

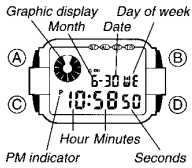
OPERATION CHART: MODULE QW-1064

GENERAL GUIDE

- Press **(C)** to change from mode to mode. Each mode is explained in detail on the following pages.



TIMEKEEPING MODE

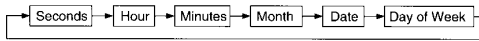


- In the Timekeeping Mode, the Graphic Display indicates the counting of seconds.
- In the Timekeeping Mode, press **(B)** to switch between the 12-hour and 24-hour formats.

To set the time and date

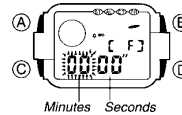
- Hold down **(A)** while in the Timekeeping Mode until the seconds digits start to flash on the display. The seconds flash because they are selected.

- Press **(C)** to change the selection in the following sequence.

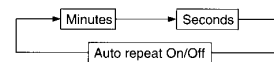


- While the seconds digits are selected (flashing), press **(B)** to reset the seconds to "00". If you press **(B)** while the seconds count is in the range of 30 to 59, the seconds are reset to "00" and 1 is added to the minutes. If the seconds count is in the range of 00 to 29, the minutes count is unchanged.
- While any other digits (besides seconds) are selected (flashing), press **(B)** to increase the number or **(D)** to decrease it. While the day of the week is selected, pressing **(B)** advances to the next day and **(D)** goes to the previous day.
- Holding down either button changes the current selection at high speed.
- After you set the time and date, press **(A)** to return to the Timekeeping Mode.
- The watch does not make any allowance for leap years. Be sure to manually set February 29 (when one occurs) for the appropriate date.
- If you do not operate any button for a few minutes while a selection is flashing, the flashing stops and the watch goes back to the Timekeeping Mode automatically.

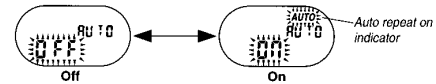
To set the Free Timer



- Select the Free Timer.
- Hold down **(A)** until the minutes digits start to flash on the display. The minutes digits flash because they are selected.
- Press **(C)** to change the selection in the following sequence.



- Press **(B)** to increase the selected minutes or seconds digits or **(D)** to decrease them. Holding down either button changes the selection at high speed.
- Press **(B)** and **(D)** simultaneously to clear the time to 00'00".
- While the Auto Repeat On/Off setting is selected, press **(B)** to switch Auto Repeat on and off.

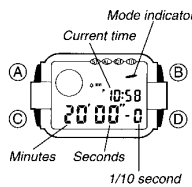


- After you set the Free Timer, press **(A)** to return to the Countdown Alarm Mode.
- The indicator "AUTO" is shown on the display while Auto Repeat is on.

To use the countdown timer

- Select the Timer you want to use.
- Press **(B)** to start the countdown timer.
- Press **(B)** again to stop the countdown timer.
- You can resume countdown timer operation by pressing **(B)**.
- Stop the timer and then press **(C)** to reset the countdown timer to its starting value.
- If you attempt a free timer measurement with a countdown time that is 10 seconds or less, the alarm sounds for only one second when zero is reached.

COUNTDOWN ALARM MODE



The Countdown Alarm Mode has two different timers that countdown in units of one-tenth of a second. Starting from the point when there are 10 seconds remaining in the countdown, the watch beeps for every second. When the countdown reaches zero, an alarm sounds for 10 seconds or until you press any button.

Timer Types

- Basketball Timers**
These timers are preset to start from 20 minutes and 15 minutes.
- Free Timer**
This timer can be set within a range of 1 second to 60 minutes. You can switch auto repeat timing on and off (see "About the Auto Repeat Function" for details).

About the Auto Repeat Function

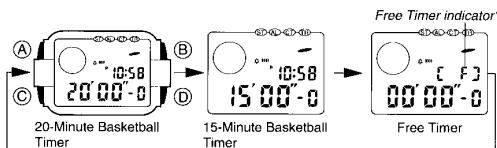
The Auto Repeat Function can be used with the Free Timer only. When the end of the countdown is reached and auto repeat timing is off, the alarm sounds for 10 seconds or until you stop the alarm by pressing any button. Countdown timing stops, and the countdown time is automatically reset to its starting value after the alarm stops.

When the end of the countdown is reached while auto repeat is on, the alarm sounds, but the starting countdown time is reset and countdown timing starts again automatically whenever the countdown reaches zero. The repeat operation continues to operate for 15 automatic repeats, or until you manually switch the countdown operation off.

- For information on switching Auto Repeat on and off, see "To set the Free Timer".

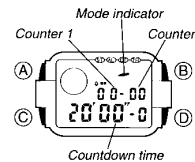
To select a timer

While in the Countdown Alarm Mode, press **(D)** to change the currently selected timer in the sequence illustrated below.



* When you display the Free Timer, this indicator remains on the display only for a few seconds. After that, the indicator is replaced by the current time (as kept in the Timekeeping Mode).

SCORE COUNTER MODE



The Score Counter Mode lets you count basketball game points up to 99 for two teams. When used in combination with the Countdown Alarm Mode timer, you can keep track of points while monitoring how much time remains in the game.

- In the Score Counter Mode, the upper part of the display shows the points, while the lower part shows the countdown time of the Countdown Alarm Mode.
- For information on using the timers, see "Countdown Alarm Mode".

To use the Score Counters

In the Score Counter Mode, press **(B)** to increase the score for Counter 1, and **(D)** to increase the score for counter 2. Each time you press these buttons, the corresponding score increases by 1.

- If you make a mistake while keeping score, you can press **(A)** to decrease the last counter you added to by 1.
- To clear the score counters to 00 - 00, hold down **(B)** and **(D)** at the same time.

To use the Score Counter with the Countdown Alarm

- Enter the Countdown Alarm Mode and select the timer you want to use. You can use either of the Basketball Timers or the free timer with the Score Counter.
- When the game begins, press **(B)** to start the countdown timer.
- Press **(C)** to enter the Score Counter Mode, and then use the Score Counter to keep track of the score.
- When a time out occurs during the game, switch to the Countdown Alarm Mode to stop the timer. Restart the timer when play resumes. For details on using the timers, see "To use the countdown timer".
- When the game is over, change to the Countdown Alarm Mode and stop the timer (reset the timer to its starting value).