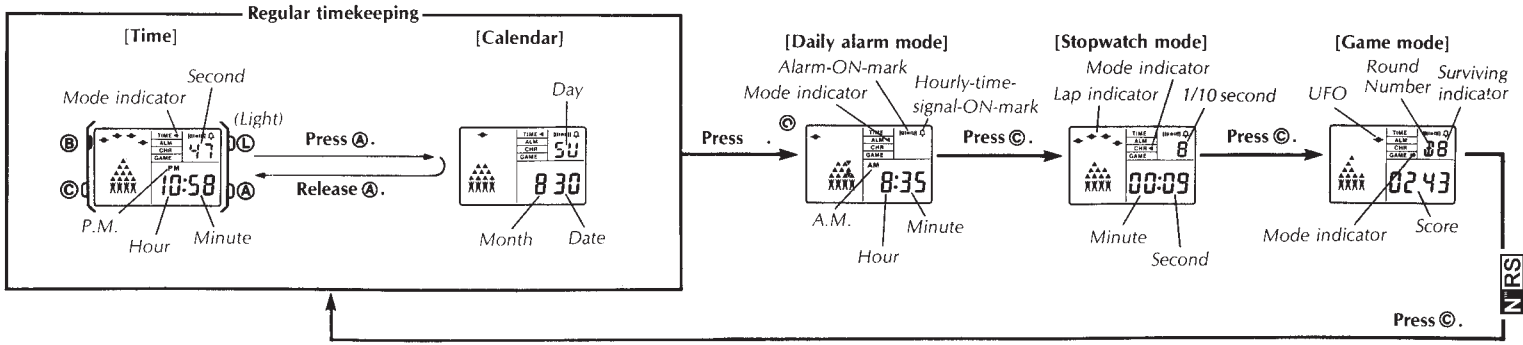
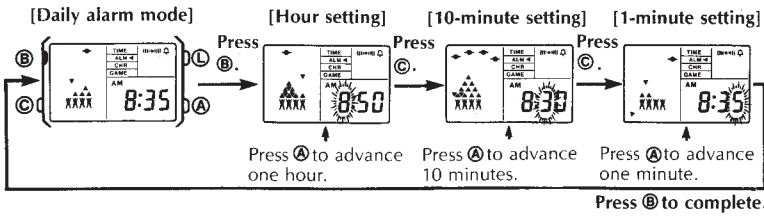


[Reading the display]



[Setting daily alarm]



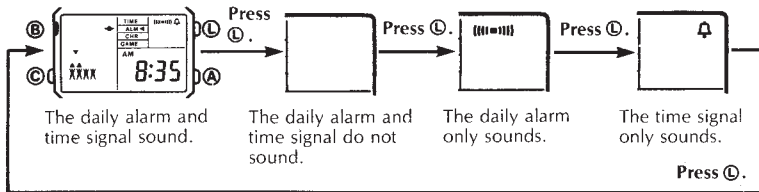
If the daily alarm is set, the buzzer sounds for 20 seconds at the present time every day until cleared. To stop the buzzer, press the **L** button. If the time signal is set, the watch sounds every hour on the hour.

[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.

[ON or OFF setting of daily alarm and time signal]

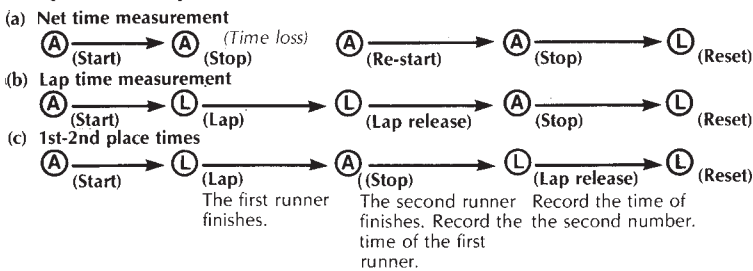
[The alarm ON-mark and time-signal-ON-mark appear.] [The alarm-ON-mark and time-signal-ON-mark disappear.] [The alarm-ON-mark only appears.] [The time-signal-ON-mark only appears.]



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

[Stopwatch operation]

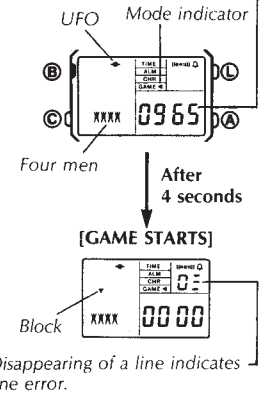
A signal confirms start/stop operation. **(Working range)** The stopwatch display is limited to 59 minutes 59.9 seconds, for longer times reset and start again.



[How to play the game]

- Press **R** to change the display to the Game mode, and the game will start automatically after 4 seconds.
- (Building blocks) To catch blocks falling off UFO and build them into a pyramid, press **A** or **L**. Pressing **A** moves four men to right, and pressing **L** moves them to left.
- (Removing blocks) Completion of a pyramid without losing three lines will switch the game to "removing blocks."
- The moment a block disappears, press **A** or **L** to stop it from reappearing.
- If any block falls off, the game will switch to the next round.
- Success in repeating steps 2 to 5 will permit you to advance to the next game. Each game consists of 10 rounds (Nos. 0 to 9).
- Press **R** to replay.

The highest score marked so far is shown.



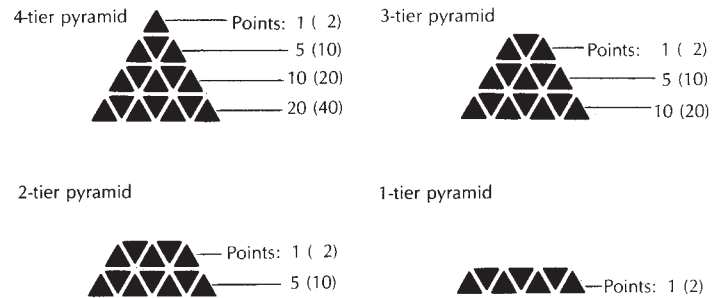
[Scoring system]

(Building blocks)



(Removing blocks)

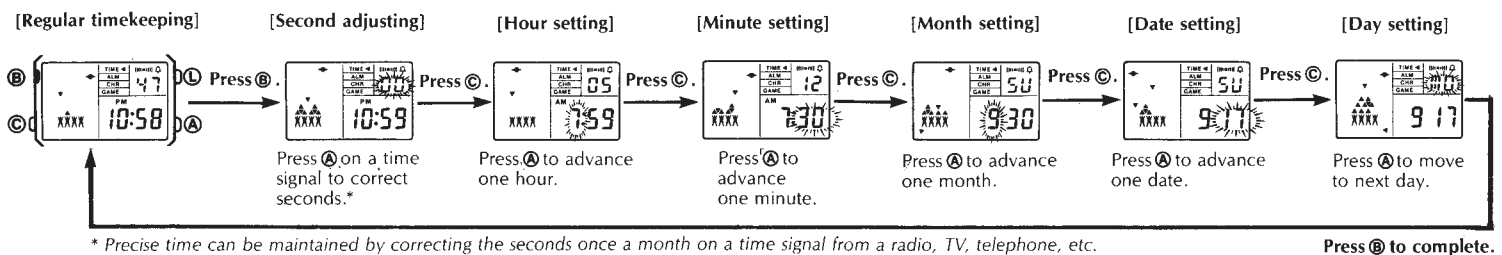
Also, you get 100 bonus points when a complete pyramid is built up, and you get double score when you remove blocks from the pyramid as shown in the parentheses below:



(Scoring display range)

Your score can go up to maximum 9999, and thereafter it is reset.

[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 **R** 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.