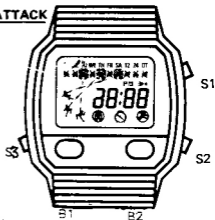


INSTRUCTIONS FOR USE OF LASER ATTACK GAME WATCH

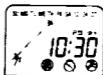
Functions:

- Hours, Minutes, Seconds, Month, Date, Day.
- 12/24 hour alarm.
- 1/10 second chronograph with lap.
- Laser attack game with sound effects and score.



Time Mode

During Time Mode, Hours and Minutes will appear on the display and three symbols (☉, ☽, ☾) will be visible. These three symbols signify that you are in the Time Mode. In this Mode, the LASER ATTACK game will play by itself.



Second, Month, Date and Day: By pressing B1, seconds will appear on the 2 right digits of the display for approximately 2 seconds. Automatically, this will change to Month, Date and Day. The Day will be symbolized by the appearance of an invader under the printed Days. An invader will also appear under the word "DT" pointing out that you are in the Date mode. After 3 seconds, the Date will automatically change back to Time Mode.

Time Setting

In Time Mode, Press B2, and Hours will flash.

Hours : While Hours are flashing, Press S1 to advance to desired hour. (Note: PM sign will appear for PM)

Minutes: Press B2 and Minutes will flash. Press S1 to advance to desired Minutes.

Seconds: Press B2 and Seconds will flash. If seconds are in 0 to 29 range, by pressing S1 seconds will reset to 0. If seconds are in 30 to 59 range, by pressing S1 seconds will be set to 0 and one minute will be added.

Month : Press B2 and Month will flash. Press S1 to advance to desired month.

Date : Press B2 and Date will flash. Press S1 to advance to desired date.

Day : Press B2 and Day will flash. Press S1 to advance to desired day.

When watch is set, Press S2 to resume Normal Time Mode.

Game Mode

From Time Mode, Press S2 once to enter into Game Mode. In this Mode only Symbol (☉) appears. This signifies you are in the Game Mode.

In this mode there will be a Ticking Sound and 00 0 will appear on the display.



The aim of LASER ATTACK is to kill the invader running across the top of the display. This is done by aiming from one of three positions with B1 and firing with B2. You may fire as many times as you wish while the invader runs across the display, however, if the invader manages to go all the way across the display without getting hit, one point will be scored against you. Points against you are shown on the left two digits of the display, and hits are shown on the right two digits. The game ends when there are 20 points against you. The maximum displayed score is 99 points. If you are able to go over 99 points, the score will rollover to 00 and the game will continue.

When an invader is hit, there will be a "beep" sound and the invader will stay on the display for 3 seconds with an explosion around it, before the next invader appears. One point will be displayed on the right 2 digits of the display.


Some Hints about the Game

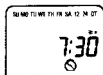
- The invader can appear from either side of the display.
- The invader runs across the display at varying speeds and prefers to stay out of your firing range. It likes to speed up when it is in your range.
- When you have scored 20 points, the invader will become harder to hit because it will increase it's running speed and be more cunning.
- When you have scored 40 points, your misses will be reset to 00, as a bonus.
- The invader must be hit exactly at the time that it is in your firing range. Sometimes it might look like you hit it, but if no "beep" occurs, you were probably a micron of a second too early or too late.
- While in game mode, you can reset the score and misses to 000 by pressing S1.

Alarm

From Time Mode: Press S2 twice or

From Game Mode: Press S2 once.

Alarm Time will appear on the display and only symbol  will appear.




Alarm Time Setting

While alarm time appears, Press B2 and hours will flash.

Hours : While hours are flashing, press S1 to advance to desired hour. (Note: PM sign will appear for PM)

Minutes: Press B2 and Minutes will flash. Press S1 to advance to desired Minutes.

When desired Hours and Minutes appear, press B2 again and flashing will stop.

Arm/Disarm: While Alarm Time is showing, press S1 alternatively to arm or disarm the alarm. ( will appear when alarm is armed)

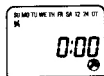
When Real Time equals Alarm Time, Alarm will sound for one minute or can be silenced by pressing any button.

Chronograph

From Time Mode : Press S2 three times or

From Game Mode: Press S2 twice or

From Alarm Mode: Press S2 once.



0:00 will appear on the display and only symbol  will appear.

1. Start Press S1 to start the chronograph. Seconds will be shown by the 2 right digits and 1/10 seconds will be displayed by the invader running across the top of the display. Minutes will be displayed by 2 left digits.
2. Stop While chrono is running, press S1.
3. Reset to 0:00 When chrono is stopped, press B1 to reset chronograph to 0:00
4. Split Time While chrono is running, press B1 and action on display will freeze, but the stopwatch continues counting and the colons are flashing.
Press B1 again to return to stopwatch mode.

From Chronograph Mode, press S2 once to return to Normal Time Mode.

Backlight: Press S3

12/24 Hour User Selectable:

In Normal Time Mode, pressing S1 will change the display from 12 to 24 hour (military time) mode. While pressing S1, an invader will appear either under 12 or 24 to symbolize this.

IMPORTANT NOTE:

If battery is changed or case back opened, watch will have to be reset. In order to do this, press S1, S2, B1 and B2 at the same time. Watch will reset to 12:00 A.M. and all functions will be in order, after this, set the time using instructions above.