

# CT-513 ALARM GAME WATCH

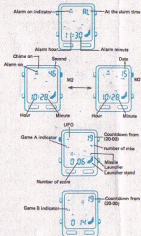


## INSTRUCTION MANUAL

### FEATURES

- 8 digit 3 time function
- Invader game with different speed
- Daily alarm
- Hourly chime
- 12/24 hour switch option

### HOW TO SELECT THE BASIC FUNCTION



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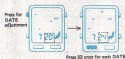
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### HOW TO SET THE TIME

This example shows the watch set for 12:30pm, July 24. From the normal time, press M1 to set second:



\*When the seconds count any numbers from "00" to "59" and S2 is depressed one minute will be added and the seconds are reset to "00" and start immediately.



### HOW TO SELECT 12/24 HOUR FORMAT

From the normal time, depressing S2 one or several times to select 12/24 hour format. In 24 hour format "PM" will eliminate.



### HOW TO SET THE ALARM

In this example the alarm is set for 6:30am. \*From the normal time, press S1 twice to select the alarm time mode.



Press S1 to return to normal time



#### HOW TO READ THE ALARM TIME

#### HOW TO TEST THE ALARM

#### HOW TO SET ALARM ON/OFF

From the normal time, firmly press **S2** to bring the alarm time mode.



To test and set the alarm, by firmly depress **S1** and **S2** simultaneously at the alarm read mode. It will sound and the symbol "bell" will appear.



To stop the sound by releasing **S1** and/or **S2**.

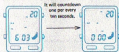
To switch off the ALARM FUNCTION by depressing **S1** and **S2** simultaneously at the alarm read mode. The symbol "bell" will be eliminated.



#### HOW TO PLAY THE GAME

##### GAME A

In the game mode press **M1** to select game A mode. Firmly depressing **M2**, the highest score previously achieved is displayed. When it is released, the game will automatically start.



When the game is playing, the UFO will race at game progress and will reach the launcher. The number of damaged launchers will show on the display.



Number of damaged launcher.

The launcher can move from left to right or right to left by depressing **S2**.

The missile of launcher will fire by depressing **S1**.



Press **S2** for moving the launcher

Press **S1** to fire

The game continues until the digits become "00" or three launchers are damaged.

NOTE: Alarm function is disabled in game and setting mode.

##### GAME B

In this game, the moving speed of the UFO increases as game progresses. In all other respects, GAME B is exactly the game same as GAME A.

#### HOW TO COUNT THE SCORE

Game score is added by 1, 2, 10 points depending on the position of UFO.

1 point : U1, U2; U8, U7; U10, U11.

2 point : U3; U6; U12.

10 point : U4, U5; U9; U13.

Game score will be deleted by 10 points if the missile is missed.



Maximum number of score is "999".

#### BONUS

When score becomes "500" points within the first "20" counting. The number of countdown timer are restarted from "20". That means one more game to be bonus.



## HOW TO SET CHIME ON/OFF

The CHIME FUNCTION is a two-beep signal that sounds every hour.

To set the CHIME FUNCTION by depressing **S1** and **S2** simultaneously at the alarm read mode. The symbol "🔔" will appear.



To switch off CHIME FUNCTION by depressing **S1** and **S2** simultaneously. The symbol "🔔" will be eliminated.



## DISPLAY ILLUMINATION

The display will be illuminated only when the button **S4** is depressed during normal time display.



## BATTERY REPLACEMENT

A dim illuminating light or a dim display in normal temperature indicates that the battery life nears its end. We recommend the battery be replaced with a new one.

## BATTERY RECOMMEND

MAXELL	SR1120W
RENATA	20
UCAR	201

SLYTRONIC

WRISTWATCH  
GAMES  
DATABASE