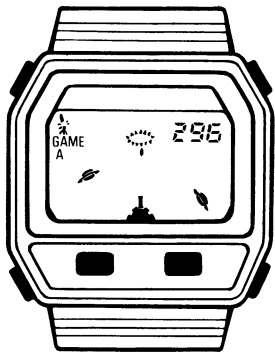P33-10

P10233


ENGLISH

Features
1. 6 functions base time watch (Hour, minute, second, month, date & day of week)
2. 24 hour alarm.
3. Space attacker game demonstration capability
4. 2-level (game A and game B) space attacker games
5. Hourly alarm
6. 4 year auto-calender
7. One touch ± 30 seonds error correction
8. 12 hour format
9. Two layers LC display one layer for primary watch and another for game
10. Built in illumination device for visibility in darkness or under low light.

Setting instruction (switch functions)
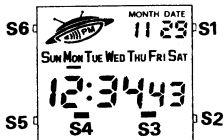
S1:
  1. Display alarm time
  2. Hourly alarm set/reset during normal time setting mode
  3. Alarm set/reset during alarm time setting mode
  4. Hold/start (continue) during game mode
  5. Automatic game Demo (Demo II)

S2: mode switch for (with confirmation sound):
  1. Game
  2. Alarm time setting
  3. Base time setting

S3: switch for:
  1. Selection of game B
  2. Fire
  3. Time unit selection for setting operation
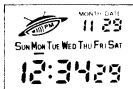
S4: switch for:
  1. Game display and alarm demonstration (Demo I)
  2. Movement of launcher
  3. Time setting
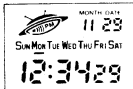 4. Selection of game A

S5: same function as S4

S6: switch for illumination

Display control

1. Normal time mode:
   Normal time mode displays continuously the Hour, Minute, Second, Month & Date with Day of week indicated by one of the seven flags, the PM indicator, and alarm indicator.

2. Hourly alarm mode:
   When the display is in the 'Normal time setting mode' pressing S1 arms or disarms the hourly alarm. When the hourly alarm is armed the colon will flash.
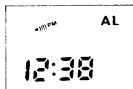
3. Alarm time display mode:
   The normal time mode is changed to the alarm time display when S1 is depressed. It will return to normal time mode when S1 is released. Arm and disarm alarm function is alternately made by depressing S1 during the alarm time setting mode. Alarm indicator is on when alarm function is armed.
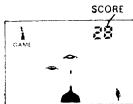
4. Game Demonstration mode (Normal Game):
   The game demonstration with sound is started by depressing S4 during normal time mode (Demo 1). Whilst in Demo 1, by pressing S1, the launcher is automatically moved, and missiles fired. This is Demo II. Pressing S2 will return to normal time mode.
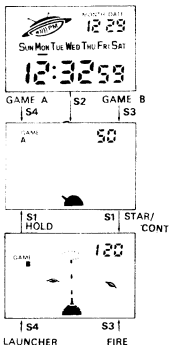
Game A & Game B mode operation

The normal time mode is changed to the game A mode by depressing S2 once. The game B is selected by depressing S3 during game A mode which is in hold.

When game A is selected an 'A' will be displayed. When game B is selected a 'B' will be displayed. Both games can be started, held or continued by depressing S1 whilst in game mode.

When a game is in progress, by depressing S4 the launcher will move in clockwise direction. By depressing S3 a missile will be fired from the launcher. The game can be held or re-started by pressing S1.

In Game A the movement of the attacker will be at a comparatively low speed. In Game B the attacker will be faster. The score is counted by +1 whenever a missile hits an attacker. If a missile hits a UFO (UFO's make a different sound effect than a normal attacker) +10 is added to the score. The maximum number of attackers that exist at one time is 11 in game A, and 12 in game B. The game is over and in a Hold state when the score reaches 1,000, or all three launchers get damaged. If a score of 1,000 is reached a sound will "beep" for 30 seconds to salute the winner.

Time setting mode
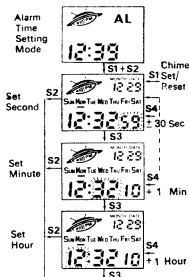
From normal time mode, depress S2 twice (the watch turns to alarm time, with the hour digit flashing). Now, by depressing S1 the alarm can be armed or disarmed. Whilst in the alarm time mode depress and hold S1, and depress S2 (now the display returns to normal time setting mode with the seconds digit flashing).

Whilst in the normal time setting mode press S4 to change 29 sec to 00 sec and 30-59 secs to 00 sec with minutes advanced by 1.

Press S3 and minute digits start flashing, press S4 to advance to the desired minute.

Press S3 and hour digits start flashing, press S4 to advance to the desired hour, PM indicator appears when hour is PM.

Set Hour
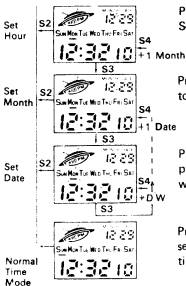
Press S3 and month digits start flashing, press S4 to advance to the desired month.

Set Month

Press S3 and date digits start flashing, press S4 to advance to the desired date.

Set Date

Press S3 and Day of week flag start flashing, press S4 to advance to the desired day of week.

Normal Time Mode

Press S3 again will return to normal time setting mode, press S2 will return to normal time mode.

Alarm operation

1. Alarm time setting mode:
   The normal time mode is changed to alarm time setting mode by depressing S2 twice.

   Hour digits start flashing, press S4 to advance to the desired Hour.

   Press S3 and minute digits start flashing, press S4 to advance to the desired minute.

   Press S1 to set/reset the alarm indicator alternately.
   Depress S2 will return to normal time mode. Depress S3 will return to alarm time setting mode.
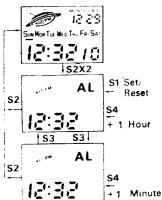
2. Alarm output:
   When the alarm is armed and the normal time matches the alarm time, or game demonstration or the game over with score of 1000. The alarm continues for about 30 seconds.

3. To stop alarm during alarm time press S1 once.

Illumination

Depress S5 to turn on the backlight for ease of reading the display in the dark.

Battery replacement

1. Remove the watch band before open the case back.
2. Release screws of Battery Holder.
3. Replace batteries with 2 pieces of 1.5 volts silver oxide battery SR1120W (Maxell) or UC391 or its equivalent.
4. Screw back the battery holder.
5. Cover up the watch with case back and then fix the watch band.

Note: When playing Games or Demonstration preset alarm time and chime will not occur.