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.

© 1988 Nintendo  © 1988 Rare, Ltd.  Licensed exclusively to Nintendo of America Inc.
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 SETUP 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

[Image of Game Board Screen]

---

6. ASSIGNED CONTROL PAD/BUTTONS BY PLAYER

<table>
<thead>
<tr>
<th>1 Player Game</th>
<th>2 Player Game</th>
<th>3 Player Game</th>
<th>4 Player Game</th>
</tr>
</thead>
<tbody>
<tr>
<td>Control Pad</td>
<td>A/B Buttons</td>
<td>Control Pad</td>
<td>A/B Buttons</td>
</tr>
<tr>
<td>Player 1 (Shoes)</td>
<td>Player 1 (Shoes)</td>
<td>Player 1 (Shoes)</td>
<td>Player 1 (Shoes)</td>
</tr>
<tr>
<td>Player 2 (Trumpet)</td>
<td>Player 1 (Shoes)</td>
<td>Player 2 (Trumpet)</td>
<td>Player 1 (Shoes)</td>
</tr>
<tr>
<td>Player 3 (Teddy)</td>
<td>Player 1 (Shoes)</td>
<td>Player 2 (Trumpet)</td>
<td>Player 3 (Teddy)</td>
</tr>
<tr>
<td>Player 4 (Ice Cream)</td>
<td>Player 1 (Shoes)</td>
<td>Player 4 (Ice Cream)</td>
<td></td>
</tr>
</tbody>
</table>

---

CONTROLLER 1

CONTROLLER 2
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.


10-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 10 days from the date of purchase if a defect covered by this warranty occurs during this 10-day warranty period. Nintendo will repair or replace the Pak, at its option, free of charge.

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem. You can call the service number 1-800-555-PAK2 or 1-800-422-2802. 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 Pak is defective as determined by the Consumer Service Representative, 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. If you return your Pak without a Return Authorization number, the warranty will not be honored. We cannot compensate for delays in your return because of lost mail or any other reason.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

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. In such cases, 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 Pak and return the defective merchandise together with FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. (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 you will be notified.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBSTITUTED BY THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OR ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations or exclusion may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.