POWER GLOVE
PROGRAM GUIDE

Simple Instructions & Operating Tips

YOU MUST READ THIS
TO OPERATE THE POWER GLOVE.
IF YOU STILL NEED HELP,
CALL US!

800-635-5511

Courtesy of:

Licensed by Nintendo® for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

MATTEL

4007-0420

PROGRAM 14 STRATEGY NOTES

Program 14 can be used at any time during a game to make menu selections or enter passwords, even at the beginning of the game. For games that require you to make menu selections before you start playing, enter Program 14 before you enter any other game program.

Some games direct you to **pause** to bring up a selection menu during a game. Others might tell you to use the direction pad. Follow the instructions for the game that you are playing to bring up the selection menu when you want to use it during a game.

EXAMPLE: **1943**™

To Enter Program 14

1. Press (PROG)

2. Press (1) (4) [1 + 4]

3. Press (ENTR)

4. Press (ENTR) again.

To Make 1943™ Menu Selections

Use the directional pad and other buttons on the POWER GLOVE™ to make selections.

To Enter 1943™ Regular Game Program

1. Press (PROG)

2. Press (5)

3. Press (ENTR)

4. Press (ENTR) again

Don't forget to recalibrate the glove by making a fist.

ALTERNATIVE PLACEMENT OF THE L-BAR

**Having problems fitting the L-Bar on your 13" TV?**

ANSWER: Here are several solutions. But no matter which one you use, remember these important points:

1. There must be a clear path between the Power Glove™ on your hand and each of the L-Bar sensors.

2. Although the L-Bar can be positioned above or below the TV, it cannot be placed very far to the right or left of the TV.

3. The LED sensor of the L-Bar must always be in the upper right hand corner.

• See pages 4 & 5 of the Power Glove™ Instruction Manual for additional set up instructions.
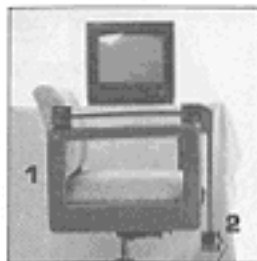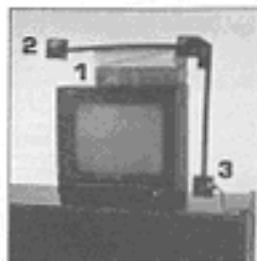
I. THE STACK-UP SOLUTION

Put books, boxes, or other stackable things on top of your TV to lift up the L-Bar.

1. Stack books or boxes on top of the TV.

2. Set L-Bar on top of the stack.

3. The side is now raised above the bottom of the TV so the L-Bar will fit.

II. THE HANG-DOWN SOLUTION

Position TV so that the L-Bar can hang down the side of the TV.

1. Slide the TV over to the edge of the table or cart it is resting on.

2. Let L-Bar hang down the side.

III. THE UP-FRONT SOLUTION

Set the L-Bar in front of your TV on anything that is sturdy and stable such as a chair, a table, or even a large box.

1. Position a chair directly in front of your TV.

2. Set L-Bar on chair below the screen so you can still see the screen.

PLAYING ARM POSITION
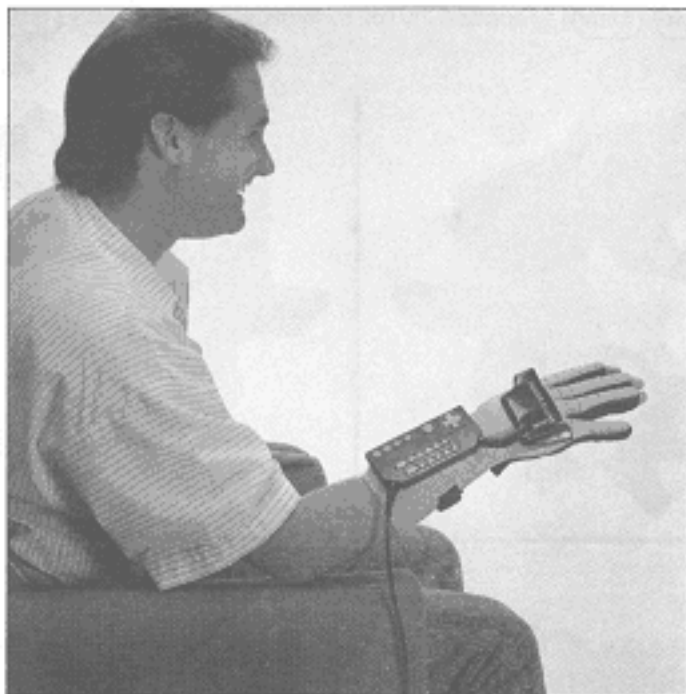
Resting your elbow on the arm of a chair or on your knees when you are playing helps you play longer without getting tired and keeps you centered too.
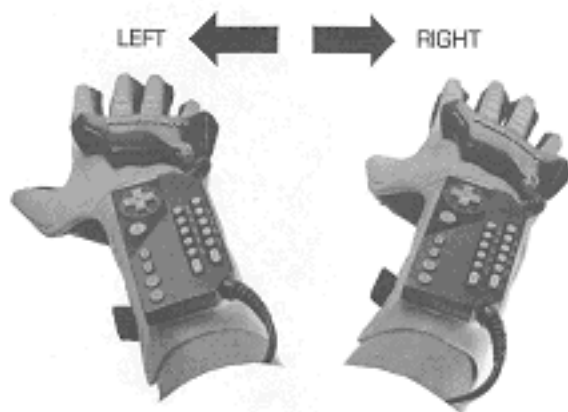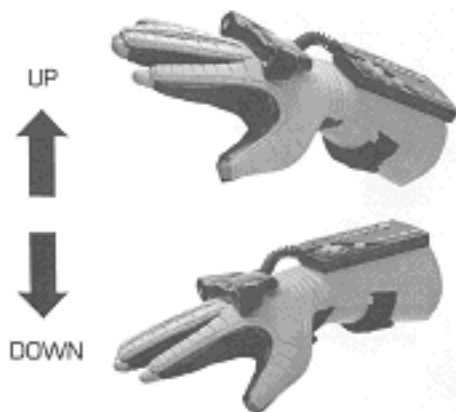
PROGRAM 1

To enter Program 1, press:

(PROG) (1) (ENTR) (ENTR)

This program is loaded automatically when you turn on the glove. It has a special finger move that lets you change directions and fire at the same time. It works well for many games, especially ones with a side view.

GLOVE MOVES

UP

DOWN

LEFT ← → RIGHT

C

B A

A. BEND THUMB FOR **A** BUTTON
B. BEND INDEX FOR **B** BUTTON
C. BEND LAST 3 FINGERS FOR ONE SHOT TURNAROUND

PROGRAM 2

To enter Program 2, press:

(PROG) (2) (ENTR) (ENTR)
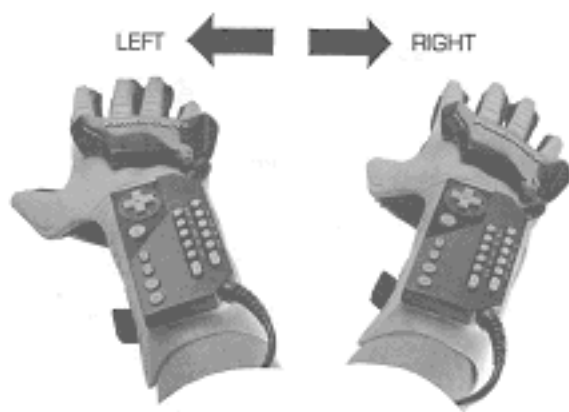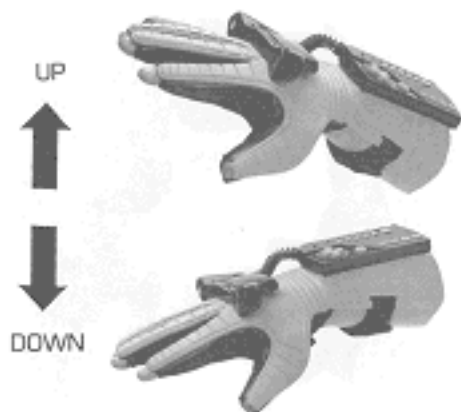
This program has a beep-system that will help you learn how to find your center point. When you **are centered** the glove **will not** beep. When you **are not centered** the glove **will** beep. To turn the beep-system on and off, make a fist and pull back.

GLOVE MOVES

UP

DOWN

LEFT ◄─────► RIGHT

A. BEND THUMB FOR **A** BUTTON
B. BEND INDEX FOR **B** BUTTON

B   A

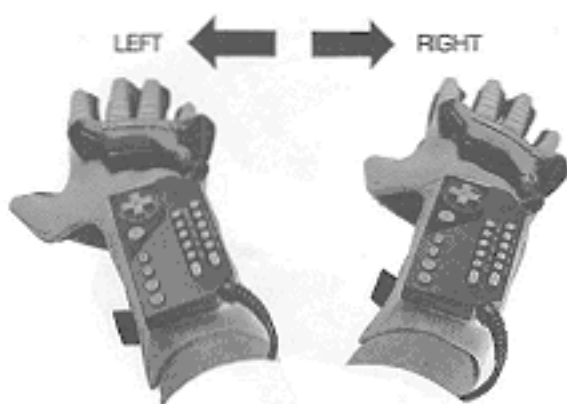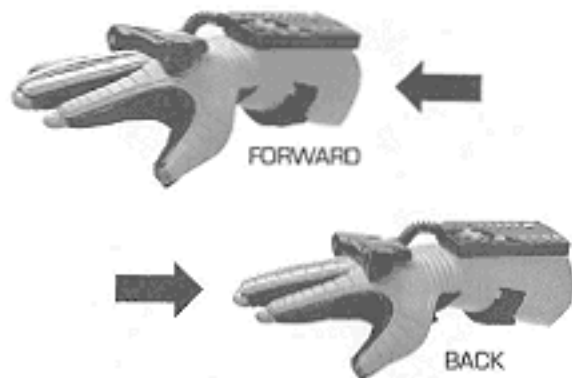# PROGRAM 3

To enter Program 3, press:

(PROG) (3) (ENTR) (ENTR)

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.

GLOVE MOVES

FORWARD

BACK

LEFT → RIGHT

A. BEND THUMB FOR **A** BUTTON
B. BEND INDEX FOR **B** BUTTON

B   A

PROGRAM 5

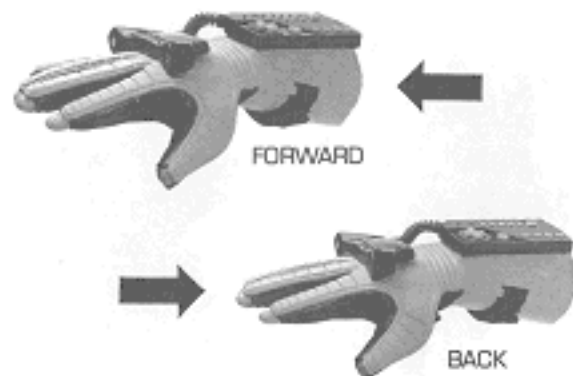To enter Program 5, press:

(PROG) (5) (ENTR) (ENTR)

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.

GLOVE MOVES

FORWARD

BACK

BANK LEFT

BANK RIGHT

A. BEND THUMB FOR **A** BUTTON
B. BEND INDEX FOR **B** BUTTON

PROGRAM 6

To enter Program 6, press:

(PROG) (6) (ENTR) (ENTR)
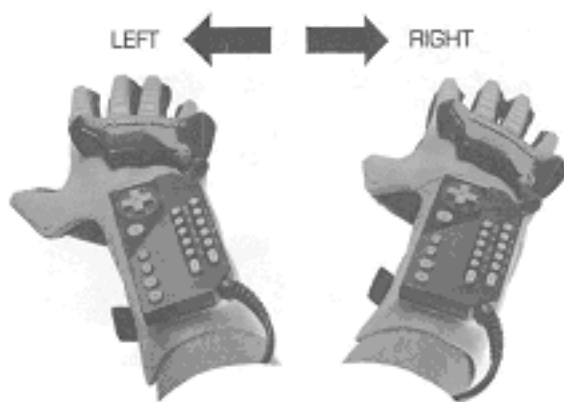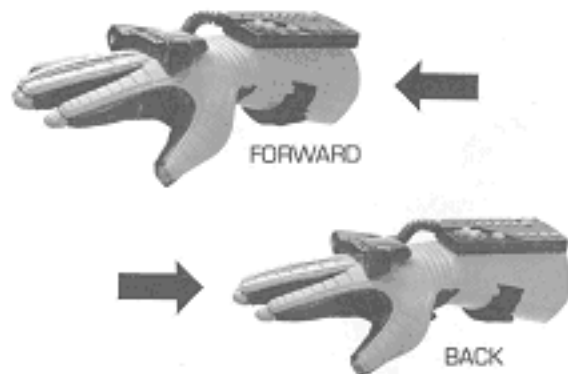
This program is for Double Dragon and other similar games. Bend your index finger for turbo punch! Bend your last three fingers for a turbo kick! Bend your thumb for jump kick! Climb by making a fist and punching forward.

GLOVE MOVES

FORWARD

BACK

LEFT   RIGHT

A. BEND INDEX FOR **A** BUTTON
B. BEND LAST 3 FINGERS FOR **B** BUTTON
C. BEND THUMB FOR **A** + **B** BUTTONS

D. FIST FORWARD FOR CLIMBING
E. ROTATE CLOCKWISE FOR HEAD BUTT

PROGRAM 7

To enter Program 7, press:

(PROG) (7) (ENTR) (ENTR)

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 pad on glove to make selections.

GLOVE MOVES
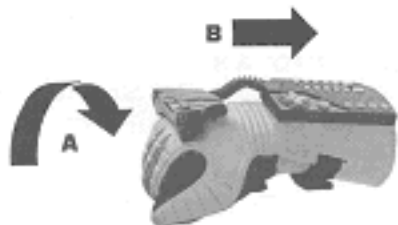
PUNCH UP

ALWAYS KEEP A TIGHT FIST WHEN PUNCHING

PUNCH DOWN

PUNCH LEFT

PUNCH RIGHT

B

A

C

D

A. ROTATE CLOCKWISE TO BLOCK
B. PULL FIST BACK FOR STAR PUNCH

C. OPEN HAND & DOWN FOR TURBO DUCK
D. OPEN HAND TO DODGE

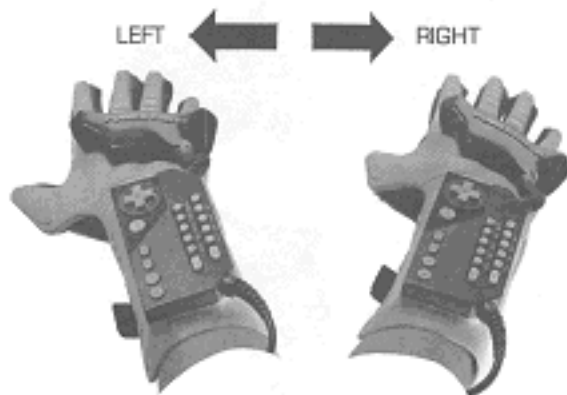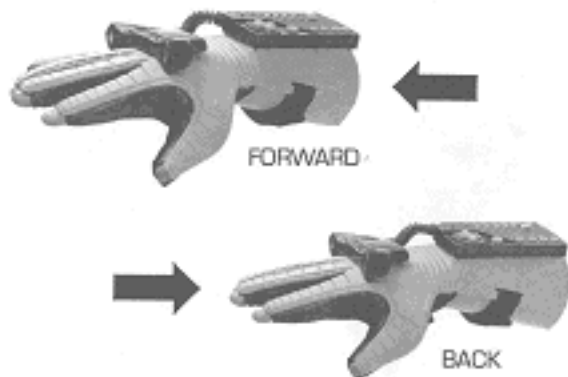# PROGRAM 8

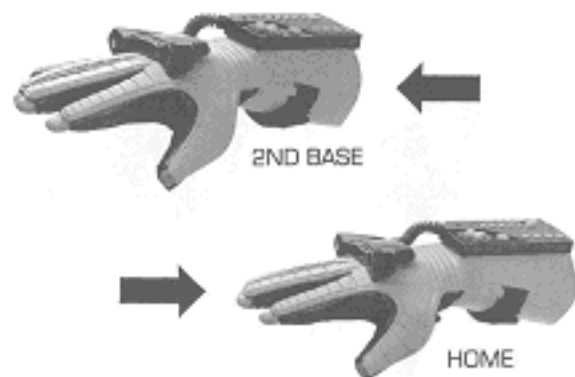To enter Program 8, press:

(PROG) (8) (ENTR) (ENTR)

Program 8 works best with BASEBALL.™ 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.
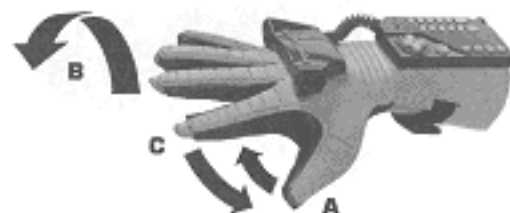
DEFENSE GLOVE MOVES

FORWARD

BACK

LEFT ← → RIGHT

A. BEND THUMB FOR **A** BUTTON
B. ROTATE COUNTER-CLOCKWISE FOR **B**
C. WHEN THROWING TO 2nd OR HOME BEND INDEX FINGER TOO.

OFFENSE GLOVE MOVES

2ND BASE

HOME

3RD BASE ← → 1ST BASE

A. BEND THUMB FOR **A** BUTTON
B. ROTATE COUNTER-CLOCKWISE FOR **B**
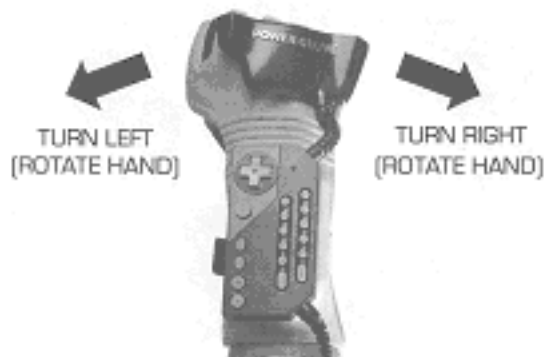C. WHEN RUNNING TO 2nd OR HOME BEND INDEX FINGER TOO.

PROGRAM 9

To enter Program 9, press:

(PROG) (9) (ENTR) (ENTR)
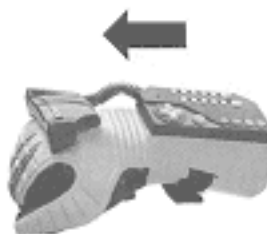
GLOVE MOVES

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. You must make this gesture before you press START. This program does not have rapid fire.

START GESTURE

TURN LEFT (ROTATE HAND)

TURN RIGHT (ROTATE HAND)

FIST FORWARD FOR TURBO

UP FOR MUSIC

DOWN FOR BRAKE

MAKE FIST FOR THROTTLE

PROGRAM 10

To enter Program 10, press:

(PROG) (1) (0) (ENTR) (ENTR)

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. Remember the throttle [B] is automatically on for you already.

GLOVE MOVES

BEND INDEX FOR LEFT TURN

BEND LAST 3 FINGERS FOR RIGHT TURN

BEND THUMB FOR **A** BUTTON

LOWER HAND TO TURN OFF THROTTLE [**B**]

PROGRAM 11

To enter Program 11, press:

(PROG) (1) (1) (ENTR) (ENTR)

This program is very much like Program 1, but instead of just a turnaround shot you put your man in thrash mode. When you use thrash mode your man spins around firing in all directions. However, thrash mode does not work for every game. Try it out yourself.
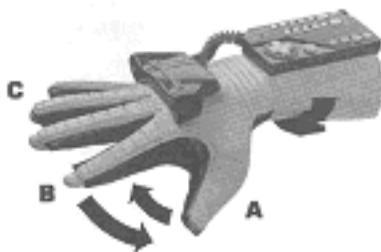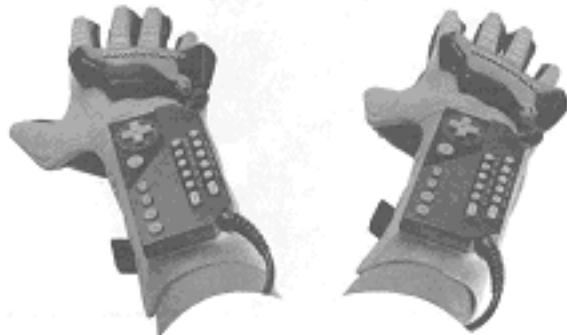
GLOVE MOVES

UP

DOWN

LEFT ← → RIGHT

A. BEND THUMB FOR **A** BUTTON
B. BEND INDEX FOR **B** BUTTON
C. BEND LAST 3 FINGERS FOR THRASH MODE

PROGRAM 12
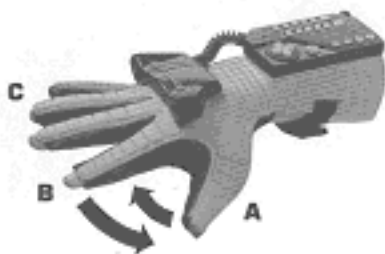
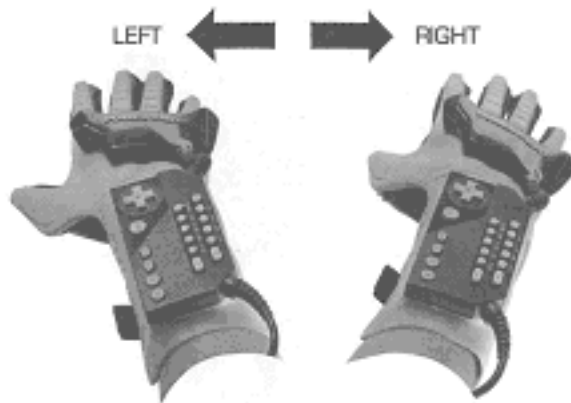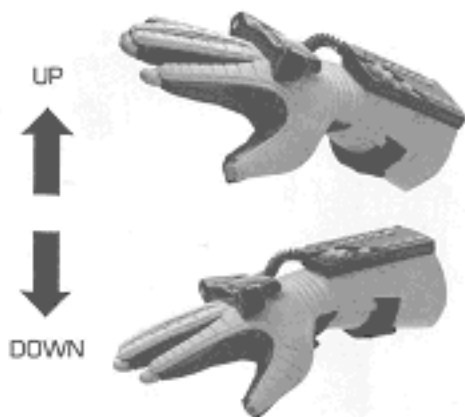To enter Program 12, press:

(PROG) (1) (2) (ENTR) (ENTR)

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. Try a quick jerk right or left to move Mario only one step.

GLOVE MOVES

UP

DOWN

LEFT ◄————► RIGHT

A. BEND THUMB FOR **A** BUTTON
B. BEND INDEX FOR **B** BUTTON
C. BEND LAST 3 FINGERS TO SLOW MARIO DOWN

PROGRAM 13

To enter Program 13, press:

(PROG) (1) (3) (ENTR) (ENTR)

Your fingers control the A & B button commands, but you have to use the directional pad on the glove to move around the screen. This is a good program to use if you have to go in and out of menus during a game.

GLOVE MOVES

BEND THUMB FOR **A** BUTTON

BEND INDEX FOR **B** BUTTON

PROGRAM 14

To enter Program 14, press:

(PROG) (1) (4) (ENTR) (ENTR)

GLOVE MOVES

When you enter Program 14, you turn off the glove movements. To play, use the buttons and directional pad on the glove instead of any glove moves. Load Program 14 if you have to enter an essential password at the beginning of the game, then re-enter the game program you were using. Don't forget to recalibrate the glove by making a fist when you change from one program to another.
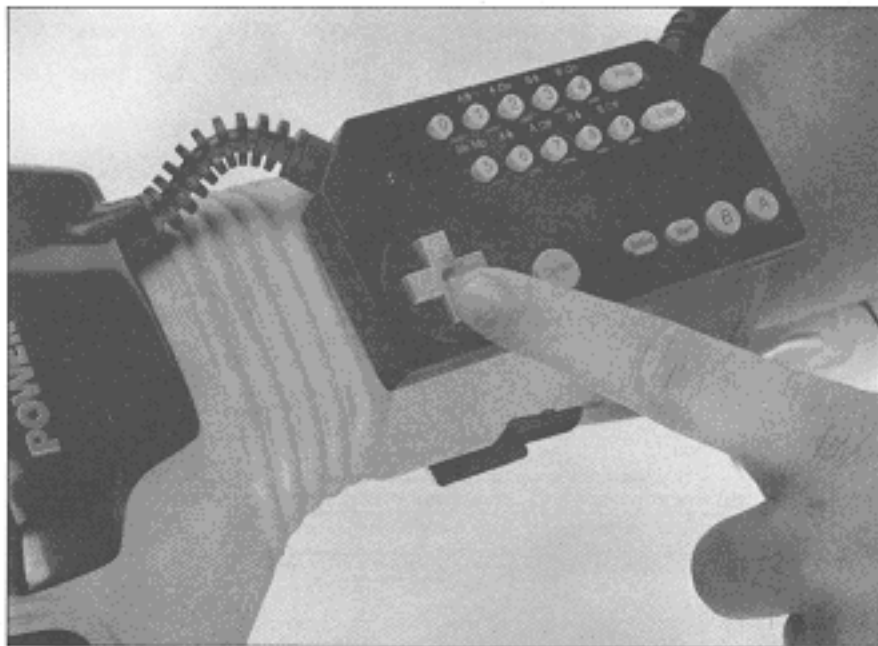
USE MANUAL CONTROLS ON GLOVE

POWER GLOVE™

NINTENDO GAME PAK CODE SERVICE

Mattel's service representatives will be able to assist you with
Nintendo Game Pak code information during the following hours:

8:30 am – 11:00 pm EST Monday through Friday or
8:30 am – 8:00 pm EST Saturday and Sunday

The cost of the call will be $1.50 for the first minute and
$.75 for each additional minute

TELEPHONE 1 (800) 820-8127
ASK YOUR PARENTS' PERMISSION BEFORE YOU CALL.

800 NUMBER GAME CODE SERVICE AVAILABLE AT LEAST THROUGH MARCH 31, 1991.