POWER GLOVE **

INSTRUCTIONS

Nintendo
ENTERTAINMENT
SYSTEM®

MATTEL

4007-0820

INTRODUCTION

Hi! I'm the Glove Master and this is my apprentice Little Digit. We're going to take you to a new dimension in game play; a dimension that puts amazing powers right in your hand. With the flick of a finger you can devastate an army of attackers or deliver a deadly blow to your enemy.

Welcome to the world of the Power Glove! It's a world where you'll really feel like you are part of the action. When you play a boxing game you really punch. With driving games you'll get the feel of being behind the wheel of a real race car.

Little Digit and I are here to help you start playing a game with your Power Glove as soon as possible. As Little Digit can tell you, becoming a Glove Master takes practice. But in no time at all, you'll be scoring high and winning big the Power Glove Way.
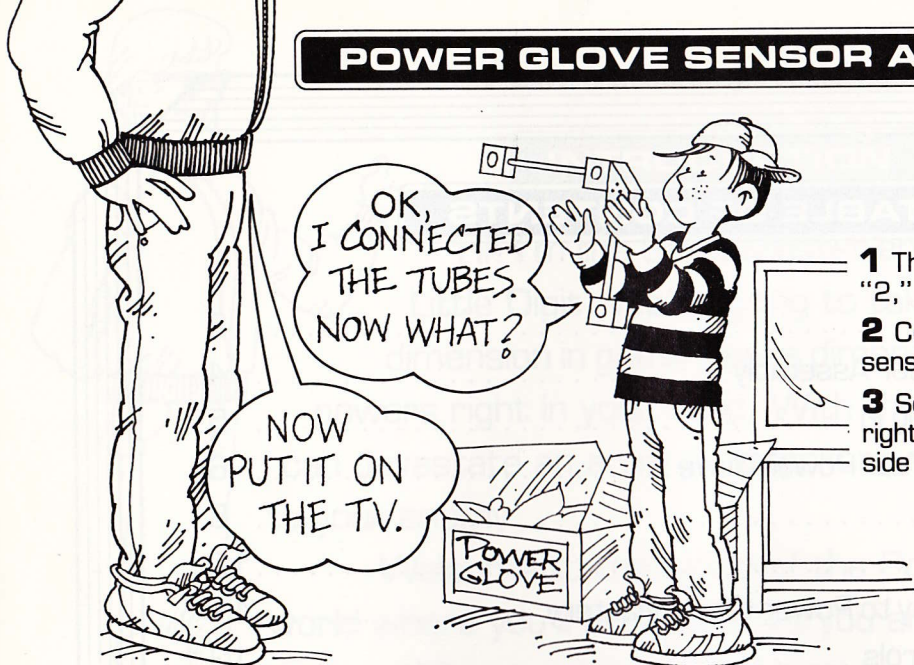
TABLE OF CONTENTS

POWER GLOVE SENSOR ASSEMBLY
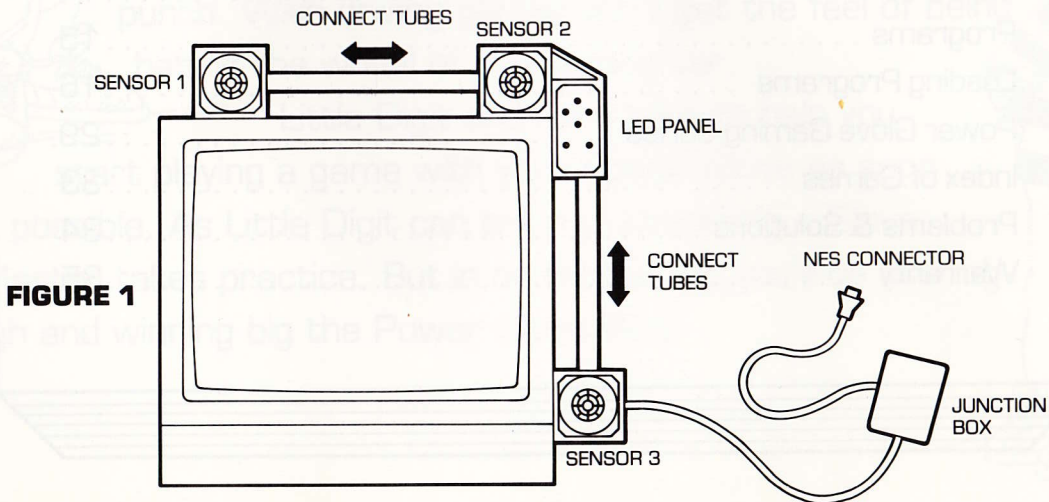

OK, I CONNECTED THE TUBES. NOW WHAT?

NOW PUT IT ON THE TV.

POWER GLOVE

1 The glove sensors are labeled "1," "2," and "3."

2 Connect the tubes between the sensors as shown in Figure 1.

3 Set the completed assembly on the right side of your TV, with the dished side of the sensors facing front.

CONNECT TUBES

SENSOR 2

SENSOR 1

LED PANEL

CONNECT TUBES

NES CONNECTOR

FIGURE 1

JUNCTION BOX

SENSOR 3

1 Turn NES off before you plug anything into it.

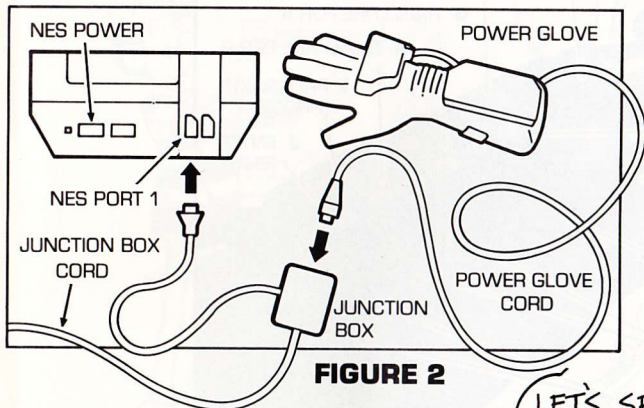**2** Plug junction box cord into NES port "1," as shown in Figure 2.

NES POWER

POWER GLOVE

NES PORT 1

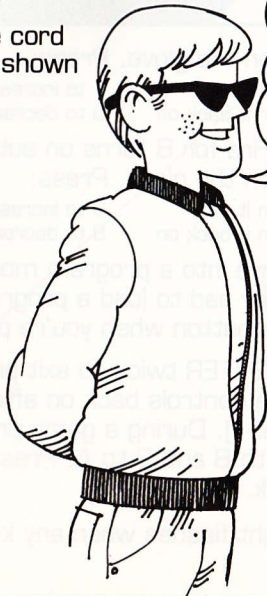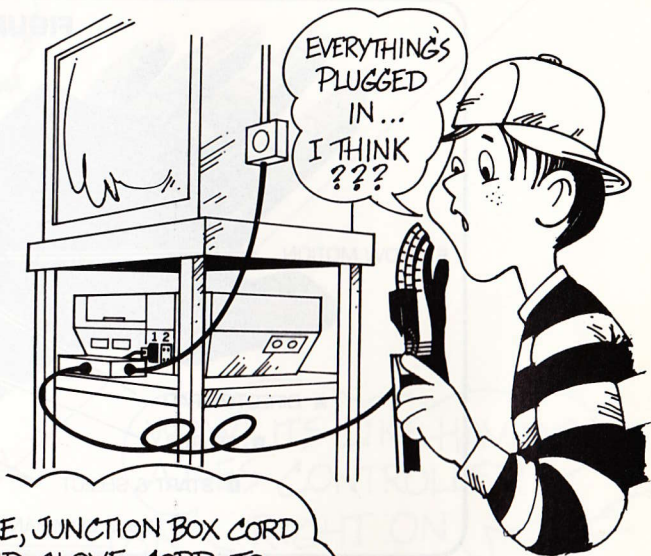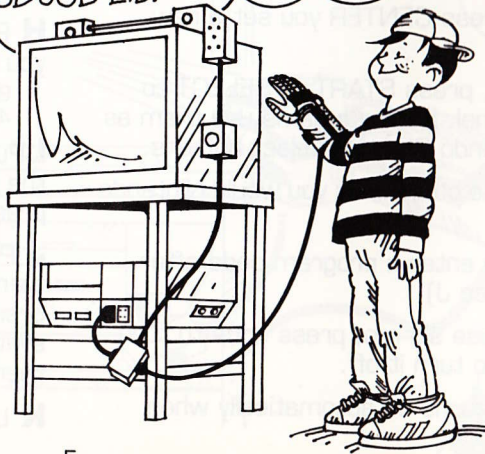JUNCTION BOX CORD

POWER GLOVE CORD

JUNCTION BOX

FIGURE 2

3 Plug Power Glove cord into junction box as shown in Figure 2.

EVERYTHING'S PLUGGED IN... I THINK ???

LET'S SEE, JUNCTION BOX CORD TO 1 AND GLOVE CORD TO JUNCTION BOX. — THAT'S RIGHT! GOOD JOB L.D.

FIGURE 3

K LED LIGHT

E THE NUMBER PAD [0-9]

G RAPID FIRE FOR A

H RAPID FIRE FOR B

I PROGRAM [PROG]

J ENTER [ENTR]

F SLOW MOTION

A DIRECTON PAD

B CENTER

C START & SELECT

D A & B COMMANDS
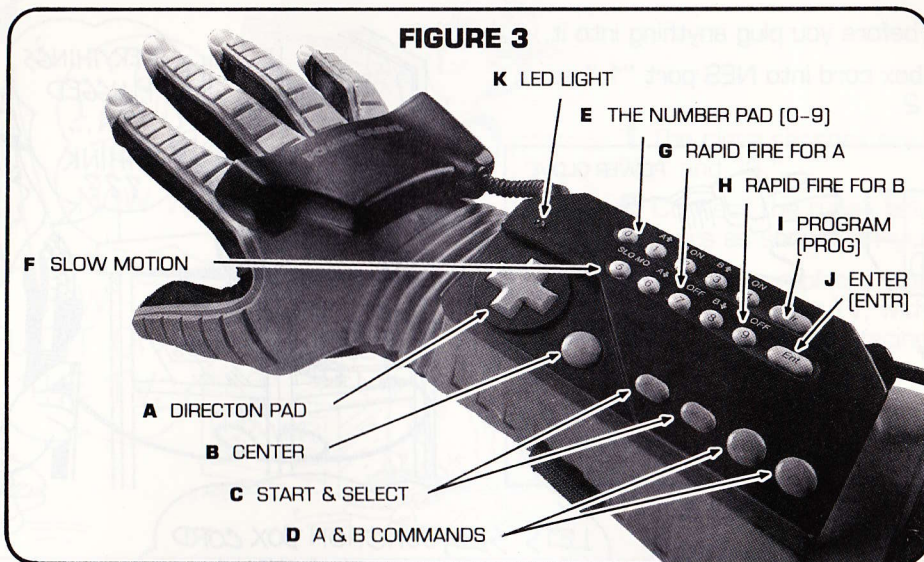
A Works just like the direction pad on your NES controller.

B Each time you press CENTER you set a new starting point.

C Once glove is on, press START or SELECT to turn on the LED panel. During a game use them as you would the Nintendo Start & Select buttons.

D You can use these buttons as you would Nintendo A & B buttons.

E Use keys 0-9 to enter a program code after you press PROG [see J].

F For games that use slo-mo, press once to turn it on. Press again to turn it off.

G Rapid Fire for A turns on automatically when you turn on the glove. Press:

7 to turn it off	1 to increase firing rate
2 to turn it back on	6 to decrease firing rate

H Rapid Fire for B turns on automatically when you turn on the glove. Press:

9 to turn it off	3 to increase firing rate
4 to turn it back on	8 to decrease firing rate

I Puts glove into a program mode so you can use the number pad to load a program, [see E]. Don't press this button when you're playing a game.

J Press ENTER twice to exit program mode and turn game controls back on after you load a pro-gram, [see I]. During a game press ENTER once to switch A to B and B to A. Press again to switch them back.

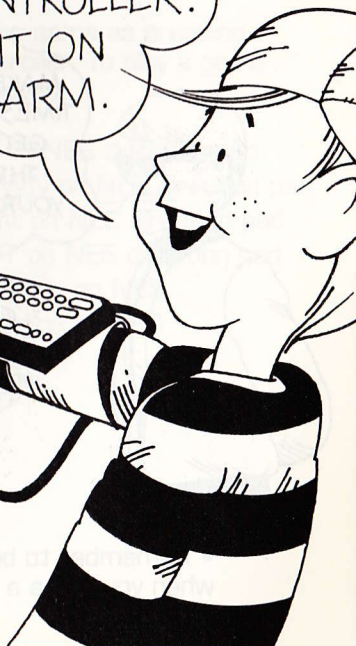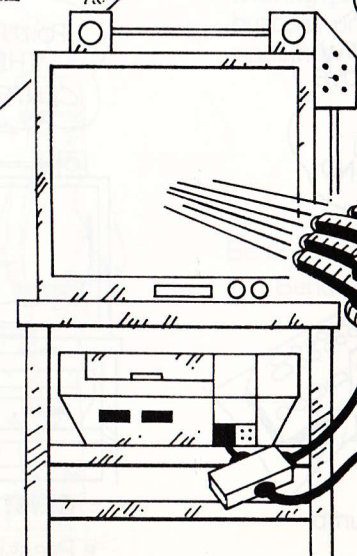**K** LED light flashes when any key is pressed.
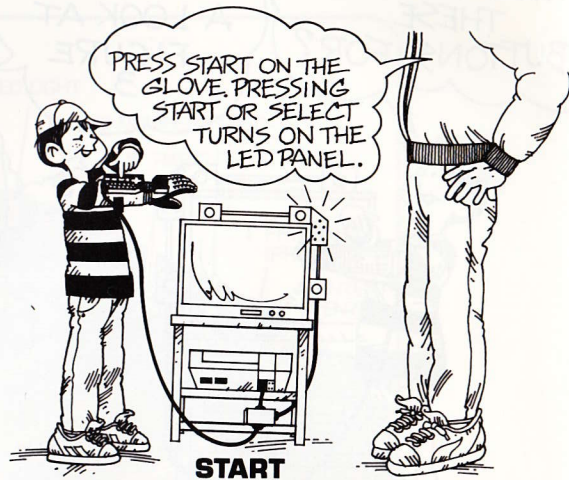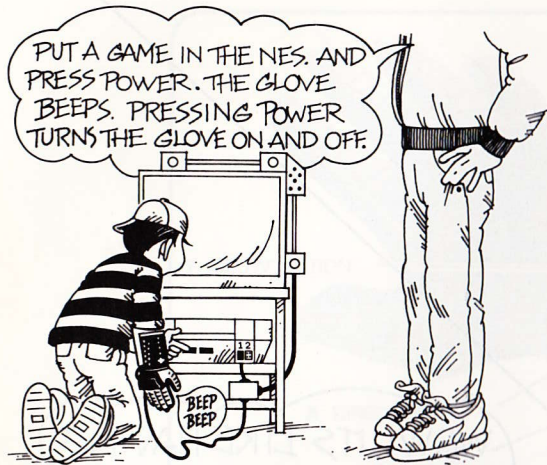
WHAT ARE ALL THESE BUTTONS FOR?

THEY DO LOTS OF THINGS. TAKE A LOOK AT FIGURE 3.

WOW! IT'S LIKE HAVING A NES CONTROLLER. RIGHT ON MY ARM.

PUT A GAME IN THE NES. AND PRESS POWER. THE GLOVE BEEPS. PRESSING POWER TURNS THE GLOVE ON AND OFF.

BEEP BEEP

PRESS START ON THE GLOVE. PRESSING START OR SELECT TURNS ON THE LED PANEL.

START

MAKE A FIST A FEW TIMES SO THE GLOVE GETS TO KNOW THE SIZE OF YOUR FINGERS AND THUMB.

• Remember to bend your thumb when you make a fist.

POINT GLOVE AT THE MIDDLE OF THE TV SCREEN AND PRESS CENTER. SO THE GLOVE CAN TELL WHICH WAY YOU MOVE
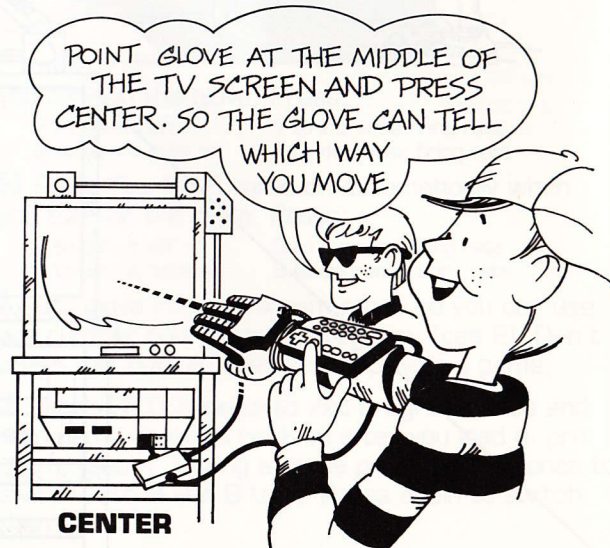
CENTER

• Pressing CENTER sets your starting point.

Look at the LED Panel by Sensor 2. The lights turn on and off when you move the glove in different directions. Try it.

LIFT GLOVE
MOVE GLOVE LEFT
MOVE GLOVE RIGHT
LOWER GLOVE
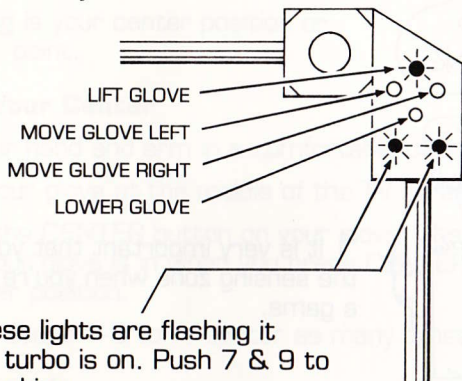
• If these lights are flashing it means turbo is on. Push 7 & 9 to stop flashing.

BEND FINGER
UP
RIGHT
LEFT
DOWN
BEND THUMB

TO TURN ON THE GLOVE AND START PLAYING A GAME JUST FOLLOW THE STEPS IN "QUICK START UP."

CAN I PLAY NOW?
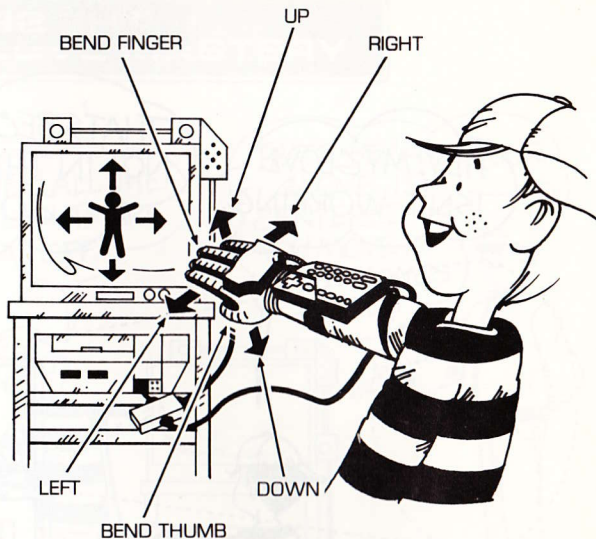
Moving your glove is the same as pressing buttons on a NES controller. To play a game right now use these moves:

Up = UP on NES direction pad
Down = DOWN on NES direction pad
Right = Right on NES direction pad
Left = LEFT on NES direction pad
Bend 1st finger = A button on NES
Bend thumb = B button on NES

HEY! MY GLOVE ISN'T WORKING.
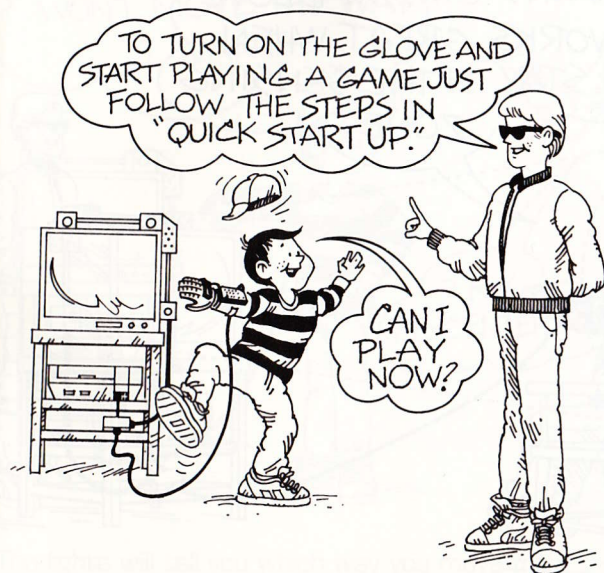
THAT'S BECAUSE IT'S NOT IN THE SENSING ZONE.
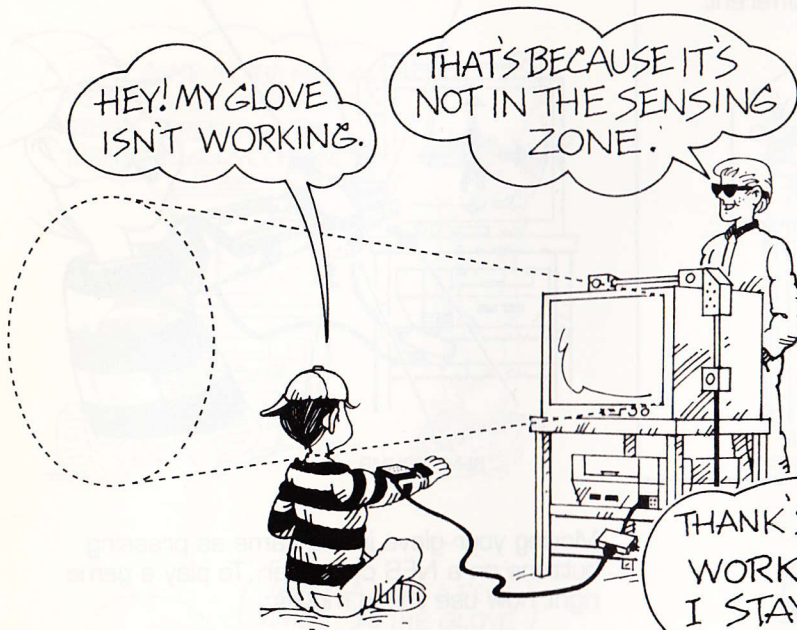
1 It is very important that you stay in the sensing zone when you're playing a game.

THANK'S GM! MY GLOVE WORKS GREAT WHEN I STAY IN THE SENSING ZONE.

2 Always point your glove towards the TV when you are playing a game.

3 Sitting on a chair instead of the floor will help you stay in the sensing zone.

10
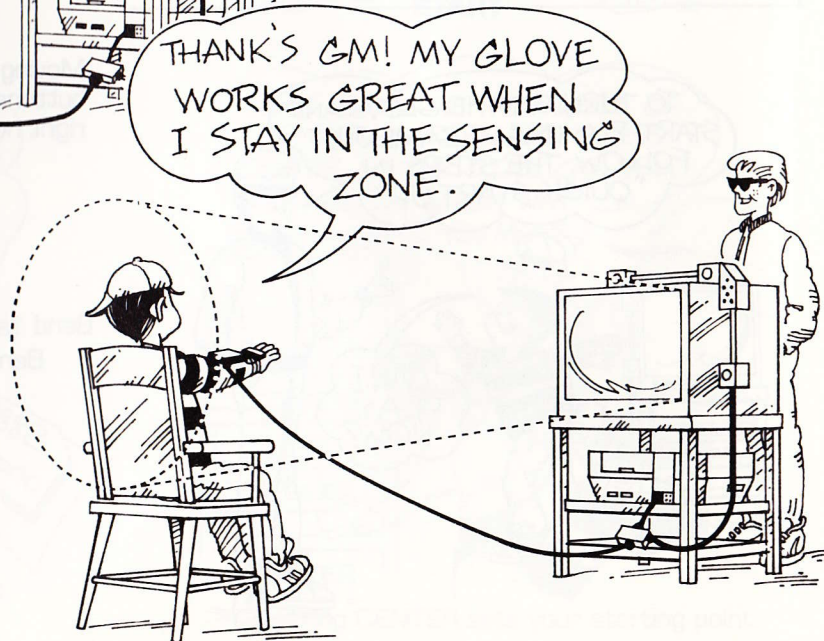
CENTERING:
THE KEY TO POWER GLOVE MASTERY

Centering is your center position or "starting" point.

Setting Your Center

1 Put your hand and arm in a comfortable position.

2 Point your glove at the middle of the TV screen.

3 Press the CENTER button on your glove. The position your glove is in when you press CENTER is your center position.

4 Repeat steps 1-3 to re-center as many times as you want.

HEY! ALL THE LIGHTS ARE OFF.

THAT'S BECAUSE YOUR GLOVE IS CENTERED. IF YOU MOVE A LIGHT COMES ON.

WHAT'S WRONG? MY MAN WON'T MOVE THE WAY I WANT.

TRY RE-CENTERING.
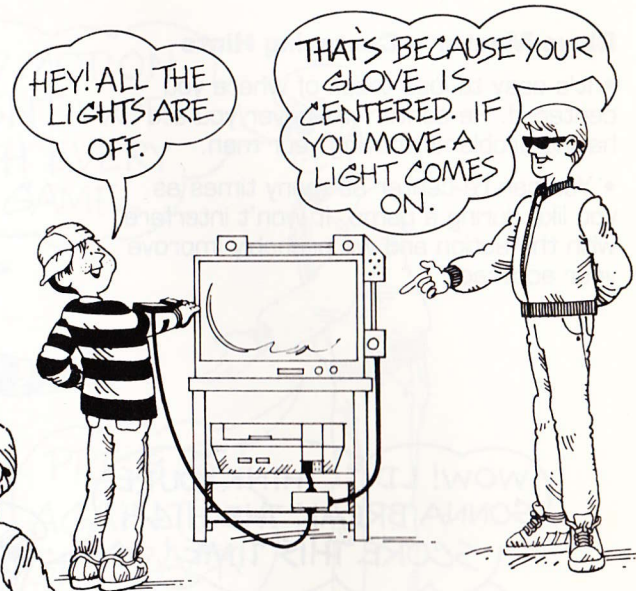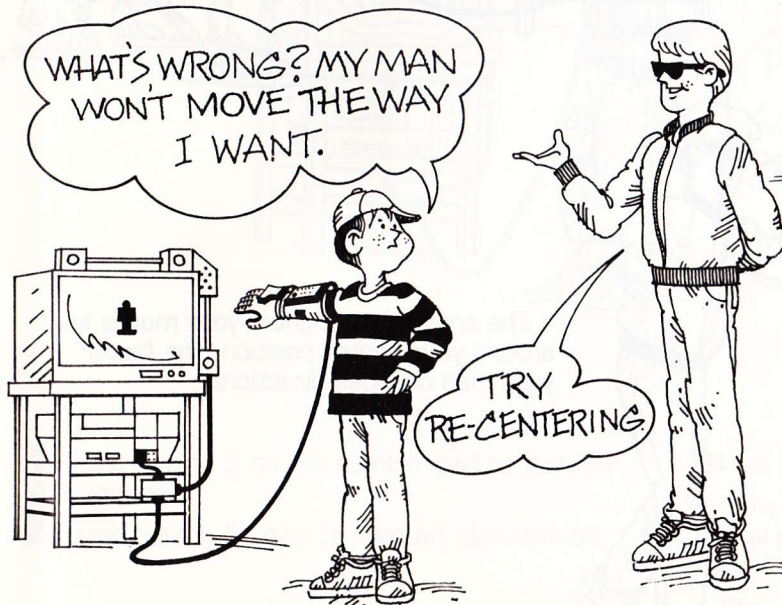
Centering Your Moves

Finding your center position is easy with the LED Panel. When the glove is perfectly centered all the directional LED's will be off and your man won't move.

Moving the glove away from center is like pressing the NES direction pad. Your man moves according to which way you move the glove away from center. Look at which LED lights to see which way you move the glove.

The lights will tell you which way you move from the center.

Glove Master's Centering Hints

• It's easy to lose track of where you centered. Re-center whenever you are having problems moving your man.

• You can re-center as many times as you like during a game. It won't interfere with the action and will probably improve your accuracy.

> TRY TO KEEP YOUR MOVES CLOSE TO CENTER AND YOU'LL CHANGE DIRECTIONS FASTER

> OK I'LL TRY

> WOW! LD I THINK YOU'RE GONNA BREAK THE HIGH SCORE THIS TIME!

> MAKING SMALLER MOVES REALLY HELPS.
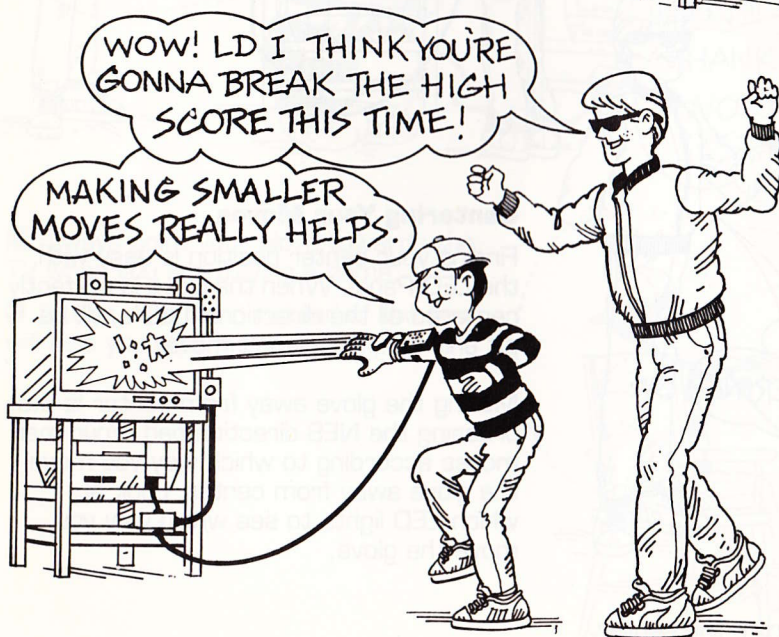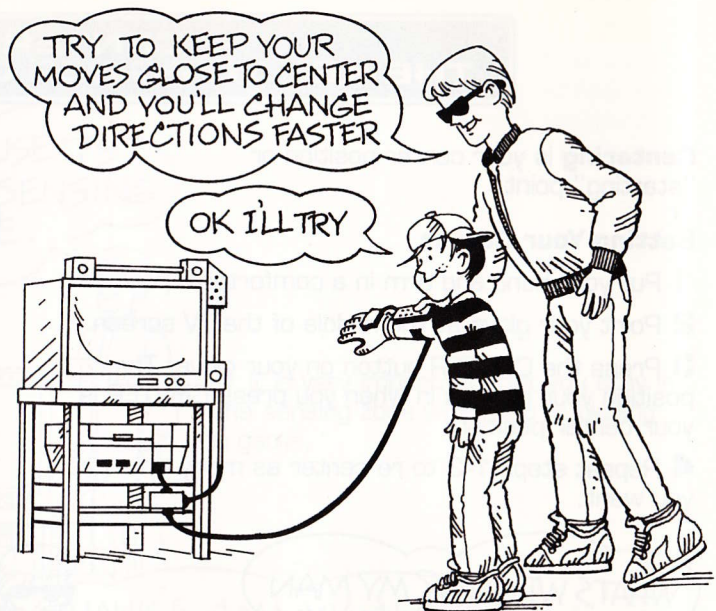
• The smaller and tighter your moves are around your center position, the faster your man changes directions.
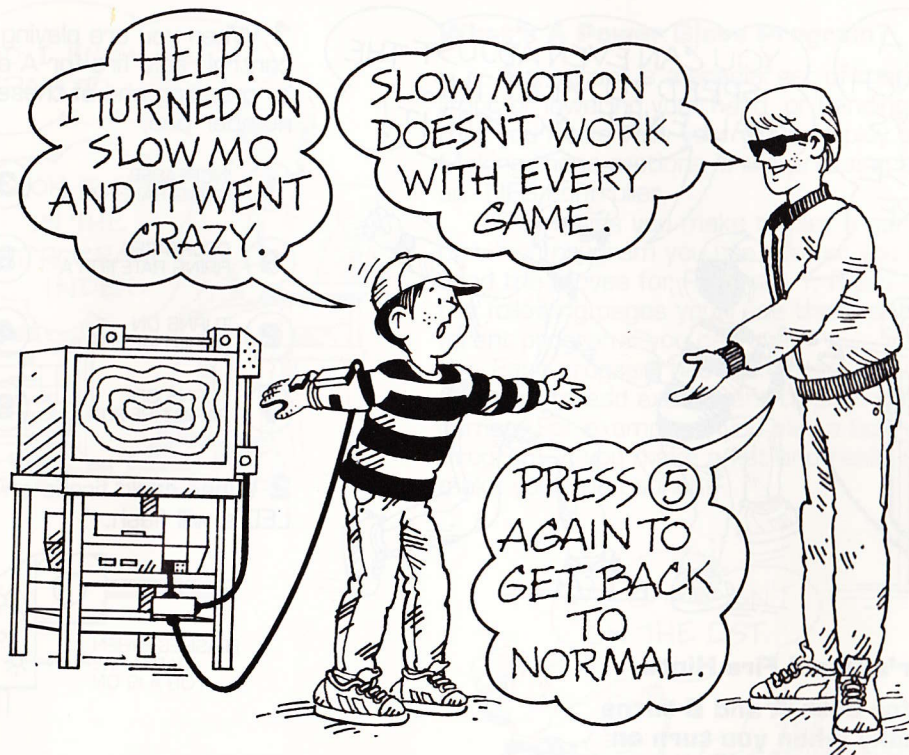
1 Press button 5 on the number pad to turn on slow motion.

2 Press button 5 again to turn off slow-motion.

Glove Master's Slo-Mo Hints

• Slow Motion is great when you are just learning a new game. It gives you more time to react and extra time to plan your strategy.

• Slow Motion does not work well with some games.

I CAN GET A WHOLE BUNCH OF BAD GUYS WHEN I USE RAPID FIRE.

YOU CAN EVEN ADJUST THE SPEED TO MEET THE CHALLENGE. GO FOR IT!

1 When you are playing a game you can control rapid fire for A and B separately by pressing one of these buttons on the number pad.

1 INCREASES FIRING RATE FOR A

3 INCREASES FIRING RATE FOR B

6 DECREASES FIRING RATE FOR A

8 DECREASES FIRING RATE FOR B

2 TURNS ON RAPID FIRE FOR A

4 TURNS ON RAPID FIRE FOR B

7 TURNS OFF RAPID FIRE FOR A

9 TURNS OFF RAPID FIRE FOR B

2 When rapid fire is on the A/B LED's will flash.

FLASHES WHEN RAPID FIRE FOR A IS ON

FLASHES WHEN RAPID FIRE FOR B IS ON

Glove Master's Rapid Fire Hints

• **Rapid Fire for both A and B turns on automatically when you turn on the glove.** In most cases you will want to turn one or the other off before getting into a game.

• Not all glove programs have rapid fire, refer to the individual descriptions pgs. 17-28, and 30-32.
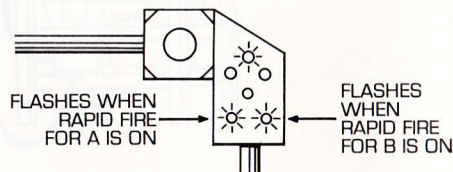
3 Press buttons 1, 6, 3, or 8, as many times as you want to adjust the firing rates. The glove beeps higher or lower to tell you whether you're firing faster or slower.

BEEPS LOWER WHEN YOU INCREASE FIRING RATE

BEEPS HIGHER WHEN YOU DECREASE FIRING RATE

HOW DO I KNOW WHICH PROGRAM TO USE?

LOOK IT UP IN THE PROGRAM INDEX.
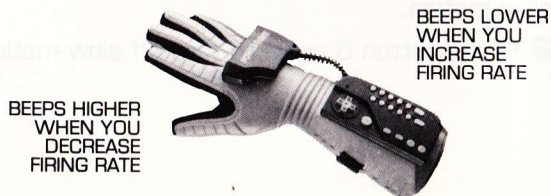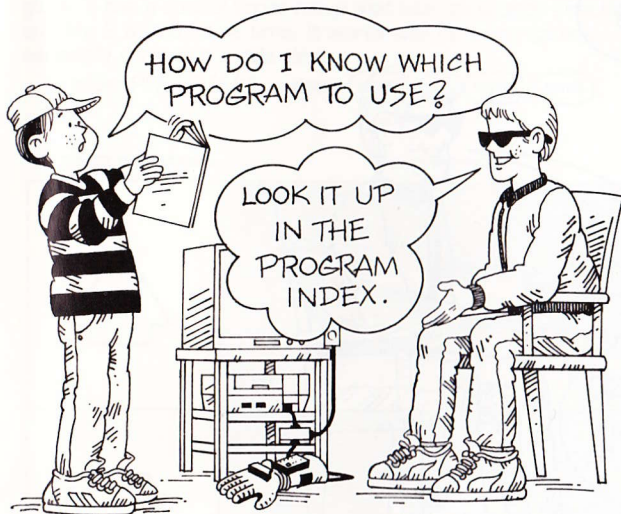
What's A Power Glove Program?

A program is a special set of motions, [like lifting or lowering your hand, or bending your finger,] that you make with your glove to play a game. Making these motions is like pressing buttons on an NES controller.

The moves you make to play a game depend on which program you use. So far you have only used the moves for Program 1. If you look through the following pages you'll see there are many different programs you can use.

Each program has a different set of moves designed to add excitement to playing different games. For example, if you play a boxing game with Program 7, you make a fist and really punch to make your man punch.

MY GAME ISN'T ON THE LIST.

THE DESCRIPTIONS AT THE TOP OF EACH PROGRAM WILL HELP YOU PICK THE ONE THAT'S BEST.

How To Pick A Program

Look up the game you want to play in the game index on page 33 to see which program will work the best. If the game you want to play isn't listed in the index, the descriptions at the beginning of each program will help you decide which program to use.

I WANT TO USE PROGRAM 3

LET'S GIVE IT A TRY JUST FOLLOW "HOW TO LOAD A PROGRAM."
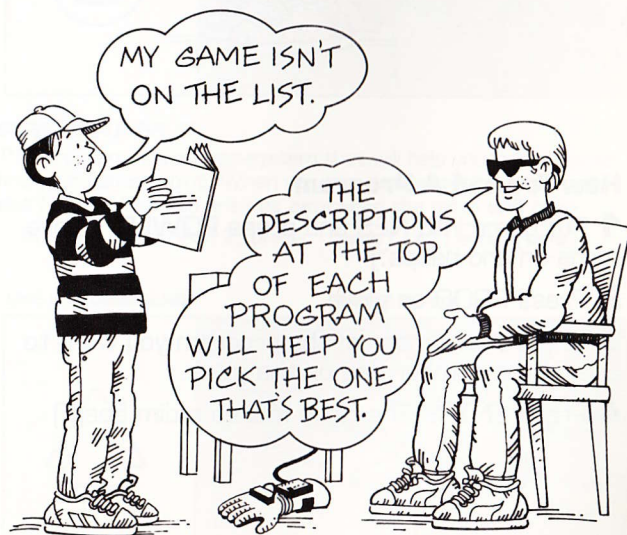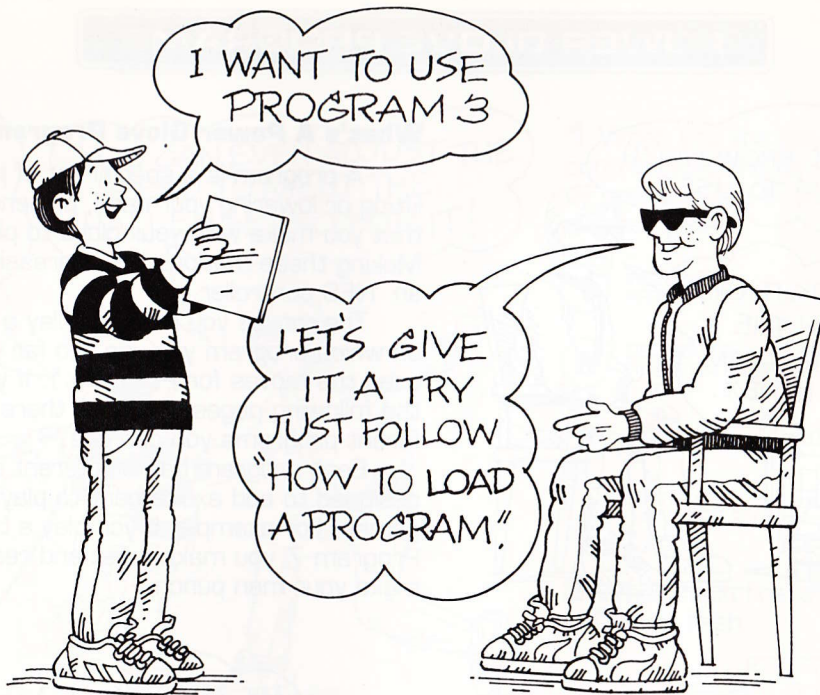
How To Load A Program

1 Put game into NES and press POWER. [Glove turns on and beeps.]

2 Press PROG on glove.

3 Press the number of the program you want to use on the number pad on the glove.

4 Press ENTR. [The glove makes a dim beep.]

5 Press ENTR again. [The glove beeps.]

6 Press START or SELECT on your glove. [LED Panel turns on.]

7 Make a fist a few times and center before you start playing.

8 Repeat steps 2-5 to change programs. Always make a fist a few times and re-center after you change programs.
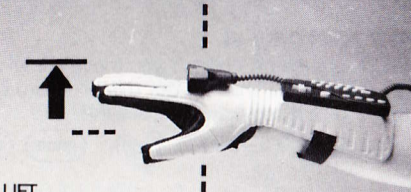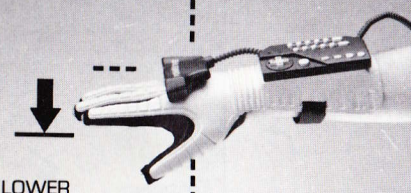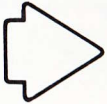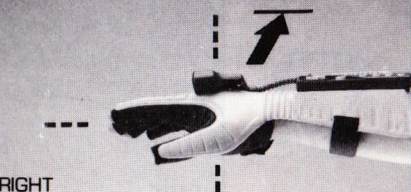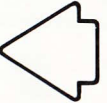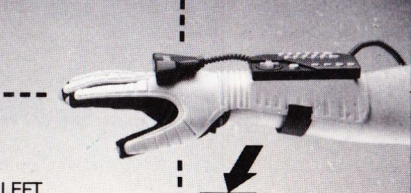
PROGRAM 1
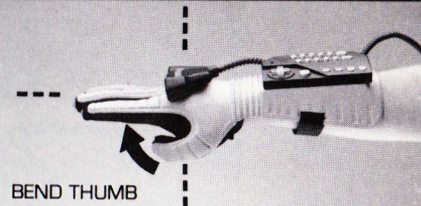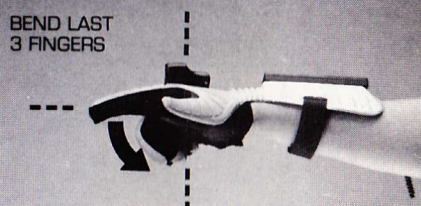
This program is loaded automatically when you turn on the glove. It has a special finger move that lets you change directions and fire B at the same time. It works well for many games, especially ones with a side view.

To enter PROGRAM 1, press: (PROG) (1) (ENTR) (ENTR)

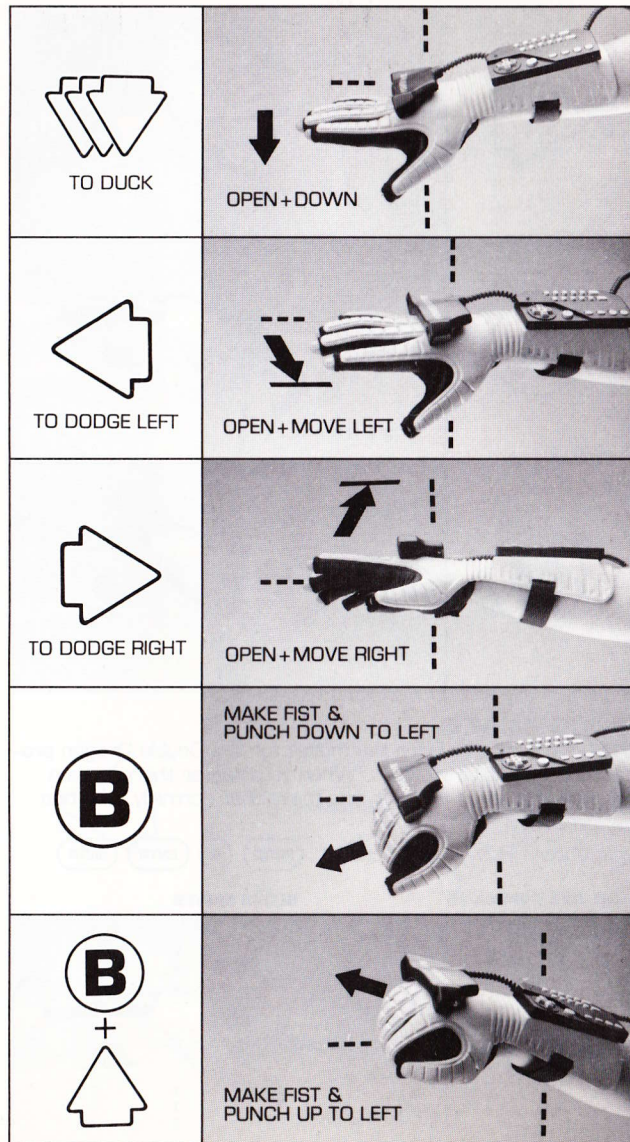| LIKE NES COMMAND	GLOVE MOVES
△	LIFT
▽	LOWER
▷	RIGHT
◁	LEFT
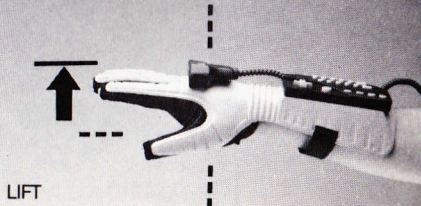
LIKE NES COMMAND	GLOVE MOVES
(A)	BEND THUMB
(B)	BEND 1ST FINGER
TURN + (B)	BEND LAST 3 FINGERS

PROGRAM 2

This program has a beep-system that will help you learn how to find your center point. When you **are centered** the glove will **not** beep. When you are **not centered** the glove **will** beep.
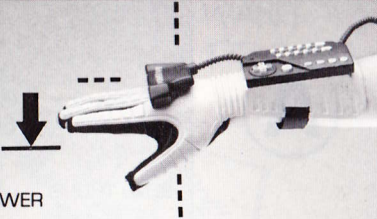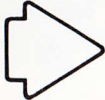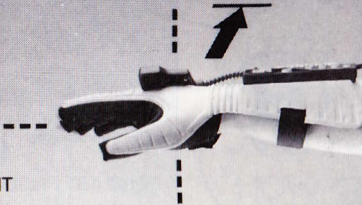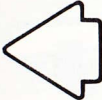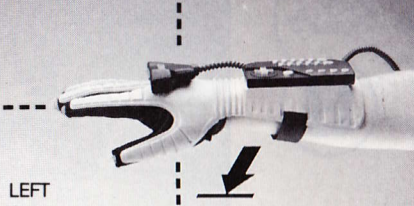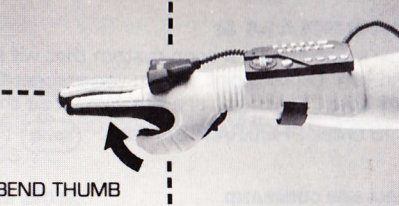
To enter PROGRAM 2, press: (PROG) (2) (ENTR) (ENTR)

LIKE NES COMMAND	GLOVE MOVES
△	LIFT
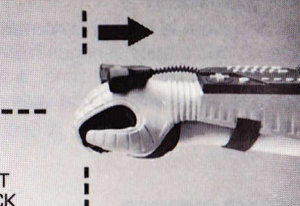
LIKE NES COMMAND   **GLOVE MOVES**

LOWER

RIGHT

LEFT

A

BEND THUMB

B

BEND 1ST FINGER

LIKE NES COMMAND   **GLOVE MOVES**

TO TURN
OFF OR ON
BEEP SYSTEM

MAKE A FIST
& PULL BACK
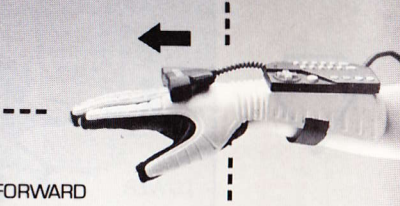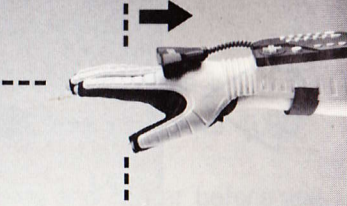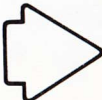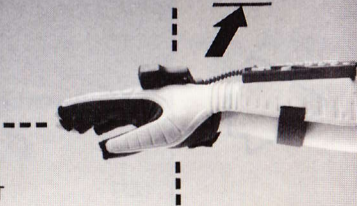
PROGRAM 3

When you use program 3 you move the glove around as if it was on a table. That makes this program good to use for games with a top view, like GAUNTLET®

To enter PROGRAM 3, press: (PROG) (3) (ENTR) (ENTR)

LIKE NES COMMAND   **GLOVE MOVES**

FORWARD

BACK

RIGHT

LIKE NES COMMAND	GLOVE MOVES
← LEFT	
Ⓐ BEND THUMB	
Ⓑ BEND 1ST FINGER	
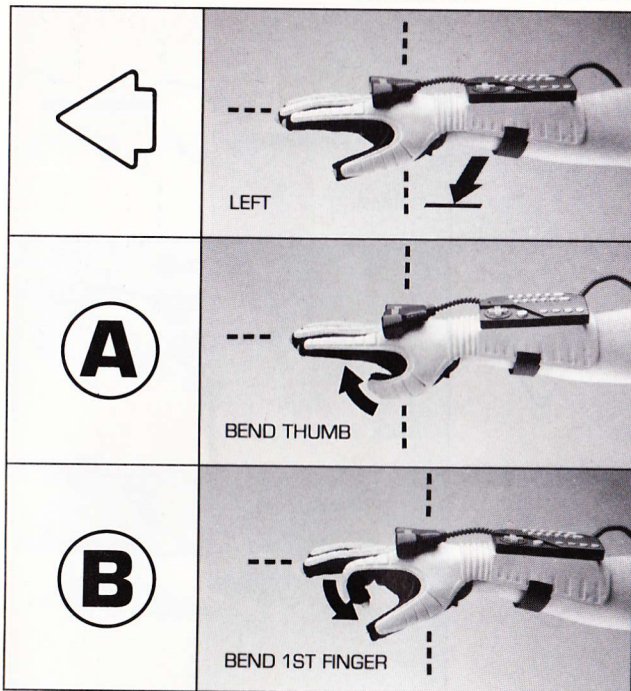
PROGRAM 4

Because this program has unique finger movements it's good for playing IRON TANK.™ Think of your fingers as the levers that control the tank treads.

To enter PROGRAM 4, press: (PROG) (4) (ENTR) (ENTR)
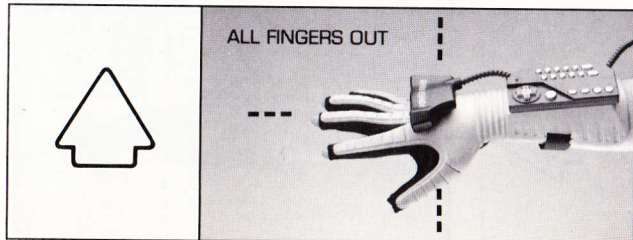
LIKE NES COMMAND	GLOVE MOVES
↑ ALL FINGERS OUT	

LIKE NES COMMAND	GLOVE MOVES
↓ BEND ALL FINGERS	
→ 1ST FINGER OUT & BEND LAST 3 FINGERS	
← LAST 3 FINGERS OUT & BEND 1ST FINGER	
Ⓐ BEND THUMB	
HOLD DOWN Ⓑ WRIST STRAIGHT UP	

TV ←

LIKE NES COMMAND	GLOVE MOVES	LIKE NES COMMAND	GLOVE MOVES
▲ + ▶	TWIST WRIST CLOCKWISE	▲	FORWARD
◀ + ▲	TWIST WRIST COUNTER-CLOCKWISE	▽	BACK
RELEASE (B)	LOWER	▷	RIGHT
HANDS OFF	PULL BACK	◁	LEFT
		▷	BANK RIGHT
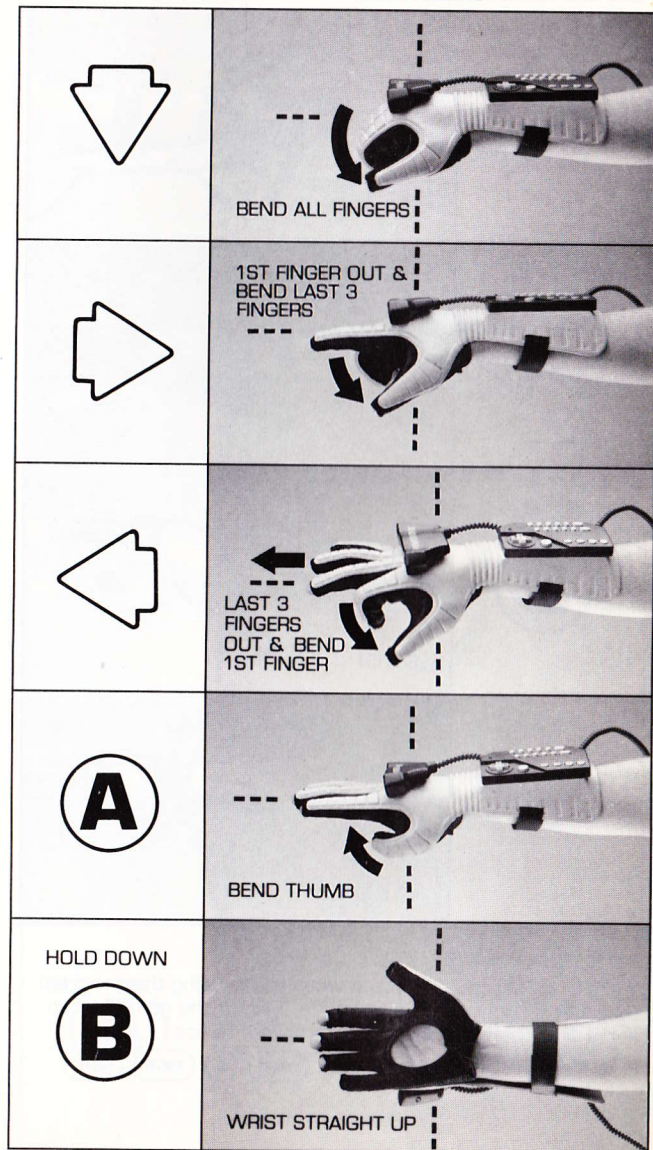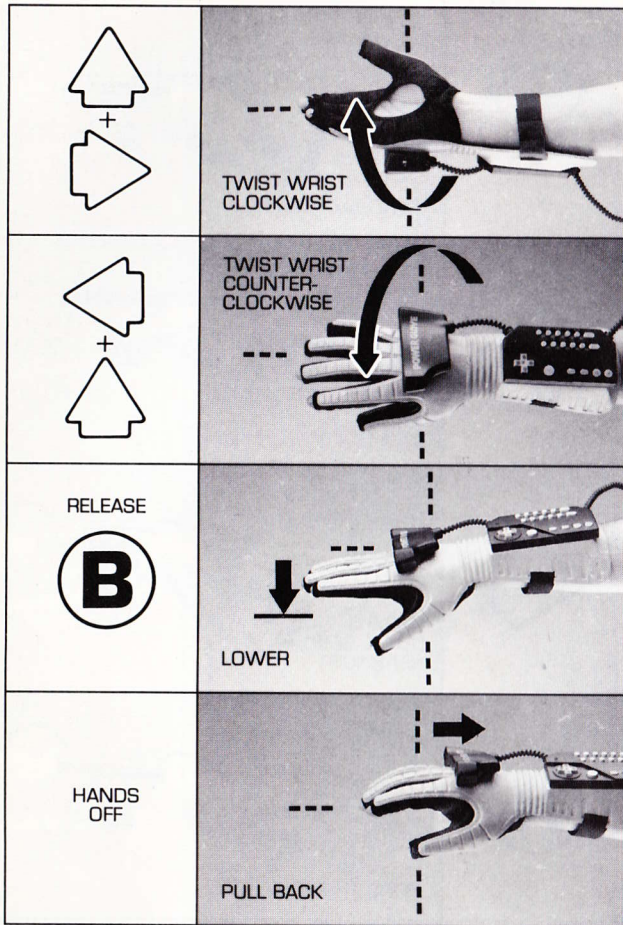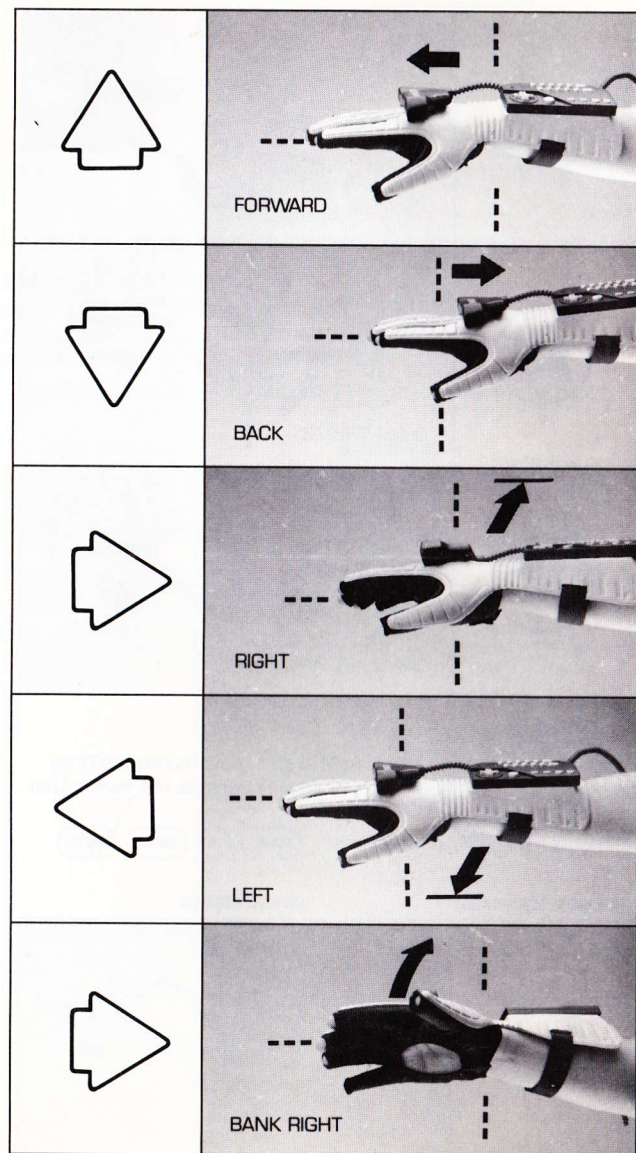
PROGRAM 5

Your hand "becomes" a plane when you're using this program. Bank left or right just like you were flying. If the game has an aerial view this might be a good program to use.

To enter PROGRAM 5, press: (PROG) (5) (ENTR) (ENTR)

LIKE NES COMMAND	GLOVE MOVES
◄	BANK LEFT
Ⓐ	BEND THUMB
Ⓑ	BEND 1ST FINGER
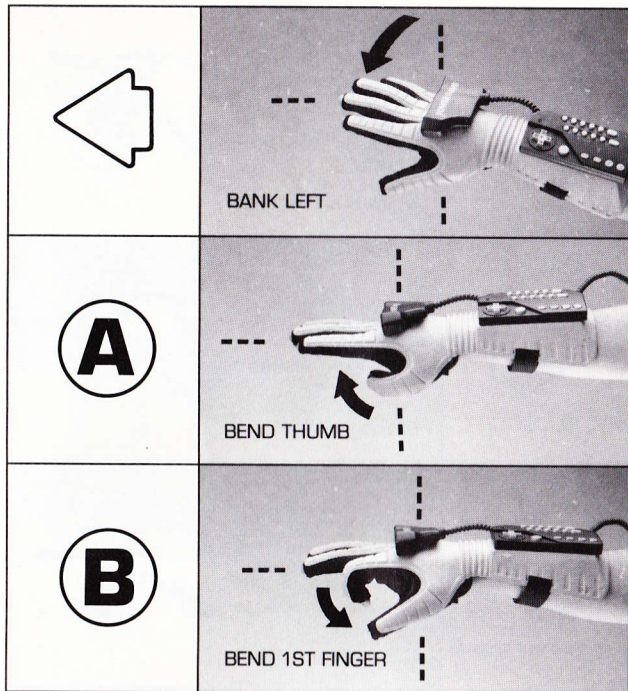
PROGRAM 6

It takes practice to learn the moves for the Double Dragon program, but it will be worth it. When you master this program you'll be able to do things in one move that normally take two key presses.

To enter PROGRAM 6, press: (PROG) (6) (ENTR) (ENTR)

LIKE NES COMMAND	GLOVE MOVES
▲	FORWARD
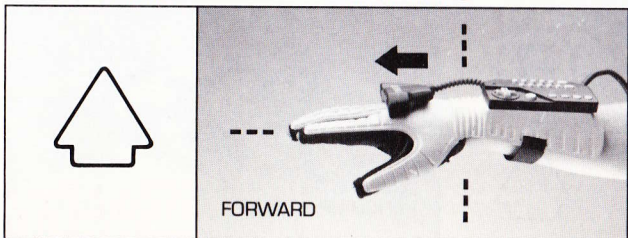
LIKE NES COMMAND	GLOVE MOVES
▼	BACK
▷	RIGHT
◄	LEFT
HOLD ⬠ CLIMBING	FIST FORWARD
Ⓐ	BEND 1ST FINGER

LIKE NES COMMAND	GLOVE MOVES	LIKE NES COMMAND	GLOVE MOVES
A + B JUMP	BEND LAST 3 FINGERS	TO DUCK	OPEN + DOWN
B	BEND THUMB	TO DODGE LEFT	OPEN + MOVE LEFT
◁◁ FAST TWICE	TWIST WRIST CLOCKWISE	TO DODGE RIGHT	OPEN + MOVE RIGHT
		B	MAKE FIST & PUNCH DOWN TO LEFT
		B +	MAKE FIST & PUNCH UP TO LEFT
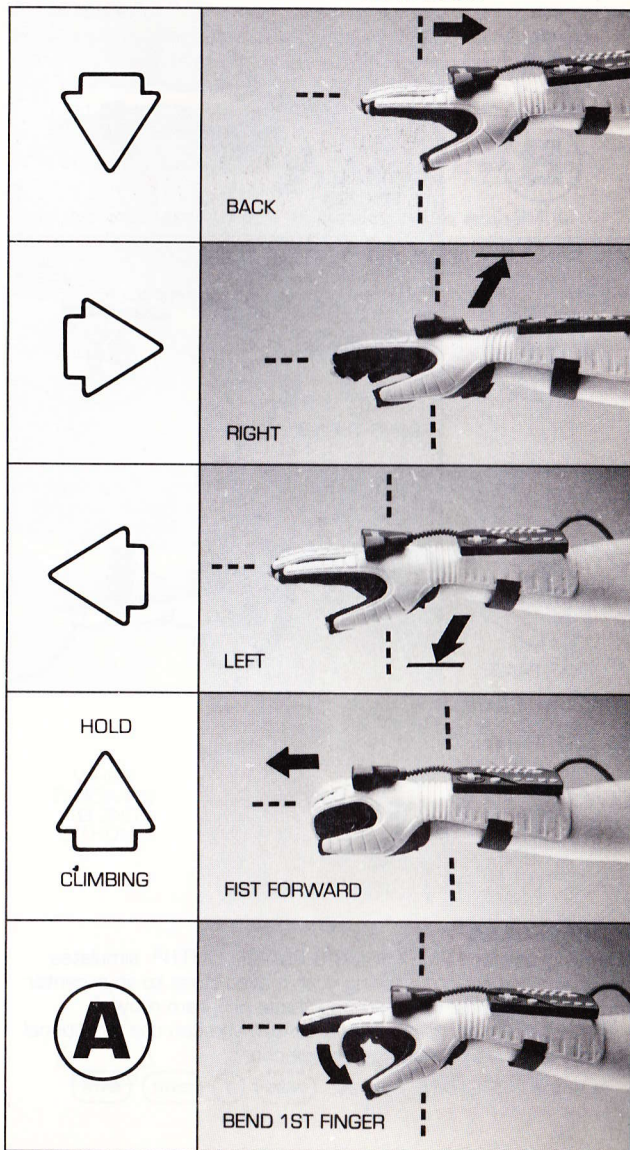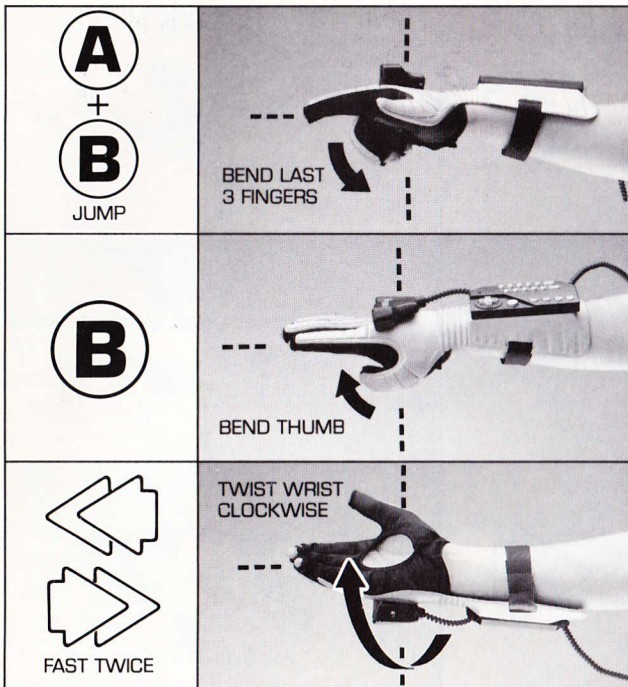
PROGRAM 7

This program for MIKE TYSON'S PUNCH-OUT!!® simulates real life boxing action. Keeping your moves close to your center position is essential to mastering these program moves.
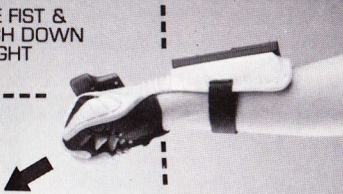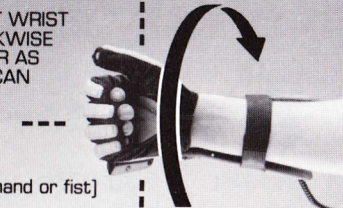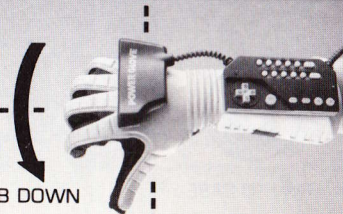
NOTE: You must press START before you can use directional buttons on glove to make game selections.

To enter PROGRAM 7 press: (PROG) (7) (ENTR) (ENTR)

LIKE NES COMMAND   **GLOVE MOVES**

A	MAKE FIST & PUNCH DOWN TO RIGHT
A + ⬆	MAKE FIST & PUNCH UP TO RIGHT
⬇	TWIST WRIST CLOCKWISE AS FAR AS YOU CAN [open hand or fist]
SELECT	MAKE FIST & PULL BACK FOR A STAR PUNCH [you mut have one or more stars]
RAPID PRESSING OF **A A A**	THUMB DOWN
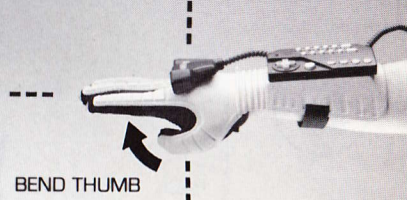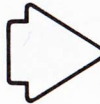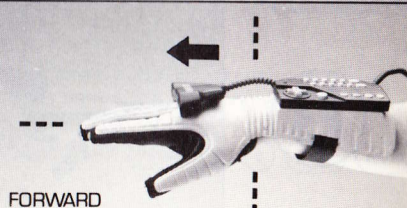
PROGRAM 8

Program 8 works best with R.B.I. Baseball but can be used with other baseball games. When you use this program imagine that your hand is in the middle of a baseball diamond. You'll be using different moves depending on whether you're playing offense or defense.

To enter PROGRAM 8, press: (PROG) (8) (ENTR) (ENTR)
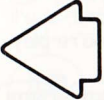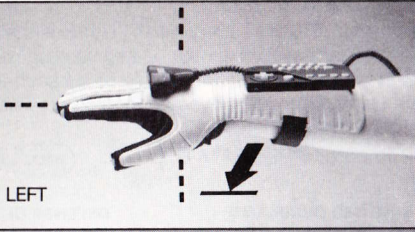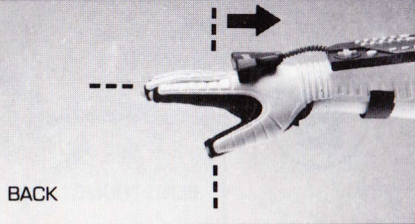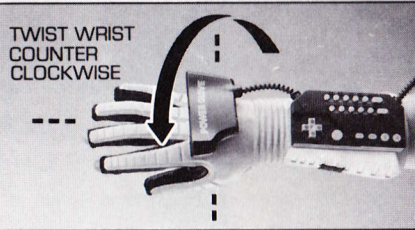
LIKE NES COMMAND   **DEFENSE GLOVE MOVES**

B	BEND THUMB
▷	RIGHT
WHEN THROWING TO 2ND OR HOME	BEND 1ST FINGER
⬆	FORWARD

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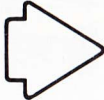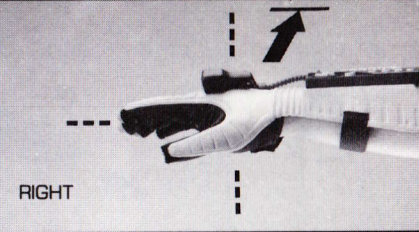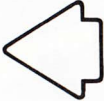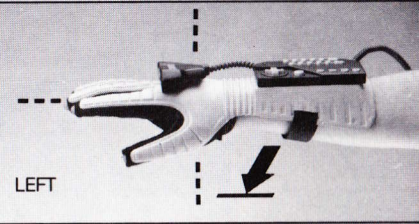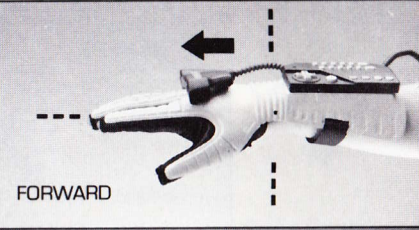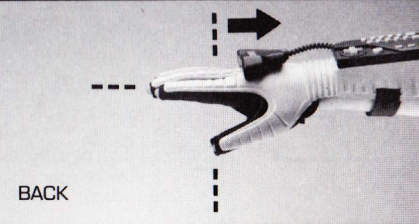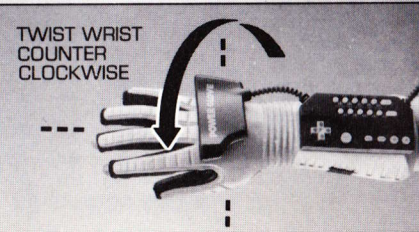
LIKE NES COMMAND	DEFENSE GLOVE MOVES
←	LEFT
B	BACK
B	TWIST WRIST COUNTER CLOCKWISE
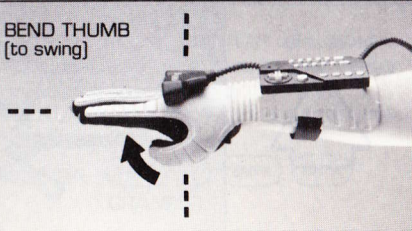
EFFECT	OFFENSE GLOVE MOVES
→ 1ST BASE	RIGHT
← 3RD BASE	LEFT
↑ 2ND BASE	FORWARD
↓ HOME PLATE	BACK
B RUN TO BASE	TWIST WRIST COUNTER CLOCKWISE

LIKE NES COMMAND	OFFENSE GLOVE MOVES
B	BEND THUMB (to swing)

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LIKE NES COMMAND	OFFENSE GLOVE MOVES
A RUN BACK	BEND THUMB [when running]

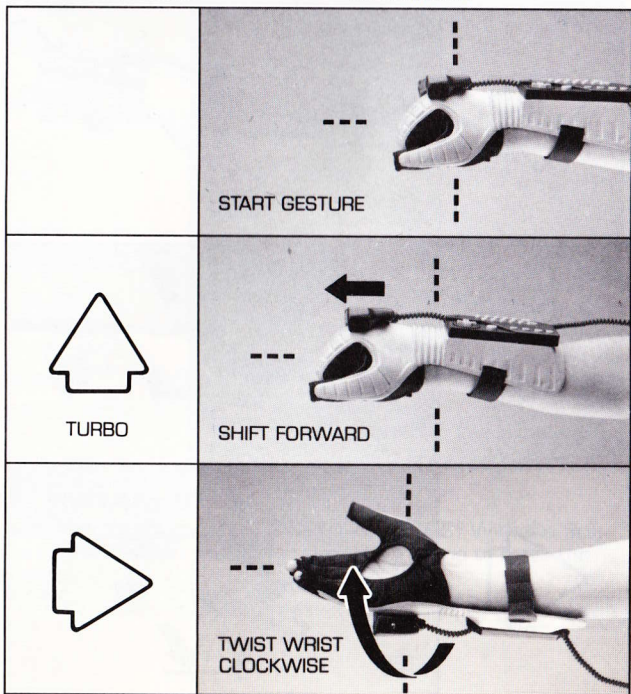## PROGRAM 9

Program 9 is made for RAD RACER™ and other driving games. Pretend your hand is on an invisible steering wheel when you use this program. There's even a special start-up gesture that is like pulling back a stick shift that you must do before you press START. This program does not have rapid fire.
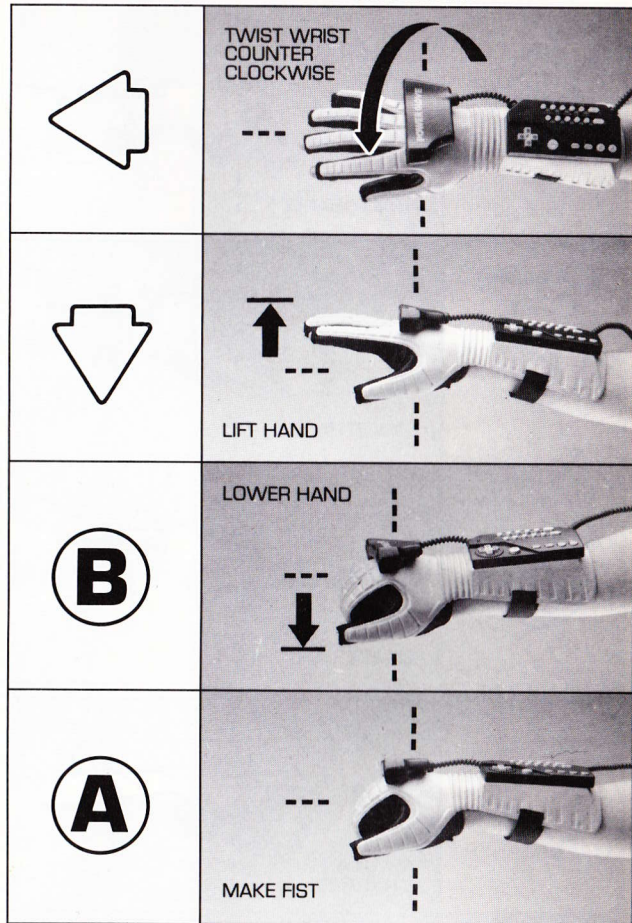
To enter PROGRAM 9, press: (PROG) (9) (ENTR) (ENTR)

LIKE NES COMMAND	GLOVE MOVES
	START GESTURE
TURBO	SHIFT FORWARD
	TWIST WRIST CLOCKWISE

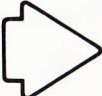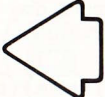| LIKE NES COMMAND	GLOVE MOVES
◁	TWIST WRIST COUNTER CLOCKWISE
▽	LIFT HAND
B	LOWER HAND
A	MAKE FIST

PROGRAM 10

This program gives you the extra accuracy you need to play R.C. PRO-AM.™ Your fingers control the steering and your hand controls the brake.

To enter PROGRAM 10, press: (PROG) (1) (0) (ENTR) (ENTR)

LIKE NES COMMAND   **GLOVE MOVES**

B	HAND CENTER
RELEASE **B**	LOWER HAND
A	BEND THUMB
▷	BEND LAST 3 FINGERS
◁	BEND 1ST FINGER
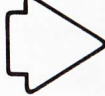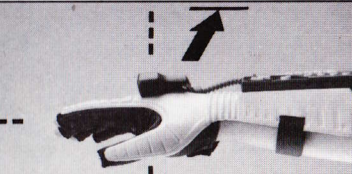
PROGRAM 11

This game is very much like program 1 with one exception. Instead of just turning around and firing B, you can make your man spin around firing in all directions. This really helps when you're in a tight spot or facing a large number of enemies. However, this special feature may not work with every game. Try it out yourself.

To enter PROGRAM 11, press: (PROG) (1) (1) (ENTR) (ENTR)
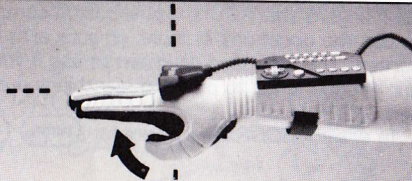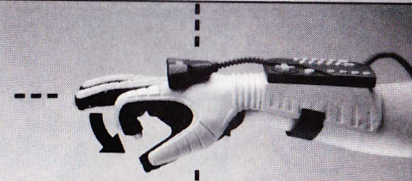
LIKE NES COMMAND   **GLOVE MOVES**

△	LIFT HAND
▽	LOWER HAND
▷	RIGHT
◁	LEFT
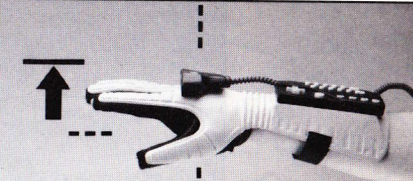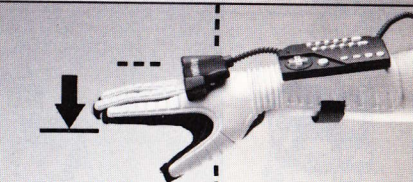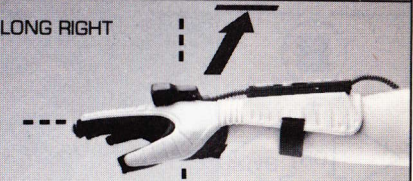
LIKE NES COMMAND	GLOVE MOVES	LIKE NES COMMAND	GLOVE MOVES
A	BEND THUMB	⬆ (UP)	LIFT HAND
B	BEND 1ST FINGER	⬇ (DOWN)	LOWER HAND
FAST TURN AND FIRING	BEND LAST 3 FINGERS	▷	SHORT RIGHT
WEAPON CHANGES	PRESS ENTER	▷ HOLD	LONG RIGHT
		◁	LEFT

PROGRAM 12
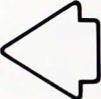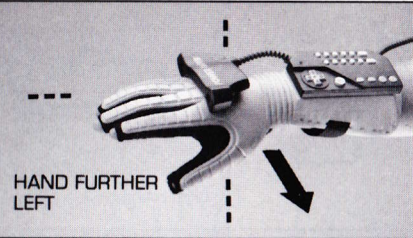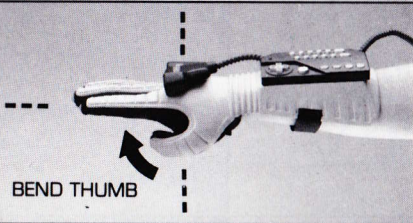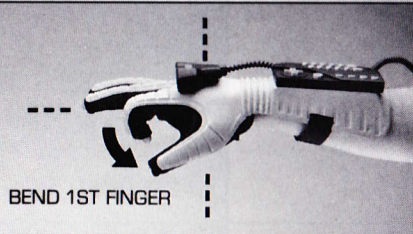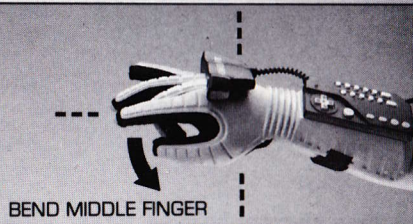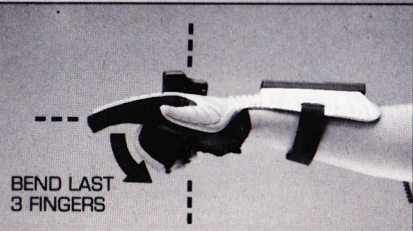
Use this program to play SUPER MARIO BROS® With the flick of a finger you can speed-up or slow-down Mario to meet the challenge.

To enter PROGRAM 12, press: (PROG) (1) (2) (ENTR) (ENTR)

LIKE NES COMMAND	GLOVE MOVES
HOLD	HAND FURTHER LEFT
(A)	BEND THUMB
(B)	BEND 1ST FINGER
(B) + ◁ OR ▷ FAST	BEND MIDDLE FINGER
MOVE MARIO LEFT OR RIGHT SLOWLY	BEND LAST 3 FINGERS
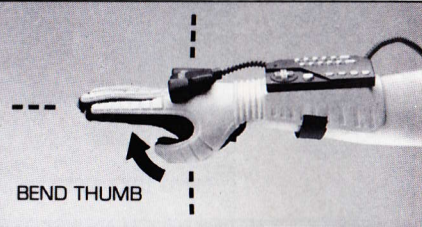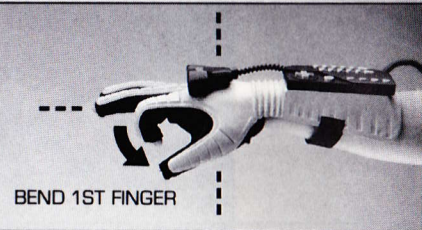
PROGRAM 13

Your fingers control the A & B button commands, but you have to use the directional buttons on your arm to move around the screen. This is a good program to use if you have to go in and out of sub-menus to pick and buy things during the course of play.

To enter PROGRAM 13, press: (PROG) (1) (3) (ENTR) (ENTR)

LIKE NES COMMAND	GLOVE MOVES
(A)	BEND THUMB
(B)	BEND 1ST FINGER

PROGRAM 14

When you turn on program 14, you turn off the glove movements. To play, use the arm controls just like using a Nintendo controller. Load program 14 if you have to enter an essential password at the beginning of the game, then pause and re-load a more appropriate program for actual game action. Don't forget to make a fist a few times to recalibrate the glove when you change programs.
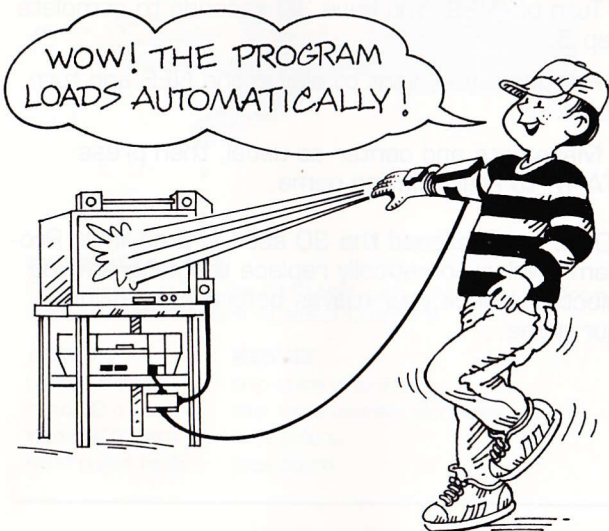
What's Special About Power Glove Gaming Series Games?

Special series games have special features that no other games have. When you use the Power Glove to play a special series game you'll really feel like you are part of the action.

Special Series Games Start-up

1 Put special series game into NES and press POWER.

2 Press START or SELECT on your glove.

3 Make a few fists and center as usual.

4 The glove beeps as the program to play your game automatically loads.

5 Start playing the game.

NOTE: when you play some special series games all the LED lights will turn on and flash very fast. This is normal. You can still play the game if this happens.
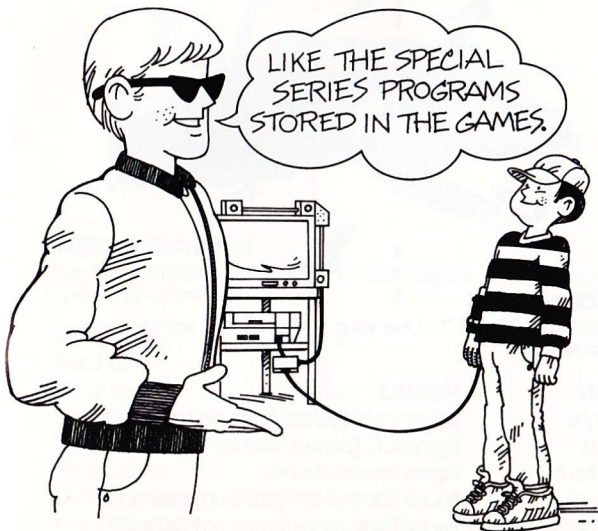
Power Glove Gaming Series Programs

Additional programs are stored inside some special series games, like BAD STREET BRAWLER.™ You'll find the descriptions and moves for these programs on the following pages.

Loading a Power Glove gaming series program is different from loading other programs. The steps below will tell you how it's done.

Loading Programs

1 Put a special series game into the NES and press POWER.

2 Select special program option as prompted.

3 Select special series program as prompted.

4 Turn off NES. You have 30 seconds to complete step 5.

5 Put game you want to play in the NES and turn it back on.

6 Make fists and center as usual, then press START, to start playing game.

NOTE: If you exceed the 30 second time limit, Program 1 will automatically replace the program you selected. Check your moves before you get into your game.
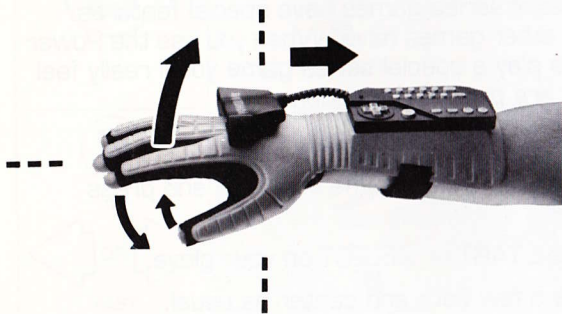
PROGRAM A

Fast action pinball play! Designed for pinball games.

ACTION	RESULT
index bent	right flipper (A-button)
thumb bent	left flipper (UP-button)
hand 6 o'clock	tilt (B-button)
hand back	toggle from normal to: thumb OR index pushes BOTH flippers
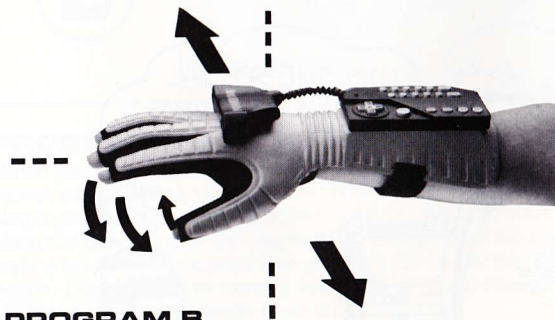
PROGRAM B

Made just for JOUST™—Use your finger to flap your mount's wings!

ACTION	RESULT
hand right	figure right (pulsed, can be turned off)
hand left	figure left (pulsed, can be turned off)
thumb bent	figure turns around
index bent	figure flaps wings (goes up) (pulsed)
middle bent	figure flaps wings (goes up) (pulsed)
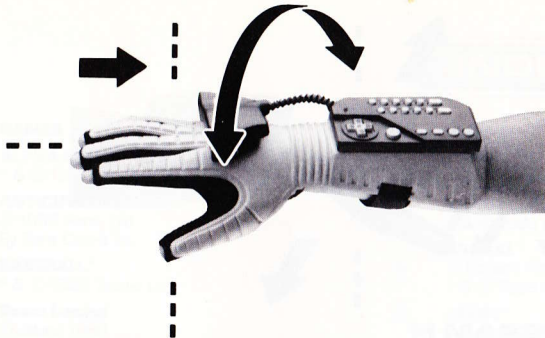
PROGRAM C

The program to use for GYRUSS™ with continuous fire from start to finish. Be sure to select Control B.

ACTION	RESULT
hand 3 o'clock	ship spins clockwise
hand 10 o'clock	ship spins counter-clockwise
index NOT bent	fires bullets
hand pulled back	fires bomb
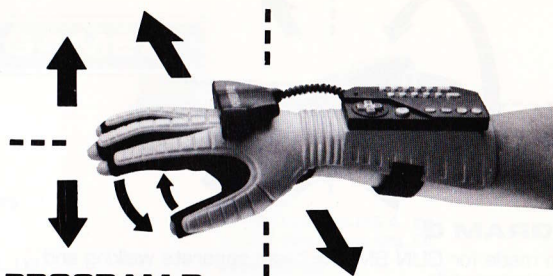
PROGRAM D

Your friends will be baffled when you use this program. Everything's backwards and upsidedown! If you move right your man moves left, etc. . . . Give it a try. It works well with many games.

ACTION	RESULT
hand left	RIGHT button
hand right	LEFT button
hand up	DOWN button
hand down	UP button
thumb bent	A button
index bent	B button
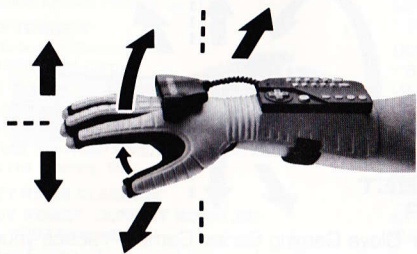
PROGRAM E

For DEFENDER II™ and other similar games. Features a one-shot and a rapid-fire turn around.

ACTION	RESULT
hand up	ship up
hand down	ship down
hand left	ship left
hand right	ship right
thumb bent	ship shoots
hand 6 o'clock	smart bomb
ring finger bent	ship thrashes left and right
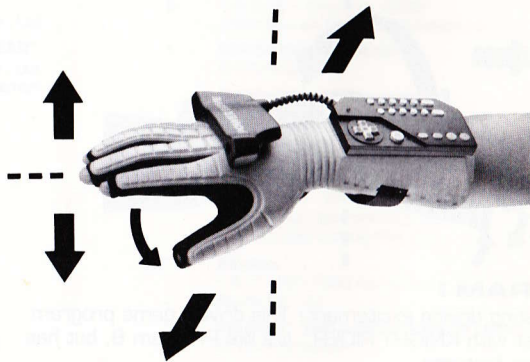
PROGRAM F

It's easy to play SESAME STREET® 1 2 3. Make a fist for NO. Open hand and raise it for YES.

ACTION	RESULT
index bent (grab)	NO
hand up, down, left or right	YES
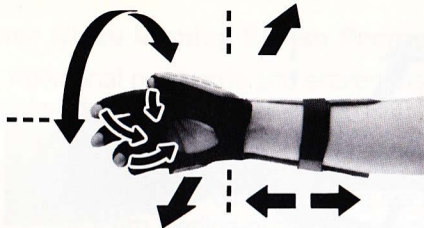
PROGRAM G

Custom made for GUN SMOKE™ with separate walking and shooting commands.

ACTION	RESULT
hand right	man moves right
hand left	man moves left
hand forward	man moves up the screen
hand back	man moves down the screen
index bent (grab)	man shoots
hand 2 o'clock	man shoots right
hand 12 o'clock	man shoots straight
hand 10 o'clock	man shoots left
thumb and ring bent	stops all action (used for menus)
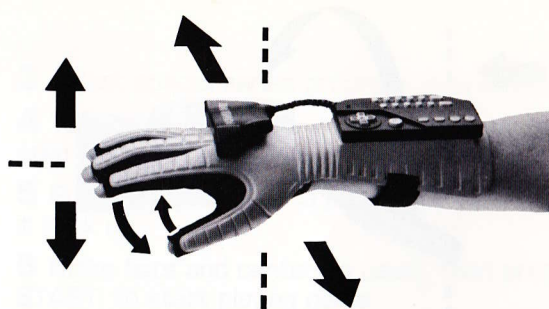
PROGRAM H

When you are centered the glove beeps. This program works with many games so you can learn how to keep your moves centered.
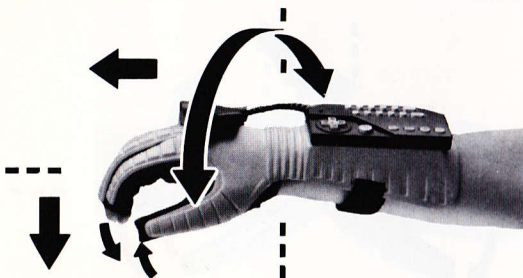
ACTION	RESULT
hand up	UP button
hand down	DOWN button
hand left	LEFT button
hand right	RIGHT button
thumb bent	A button (pulsed)
index bent	B button (pulsed)

PROGRAM I

Turbo blasting driving excitement! This driving game program works best with KNIGHT RIDER™. It's like Program 8, but has added firing features.

ACTION	RESULT
hand forward	turbo on
index bent	throttle on
hand down	brake on
thumb bent	fire the guns
hand 2 o'clock	car right
hand 11 o'clock	car left

BAD STREET BRAWLER

The first Power Glove Gaming Series Game. Practice your moves between each round to get ready to do battle the bad guys on Bad Street.

ACTION	RESULT
hand right	Duke right
hand left	Duke left
hand up	Duke jumps
hand down	Duke squats
thumb bent	B-gesture (pulsed) – e.g. punch
middle bent (grab)	AB-gesture – e.g. grab
hand 3 o'clock	A-gesture + turn right – e.g. kick right
hand 11 o'clock	A-gesture + turn left – e.g. kick left
hand forward	GLOVE ZAP (once per round)

INDEX OF GAMES

P: When I move my hand and fingers nothing happens.

S: Make sure the T.V. sensors are facing forward and the Junction box is plugged into Port 1 of the NES. Make sure your glove is plugged into the junction box and that the NES is turned on. Press START or SELECT on your glove. Press CENTER. You can test your glove by pressing the A and B buttons on your glove while watching the LEDs on the T.V.

P: I have trouble moving my man up and down, left and right.

S: Remember to press CENTER and to watch the LEDs. You have to learn to use the glove, it might take a little practice. You might want to try glove Program 2, which emits a "beeping" sound when you are not in the center.

P: My A and B button LEDs keep lighting even when I don't want them to.

S: It is important to calibrate your glove by making a tight fist (including your thumb) a few times. This lets your glove know how big your hand is. Because the glove senses your finger's position, you have to keep your hand OPEN until you want to trigger one of your fingers.

P: When I move my hand far to the right or left, my man doesn't follow me. Sometimes I seem to lose control.

S: For regular games, your glove does not change how the game is played. Your glove ONLY works when it is IN the sensing zone and POINTING at the TV screen. Check to see which way the sensors on the front of your glove are pointing.

P: I hit PROG by mistake. How do I get started again?

S: Enter the Program number again and press ENTR twice in a row.

P: Some of my games have menus and selection screen which are hard to work with the glove.

S: CENTER your glove and don't move your fingers. Now you can use the NES buttons on your glove to control the game. You can always use these buttons when you need them during the game. You can also call up Program 14 which turns off your glove except for the buttons.

P: I would like to use different motions with the game I am playing.

S: The glove comes with 14 different programs, each with different moves. You can use the suggestions in the index or you can try different Programs out yourself. You can use the ENTR key to switch what controls your A and B buttons and adjust the rapid fire controls. Special games like Bad Street Brawler have more programs on them. There will also be special "editing" codes published in magazines for more games.

90 DAY LIMITED WARRANTY

Mattel Canada Inc. ["Mattel"] warrants to the original consumer purchaser that this Nintendo 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, Mattel will repair or replace the defective accessory, at its option, free of charge.

To receive this warranty service, return the accessory to **Mattel Canada Inc., "NES," 800 Islington Avenue, Toronto, Ontario M8Z 4N7** postage prepaid, insured and with proof of the date of purchase.

Accessories returned without proof of the date of purchase or after the 90-day limited warranty period will, at the option of Mattel, be repaired or replaced at the service charge then in effect for out-of-warranty repair. Call collect [416] 252-GAME for the amount of the service charge. Payments must be made by check or money order, payable to Mattel Canada Inc.

This warranty shall not apply if the accessory has been damaged by negligence, accident, abuse or modification subsequent to purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from province to province. **Valid only in Canada.**

*This warranty covers the following: the Robotic Operating Buddy, the Zapper pistol, the Power Glove itself and other accessories of the Nintendo game system.

POWER GLOVE **

MATTEL*