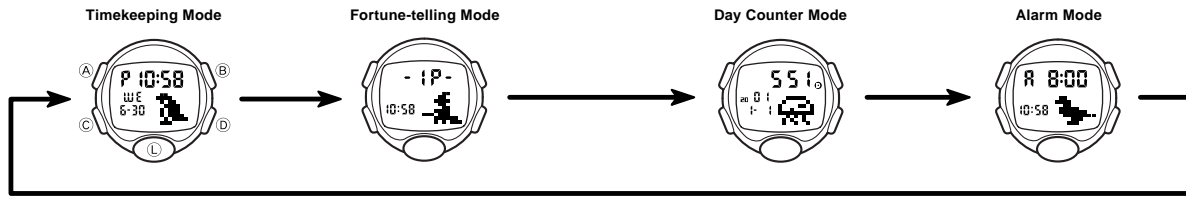
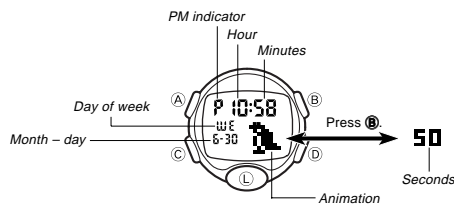


## GENERAL GUIDE

- Press **C** to change from mode to mode.
- In any mode, press **L** to illuminate the display for about two seconds.



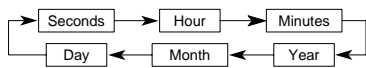
### TIMEKEEPING MODE



- Press **D** to switch the display between 12-hour and 24-hour format.
- Press **D** to switch the display between seconds and Animation.
- The content of the animation depends on the mode and the operation being performed.

#### To set the time and date

1. While in the Timekeeping Mode, hold down **A** until the seconds digits flash on the display.
2. Press **C** to change the selection (flashing) in the following sequence.



3. While the seconds setting is selected (flashing), press **D** to reset it to 00. If you press **D** while the seconds setting is in the range of 30 to 59, the seconds are reset to 00 and 1 is added to the minutes. If the seconds setting is in the range of 00 to 29, the minutes count is unchanged.
- While any other setting (besides seconds) is selected (flashing), press **D** to increase it.
- Holding down **D** changes the setting at high speed.
4. After you set the time and date, press **A** to return to the Timekeeping Mode.
- The day of the week is automatically set in accordance with the date.
- The date can be set within the range of January 1, 1995 to December 31, 2039.
- If you do not press any button for a few minutes while a setting is flashing, the flashing stops and the watch goes back to the Timekeeping Mode automatically.

### ABOUT THE BACKLIGHT

- In any mode, press **L** to illuminate the display for about two seconds.
- The backlight of this watch employs an electro-luminescent (EL) light, which loses its illuminating power after very long term use.
- Frequent use of the backlight shortens the battery life.
- The watch emits an audible sound whenever the display is illuminated. This does not indicate malfunction of the watch.
- The illumination provided by the backlight may be hard to see when viewed under direct sunlight.

### FORTUNE-TELLING MODE

**Number of players**

The Fortune-telling Mode of this watch lets you perform the following functions.

**Individual Fortune-telling**

- Today's luck level (**LOVE** (Love), **HEALTH** (Health))
- Current luck level (**NOW** (Current luck), **HORARY** (YES/NO))

**Group Fortune-telling (2 to 4 players)**

- Friendship level, Compatibility

**Current time**

#### Today's Luck Level



#### To set the birth date

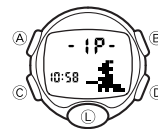
- You must set a birth date before you can determine today's luck level (**LOVE**, **HEALTH**). Other types of fortune-telling do not require a birth date.
1. Hold down **A** while in the Fortune-telling Mode until the year digits flash on the display because they are selected.
  2. Press **C** to change the selection in the following sequence.



3. Press **D** to increase the selected number or **B** to decrease it. Holding down either button changes the selection at high speed.
- The birth date can be set within the range of January 1, 1940 to December 31, 2039.
- Holding down **C** sets today's date as the birth date. After that, you can make further changes in the birth date, if you want.
4. After you set the birth date, press **A** to return to the Fortune-telling Mode.
- If you do not operate any button for a few minutes while a selection is flashing, the flashing stops and the watch goes back to the Fortune-telling Mode automatically.

#### To view today's love luck and health luck levels

This type of fortune-telling is based on biorhythms.

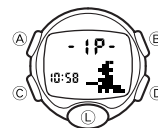


1. In the Timekeeping Mode, press **C** once to enter the Fortune-telling Mode.
2. Make sure that "-1P-" is shown on the display.
- If you want to exit fortune-telling at this point, press **C** to advance to the Day Counter Mode.



3. Press **B**. This causes "PUSH" to appear on the display.
- The watch automatically returns to step 2 if you do not perform any operation for a few minutes after "PUSH" is displayed.
4. To view today's **LOVE** luck level press **D**, or to view today's **HEALTH** luck level press **C**.
- Note that you cannot view the **LOVE** and **HEALTH** luck levels in succession. After you view one, you have to perform step 5, and then repeat from step 2 before you can view the other one.
- Each luck level is displayed as a value of 0% to 99%. The greater the value, the higher the luck level.
5. Press any button except **L** to return to step 2.
- The watch automatically returns to step 2 if you do not perform any operation for a few minutes.

#### Displaying Your Current Luck Level

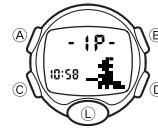


This procedure shows your luck level at the instant you press a button.



- **NOW** is shown as a percent. The greater the value, the higher your luck level.
  - **HORARY** displays a YES/NO response about a specific matter.
1. In the Timekeeping Mode, press **C** once to enter the Fortune-telling Mode.
  2. Make sure that "-1P-" is shown on the display.
  - If you want to exit fortune-telling at this point, press **C** to advance to the Day Counter Mode.
  3. Press **B**. This causes "PUSH" to appear on the display.
  - The watch automatically returns to step 2 if you do not perform any operation for a few minutes after "PUSH" is displayed.
  4. To view **NOW**, press **A**. To view your **HORARY**, press **B**.
  - Note that you cannot view **NOW** and **HORARY** in succession. After you view one, you have to perform step 5, and then repeat from step 2 before you can view the other one.
  5. Press any button except **L** to return to step 2.
  - The watch automatically returns to step 2 if you do not perform any operation for a few minutes.

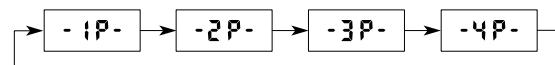
#### Group Fortune-telling



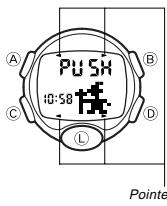
You can use Group Fortune telling to determine the Friendship level and Compatibility for two to four players.

#### To set the number of players

1. In the Timekeeping Mode, press **C** once to enter the Fortune-telling Mode.
2. Make sure that "-1P-" is shown on the display.
3. Press **D** to change the number of players in the sequence shown below.



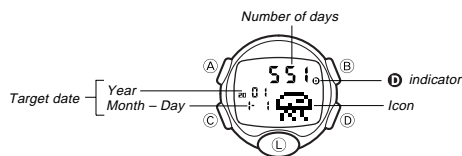
- If you want to exit fortune-telling at this point, press **C** to advance to the Day Counter Mode.



- Press **B**. This causes "PUSH" to appear on the display.
  - The watch automatically returns to step 2 if you do not perform any operation for a few minutes after "PUSH" is displayed.
  - First one of the players presses the button indicated by the pointer on the display. Next the second player presses the one, and so on.
  - The Friendship level of the entire group is displayed as a value from 0% to 99%. The greater the value, the higher the friendship level.
  - Flashing pointers on the display indicate the buttons that were pressed by the players in the group who have the good compatibility.
6. Press any button except **D** to return to step 2.
- The watch automatically returns to step 3 if you do not perform any operation for a few minutes.
  - The Friendship level and Compatibility have no relationship with each other.

### DAY COUNTER MODE

The Day Counter Mode lets you count the number of days from the Timekeeping Mode's current date to a specific target date.



- There are 5 Day Counter records, each of which can be set with its own icon and target date.
- When a target date is reached, the **D** indicator flashes on the display in the Timekeeping Mode. The **D** indicator also flashes in the Day Counter Mode when the screen for the target date is on the display.
- The **D** indicator flashes on the target date each year, regardless of the year setting of the target date.

#### Recalling Day Counter Data

In the Day Counter Mode, press **D** to scroll through the Day Counter record screens.

- The Day Counter Mode shows the number of days from today to the target date, regardless of whether the target date is in the past (indicated as a positive value) or future (indicated as a negative value).

#### Setting Day Counter Data



- In the Day Counter Mode, press **D** to display a record screen you no longer need.
- Hold down **A** until the year digits start to flash on the display.
- Press **C** to change the selection in the following sequence.



- Press **D** to increase the number or **B** to decrease it. Holding down either button changes the digits at high speed.
- Holding down **C** sets today as the target date. You can then make any changes in the date you want.
- Use **D** and **B** to cycle through the icons in the sequence shown below. Holding down either button changes the icon at high speed.



- After you set the target dates and icons, press **A** to return to the Day Counter Mode.
- The date can be set within the range of January 1, 1940 to December 31, 2039.
- If you do not operate any button for a few minutes while a selection is flashing, the flashing stops and the watch goes back to the Day Counter Mode automatically.

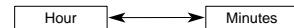
### ALARM MODE

When an alarm is turned on, an alarm tone sounds for 20 seconds when the preset time reached. When the Hourly Time Signal is on, the watch beeps every hour on the hour.



#### To set the alarm time

- Hold down **A** until the hour digits start to flash on the display. The hour digits flash because they are selected. At this time the Alarm is automatically turned on.
- Press **C** to change the selection in the following sequence.



- Press **D** to increase the number. Holding down **D** changes the current number at high speed.
- After you set the alarm time, press **A** to return to the Alarm Mode.

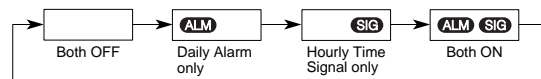
- The format (12-hour and 24-hour) of the alarm time matches the format you select for Timekeeping Mode.
- When setting the alarm time using the 12-hour format, take care to set the time correctly as morning or afternoon.
- If you do not operate any button for a few minutes while a selection is flashing, the flashing stops and the watch goes back to the Alarm Mode automatically.

#### To stop the alarm

- Press any button to stop the alarm after it starts to sound.

#### To turn the Daily Alarm and Hourly Time Signal on and off

Press **B** while in the Alarm Mode to change the status of the Daily Alarm and Hourly Time Signal in the following sequence.



- The alarm and hourly time signal indicator is displayed in all modes.

#### To test the alarm

Hold down **D** while in the Alarm Mode to sound the alarm.