

ARCADE-TIME™

THE ELECTRONIC WATCH THAT PLAYS FOUR
CHALLENGING ARCADE GAMES

Owner's Manual

4 ARCADE GAMES • TIME • DATE
HIGH SCORE MEMORY

Game #1
HyperBlast™

Game #2
Planet Raiders™

Game #3
Galaxy Gunner™

Game #4
Cosmic Clash™

DIGITAL DISPLAY WINDOW—

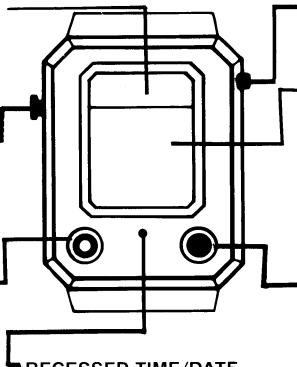
In watch mode, shows time and date. During game play, shows game number, highest score and running score.

BATTERY ACTIVATOR—

Pull large tab to activate battery; then DISCARD tab. (Note: Store clerk may have already pulled tab for your convenience.)

JOYSTICK—

Moves player-controlled objects back-and-forth and up-and-down. Also used in setting time and date, and starting game play without sound.

**RECESSED TIME/DATE SET BUTTON—**

Puts watch in time and date set mode.

GAME SELECTION BUTTON—

Selects one of four arcade games or watch mode.

GAME PLAY FIELD—

Saucers, rockets, missile launchers, enemy guns and more provide exciting visual game play here. When used as a watch, 4 continuously repeating patterns can appear here, changing every second.

FIRING BUTTON—

Launches missiles, fires at rockets and saucers, and drops bombs during game play. Also used in setting and reading date, starting game play with sound, and restarting same game.

TIME & DATE

- To set time and date:
 1. Press RECESSED TIME/DATE SET BUTTON once, then release. (Use any pointed object such as a pen or pencil point.)
 2. Push JOYSTICK up to set hours. The far right digit shows "A" for AM and "P" for PM.
 3. Push JOYSTICK down to set minutes.
 4. Press FIRING BUTTON.
 5. Push JOYSTICK up to set month.
 6. Push JOYSTICK down to set day of month.
 7. Press GAME SELECTION BUTTON to lock in time and date.
- To read the time, keep pressing GAME SELECTION BUTTON until the watch mode is reached. Time will be displayed continuously in the DIGITAL DISPLAY

WINDOW with 4 game start patterns. By pressing the GAME SELECTION BUTTON again, the time is displayed with no patterns.

- To read the date, press FIRING BUTTON while ArcadeTime is in the watch mode. Date will replace time readout while FIRING BUTTON is pressed.

SELECTING & STARTING GAMES

- To select games, keep pressing GAME SELECTION BUTTON until display shows number of desired game.
- To start games, push JOYSTICK in any direction to play without sound or press FIRING BUTTON to play with sound.
- When a game ends, the score will be displayed until that game is re-started, GAME SELECTION BUTTON is pressed, or one minute has passed (unit then goes to watch mode).

RESTARTING GAMES

To re-start the game just played, press **FIRING BUTTON** and hold, then press **GAME SELECTION BUTTON**. Release both buttons and then press **JOYSTICK** or **FIRING BUTTON**.

HIGH SCORE MEMORY

The computer's memory keeps the highest score achieved on each of the 4 games. When any game is started, the previous high score is displayed while the "start key" (either **JOYSTICK** or **FIRING BUTTON**) is pushed. The High Score Memory will be erased when the **RECESSED TIME/DATE SET BUTTON** is pressed or the batteries are removed. High scores are retained only if the game is completed.

SCORING ROLLOVERS

If a score above 999 is reached, the score display will rollover and begin again at 0. High Score Memory will retain 999.

BATTERY REPLACEMENT

ArcadeTime operates on two 1.5 volt watch-type batteries, designed to give many months of use. If product does not seem to work properly, batteries probably need replacement. This can be done quickly at a jeweler or electronics specialty store—do not try to replace the batteries yourself. We recommend silver oxide batteries (e.g., Eveready #301) to ensure maximum battery life. Alkaline batteries (e.g., Eveready #186), which are less expensive, will also work, but the display will not be as bright.

CARE OF YOUR ARCADE-TIME

Although ArcadeTime is constructed of high quality materials, it should receive the care given to any electronics product. Avoid dropping it, treating it roughly, immersing it in water, or exposing it to high temperatures for an extended period of time (e.g., do not leave in car under hot sun for long periods).

REMOVABLE WATCHBAND

Your ArcadeTime watchband can be easily removed for pocket portability. Simply slide each part of the band to the left.

HELPFUL HINTS

- The large BATTERY ACTIVATOR tab included with the product should be discarded after it is pulled. The only function of this tab is to deactivate the battery

from the time the product is manufactured until it is used by the consumer. There is no reason to deactivate the battery again once the product is in use because the batteries will last for several months while the product is in continuous use.

- If ArcadeTime does not start operating when BATTERY ACTIVATOR tab is removed, or does not seem to be working properly, press the RECESSED TIME/ DATE SET BUTTON. The entire display should flash on and off. You should then set the watch to the proper time and date using the JOYSTICK and GAME SELECTION BUTTON.
- Getting practice with the JOYSTICK will improve your scores. The JOYSTICK can be operated easily with the tip of one finger. Be sure to return it to the center position after each move.

Warranty Certificate

This Warranty Certificate is valid only for service in the country of purchase.

General Consumer Electronics Corp. warrants to the original purchaser of this product that the product will be free of defects in material or workmanship for 90 days from date of purchase. During this warranty period, the product will be repaired or replaced with a new or reconditioned unit, at our option, without charge.

The original purchaser must return the product to the dealer with proof of the date of purchase or mail it, properly packaged, prepaid and insured to:

General Consumer Electronics Corp., 233 Wilshire Boulevard, Suite #220, Santa Monica, CA 90401

If you return the product without proof of the date of purchase, or after the 90 day warranty period has expired, it will be repaired or replaced with a new or reconditioned unit, at our option, for a \$10.00 service charge. Please include a check or money order in the full amount along with your name, address, city, state and zip code. This non-warranty service will only be available within one year from the date of purchase.

Damage caused in transit, by abuse, accident, negligence or through repairs made by others is not covered by the warranty. Any implied warranties are limited to the 90 day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so that the foregoing limitations may not entirely apply.

United Kingdom—This undertaking is in addition to consumer statutory rights and does not affect those rights in any way.

Object: To blast enemy ships as they appear from hyperspace and avoid being hit by their bombs.

Game Play: When Game #1 is selected, you will see your missile launcher at the bottom left portion of the GAME PLAY FIELD. In the first wave, 8 rocket ships (with tail fins) will appear from hyperspace, one at a time, and then fly away. In the second wave of 8 rocket ships, the ships drop bombs. In all waves, drone saucers (with no tail fins) will also appear and fly across the screen. In further waves, the rocket ships move even faster and drop bombs faster. You must avoid the bombs while firing your missiles at the rocket ships and saucers. To avoid the bombs, use the JOYSTICK to move your missile launcher back and forth. Each time the JOYSTICK is pushed to the left, the missile launcher moves left one position; push the JOYSTICK to the

right to move the missile launcher to the right. Missiles are fired by pressing the FIRING BUTTON. Each time you miss, you must move your missile launcher before firing again. If your missile hits a bomb, you score points. If it hits rocket ships or saucers, they are eliminated and you score even more points. The game ends when your missile launcher has been hit 3 times.

Scoring: One point is scored for each bomb hit, two points for each rocket ship and ten points for each drone saucer.

Object: To shoot down alien raider ships which are trying to steal fuel tanks.

Game Play: When Game #2 is selected, you will see your rocket (with tail fins) in the middle of the GAME PLAY FIELD and five fuel tanks across the bottom. Alien saucers (with no tail fins) will appear, one at a time, at the top of the screen and then move downward toward the fuel tanks. If a saucer reaches a fuel tank, it will steal the tank and carry it upward. The first 4 alien saucers won't fire at your rocket; the next 4 fire a single photon in a random direction; the remaining saucers fire more intelligently. In further waves, the alien saucers move faster. You must maneuver your rocket and fire twin photons at the alien saucers. To maneuver your rocket, use the JOYSTICK in 6 diagonal directions— up (↑); down (↓); up-right (↗); down-right (↘); up-left (↖); down-left (↙). Each time the

JOYSTICK is pushed your rocket will move one position in the same direction that the JOYSTICK is pushed. The tail fins are in the back of the rocket as it moves forward. Twin photons are fired by pressing the FIRING BUTTON and move in the opposite direction of the tail fins. If your photon hits a saucer, you score points. If the saucer is carrying a stolen tank, you score even more points and the tank is returned to the bottom row. After each fuel tank is stolen, the next saucer comes in at starting speed. If your rocket is hit by a saucer's photon, your rocket explodes and then returns. The game ends when the 5 fuel tanks have been stolen.

Scoring: Two points are scored for hitting a saucer by itself and three points for hitting a saucer carrying a stolen fuel tank.

Object: To set your gunsight on enemy craft and shoot down the required number within the time limit.

Game Play: When Game #3 is selected, you will see your triangular gunsight in the middle of the GAME PLAY FIELD. During each round, which lasts up to 24 seconds, enemy saucers will appear and fly in a random zigzag pattern. In succeeding rounds, the saucers move faster. You must set your gunsight on the saucers and destroy 3 saucers in any round to go onto the next round. To move your gunsight, use the JOYSTICK in all six directions—up (↑); down (↓); up-right (↗); down-right (↘); up-left (↖); down-left (↙). Each time the JOYSTICK is pushed, your gunsight will move one position in the same direction that the JOYSTICK is pushed. Missiles are fired by pressing the FIRING BUTTON. If an enemy saucer is within your

gunsight when you fire, it will be destroyed. If 3 saucers are destroyed during a round, you score points. The faster you destroy the 3 saucers, the higher your score. The game ends at the end of any round in which you destroy less than 3 enemy saucers.

Scoring: In each round, your score is the number of seconds remaining (out of 24) after 3 enemy saucers are destroyed.

Object: To bomb enemy guns being smuggled and avoid being hit by the carrier of those guns.

Game Play: When Game #4 is selected, you will see your saucer in the middle of the GAME PLAY FIELD and 5 enemy guns along the bottom. The guns will then disappear initially. They will reappear in waves as your enemy transports them to hostile territory. You must avoid your enemy's gunsight while dropping bombs on the enemy guns. To avoid the gunsight and maneuver your saucer into firing position, use the JOYSTICK in two directions—up (↑) and down (↓). Each time the JOYSTICK is pushed, your saucer will move one position in the same direction the JOYSTICK is pushed. Bombs are dropped by pressing the FIRING BUTTON. Be careful because each time you drop a bomb your saucer recoils upward. If the bombed guns

are eliminated, you score points. As you score more points, the guns are transported faster, making it harder to hit the guns and avoid the gunsight. When your saucer is captured by the gunsight, it explodes and then returns. Game ends when your saucer is captured three times by the enemy's gunsight.

Scoring: One point is scored for each gun hit.