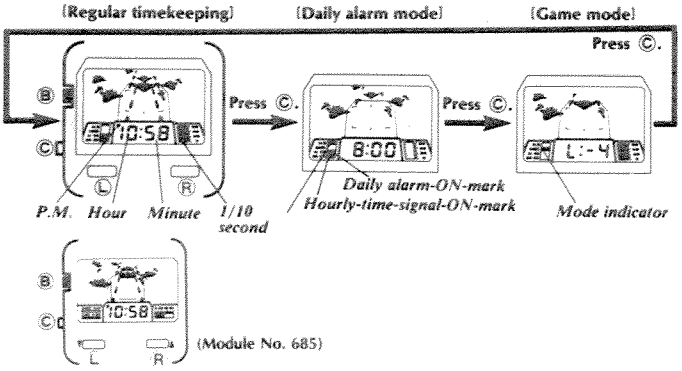
Module No. 497/685

READING THE DISPLAY



SETTING TIME

IMPORTANT: Setting sequence MUST BE FOLLOWED when making any new setting.

1) Press Ⓑ in the regular timekeeping mode to set time.
2) Press Ⓡ on a time signal to correct seconds.*
3) Press Ⓒ to set hour digits. One hour advances with every push of Ⓡ.
4) Press Ⓒ to set minute digits. One minute advances with every push of Ⓡ. Press Ⓑ to complete.

**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 Ⓡ 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 Ⓒ button repeatedly.
(Auto-retrieve function) If none of the buttons are pressed for 1 to 2 minutes, the watch will automatically return to regular time keeping.

SETTING DAILY ALARM

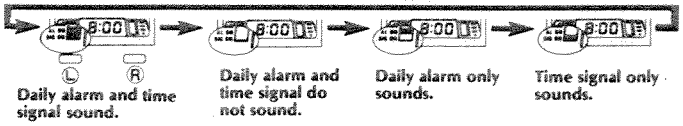
If the daily alarm is set, the beeper sounds for 20 seconds at the preset time every day until cleared. To stop the beeper, press any button. If the time signal is set, the watch sounds every hour on the hour.
(Sound demonstration) Press and hold the Ⓡ button in alarm mode to sound the beeper.

1) Press Ⓑ in the alarm mode to set hours. One hour advances with every push of Ⓡ.
2) Press Ⓒ to set 10's digit of minutes. 10-minute advance with every push of Ⓡ.
3) Press Ⓒ to set minutes. One minute advance with every push of Ⓡ. Press Ⓑ to complete.

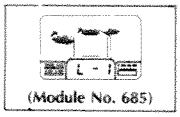
** Pressing the Ⓑ button in the alarm mode automatically turns the alarm ON.*

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

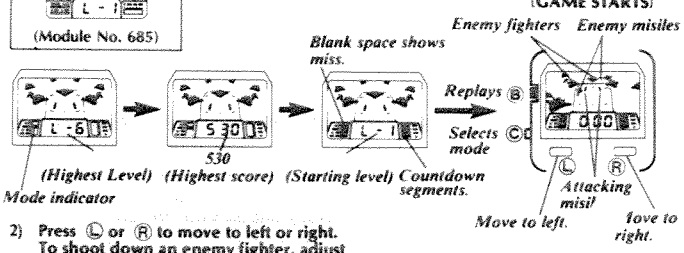
[ON or OFF setting of daily alarm and time signal]



HOW TO PLAY THE GAME



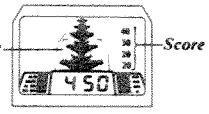
1) **Press Ⓒ to change to the game mode. The current highest level and score will be shown and a start signal will sound.**



2) **Press Ⓛ or Ⓡ to move to left or right.**
To shoot down an enemy fighter, adjust the sight and press Ⓛ and Ⓡ simultaneously.
The further the enemy, the higher the score awarded.
Miss: When hit by enemy misile(s) or an enemy fighter.
The game is over: When you miss 4 times during levels 1 — 3 or 4 — 6.
When you do not score 1,000 points within 60-second interval.
When the score reaches 1,000 in level 6.
3) **The next game level starts when the score exceeds 1,000 within a 60-second interval.**
4) **Press Ⓑ to replay.**

(Scoring system)

Bonus points are scored for multiple hits with a single misile:



$$\text{Bonus points} = \text{Nearest target score} + 2\,(\text{Other target scores})$$

If you hit three targets worth 20, 30 and 40 points each with a single misile, the result is:

$$20 + 2\,(30 + 40) = 160$$