

# FIX IT FELIX JR.™



Disney

TobiKomi

## CONTENTS

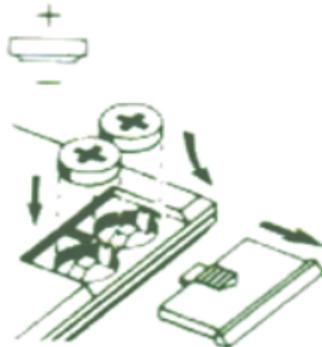
STORY .....	2
INSERTING THE BATTERY.....	3
TIME SET .....	4
ALARM SET.....	5
APPEARING CHARACTERS .....	6
HOW TO PLAY.....	7
HOW TO OPERATE .....	10
CAUTIONS .....	11
BATTERY AND LIQUID CRYSTAL .....	12
SPECIFICATIONS .....	13

## STORY

Every day Wreck-It Ralph enters his home inside of this cozy tree stump only to then have a bulldozer come along and rudely push & deposit it in the local dump. So that a brand-new building can be build on top of the site of his former home. This, of course, enrages Wreck-It Ralph who climbs to the top of this building and takes the place apart, brick-by-brick. The residents are terrified by this and cry out a hero, Fix-It Felix Jr., who is not only able to repair the building, but is also able to defeat Wreck-It Ralph and drive him back to the dump. The residents of Niceland building award Fix-It Felix with a medal ...

## INSERTING THE BATTERY (REPLACEMENT OF BATTERY)

1. Remove the battery cover from the back of the unit sliding it off in the direction shown.
2. Install the battery with the + side facing up.
3. Close the lid in reverse procedure of 1.
  - This game uses two LR44 or SR44 batteries.
  - When the battery power weakens, the character display becomes vague and sound becomes low or completely diminished. In such cases, immediately replace the battery. (if exhausted battery is left in the unit, it may result to damaging the game.)
4. When ACL switch is pressed lightly with a sharp-pointed instrument, few seconds later 12:00 will be displayed.
  - Carefully read the instruction on the battery package.



## TIME SET

1. When ACL switch is pressed with a sharp-pointed instrument and released, after 2 or 3 seconds, the display shown in the diagram will appear.
  - If you wish to set the time without erasing the highest score or alarm, keeping the TIME key depressed, press and release the ALARM key.
2. When up/down of the  Direction button is pressed, the hours can be adjusted. (24 hours notation)
3. When left/right of the  Direction button is pressed, the minutes can be adjusted.
4. By adjusting in accordance with above method and then pressing the TIME key, the clock will start. Pattern display moves every second.



NOTE : ACL switch should not be depressed for an extended time of period as it will result in high battery consumption.

## ALARM SET

1. Push the ALARM key. The Race Car should appear, if not, push the ALARM key again. ALARM is set if the Race Car is on screen.
2. When up/down of the  Direction button is pressed, the hours can be adjusted. (24 hours notation)
3. When left/right of the  Direction button is pressed, the minutes can be adjusted.
4. When Time key is pressed after above steps have been completed, the Alarm is set and ready.
5. At the Alarm time, Race Car appears and honks the Alarm. Alarm sound continues on for 60 seconds. To turn off alarm, push the TIME key.

NOTE : When in the middle of a game at alarm time, Race Car will only show the honk but there will be no sounds

6. To check Alarm time, press TIME key. Alarm time appears only while the TIME key is depressed.



## APPEARING CHARACTERS



Fix-It Feix Jr.

-- Our hero, who fixes the windows with his magical hammer, defeating Wrecking Ralph.



Wreck-It Ramph.

-- Our villain, who wrecks the building with his heavy feet, dropping bricks on our hero.



Nicelanders

-- Our victims, who cried out a hero and, at the end, throw a defeated villain of the building.

## HOW TO PLAY

### CONTROL BUTTONS

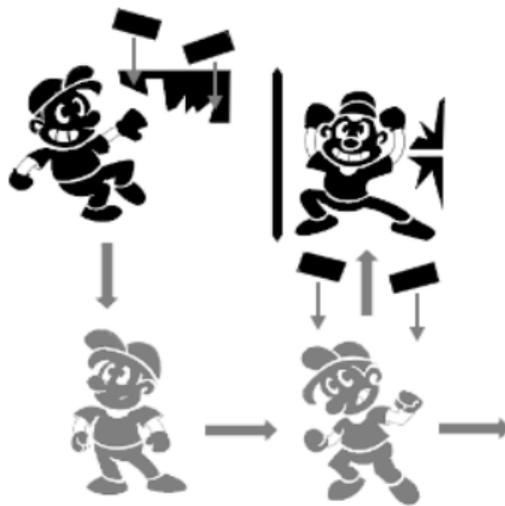
-  **FIX-IT Button:** Pressed for fixing a window, twice for the two for the two-piece broken window.
-  **Direction Button:** **LEFT, RIGHT, UP and DOWN** to move Felix around the building to get to the broken windows.

### Game Start

- Press the Game key. While the key is depressed, the Top score is displayed. When the key is released, the game starts. (Top score is erased when ACL switch is pressed or the battery is removed.)
- Wreck-It Ralph appears on top of the building, stamping his feet. This way, he breaks a number of windows, depending on the score.

### Game

- Fix-It Felix needs to fix all the windows before he can get on top of the building from any position of the top floor.
- Wreck-It Ralph doesn't want Fix-It Felix to succeed in that, so tries to stop him by dropping bricks.
- Fix-It Felix needs to avoid the bricks to get to the broken windows. Later, he also needs to go around the panels some of the inhabitants installed. None up to three panels appear, depending on the score. Fix-It Felix has a fraction of a second to get underneath bricks that appear on top of him. If he's fast enough he might run underneath bricks within a fraction of a second after they appear.

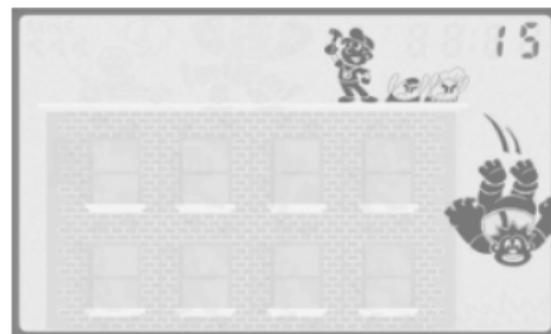


## POINTS

- Every time Fix-It Felix fixes a window, 1 point is earned.
- When all windows are fixed, Fix-It Felix can get on top of the building, earning 10 points, this ends the level.

Wreck-It Ralph gets thrown off the building by the Niceland people, and a new level begins.

- Fix-It Felix gets short invincibility by eating a cake 🍰 that sometimes appear. Fix-It Felix blinks during his invincibility.



## MISSES

- Every time Fix-It Felix gets hit by a brick, a miss 🧱 appears, 3 misses ends the game. While invincible, bricks can't hurt Fix-It Felix.
- Every 1000 points, at 300 points and 500 points all misses are cleared.

9 If no misses present, the score doubles and blinks until next miss.

## HOW TO OPERATE



**CONTROL Button :**

To go Up, Down,  
Left & Right

**FIX-IT Button :**

To fix a  
window

**ALARM Button :** Press this button to change the alarm time, to set or cancel the alarm.

**ACL Button :** Press this button to set the time

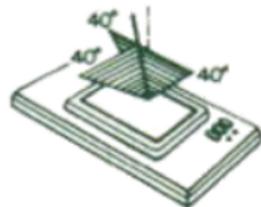
**TIME Button :** Press this button, then release it to display the time. The alarm time can be displayed by holding down this button.

**GAME Button :** To start the game, press this button, then release it.

**SOUND SWITCH :** To switch the sound on or off.

## CAUTIONS

1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
3. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
5. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.
6. Do not put the unit in the pocket at the back of trousers. The display may be damaged when you take a seat.
7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
9. The liquid crystal may be difficult to look at depending upon the angle. The best angle at which to look is as illustrates in the figure.



## BATTERY AND LIQUID CRYSTAL

### \*Battery

1. When battery is removed from GAMIN' WATCH, be sure to keep it out of reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery should be swallowed, call doctor immediately.
4. Do not recharge battery or place it on metal or aluminum sheet.  
Be careful not to carry two or more batteries in the pocket.
5. Do not use battery as toy. Use only as intended in GAMIN' WATCH.

### \*Liquid crystal

1. The liquid crystal display uses glass parts. It should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
2. The liquid crystal display is designed as best as possible to prevent glass from shattering and liquid leaking if the display is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

## SPECIFICATIONS

**Accuracy of the clock :** Average daily differential within  
 $\pm 3$  secs. (under normal temperature)

**Battery** : Two Button type batteries  
(LR44 or SR44)

**Life of the battery.** : For clock display  
Aprox. 6 months on LR44  
Aprox. 12 months on SR44  
For one-hour-game a day  
Aprox. 5 months on LR44

**Working temperature** : 10°C to 40°C (50°F to 104°F)

**TobiKomi**

© 2012 *WALT DISNEY* Co. Ltd.

PRINTED IN USA