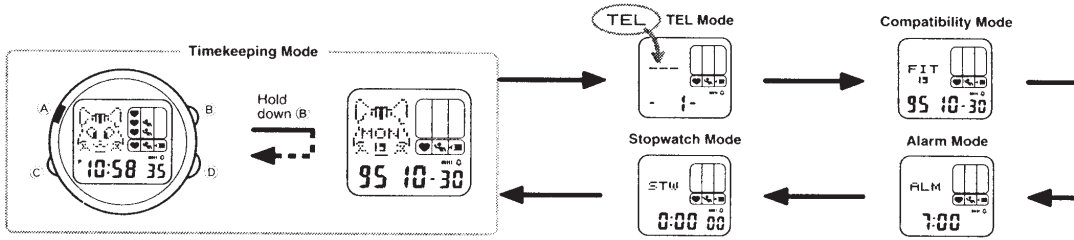


OPERATION CHART:MODULE QW-1537

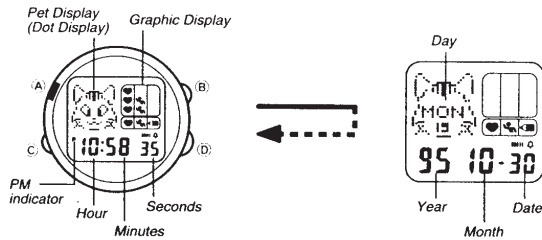
GENERAL GUIDE

- Press (C) to change from mode to mode.
- After you perform an operation in any mode, pressing (C) returns to the Timekeeping Mode.



TIMEKEEPING MODE

- Hold down (B) to display the current date.



About the Pet Display

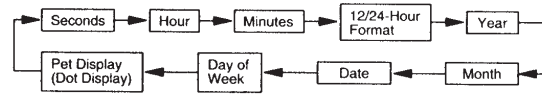
In the Timekeeping Mode, the expression of the face on the Pet Display changes according to the current time and date, and the expression changes whenever the alarm is sounding. You can also change the expression of the face by pressing the (D) button. Give it a try and see what kind of faces you can make appear. You can also create faces in the TEL Mode by combining facial features. The faces you create also appear in the Timekeeping Mode's Pet Display. For details on how to create your own faces, see "TEL MODE". See "To set the time and date" for information on how to recall faces you have created.

To play the "Rolling Eyes" game

- In the Timekeeping Mode, hold down (D) for a few seconds.
 - A short tune plays to announce the start of the game, and the game face appears in the Pet Display. After a few seconds, the eyes of the face begin to change at high speed.
- Press (D) again to stop the eyes.
 - You win if you can stop the eyes so they match the eyes that were on the face before they began changing. When you win, the face on the display smiles.
 - The eyes will stop changing automatically if you do not press (D) for about one or two minutes.

To set the time and date

- Press (A) while in the Timekeeping Mode. The seconds digits flash on the display because they are selected.
- Press (C) to change the selection in the following sequence.



- While the seconds digits are selected (flashing), press (D) to reset the seconds to "00". If you press (D) 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.
- Use (D) to change the other settings on the display. Holding down (D) changes the current setting at high speed.
 - While any other digits (besides the seconds) are selected (flashing), press (D) to increase the value.
 - While the day of the week is selected, press (D) to advance to the next day.
 - While the 12/24-hour setting is selected, press (D) to switch between the two formats.
 - While the Dot Display is flashing, press (D) to sequentially display the first three letters of the names stored in the TEL Mode.
- After you set the time and date, press (A) to return to the Timekeeping Mode.
 - The date can be set within the range of January 1, 1995 to December 31, 2099.
 - 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.

TEL MODE

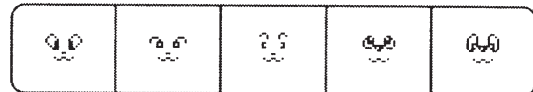
The TEL Mode lets you store information (name, telephone number, birthday, pet face) for up to 20 people. The name can be up to eight characters long, and telephone number can contain up to 12 digits. You can have fun creating pet faces by combining various facial features.*

* About the facial features: You can create faces in the TEL Mode by combining various facial features. The following shows all of the features from which you can choose.

Outline



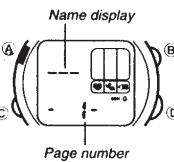
Expression



There are 25 possible different faces that can be produced using the facial features shown above.

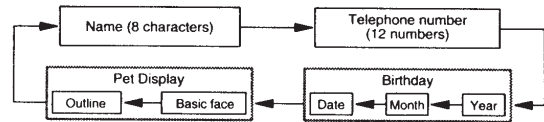
To input new TEL Mode data

— New input display —



- In the TEL Mode, use (B) and (D) to display the New Input Display.
 - Pressing (B) or (D) scrolls through the data already stored in memory.
 - If there is no TEL Mode data stored in memory, the New Input Display appears as soon as you enter the TEL Mode.
 - If the new input display does not appear, it means that memory is full. To store more data in this case, you will first have to delete some of the data stored in memory (see "To delete a TEL Mode item").

- Press (A) to appear the cursor on the new input display.
- Press (C) to move the flashing cursor in the following sequence.

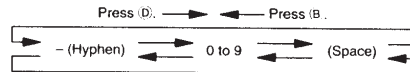


- While the cursor is flashing in the name display use (B) or (D) to scroll through the available letters in the following sequence.



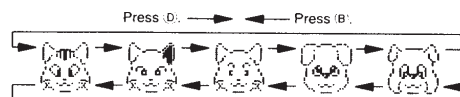
- When the character you want at the current cursor position is shown, press (C) to advance the cursor to the right.
- The name can be up to 8 characters long.
- You cannot leave the name blank.

- While the cursor is flashing in the telephone number display use (B) or (D) to scroll through the available numbers in the following sequence.

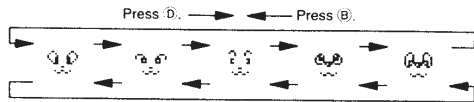


- When the character you want at the current cursor position is shown, press (C) to advance the cursor to the right.
- The telephone number can be up to 12 characters long.
- While the birthday settings are selected (flashing), press (D) to increase the number or (B) to decrease it. Holding down either button changes the current selection at high speed.
- The birthday can be set within the range of January 1, 1900 to December 31, 2099.

- While the basic face setting is flashing, use (B) and (D) to scroll through the faces and display the one you want to use as a base. Each press of (B) or (D) changes the displayed face in the following sequence.



- While the expression setting is selected (flashing), use (B) and (D) to change the expression of the face.

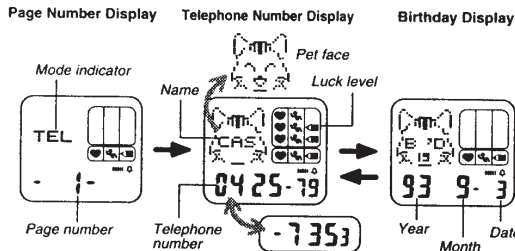


- After inputting all of the data you want, press (A) to clear the input screen and return to the normal TEL Mode display.

- The data is stored in memory as soon as you input a name or telephone number.
- If you do not operate any button for a few minutes while the cursor is flashing on the display, the watch automatically returns to the normal TEL Mode display.
- You can input data for up to 20 people.

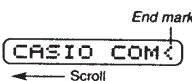
About the TEL Mode displays

Whenever there is data stored in the TEL Mode, the display automatically changes as shown below when you enter the TEL Mode.



- After the above sequence reaches the Birthday Display, it shows the Telephone Number Display once again and then stops.

Name Display



You can input up to eight characters for the name. The display shows only three characters, but automatically scrolls from right to left to show all of the characters that make up the text. The end of the text is indicated by an end mark.

Telephone Number Display

You can input up to 12 digits for the telephone number. The display alternately changes between the first seven digits of the telephone number and the other five digits.

Luck level Display

The Luck level Display shows luck levels for the current date, based on a birthday you input. One of three luck levels is indicated for three different categories (physical, sensitivity, intellect).

	Excellent	Poor	Caution
HEART SENSITIVITY	● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●	● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●	● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●
HANDS PHYSICAL	● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●	● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●	● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●
EYE INTELLECT	● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●	● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●	● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●

Example



SENSITIVITY=Poor
PHYSICAL=Excellent
INTELLECT=Caution

Pet Display

You can create a face for the Pet Display by combining various facial parts in the TEL Mode. The expression on the face indicates the overall luck level for the day.

Excellent!	Normal	Bad
When there are two Excellents and one Poor, or when there are three Excellents.	When there are two Poores and One Excellent, or when there are three Poores.	When there is one Caution.

To scroll through TEL Mode data items

In the TEL Mode, press (D) to scroll forward through the stored data item, or (B) to scroll back. Holding down either button scrolls at high speed.

- The data item that is displayed when you exit the TEL Mode is still on the display the next time you enter the TEL Mode.

To edit TEL Mode data

- In the TEL Mode, scroll through the data items and display the one you want to edit.
- Press (A) to appear the cursor on the display.
- Use (C) to move the cursor to the character you want to change.
- Use (B) and (D) to input the data you want.
- See steps 4 through 8 under "To input new TEL Mode data" for details.
- Press (A) to exit the data input operation and to return to the normal TEL Mode.

Important!

If you edit the face that is currently displayed in the Timekeeping Mode, the previous version of the face will initially still be shown when you first go back to the Timekeeping Mode. To display the new version of the face, go to the Timekeeping mode and then scroll through the faces until the new one appears. (See "To set the time and date".)

To delete a TEL Mode item

- In the TEL Mode, scroll through the data items and display the one you want to delete.
- Hold down (A) until the flashing cursor appears on the display.
- Hold down both (B) and (D) until the message "CLR" appears on the display, indicating that the item is deleted. At this time the cursor appears on the display, ready for input.
- Input new data or press (A) to exit the data input operation and return to the normal TEL Mode.

Important!

Whenever you delete TEL Mode data, the deleted data item is replaced by a New Input Display, as shown below.

Example

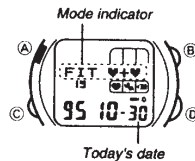


Deleting Data B.

Page 2 becomes a New Input Display.

It is always better to use New Input Displays created by the delete operation first. Otherwise, empty pages may get in the way when you are trying to search for information you need.

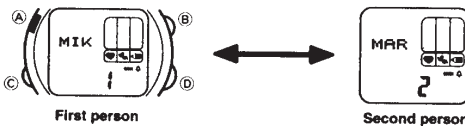
COMPATIBILITY MODE



This mode lets you check the compatibility between two people whose names and birthdays you have stored in the TEL Mode. Compatibility is shown for the today's date (as kept in the Timekeeping Mode).

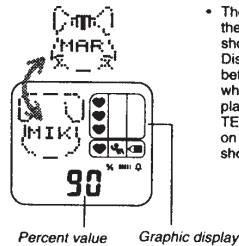
To check compatibility

- While in the Compatibility Mode, press (A).
- The display for specification of the first person appears, with the first three letters of the currently selected person's name flashing in the Dot Display.
- Press (C) to change the display in the following sequence.



- Use (B) and (D) to change the persons whose compatibility you want to check. Each time you press (B) or (D) the first three letters of the newly selected person appears in the Dot Display.
- Holding down (B) or (D) changes the person at high speed.
- If there is no data stored in the TEL Mode, the Dot Display shows "...".
- The first person should be the one who has an interest in the outcome of the compatibility check. For example, if Mike likes Mary and wants to find out their compatibility for today, use Mike as the first person and Mary as the second person.

- After specifying the two people, press (A) to return to the Compatibility Mode.



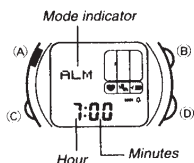
- The compatibility for the two people appears on the display after a few seconds. Compatibility is shown as a "●" (sensitivity) rating in the Graphic Display. The Dot Display initially alternates twice between the first three letters of the two people whose compatibility is shown. Next, the Dot Display alternates between the pet faces input in the TEL Mode for the two people. The expressions on the faces indicate the compatibility results, as shown below.

Percent Value	0 - 29%	30 - 69%	70 - 100%
Pet Display Graphic Display			
Compatibility Level	Bad	Normal	Good

Important!

- The compatibility value will show "---%" if either of the birthdays of the persons selected comes after the data that is currently being kept in the Timekeeping Mode.

ALARM MODE



When the Daily Alarm is switched on, the alarm sounds for 20 seconds at the preset time each day. Press any button to stop the alarm after it starts to sound. When the Hourly Time Signal is switched on, the watch beeps every hour on the hour.

To set the alarm time

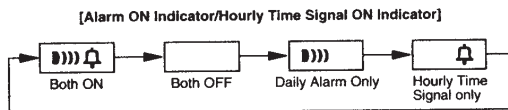
- Press (A) while in the Alarm Mode. The hour digits flash on the display because they are selected. At this time the Daily Alarm is switched on automatically.
- Press (C) to change the selection in the following sequence.



- Press (D) to increase the selected digits. Holding down (D) changes the selection at high speed.
 - The format (12-hour and 24-hour) of the alarm time matches the format you select for normal timekeeping.
 - When setting the alarm time using the 12-hour format, take care to set the time correctly as morning or afternoon (P).
- After you set the alarm time, press (A) to return to the Alarm Mode.

To switch the Daily Alarm and Hourly Time Signal on and off

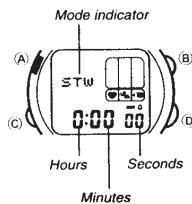
Press (B) while in the Alarm Mode to change the status of the Daily Alarm and Hourly Time Signal in the following sequence.



To test the alarm

Hold down (D) while in the Alarm Mode to sound the alarm.

STOPWATCH MODE



The Stopwatch Mode lets you measure elapsed time, split times, and two finishes. The range of the stopwatch is 23 hours, 59 minutes, 59 seconds. Time is measured with a second accuracy.

- Elapsed time measurement**
 (D) Start → (D) Stop → (D) Re-start → (D) Stop → (B) Clear
- Split time measurement**
 (D) Start → (B) Split → (B) Split release → (D) Stop → (B) Clear
- Split time and 1st-2nd place times**
 (D) Start → (B) Split (First runner finishes.) → (D) Stop (Second runner finishes. Record time of first runner.) → (B) Split release (Record time of second runner.) → (B) Clear