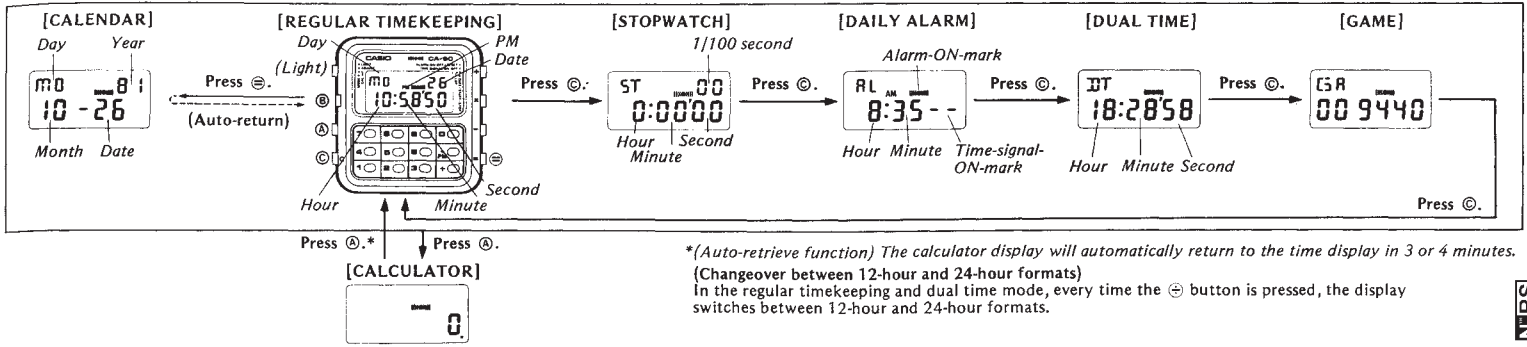
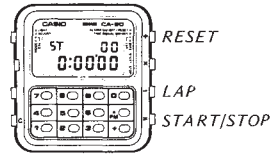


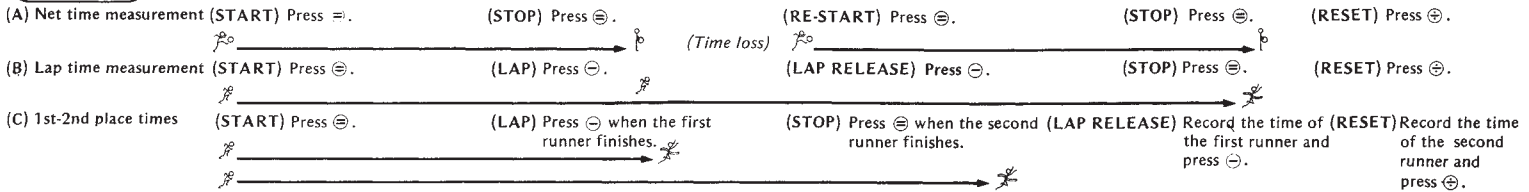
[Reading the display]



[Stopwatch operation]

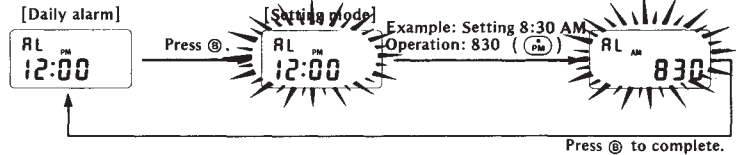


A tone confirms start/stop operation. The tone sounds at 10-minute intervals. If the ⊕ button is pressed while the stopwatch is working, the display is reset to zero. (Working range) The stopwatch display is limited to 23 hours 59 minutes 59.99 seconds. Thereafter it can be reset and started again.



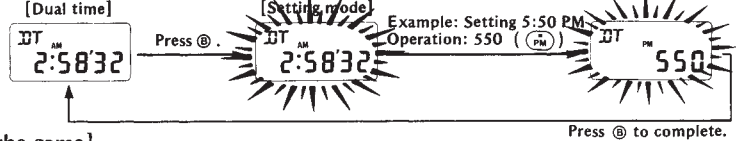
[Setting daily alarm time]

Every time the ⊕ button is pressed in the alarm time mode, the alarm-ON-mark () appears or disappears. When the alarm-ON-mark is lit, the buzzer sounds for 30 seconds at the preset time every day until cleared. To stop the buzzer while sounding, press the light button. (Setting the time signal) Every time the ⊕ button is pressed in the alarm time mode, the time-signal-ON-mark (-) appears or disappears. When the time-signal-ON-mark is lit, the watch sounds every hour on the hour. (Sound demonstration) While the ⊕ button is pressed in the alarm time mode, the buzzer sounds. (Tone pitch control) While pressing the ⊕ button in the daily alarm mode, press the ⊖ button to change the tone pitch of buzzer. The sound of buzzer can be changed in ten steps.



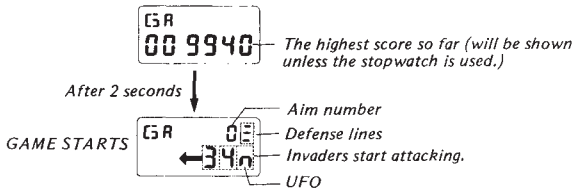
[Setting dual time]

Every time the ⊕ button is pressed in the dual time mode, the display switches between 12 and 24 hour formats. The seconds are synchronized with regular timekeeping.

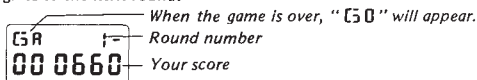


[How to play the game]

1) Press the ⊕ button in the game mode to start the game.



- Every time you press any of ⊕, ⊖, ⊗, ⊘, ⊙, ⊚ and ⊛ keys, your aim number will advance by one: 0, 1, 2, ..., 8, 9, 0, 1, ...
- When your aim number coincides with any one of the invaders, press any of ⊕, ⊖, ⊗, ⊘, ⊙ and ⊚ keys. Then that particular invader will disappear. If the invader reaches the 7th digit from the right, one defense line will disappear.
- When you shoot down 16 invaders with less than 30 shots and without losing three defense lines, you can progress to the next round.



- By repeating steps 2 thru 4, you can progress up to the 9th round, after which the more difficult stage II starts. There are 9 rounds on this stage too. When you've knocked all these out, or done as well as you can, the game returns to the start.

■ Scoring system

Every time you shoot down an invader, you get a score graded as shown below:

CS R	03
123456	
STAGE I	10.20.30.40.50.60
STAGE II	20.40.60.80.100

(Bonus points)

You should keep an eye out for UFO's (" ") after you have scored in sums of 10, 20, 30, ... in any combination of numerals from the beginning of each round. Every time you shoot down a UFO, bonus points are added as shown below:

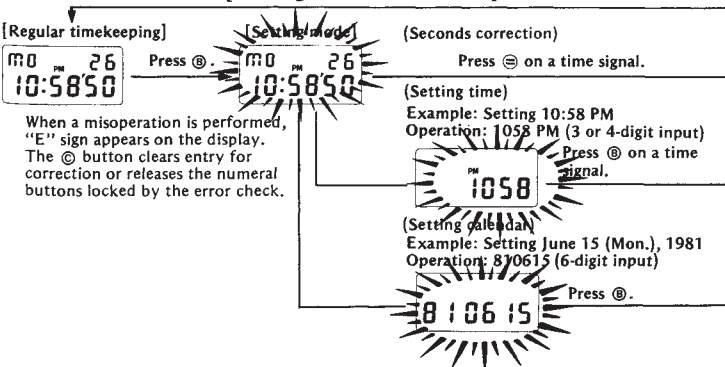
Rest of shots	Shooting position		
	0,4,8,10,14,18,20,24,28	1,5,9,11,15,19,21,25	2,3,6,7,12,13,16,16,17,22,23,26,27
1st digit	360	260	160
2nd digit	350 (400)	250 (300)	150 (200)
3rd digit	340 (380)	240 (280)	140 (180)
4th digit	330 (360)	230 (260)	130 (160)
5th digit	320 (340)	220 (240)	120 (140)
6th digit	310 (320)	210 (220)	110 (120)

* In stage II, bonus points in parentheses are added.

Bonus points are shown by dots as shown below:

Bonus points	Dots
400	4
300 - 380	3
200 - 280	2
110 - 180	1

[Setting time and calendar]



[Calculator operation]

Be sure to press the ⊕ button when starting calculations.

EXAMPLE	OPERATION	READ-OUT
Basic calculation: $(12 - 0.5) \times 3 \div 7 = 4.9285714 \dots$	⊕ 12 ⊖ 0.5 ⊗ 3 ÷ 7 ⊕	4.9285714
Constant calculation: $3 + 4 = 7$ (4 is constant)	⊕ 4 ⊕ 3 ⊕	7
$8 + 4 = 12$	⊕ 8 ⊕ 4 ⊕	12
$3 - 4 = -1$	⊕ 3 ⊖ 4 ⊕	-1
$8 - 4 = 4$	⊕ 8 ⊖ 4 ⊕	4
$3 \times 4 = 12$	⊕ 3 ⊗ 4 ⊕	12
$8 \times 4 = 32$	⊕ 8 ⊗ 4 ⊕	32
$3 \div 4 = 0.75$	⊕ 3 ÷ 4 ⊕	0.75
$8 \div 4 = 2$	⊕ 8 ÷ 4 ⊕	2

To save battery power, press the ⊕ button in the calculator mode to silence the tone. To retrieve sound, press the ⊕ button again. One hour game play consumes the battery life for 2.3 days.