

SPORTS-TIME™

Owner's Manual

**3 SPORTS GAMES • TIME • DATE
HIGH SCORE MEMORY**

**Game #1
FOOTBALL**

**Game #2
BASKETBALL**

**Game #3
SOCCER**

TIME & DATE

**GCE
GENERAL CONSUMER ELECTRONICS
ENTERTAINING NEW IDEAS™**

GAME SELECTION**BUTTON—**

Selects one of three sports games or watch mode.

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 players 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—**

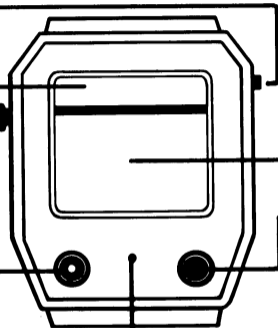
Puts watch in time and date set mode.

GAME PLAY FIELD—

Shaped Football, Basketball and Soccer players, goals, basketball hoop and more provide exciting visual game play here. When used as a watch, continuously repeating patterns can appear here, changing every second.

PASS/KICK/SHOOT**BUTTON—**

Passes ball to second offensive player and kicks field goals in Football; shoots ball toward basket in Basketball; shoots ball toward goal in Soccer. 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 display will show "AM" or "PM" to the left of the digits.
 3. Push JOYSTICK down to set minutes.
 4. Press PASS/KICK/SHOOT 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

along with continuously changing game play patterns. By pressing the GAME SELECTION BUTTON again, the time is displayed with no patterns.

- To read the date, press PASS/KICK/SHOOT BUTTON while SportsTime is in the watch mode. Date will replace time readout while PASS/KICK/SHOOT 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 PASS/KICK/SHOOT 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 PASS/KICK/SHOOT BUTTON and hold, then press GAME SELECTION BUTTON. Release both buttons, and then press JOYSTICK or PASS/KICK/SHOOT BUTTON.

HIGH SCORE MEMORY

The computer's memory keeps the highest score achieved on each of the 3 games. When any game is started, the previous high score is displayed while the "start key" (either JOYSTICK or PASS/KICK/SHOOT 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 even if the game is not 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 the number showing at the end of the game.

BATTERY REPLACEMENT

SportsTime 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 electronic 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 SPORTS-TIME

Although SportsTime 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 SportsTime 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 SportsTime 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 score points by making touchdowns or field goals while avoiding tacklers from the other team.

Game Play: When Game #1 is selected, you will see a goal post on the right side of the GAME PLAY FIELD. Your player will then appear mid-field, ready for the center snap, and the ball will be on the 50 yard line. Once the snap occurs, use the JOYSTICK to rush your player downfield toward the goal at the right, avoiding tacklers. Each movement of the JOYSTICK moves him one position in the appropriate direction—up, down, right or left. A five yard segment of the field will be visible on the display at a time. As you progress down field, the ball carrier will move off the display at the right and reappear at the left. Passing is another option to advance the ball more quickly. At the beginning of the down, your receiver (a three dot triangle shape) will

appear for three seconds. To attempt a pass, line up the passer in the same row as the receiver, stay behind the line of scrimmage, avoid tacklers, and then press the PASS/KICK/SHOOT button. If the pass is complete, use the JOYSTICK to continue rushing the receiver (now a player shape) downfield. On the fourth down you have the option of rushing, passing or attempting a field goal. To attempt a field goal, immediately after the ball is snapped, place your offensive player in the second row, behind the line of scrimmage, and press the PASS/KICK/SHOOT button. The closer you are to the goal line, the better your chances of making a successful field goal. Game play continues until you do not score within 4 'downs.' A 'down' is any play in which you are tackled, make an incomplete pass or an unsuccessful field goal. After each 'down' press the PASS/KICK/SHOOT button to

restart play. Once you score, game play resumes again from the 50 yard line.

At all times, the current down and your position on the field will appear in the DIGITAL DISPLAY WINDOW. The number on the left indicates the down, and the number on the right indicates the yard line.

Scoring: Seven points are awarded for each touchdown and three points for each field goal.

Object: To score points by making baskets while avoiding the defenseman.

Game Play: When Game #2 is selected, you will see your basket on the left side of the GAME PLAY FIELD, your player (with the ball) and a defenseman. Use the JOYSTICK to dribble down court, avoiding the defenseman. You will have 24 seconds in which to attempt a basket. (You can see the seconds counting down on the DIGITAL DISPLAY WINDOW.) Press the PASS/KICK/SHOOT button to shoot toward the basket. If the shot is made, game play halts temporarily, the basket blinks and the score is displayed. If the shot is not made, you must go after the rebound before it goes out of bounds or the defenseman recovers it. Game play continues until you commit 3 'fouls.' A 'foul' occurs when you throw the ball out of bounds, fail to make a rebound, or the defenseman recovers the ball.

Scoring: Two points are awarded for each basket made.

Object: To score points by kicking the ball into the net, past the goalie, while avoiding the defenseman.

Game Play: When Game #3 is selected, you will see your player with the ball in the middle of the field. Use the JOYSTICK to dribble the ball downfield toward the goal at the left, avoiding the defensemen. Each movement of the JOYSTICK moves your player one position in the appropriate direction—up, down, right or left. When your player moves off the display on the left, he will reappear at the right and the goal will be visible at the left. Once you feel you are in close enough range to the net, you can attempt a goal by pressing the PASS/KICK/SHOOT button. Time your attempt so that the goalie or defender won't intercept the ball. You can only try a goal from the middle row (in line with the net). The game ends after 6 interceptions have occurred.

Scoring: One point is awarded for each successful goal made.