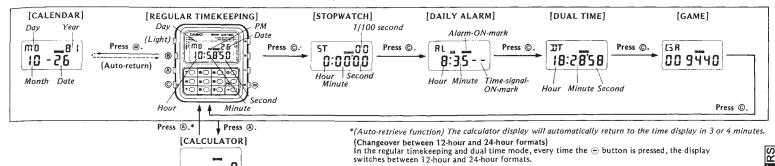
[Reading the display]



[Stopwatch operation]

A tone confirms start/stop operation. The tone sounds at 10-minute intervals. If the @ button is pressed while the stopwatch is working, the display is reset to zero. (Working range) The stopwatch display is limited to 23 hours 59 minutes 59.99 seconds. Thereafter it can be reset and started again.

Net time measurement (START) Press = . (STOP) Press . (RESET) Press ⊕. (STOP) Press ⊜. (RE-START) Press ⊜. (STOP) Press ⊜. (B) Lap time measurement (START) Press (a) (LAP) Press ((LAP RELEASE) Press @. (RESET) Press . (C) 1st-2nd place times (START) Press = . (LAP) Press (-) when the first press 🕘. runner and press 🕀, [Setting daily alarm time]

Every time the \oplus button is pressed in the alarm time mode, the alarm-ON-mark (mem) appears or disappears. When the alarm-ON-mark is lit, the buzzer sounds for 30 seconds at the preset time every day until cleared. To stop the buzzer while sounding, press the light button. (Setting the time signal) Every time the \otimes button is pressed in the alarm time mode, the time-signal-ON-mark (-) appears or disappears. When the time-signal-ON-mark is lit, the watch sounds every hour on the hour.

(Sound demonstration) While the \oplus button is pressed in the alarm time mode, the buzzer sounds.

0

(Tone pitch control) While pressing the (a) button in the daily alarm mode, press the (b) button to change the tone pitch of buzzer. The sound of buzzer can be changed in ten steps.

Every time the \oplus button is pressed in the dual time mode, the display switches between 12 and 24 hour formats. The seconds are synchronized with regular timekeeping.

[Setting dual time] [Dual time] Example: Setting 5:50 PM Operation: 550 (2:58'32 Press ® to complete. [How to play the game]

Example: Setting 8:30 Operation: 830 (🖦

830

Press ® to complete.

1) Press the @ button in the game mode to start the game.

0:0000

START/STOP

The highest score so far (will be shown unless the stopwatch is used.) After 2 seconds — Defense lines GAME STARTS - Invaders start attacking. - UFO

2) Every time you press any of ①, ②, ④, ⑥, ⑦ and ⑥ keys, your aim number will advance by one: ①, /, /, 2,... 8, 9, n, ①, 1,...
3) When your aim number coincides with any one of the invaders, press any of ⑥, ⊕, ⑥, ⊙ and ⑥ keys. Then that particular invader will disappear. If the invader reaches the 7th digit from the right, one defense line will disappear.
4) When you shoot down 16 invaders with less than 30 shots and without losing three defense lines you can progress to the next rough. lines, you can progress to the next round.

- When the game is over, " €5 🛭 " will appear. Round number 00 0660- Your score

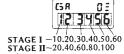
5) By repeating steps 2 thru 4, you can progress up to the 9th round, after which the more difficult stage II starts. There are 9 rounds on this stage too. When you've knocked all these out, or done as well as you can, the game returns to the start.



[Daily alarm]

15:00

Every time you shoot down an invader, you get a score graded as shown below:



(Bonus points)

You should keep an eye out for UFO's (" \(\bar{\eta} \)") after you have scored in sums of 10, 20, 30, . . . in any combination of numerals from the beginning of each round. Evey time you shoot down a UFO, bonus points are added as shown below:

Rest of shots Shooting position	0,4,8,10,14, 18,20,24,28	1,5,9,11,15, 19,21,25	2,3,6,7,12,13,16, 16,17,22,23,26,27
1 st digit	360	260	160
2nd digit	350 (400)	250 (300)	150 (200)
3rd digit	340 (380)	240 (280)	140 (180)
4th digit	330 (360)	230 (260)	130 (160)
5th digit	320 (340)	220 (240)	120 (140)
6th digit	310 (320)	210 (220)	110 (120)

* In stage II, bonus points in parenthese are added.

Bonus points are shown by dots as shown below:

Bonus points	Dots
400	4
300 - 380	3
200 - 280	2
110 - 180	1

[Calculator operation]

EXAMPLE	OPERATION	READ-OUT
Basic calculation:	_	
$(12 - 0.5) \times 3 \div 7 = 4.9285714$	©12⊖@5⊛3⊕7⊜	49 2857
Constant calculation:		
3+4=7 (4 is constant)	©4⊕ ⊕ 3⊜	" - 7
8 + 4 = 12	8⊜	* <u>-</u>
3 4 = -1	© 4⊝⊝3⊜	* <u>=</u>
8-4= 4	8⊜	к 🚡
3 x 4 = 12	© 4⊗⊗3⊜	× =
8 x 4 = 32	8⊜	32.
3 ÷ 4 = 0.75	© 4⊕⊕3⊜	. a <u>0</u> 75
8 ÷ 4 = 2	8⊜	Ke _ 2

To save battery power, press the ® button in the calculator mode to silence the tone. To retrieve sound, press the ® button again

One hour game play consumes the battery life for 2.3 days.

[Setting time and calendar]				
[Regular timekeeping]	(Selected shape)	(Seconds correction)		
MO → 26 Press ®	mo _™ 26	Press (a) on a time signal.		
When a misoperation is p "E" sign appears on the c The © button clears entr correction or releases the buttons locked by the err	lisplay. 'y for numeral	(Setting time) Example: Setting 10:58 PM Operation: 1058 PM (3 or 4-digit input) Press (a) on a time aignal. (Setting dale dale) Example: Setting June 15 (Mon.), 1981 Operation: 870615 (6-digit input) Press (a).		