

GAME SHOCK ARCADE GAME TANK ASSAULT™

INSTALLATION OF BATTERIES

- Remove the band of the watch from the face.
- On the backside of the watch face piece, open the battery compartment cover by using a small screwdriver to remove the two screws.
- Insert two AG13 (1.5V) batteries with positive (+) and negative (-) ends facing the directions indicated.
- Replace the cover and screws. (see the diagram of battery replacement)
- Replace the watch face onto the watch band.

BATTERY PRECAUTIONS

- Non-rechargeable batteries are not to be recharged.
- Do not use rechargeable batteries.
- Batteries are to be inserted with the correct polarity
- Dead batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Different types of batteries or new and used batteries are not to be mixed.
- Use AG13 alkaline batteries for best performance and longer life.
- Only batteries of the same or equivalent types as recommended are to be used.
- Installation of batteries should be done by an adult.

FUNCTION OF BUTTONS

S1 = ON/OFF	S6 = RIGHT	CLOCK FUNCTION BUTTONS
S2 = START/PAUSE	S7 = UP	C1 = ENTER
S3 = MUTE	S8 = MISSILE	C2 = ADVANCE
S4 = LEFT	S9 = RESET	
S5 = DOWN	S10 = BOMB	

SETTING THE CLOCK FUNCTIONS

- To adjust the CLOCK and DATE functions, press the ENTER button twice.
- MONTH SETTING** - Set the appropriate MONTH by pressing the ADVANCE button to scroll to the proper MONTH. Select the MONTH by pressing the ENTER button.(you are now taken to day setting)
- DAY SETTING** - Set the appropriate DAY by pressing the ADVANCE button to scroll to the proper DAY. Select the DAY by pressing the ENTER button. (you are now taken to hour setting)
- HOUR SETTING** - Set the appropriate HOUR by pressing the ADVANCE button to scroll to the proper HOUR. Select the HOUR by pressing the ENTER button.(you are now taken to minute setting)
- MINUTE SETTING** - Set the appropriate MINUTE by pressing the ADVANCE button to scroll to the proper MINUTE. Select the MINUTE by pressing the ENTER button.(you are now taken to NORMAL WATCH DISPLAY STATE)
- Press the ADVANCE button to start the clock function

TO START

- Press the ON(S1) button to turn the unit on. You will automatically enter the demonstration mode.
- Press the START(S2) button to begin the game.
- The game will automatically turn off if no buttons are pressed for 3 minutes while in the demonstration mode.

SOUND EFFECT

- Press the MUTE (S3) button to turn the sound on or off. The sound is default on when the unit is turned on.

TO PLAY THE GAME

- Each level consists of three rounds. The total number of games amounts to 27. The attack, in the second round, comes not only from the bombers, but also from the tanks.
- When the enemy hits the player's tank three times, GAME OVER is shown on the LCD and the game goes into the DEMO mode.
- Until the missile or bomb fired from the player's tank hits its target or disappears, no missile or bomb can be fired. When the player's tank gets hit three times and the game is over, a sound is played to express regret.
- Each time the player hits the enemy and scores are added, the highest score recorded is compared with the present score.
- The moving range of the player's tank is limited to the upper and lower terrain. The player uses the up, down, left and right shift keys to move the tank.

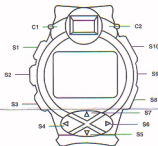
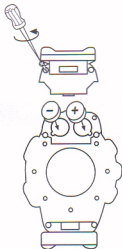
SCORING METHODS

- 20 point is awarded when the enemy's bomber or tank is hit at the upper terrain.
- 10 point is awarded when the enemy's bomber or tank is hit at the lower terrain.
- 10 point is awarded when a bomb hits the enemy's tank.
- 5 point is awarded when a round is completed and no hitting happens to the player's tank.

NOTE:

- Please keep this instruction manual since it contains important information.
- Under the environment with electrostatic discharge, the sample may malfunction and require user to reset the sample.

S3J-NA212326-03U-5



SLYTROMIC
WRISTWATCH
GAMES
DATABASE

Munley®
EQUEST

LOS ANGELES, CA 90067
MADE IN CHINA