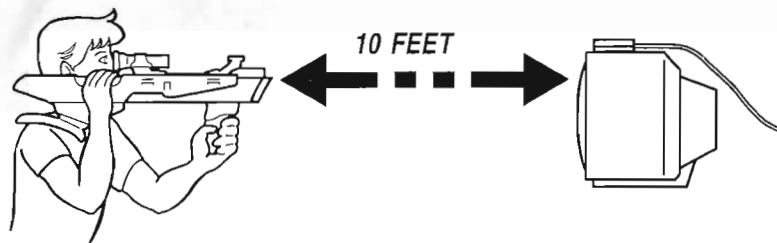
NOTE: These views show the Nintendo Scope held on the right shoulder and sighting with the right eye. If you need to use your left eye, move the sight assembly to the other side and hold the Nintendo Scope on your left shoulder (see pages 4 - 5).

ALIGNING THE SIGHTS

After loading a Game Pak, it is necessary to align the Nintendo Scope sights at the beginning of Game Play.

- 1 Turn your television on.
- 2 Load a Game Pak displaying the Nintendo Scope symbol into the Control Deck and slide the power switch to the on position.
- 3 Slide the *power* switch of the Nintendo Scope to either the *on* or *turbo* position (see the instruction booklet for the Game Pak you are using).

- 4 Stand about 10 feet in front of your TV as shown.

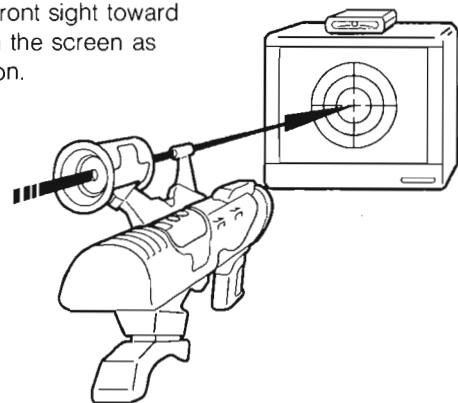


NOTE: The range can vary from 6 to 16 feet depending on the size of the TV, power of the batteries, etc.

- 5 Aim the Nintendo Scope at the TV screen and press the *fire* button to change the game to the sight setting (target) screen.

NOTE: If there is no change in the screen, press the *fire* button several times while aiming at different areas of the TV. If there is still no reaction, check the *power* switch setting and batteries of the Nintendo Scope or refer to the Troubleshooting section.

- 6 Look through the sight tube and sight through the center of the front sight toward the center of the target on the screen as shown. Press the *fire* button.



When aiming at the center of the sight setting screen, always align the front sight with the center of the target. If the front sight is not aligned with the center of the target, missing will occur during game play.

After pressing the *fire* button, a round "dot" (hit symbol) will appear on the target screen indicating where you are aiming. About one (1) second later, the practice screen will appear. Try firing again at this screen to see if the sight settings are ok.

- ▶ If the hit symbol appears at the area you were aiming, then the sight alignments are complete. Follow the on screen instructions or consult the Game Pak instructions to continue game play.
- ▶ If the sights are not aligned, press reset on the Control Deck and readjust the sights or follow the sight alignment instructions in the Game Pak booklet.

NOTE: Before starting a game, always check the sights. If shots do not land in the right place during game play, readjust the sights. If you move around the room or change the distance between the Nintendo Scope and the TV screen, you will need to readjust the sights.

NINTENDO SCOPE PRECAUTIONS

- 1 Nintendo recommends that you do not use the Nintendo Scope for more than 10 minutes at a time. Take breaks if you experience any discomfort in your shoulder, eyes, neck, arms, or any other body part. If discomfort continues, **STOP** using the Nintendo Scope and consult your physician.
- 2 The Nintendo Scope accessory is not intended to resemble a real gun and should never be used in a manner that could lead others to believe it is a real gun.
- 3 Rest the rubber eye piece gently against your eye while playing.
- 4 Be careful not to scratch the Nintendo Scope lens, transmitter cover or bend the front sight.
- 5 The Nintendo Scope will not work with a projection, liquid crystal or double speed scan television (which employs a field frequency of 100Hz).
- 6 The Nintendo Scope may not work with some old TVs that lack certain functions.
- 7 Do not use the Nintendo Scope simultaneously with an infrared remote control. The signals from the Nintendo Scope may be received by some infrared receivers such as a TV or VCR.
- 8 The Nintendo Scope may not work in rooms with fluorescent lights.
- 9 Do not block the lens on the front of the Nintendo Scope or Nintendo Scope receiver.
- 10 Slide the power switch to the off position when you are finished using the Nintendo Scope.
- 11 When you are finished using the Nintendo Scope, you **MUST** unplug the receiver from the Control Deck before playing any non-Nintendo Scope games.

SECTION 3

TROUBLESHOOTING

Before seeking repair services, check the problem against the list below:

PROBLEM

FIRING DOES NOT OCCUR.

SOLUTION

- Make sure the power switch of the Nintendo Scope is in the on or turbo position.
- Make sure the batteries are loaded correctly.
- Make sure the batteries are still working.
- The receiver must be plugged into socket #2 of the Control Deck.
- Make sure the black end of the receiver is facing the player.
- If there is a fluorescent light nearby, turn it off.
- Realign the Nintendo Scope sights using the steps described on pages 9 - 11.
- Adjust the brightness of the TV.

PROBLEM

FIRING SOUND CAN BE HEARD, BUT THE SCREEN DOES NOT DISPLAY A HIT.

SOLUTION

- Adjust the brightness of the TV.
- Realign the Nintendo Scope sights using the steps described on pages 9 - 11.
- If there is a fluorescent light nearby, turn it off.

PROBLEM

SOME AREAS OF THE TV SCREEN CANNOT BE HIT.

SOLUTION

- Make sure you are standing about 10 feet from the TV, then realign the Nintendo Scope and continue playing the game at that distance.

PROBLEM

FIRING IS INTERMITTENT.

SOLUTION

- Replace the batteries.
- Check the setting of the power switch. If you are trying to use the turbo feature, make sure that it is used in the Game Pak you are playing.
- Adjust the brightness of the TV.

PROBLEM

REGULAR (NON-NINTENDO SCOPE) GAMES WILL NOT OPERATE.

SOLUTION

- Unplug the Nintendo Scope receiver from socket #2 on the front of the Control Deck. Only leave the receiver plugged in while using the Nintendo Scope.

IF YOU ARE STILL UNABLE TO SOLVE THE PROBLEM, PLEASE CALL THE NINTENDO REPAIR DEPARTMENT HOTLINE AT: (0329) 243 300

WARRANTY AND SERVICE INFORMATION**90-DAY LIMITED WARRANTY****Super Nintendo Entertainment System ACCESSORIES**

BANDAI U.K. LTD. ("BANDAI") warrants to the original consumer purchaser that the Super Nintendo Entertainment System Accessory ("Accessory") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, BANDAI will repair or replace the defective Accessory, at its option, free of charge. Replacement may be made with a reconditioned Accessory of equivalent quality, at BANDAI's option.

To receive this warranty service, call (0329) 243 300 and ask for a Nintendo service technician. If the service technician is unable to solve the problem by telephone, you will be advised to return the Accessory to your local Nintendo dealer or send it postage prepaid, insured, and with proof of the date of purchase to:

BANDAI UK LTD.
Nintendo Service Dept.
Bandai Distribution
Parham Drive
Boyatt Wood
Eastleigh, Hants
SO5 4NU England
Tel: (0329) 243 300

Accessories returned without proof of the date of purchase or after the 90-day limited warranty period will be repaired for out-of-warranty repair charges. The Nintendo service technician will advise you of the cost to repair or replace the defective Accessory. (Repair done after acceptance of the quotation.) A cheque or money order for the amount quoted, payable to BANDAI UK LTD., should be enclosed with the shipment.

If after inspection, the Nintendo service technician determines that the Accessory cannot be repaired, it will be returned to you and your payment refunded.

This warranty shall not apply if the Accessory has been damaged by negligence, accident, abuse or modification subsequent to purchase. This warranty excludes incidental or consequential damages resulting from the product or the use of the product. This warranty does not interfere with your statutory rights.



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FAREHAM: HANTS. PO16 8XT, ENGLAND

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