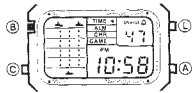
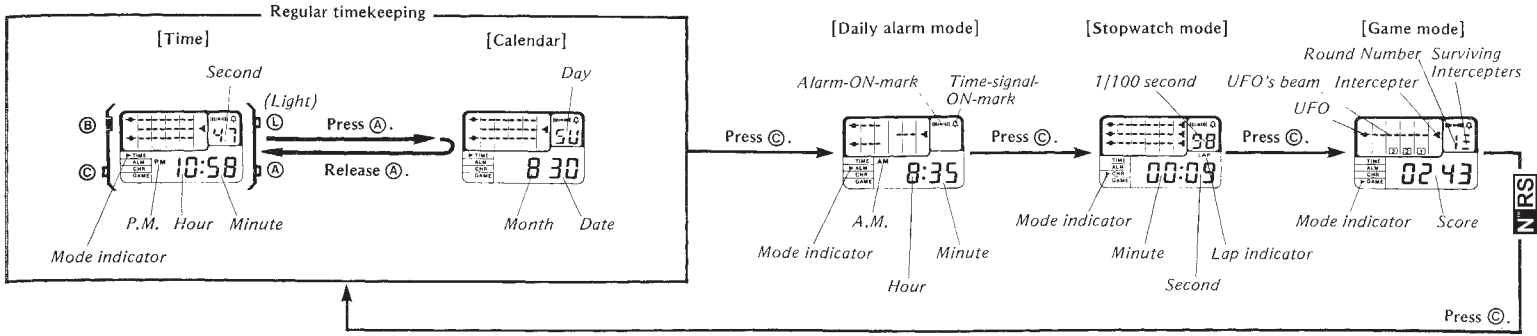


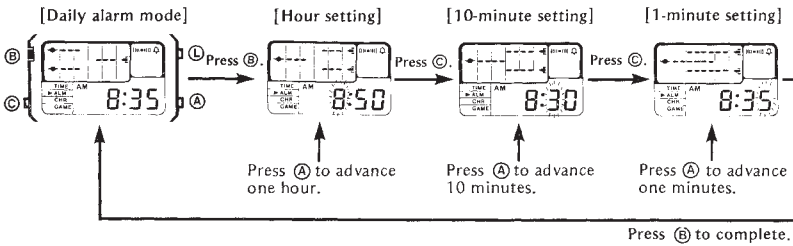
(222)



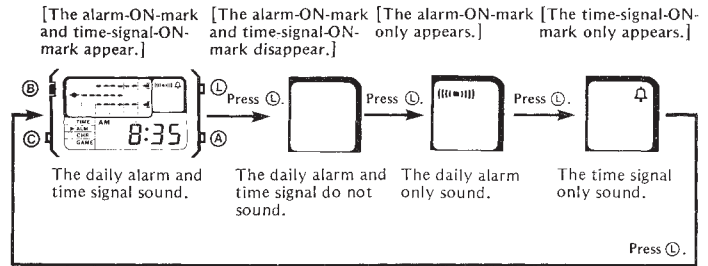
[Reading the display]



[Setting daily alarm]



(ON or OFF setting of daily alarm and time signal)



If the daily alarm is set, the buzzer sounds for 20 seconds at the preset time every day until cleared. To stop the buzzer, press the (C) button. If the time signal is set, the watch sounds every hour on the hour.

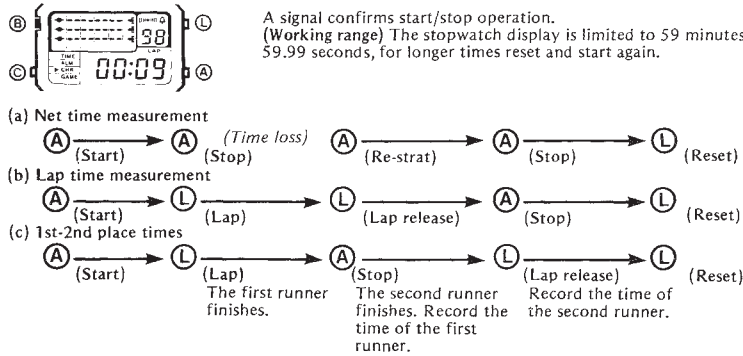
(Quick digit advance) When the (A) button is pressed for more than 2 seconds, the digit advances quickly. When released, the digit advance will stop.

(Auto-retrieve function) Any setting display will automatically return to the regular timekeeping mode in 1 or 2 minutes.

(Sound demonstration) Every time the (A) button is pressed, the buzzer sounds.

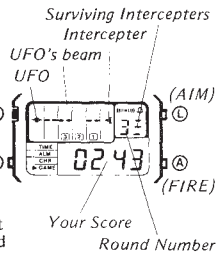
[Stopwatch operation]

A signal confirms start/stop operation. (Working range) The stopwatch display is limited to 59 minutes 59.99 seconds, for longer times reset and start again.



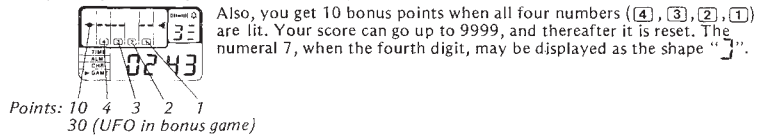
[How to play the game]

- Press the (C) button to change the display to the Game mode and the game will start automatically.
- UFO beams will shoot across from the left to right. These should be intercepted by your defenses on the right. To change the altitude of the interceptor missile, press (C). Press (A) to fire an interceptor along the UFO beam. If the beam is intercepted a number will light up in the zone of the hit.
- (Bonus score) If all four numbers (4, 3, 2, 1) appear in the hit zones a 4-second bonus game will start. If you can hit the UFO changing positions on the left within 4 seconds, you will earn a high bonus score.
- UFO's can also be hit before firing a beam by anticipating their next altitude and firing an interceptor.
- When you shoot down 16 UFO's or intercept their beams without losing three missiles you can progress to the next round, a speeded up version.
- Repeating steps 2 to 5 successfully will progress you from the first round, No. 0 to No. 9 round.
- Press (B) to replay.

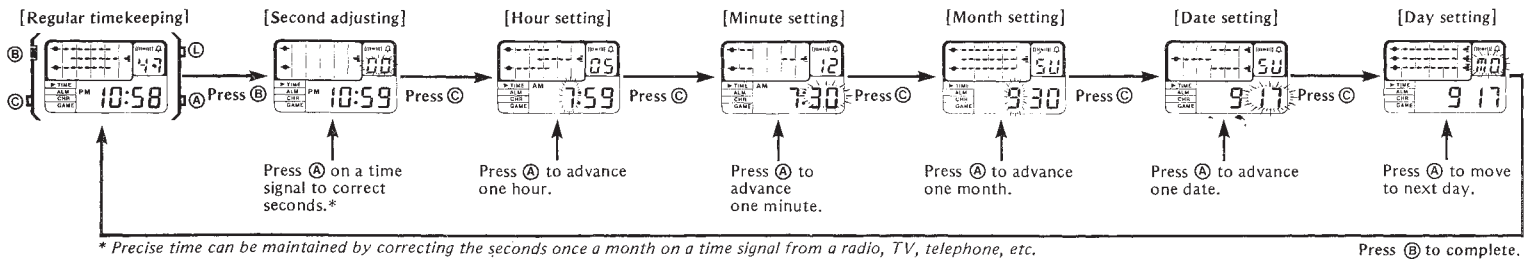


[Scoring system]

Every time you intercept a UFO or its beam, you score as shown below:



[Setting time and calendar]



* Precise time can be maintained by correcting the seconds once a month on a time signal from a radio, TV, telephone, etc.

(Quick digit advance) When the (A) button is pressed for more than 2 seconds, the digit advances quickly. When released, the digit advance will stop.
 (Independent correction) Correction of any digit, if not required, can be skipped by pressing the (C) button repeatedly.
 (Reversion to normal timekeeping mode) The watch reverts to the normal timekeeping mode if the (B) button is pressed, regardless of the digit setting mode.
 (Auto-retrieve function) Any setting display will automatically return to the regular timekeeping mode in 1 or 2 minutes.