

# HELICOPTER ATTACK™

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

## SETTING THE CLOCK FUNCTIONS

1. To adjust the CLOCK and DATE functions, press the ENTER button twice.
2. 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)
3. 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)
4. 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)
5. 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)

## 6. Press the ADVANCE button to start the clock function

### TO START

- Press the ON(S2) button to turn the unit on. You will automatically enter the demonstration mode.
- Press the START(S1) 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.

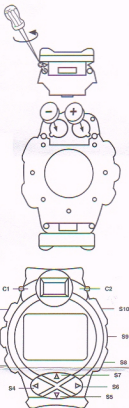
### TO PLAY THE GAME

1. This game consists of 9 major stages and each major stage contains 3 minor stages. Each minor stage is different in playing method, but each major stage is similar in playing method.
2. 10 points are scored when the enemy's helicopter is hit. Player's own bomb will also destroy his fort, but he cannot score.
3. During each major stage, if three player's helicopters are hit, the game is over.
4. When the stage is passed, if there is one fort left, 100 points are scored. If there are two forts left, 200 points are scored, and so forth.
5. At the second minor stage of each major stage, the main task is to destroy the enemy's helicopter and tank. Player's helicopter can bomb enemy's tank and get 10 points by hitting the target. 10 points are scored for hitting the enemy's helicopter. When the score is 200, the stage is passed.
6. At the beginning, four forts similar to the first minor stage appear. They belong to the enemy and fire missile upward. No points are scored when the enemy's helicopter is hit by the player. However, 50 points are scored when a fort is destroyed. When the minor stage is over, 100 points are added if one helicopter is left, 200 points if two are left, and so forth.
7. When the game is over, press the START key, and then the highest score is shown and the game restarts from stage1-1.
8. When the game is over, game over music is playing, and "GAME OVER" is shown on the screen. If START key is not pressed within 10 seconds, it goes into free run. The power is automatically off when no key is pressed within 3 minutes or OFF key is pressed. During the free run, sound effect is off and there is only motion on the screen.
9. Sound disappears when MUTE key is pressed. If game is over and restarts, it maintains the status before GAME OVER.  
Note: MUTE key and PAUSE key are accepted only when the game is being played. START key is accepted only when game is over.
10. The highest score is 9990. If the score is over 9990, then it starts from 0.
11. The highest stage is 9-3. After that, it goes back to stage 1-1.

### 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.

S&amp;J-NAZI2325-03US



SLYTRONIC

WRISTWATCH  
GAMES  
DATABASEMammy  
EQUESTLOS ANGELES, CA 90067  
MADE IN CHINA