

Press (A) to advance

Press (B) to complete.

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 ① button. If the time signal is set, the watch sounds every hour on the hour.

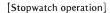
Press (A) to advance

one 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

8:35 be The time signal only sound. The daily alarm and time signal sound. time signal do not only sound. sound.

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





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.

Press (A) to advance

(a) Net time measurement → ((time (Stop) (Start) (Time loss) (Re-strat) (b) Lap time measurement A (Start) **→** (L) (Lap) (Lap release) (c) 1st-2nd place times (A) (Start) (Lap) (Lap release) (Stop) The first runner

finishes.

The second runner finishes. Record the Record the time of the second runner. time of the first

[How to play the game]

Press the ⑤ 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 intercepter missile, press ⑥.

Press ⑥ to fire an intercepter 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 ② (B)

If you can hit the UFO changing positions on the left within 4 seconds, you will earn a high bonus score.

4. UFO's can also be hit before firing a beam by anticipating their next altitude and firing an intercepter.

5. When you shoot down 16 UFO's or intercept their beams without

losing three missiles you can progress to the next round, a speeded

Repeating steps 2 to 5 successfully will progress you from the first round, No. 0 to No. 9 round.

7. Press ® to replay.

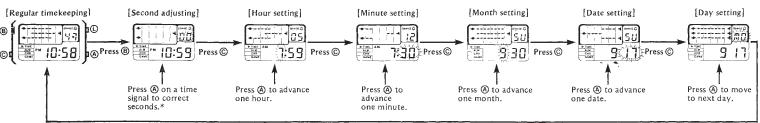
30 (UFO in bonus game)

[Scoring system]

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

Also, you get 10 bonus points when all four numbers (4, 3, 2, 1) are lit. Your score can go up to 9999, and thereafter it is reset. The numeral 7, when the fourth digit, may be displayed as the shape "]". 33 Q5,43

[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.

Press (B) to complete.

Surviving Intercepters Intercepter UFO's beam UFO

Your Score

(AIM)

b ©

bΘ

Round Number

(FIRE)

(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 (b) button repeatedly.
(Reversion to normal timekeeping mode) The watch reverts to the normal timekeeping mode if

the (a) 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.