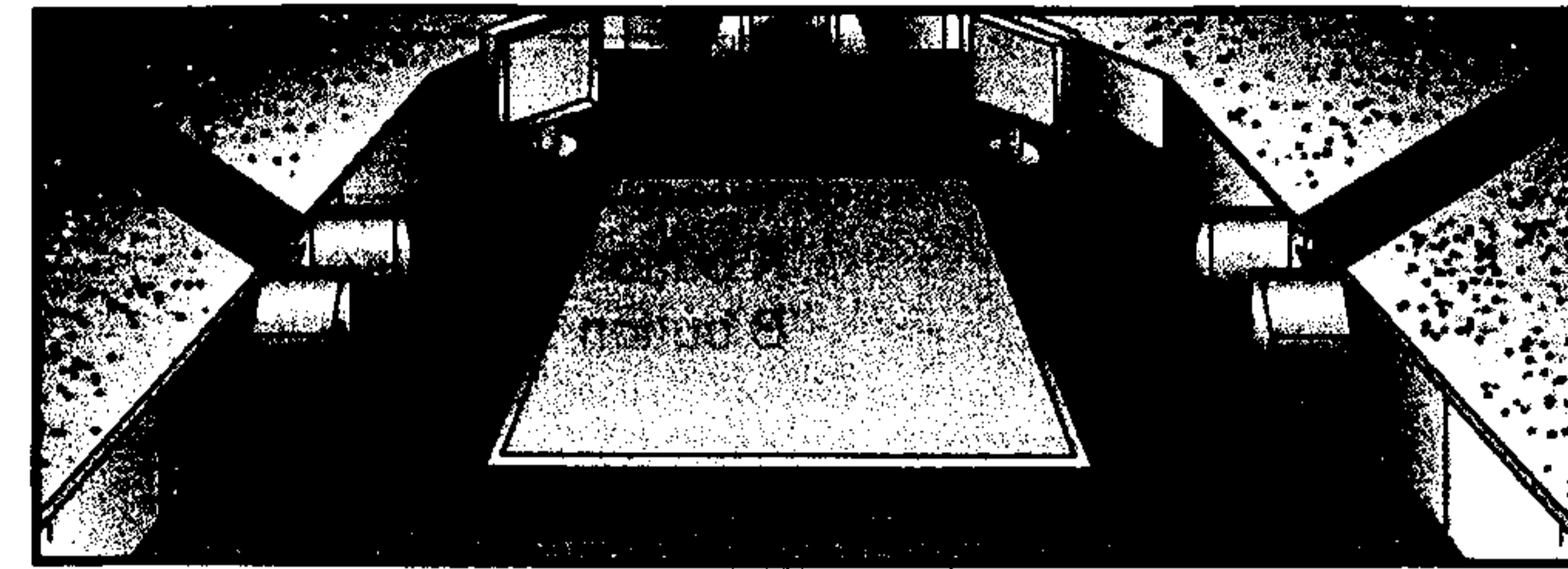


Module No.1402 User's Guide

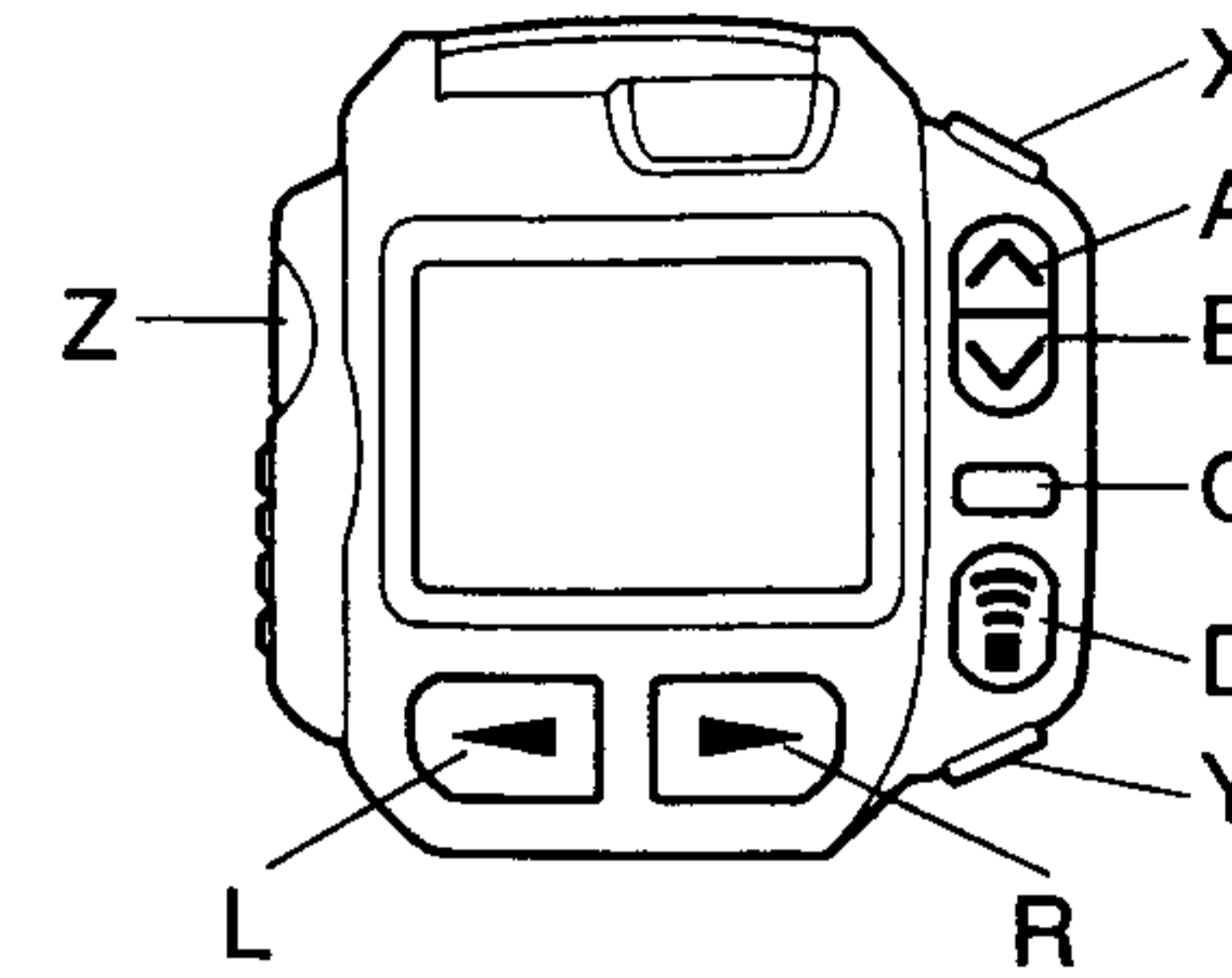
- Gambit Fighter
- Magic Beam
- Vibrator Alarm
- TV Remote Controller
- Telephone Directory

Gambit Fighter Game

The Gambit Fighter Game puts you right in the middle of a tournament of the Cyber Martial Arts Association. There you will meet a number of powerful opponents in a test of your skills. The object of the game is to see how many victories you can score on your way to winning the gold medal!



Button Operations

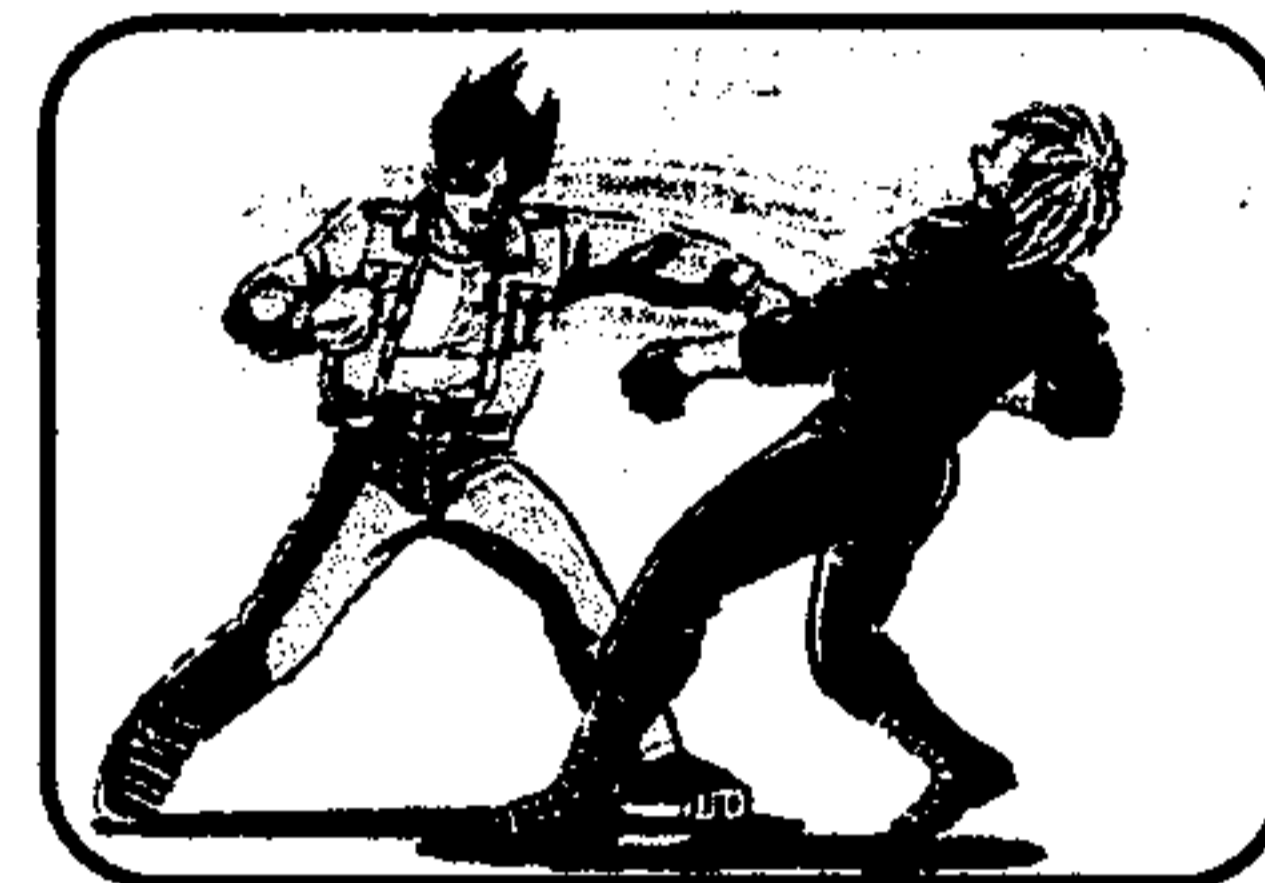


- A/B buttons: Sequentially scrolls through available attack choices.
- C button: Switches between high and low for an attack or block.
- D button: Starts a round.
- L/R buttons: Moves the cursor left and right between attack/block settings.
- X button: Ends the game and returns to the Timekeeping Mode.
- Y button: Switches between attack settings and block settings.
- Z button: Turns game sound effects on and off.

Attack Techniques

There are five attack techniques, and you can specify either high or low for each. Each technique has its own characteristics in terms of power, damage, and the number of times you can use it per round.

◆Punch (P)



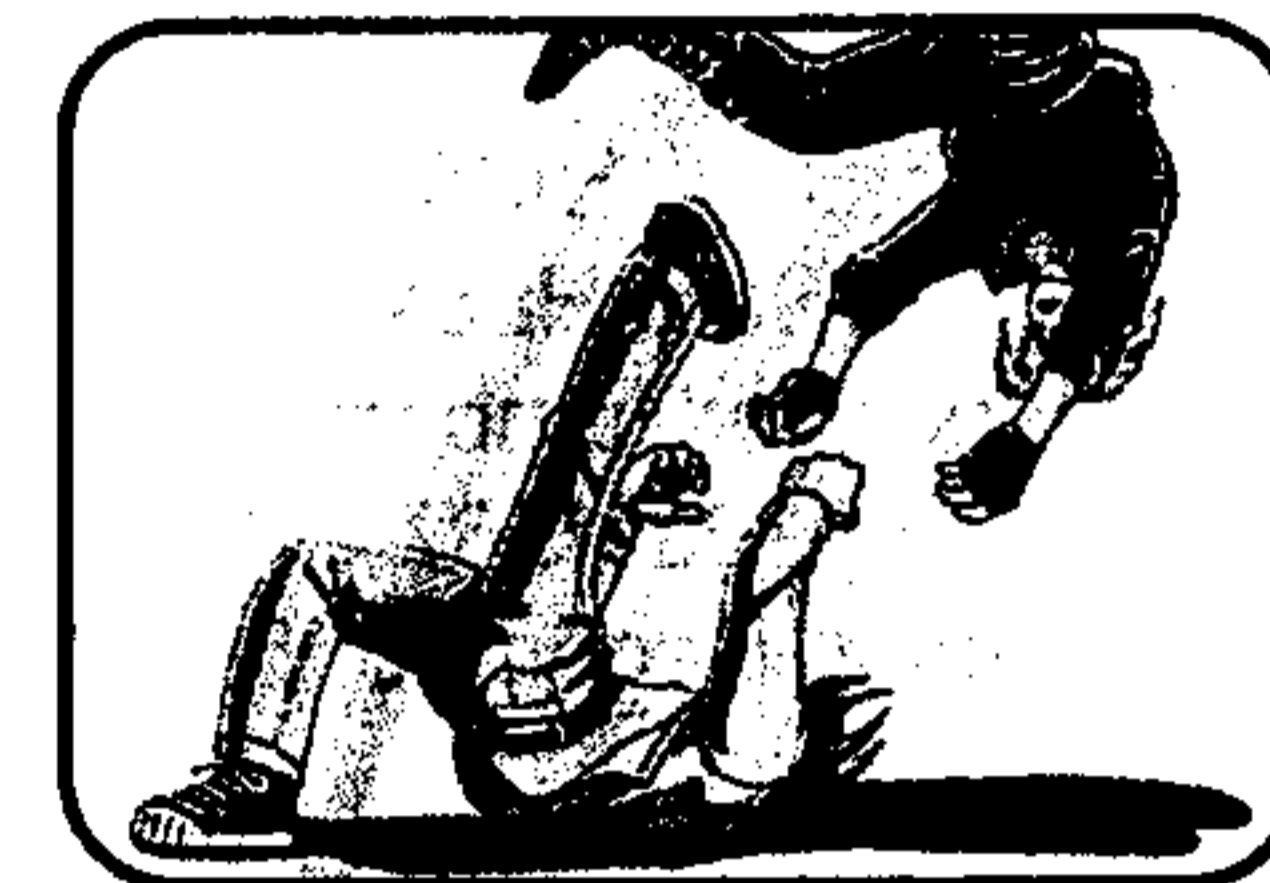
| | |
|--------------|-----------|
| Power | 1 |
| Damage | None |
| Availability | Unlimited |

◆Kick (K)



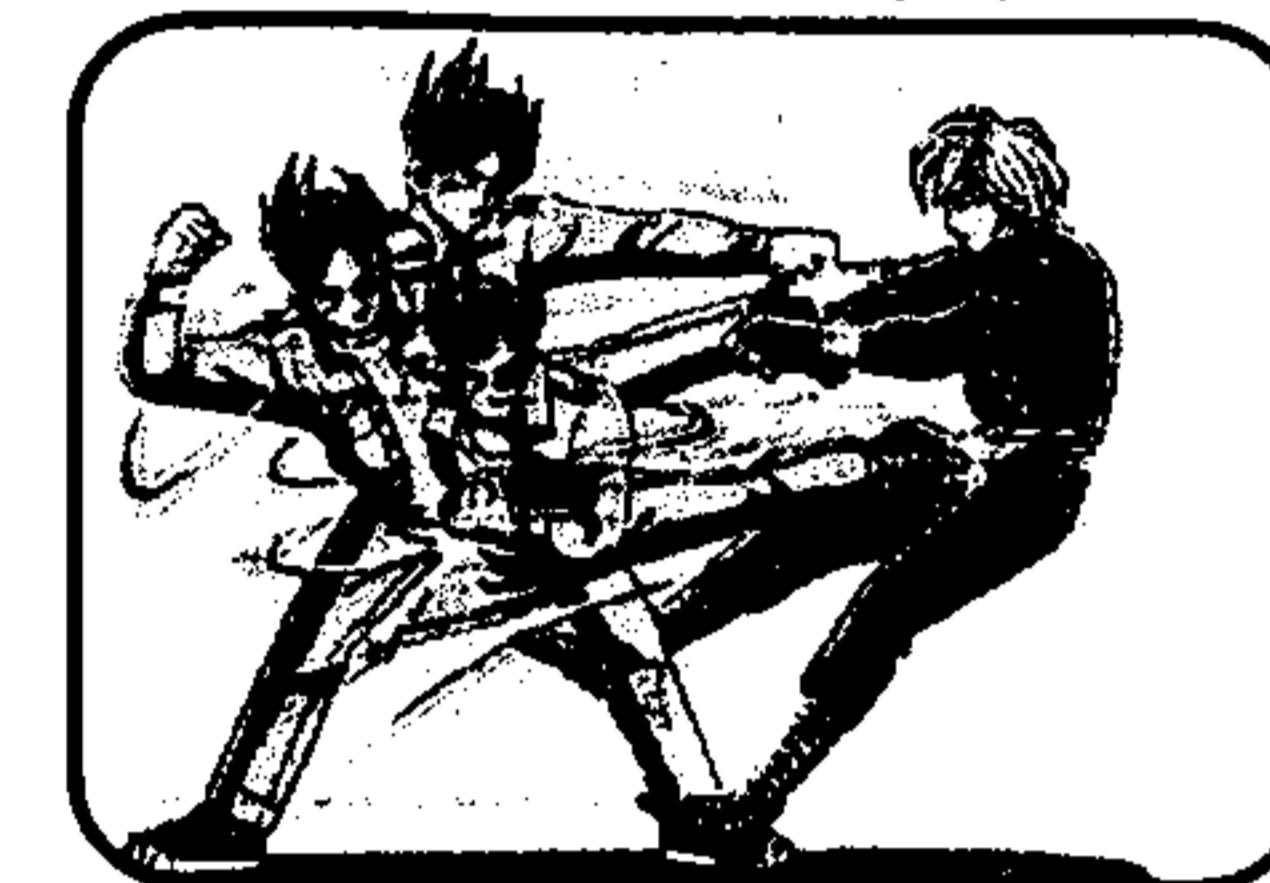
| | |
|--------------|-----------|
| Power | 1 |
| Damage | None |
| Availability | Unlimited |

◆Throw (N)



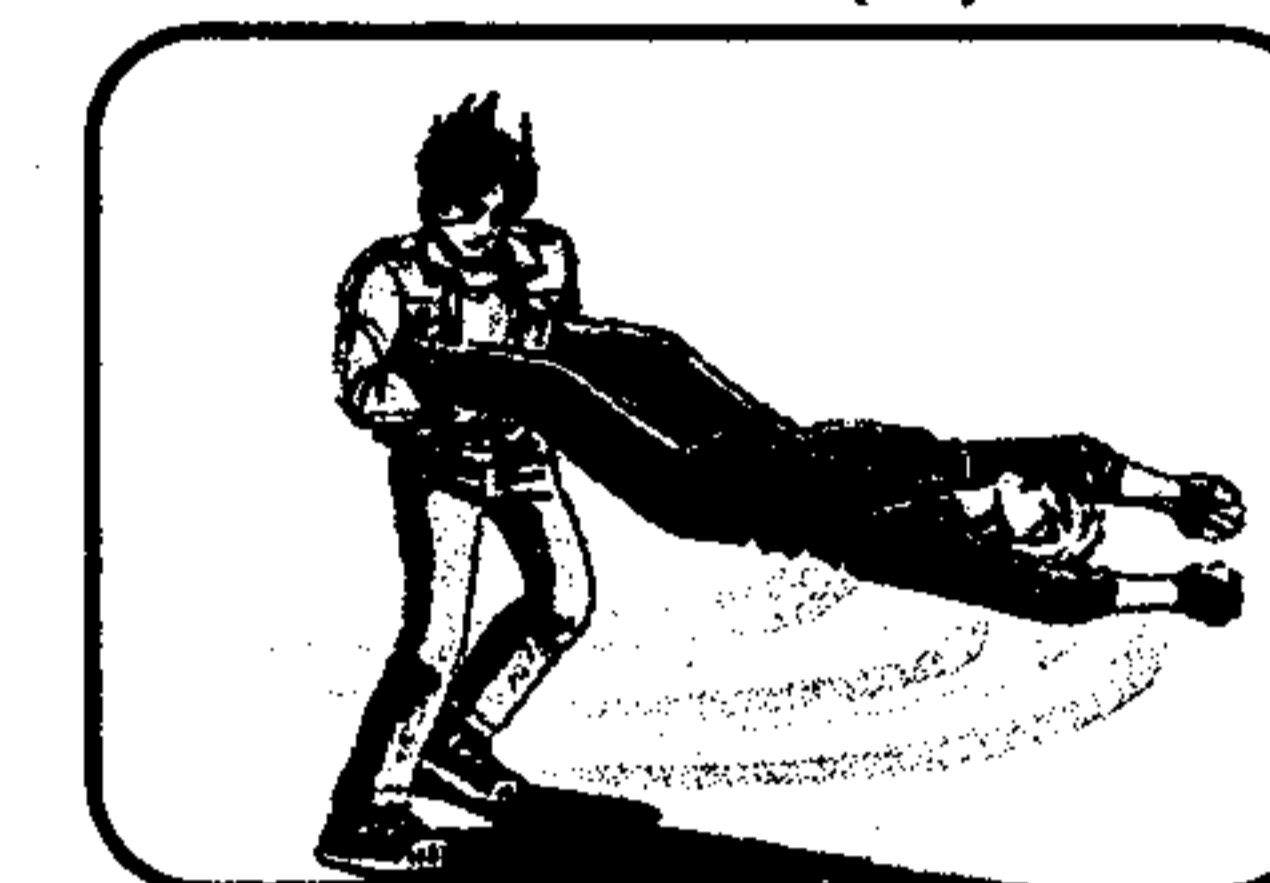
| | |
|--------------|---|
| Power | 2 |
| Damage | 1 |
| Availability | 1 |

◆Combination (R)



| | |
|--------------|---|
| Power | 3 |
| Damage | 2 |
| Availability | 1 |

◆Death Blow (H)



| | |
|--------------|---|
| Power | 4 |
| Damage | 3 |
| Availability | 1 |

Blocks

There are only two types of blocks: high and low. If a player is successful in blocking an attack, life points (HP) are deducted from the total of the attacking player.

Example 1: High Punch vs Low Block

- ☞ The high punch wins and the defender's life point (HP) total is reduced by one.

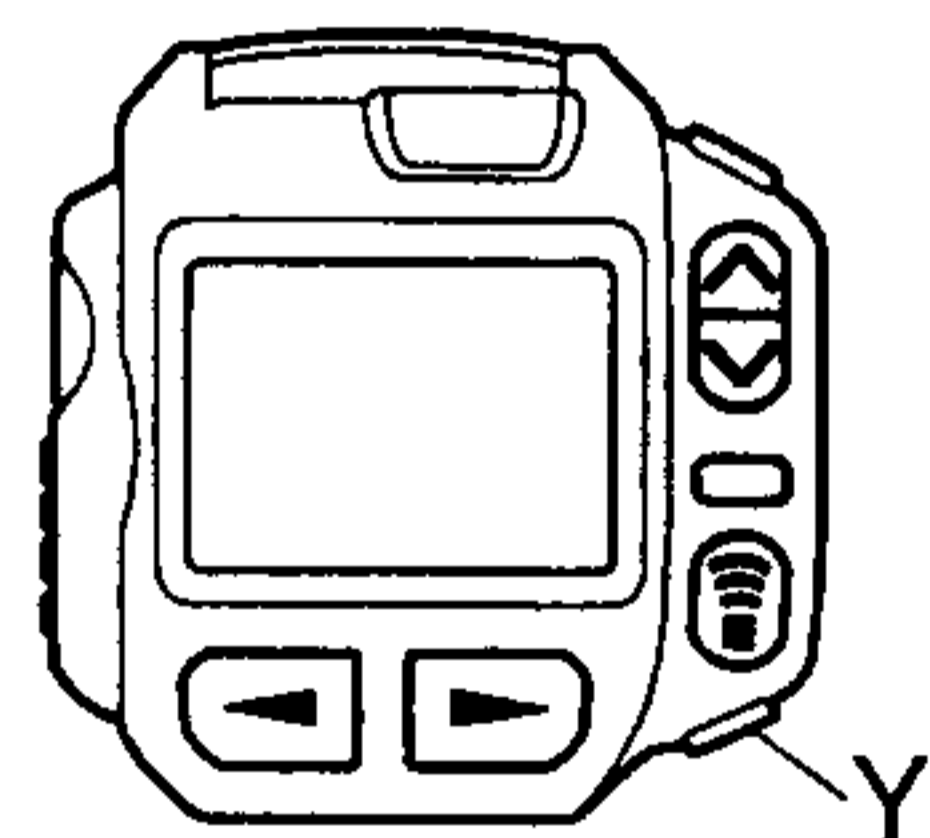
Example 2: Low Kick vs Low Block

- ☞ Draw. No life points (HP) are awarded.

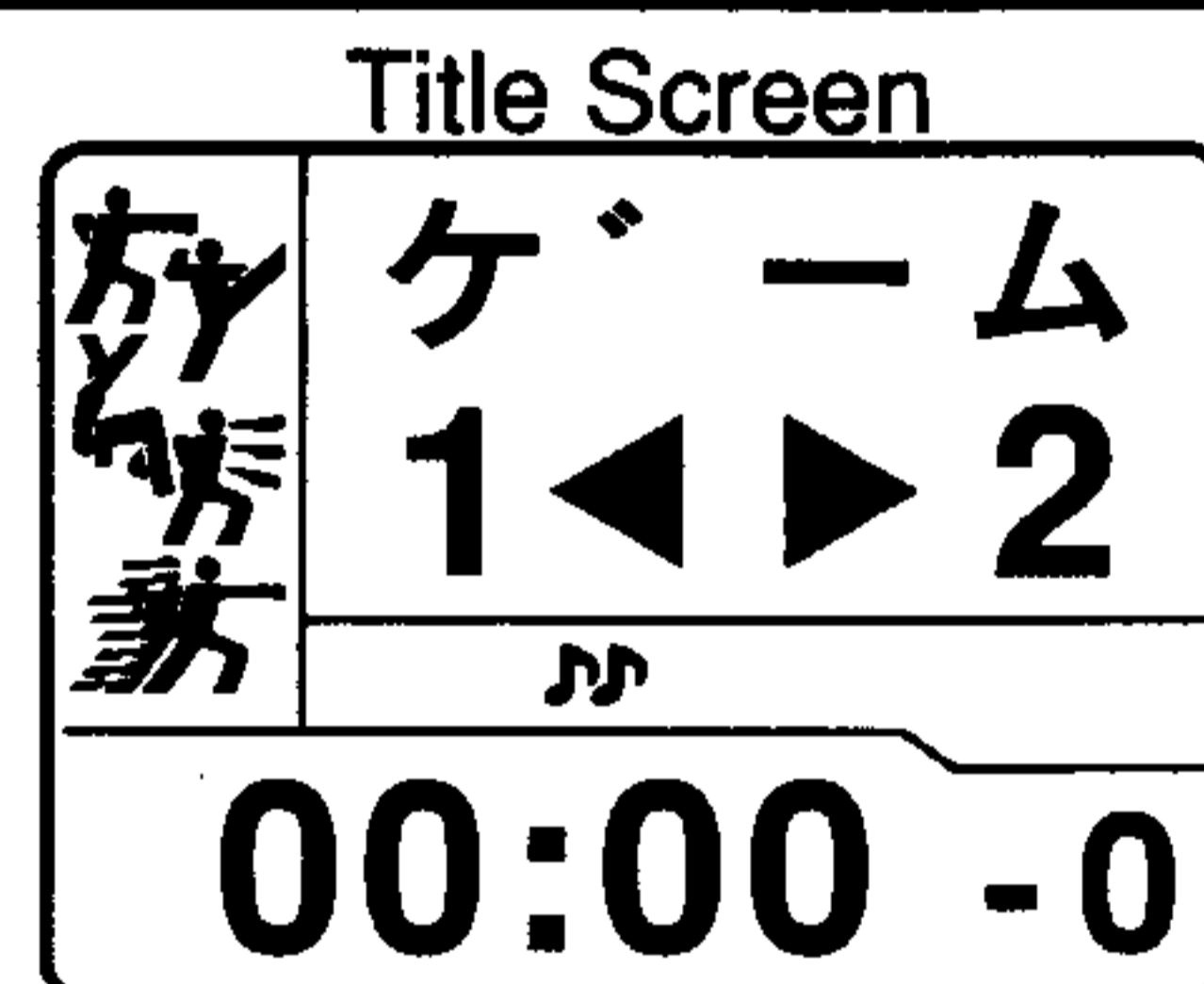
Example 3: High Combination vs High Block

- ☞ The high block wins, and the attackers life point (HP) total is reduced by two.

Starting the Game

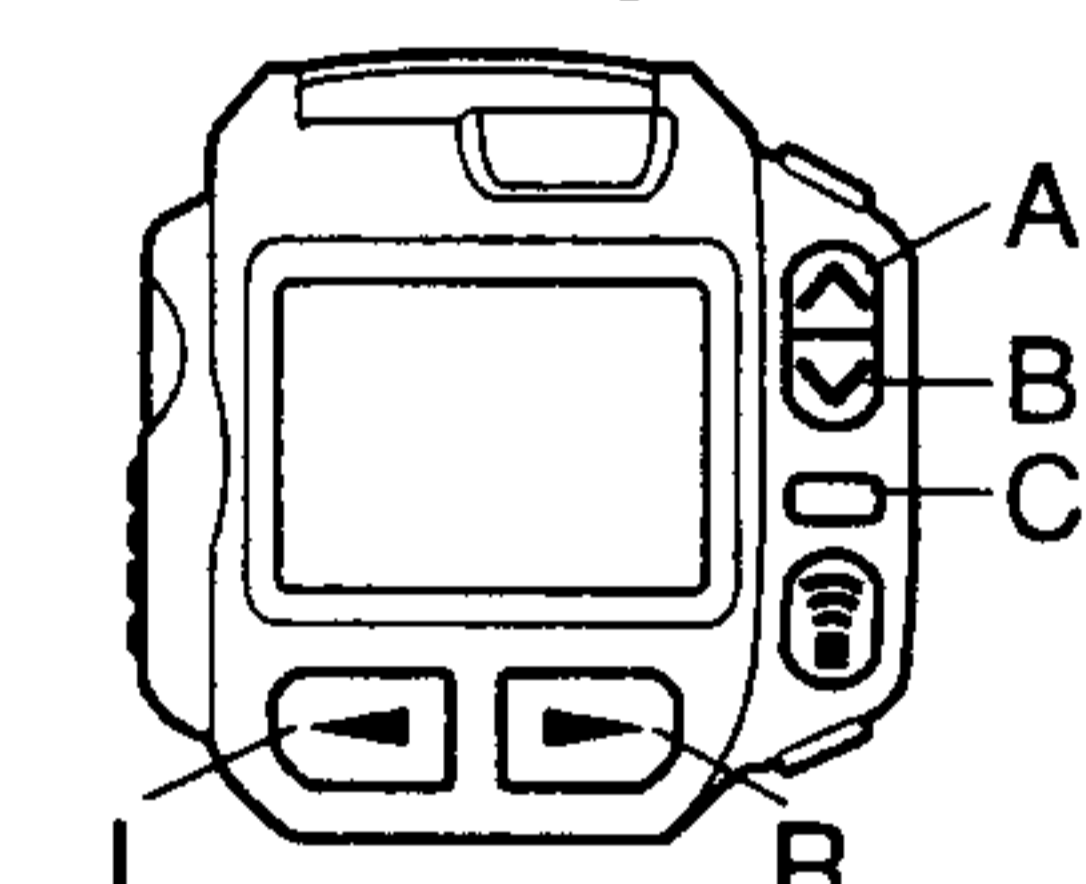


In the Timekeeping Mode, press button (Y) to display the game's title screen.

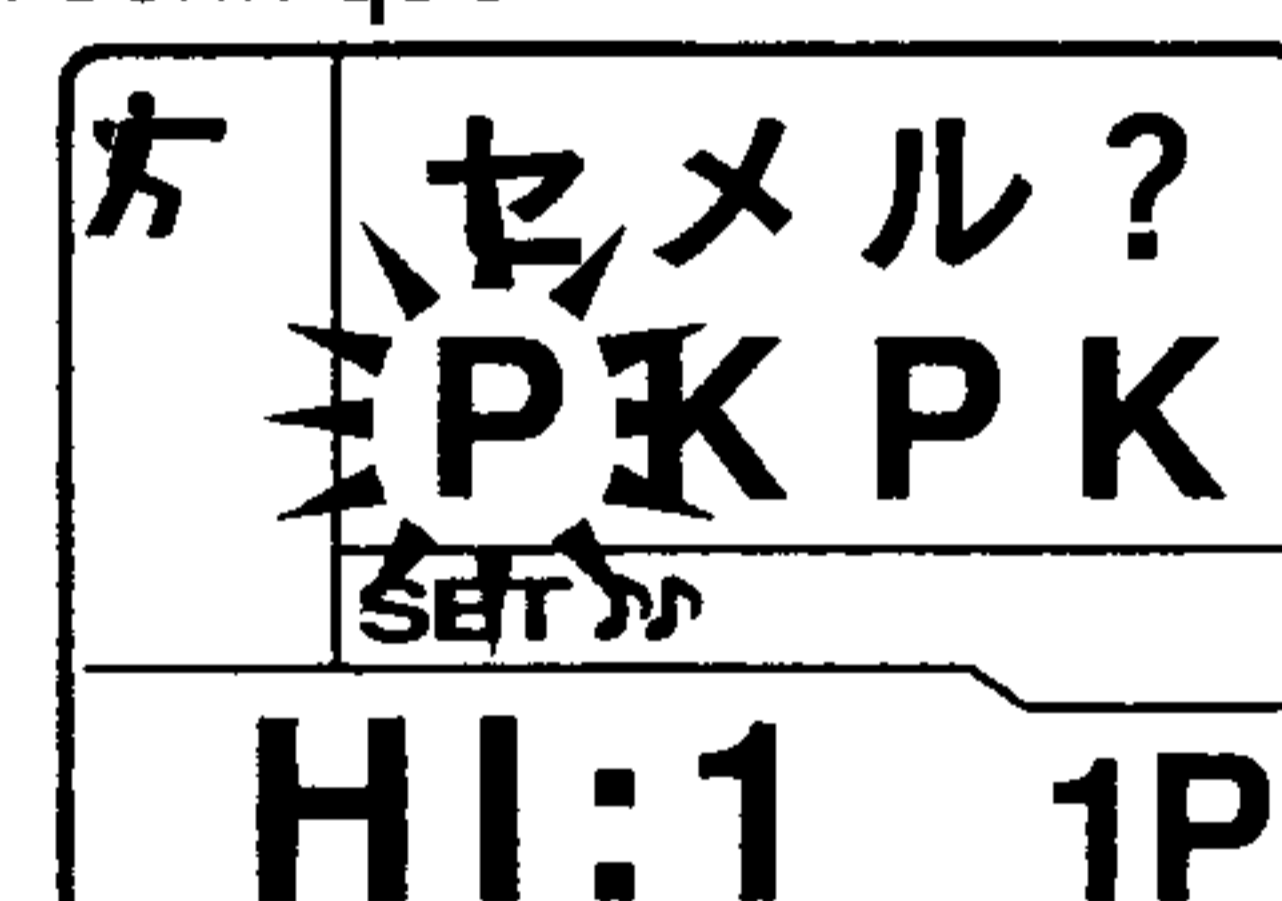


Playing Against the Computer

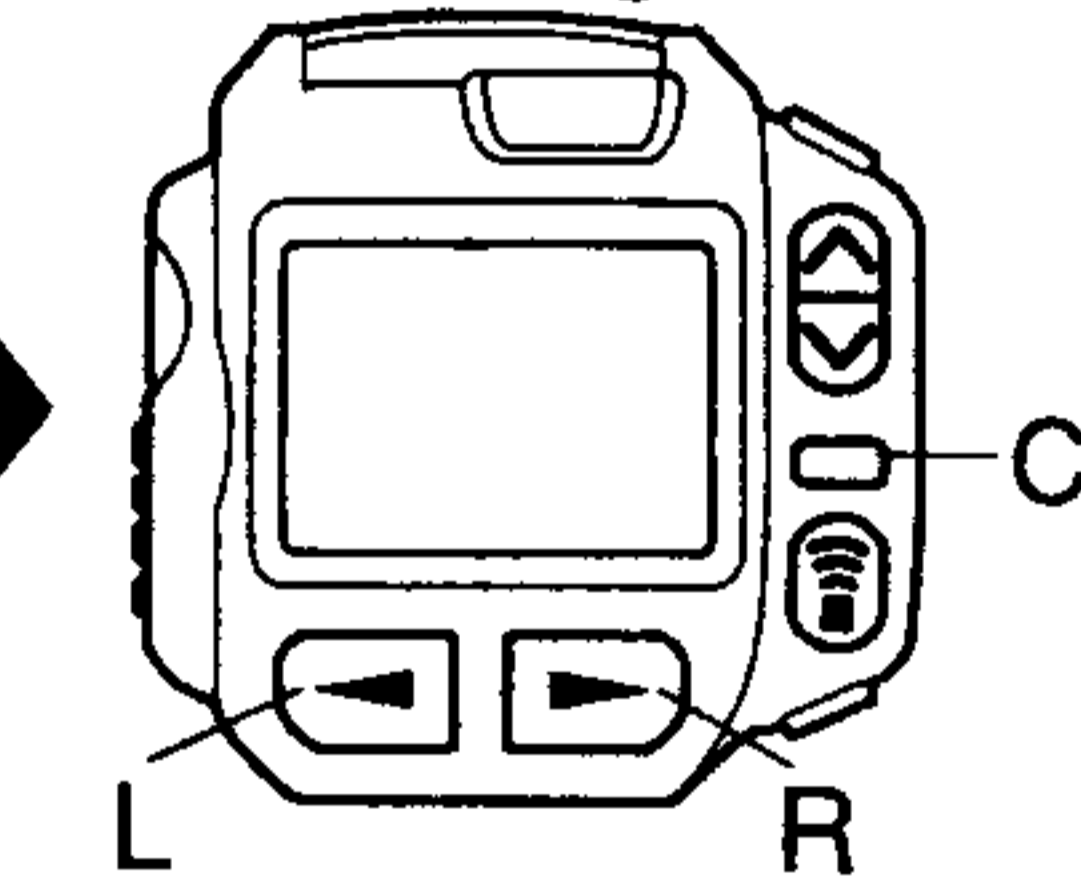
◆Selecting an Attack Technique



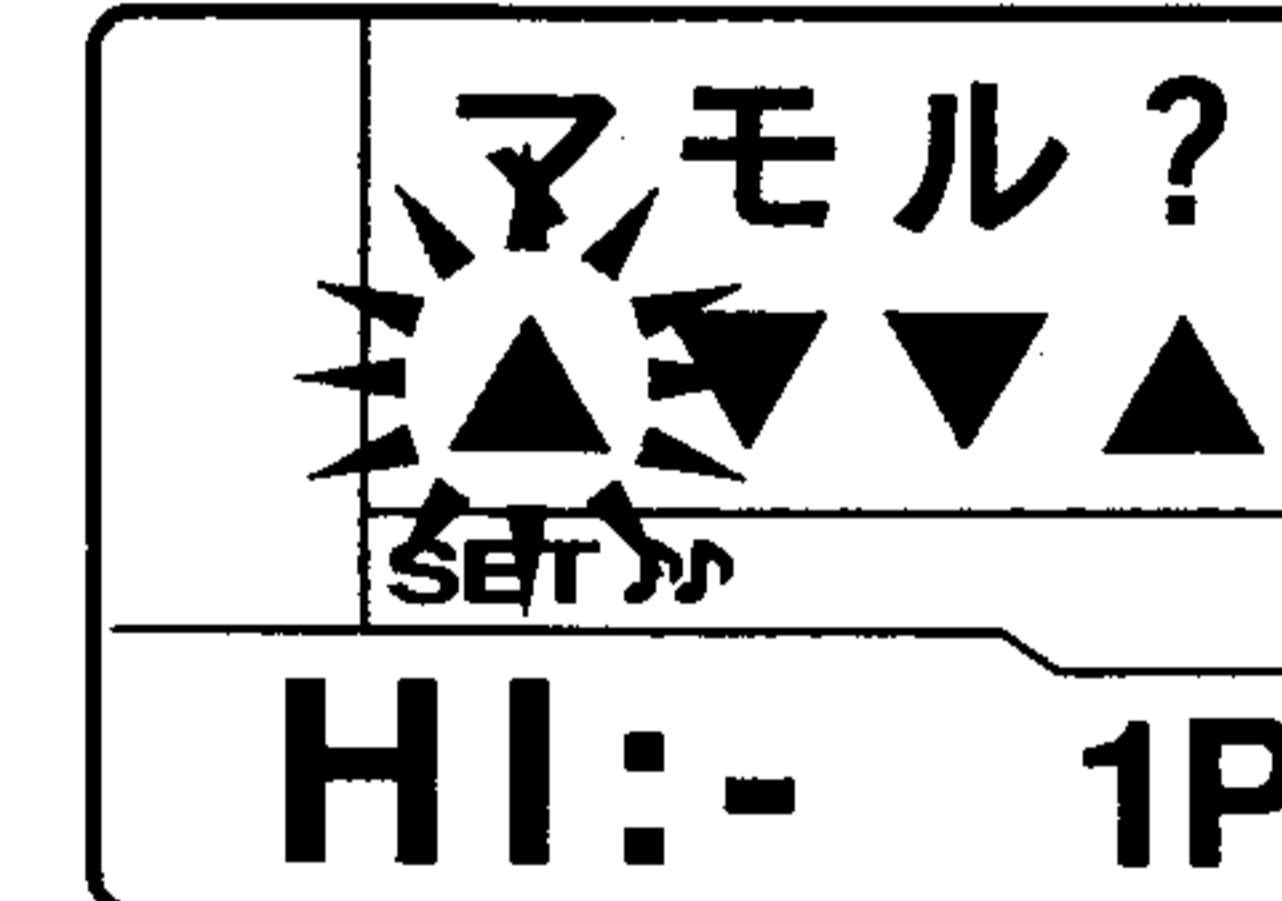
L/R button : Move the cursor left and right.
A/B buttons : Sequentially scrolls through available attack choices.
C button : Switches between high and low.



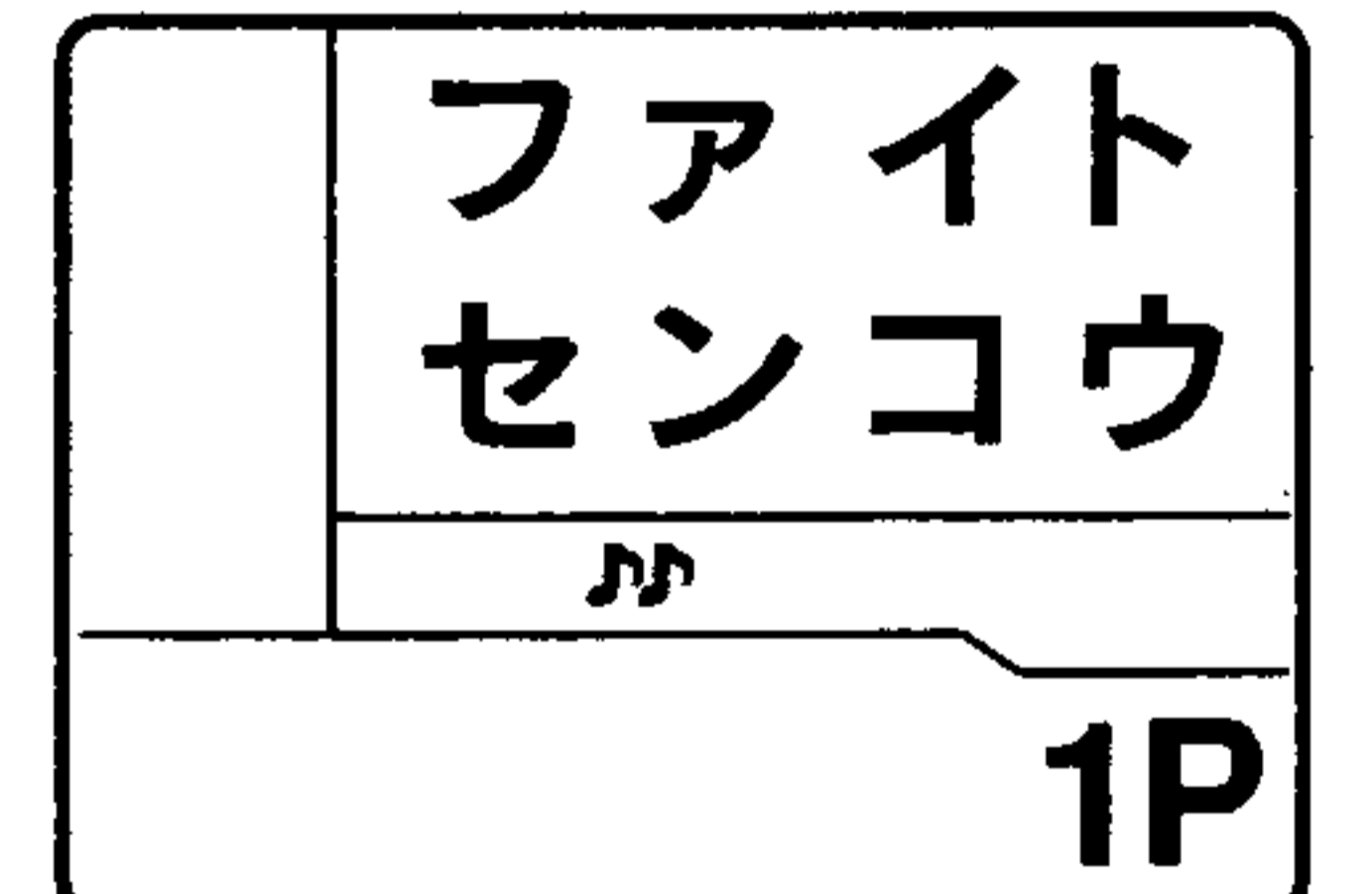
◆Selecting a Block



L/R button : Move the cursor left and right.
C button : Switches between high and low.



◆Starting a Round

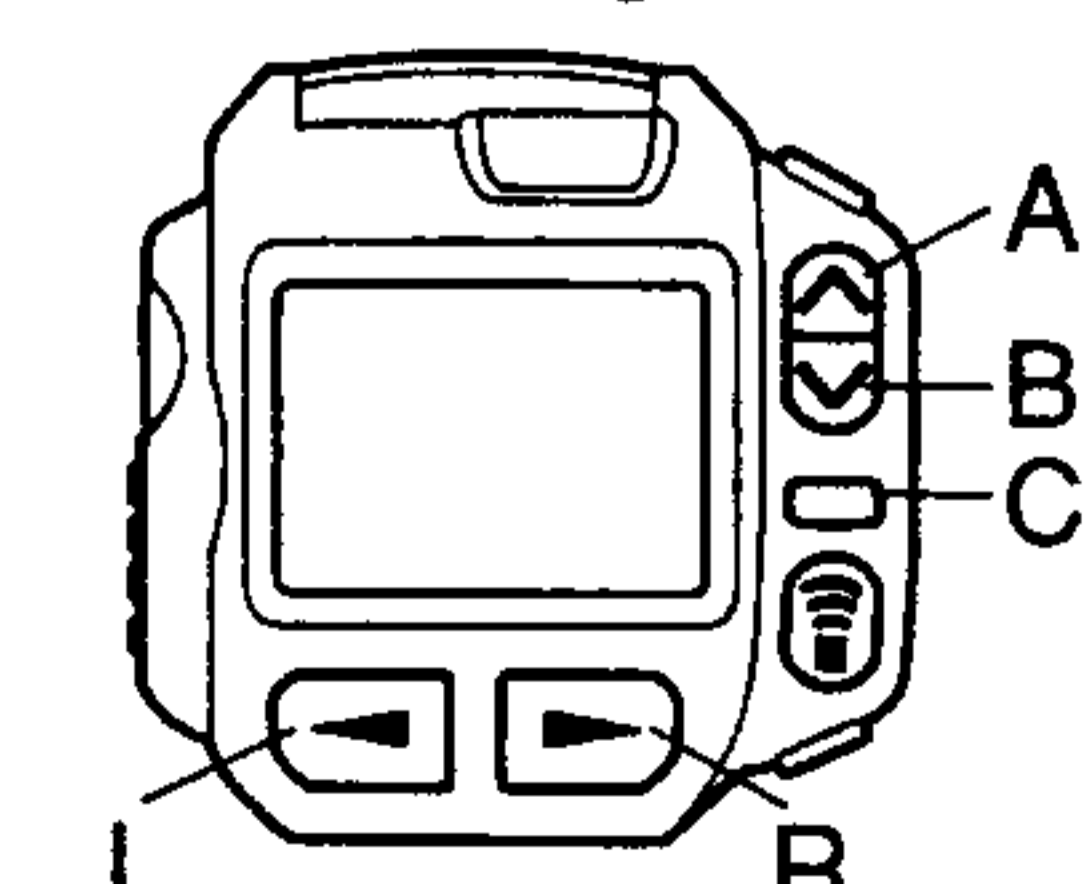


センコウ = attacks first
コウコウ = attacks second
The computer automatically decides who goes first and who goes second.

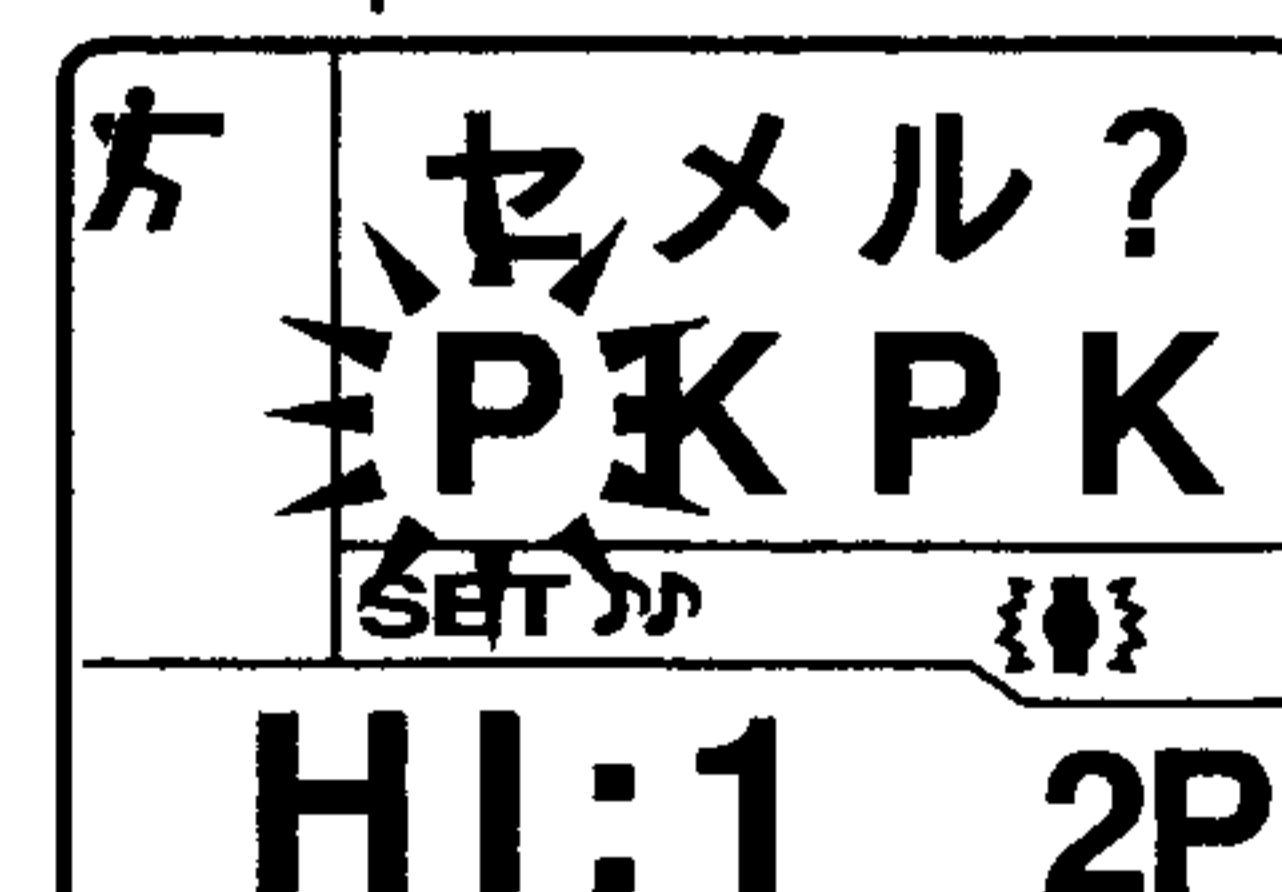
Playing Against a Friend Using Magic Beam

If you are playing against a friend using Magic Beam, be sure to read the sections of this guide titled "Magic Beam Range" and "Magic Beam Screens."

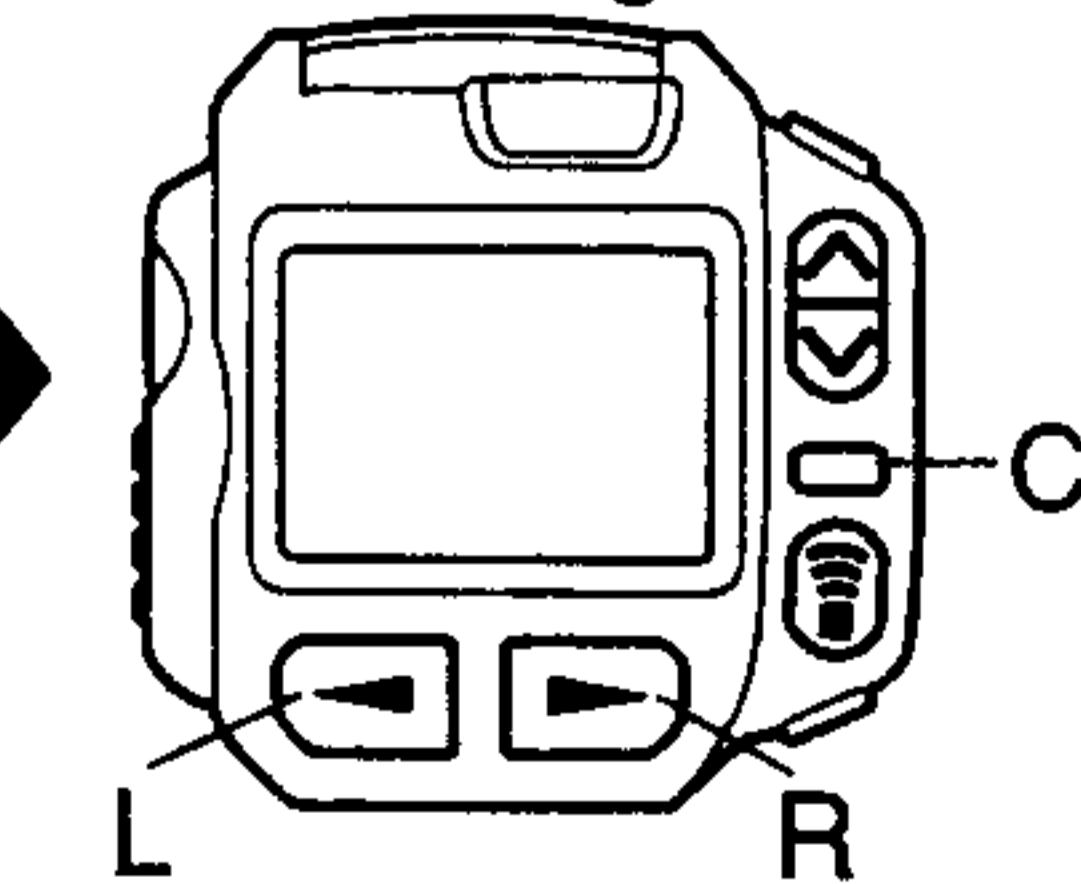
◆Selecting an Attack Technique



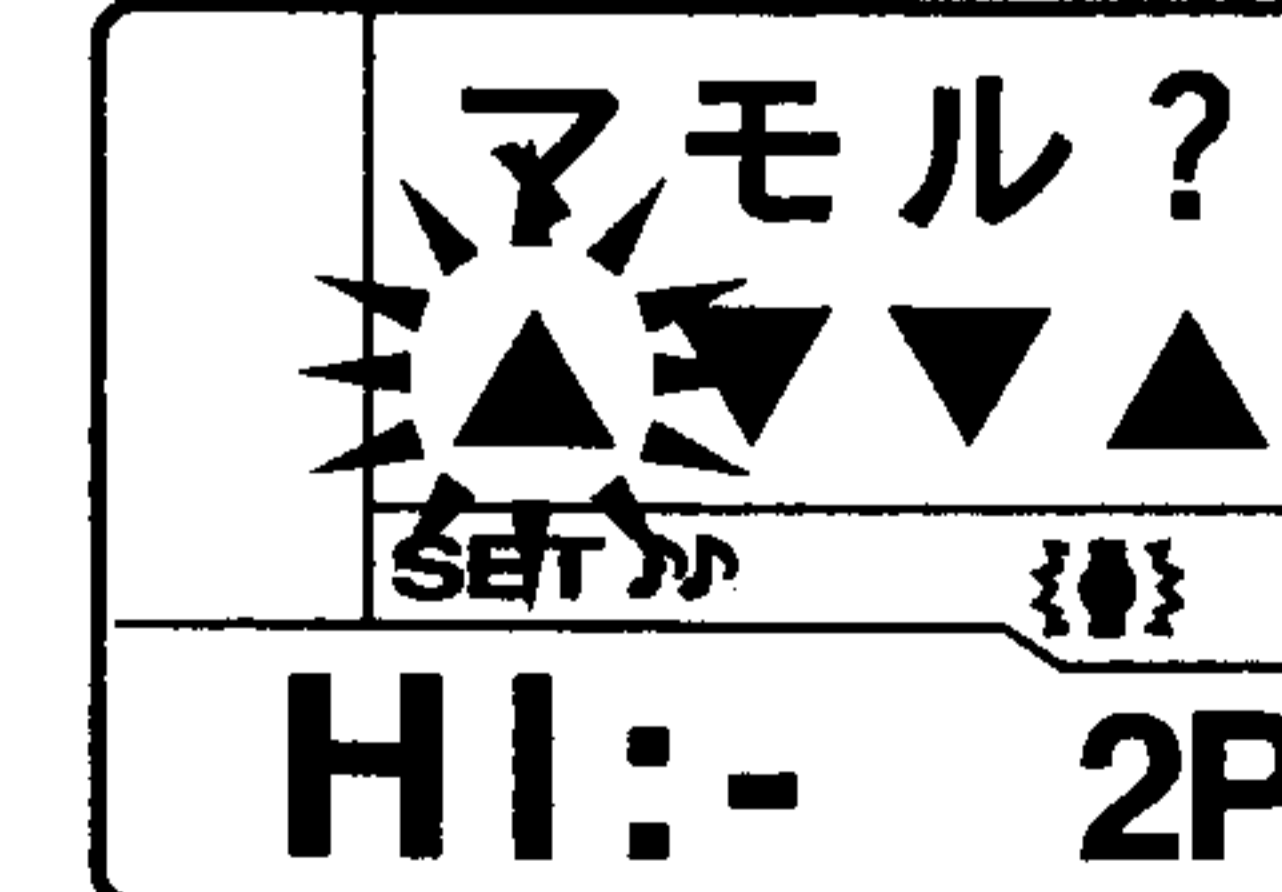
L/R button : Move the cursor left and right.
A/B buttons : Sequentially scrolls through available attack choices.
C button : Switches between high and low.



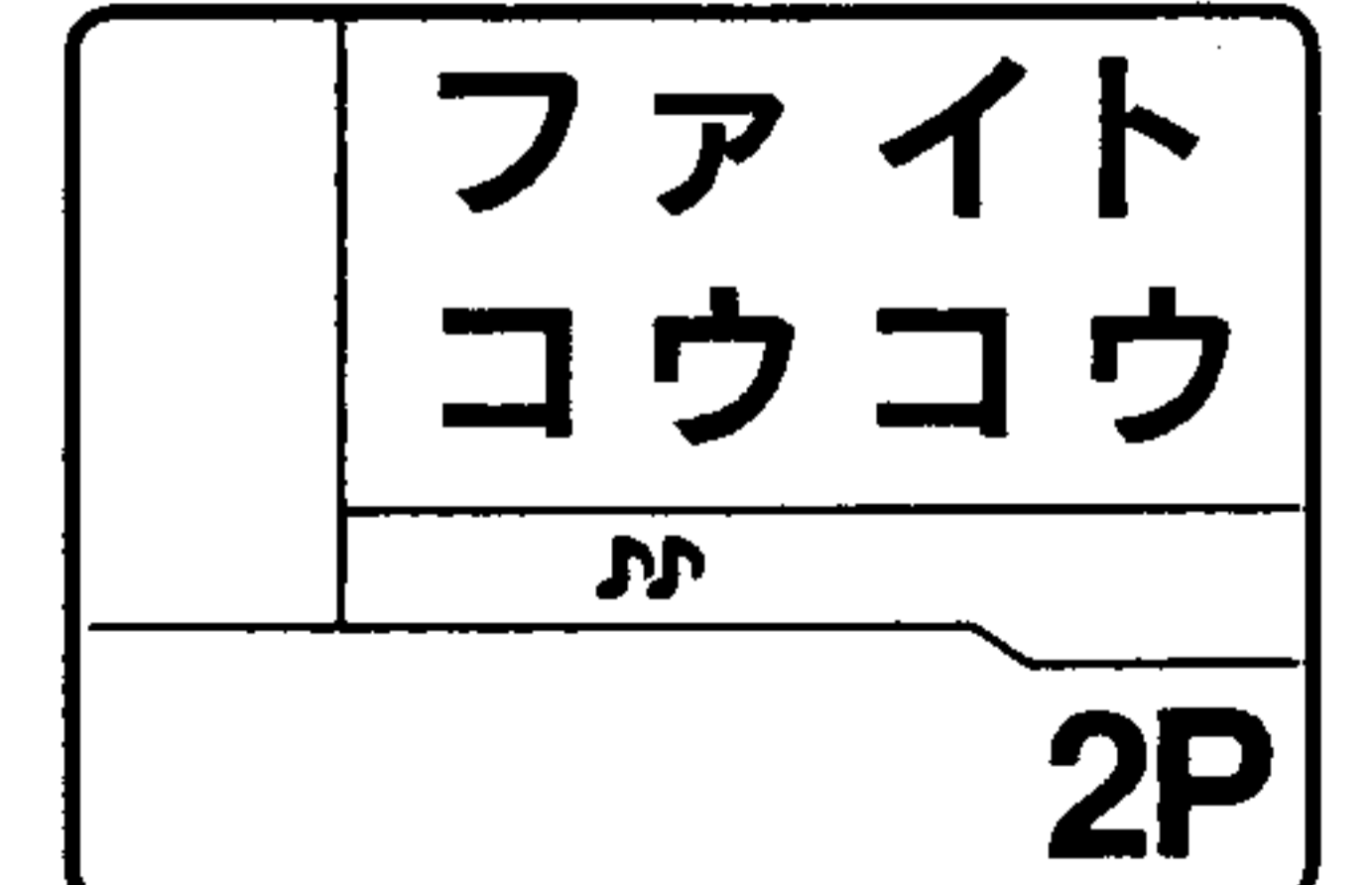
◆Selecting a Block



L/R button : Move the cursor left and right.
C button : Switches between high and low.



◆Starting a Round

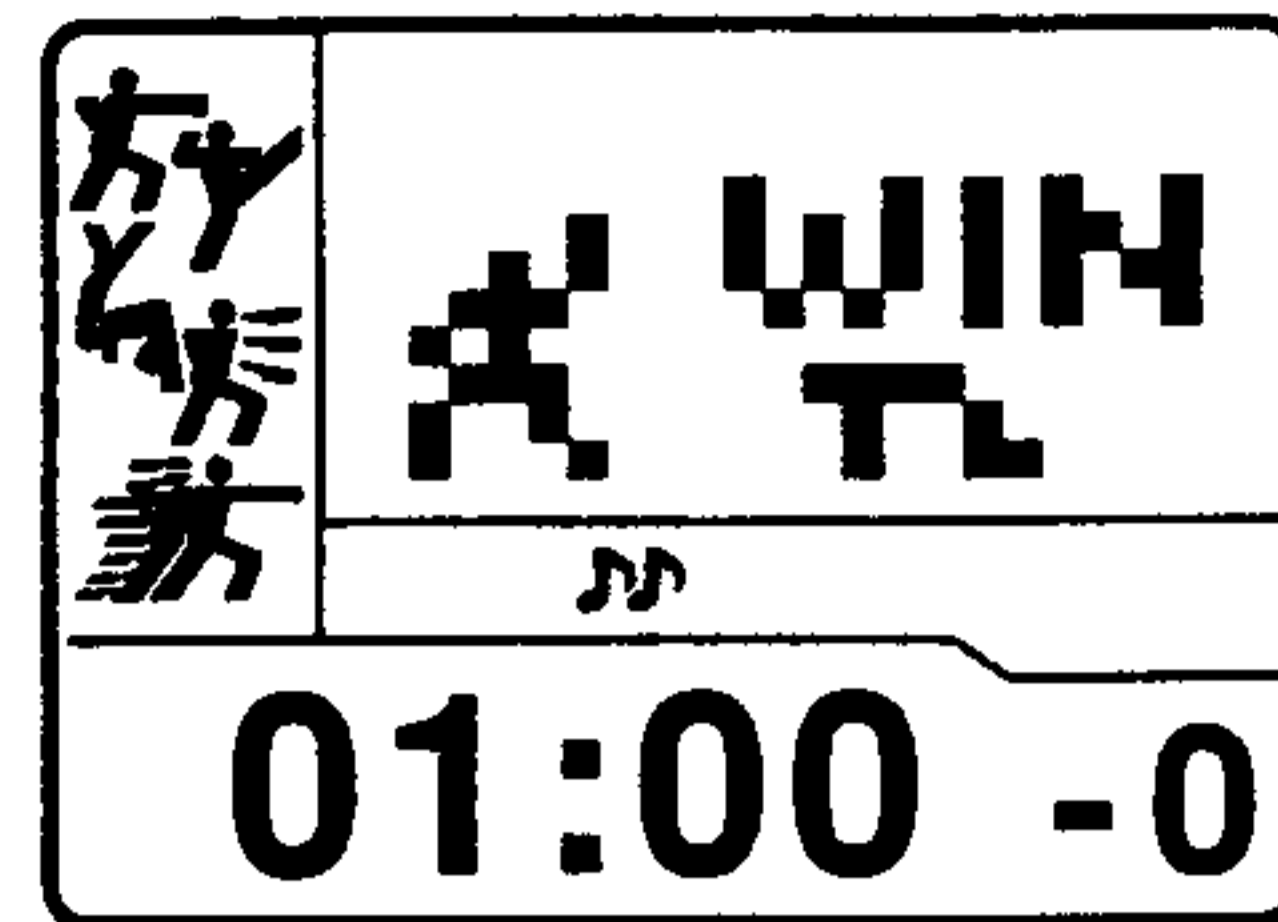


センコウ = attacks first
コウコウ = attacks second
The computer automatically decides who goes first and who goes second.

Winning and Losing

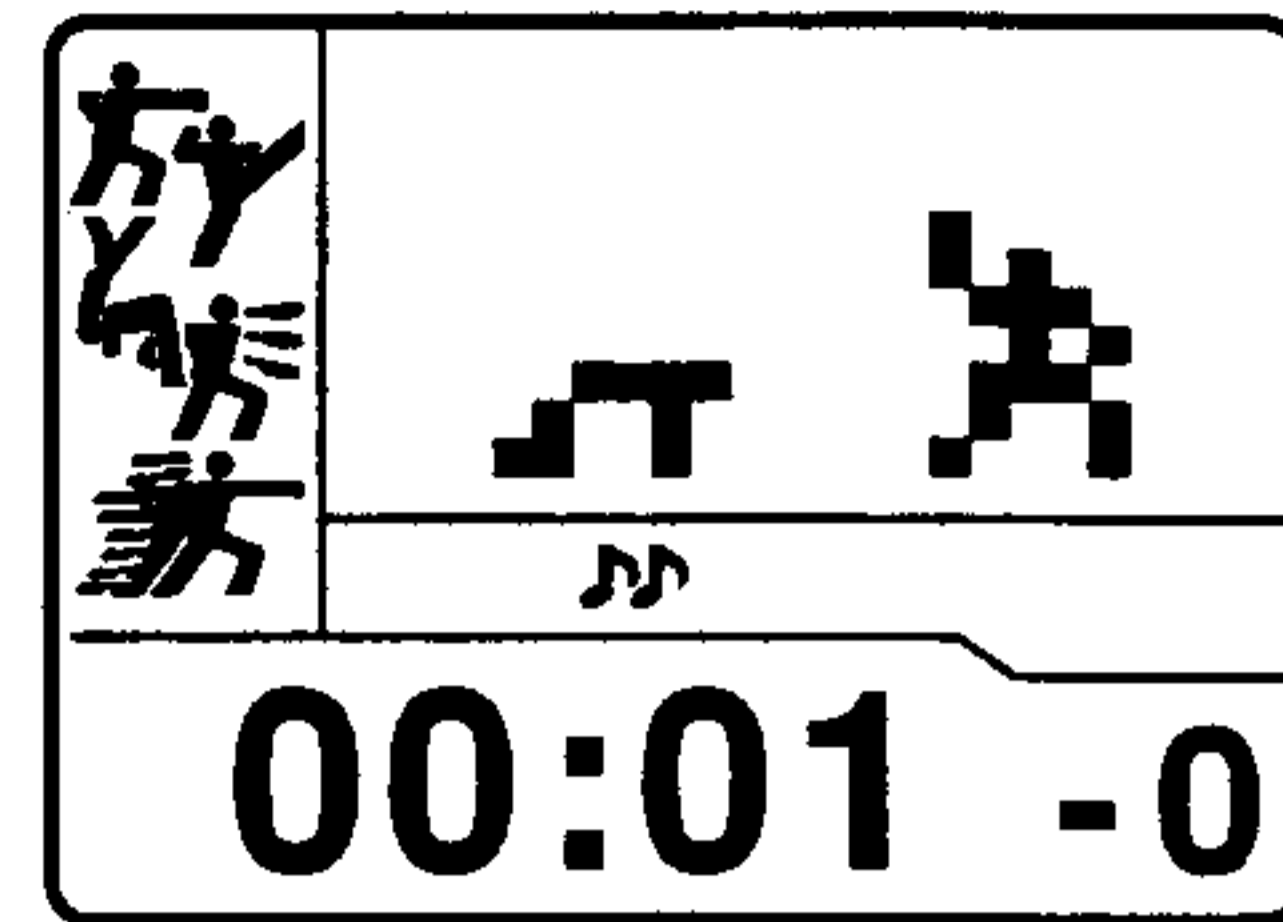
After you and your opponent exchange attacks, the round ends. The winner and loser are determined according to the number of life points (HP) each player has left at the end of the round.

◆Win Screen



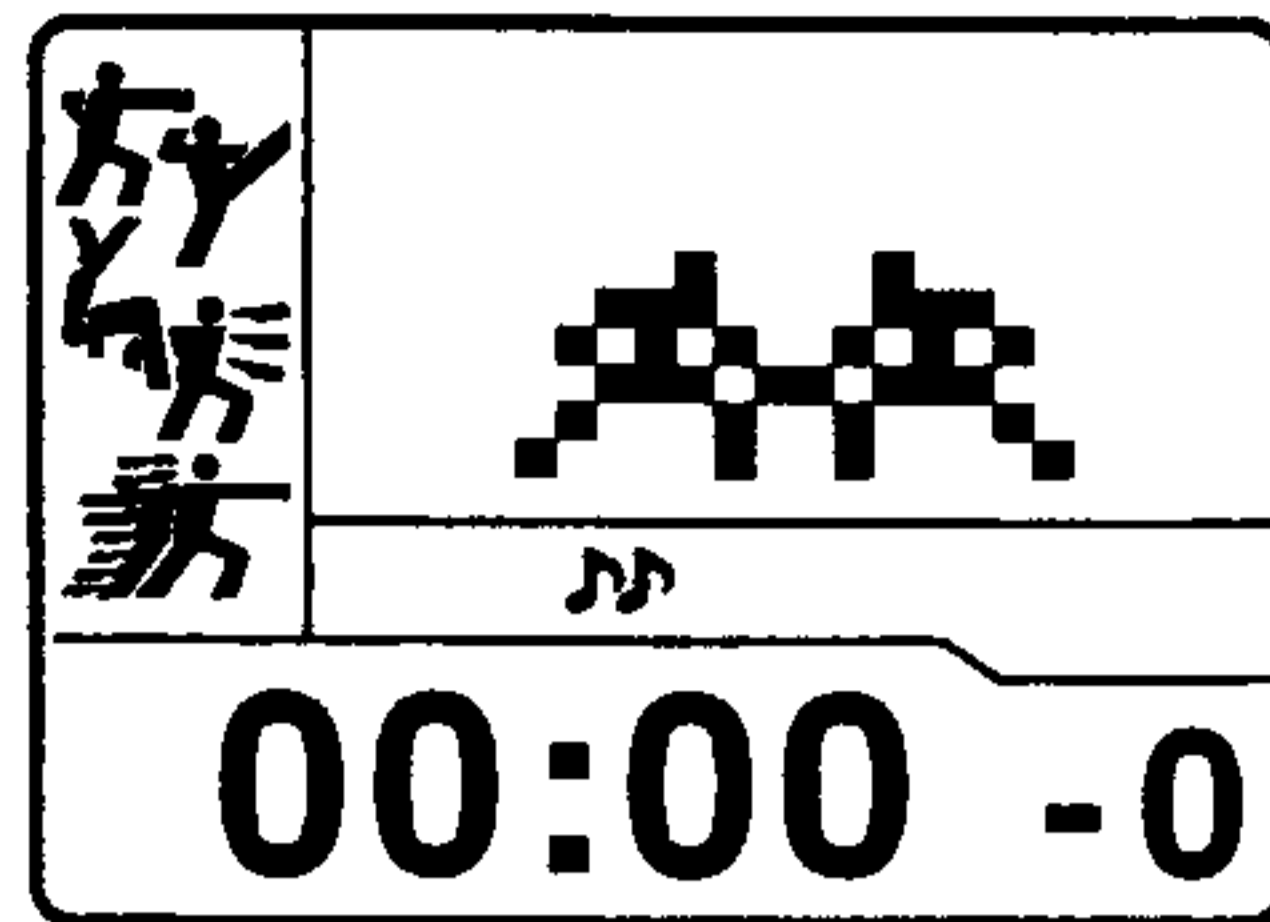
1 point is added to the cumulative win point total of the winner of the round.

◆Loss Screen



1 is added to the cumulative loss point total of the loser of the round.

◆Draw Screen



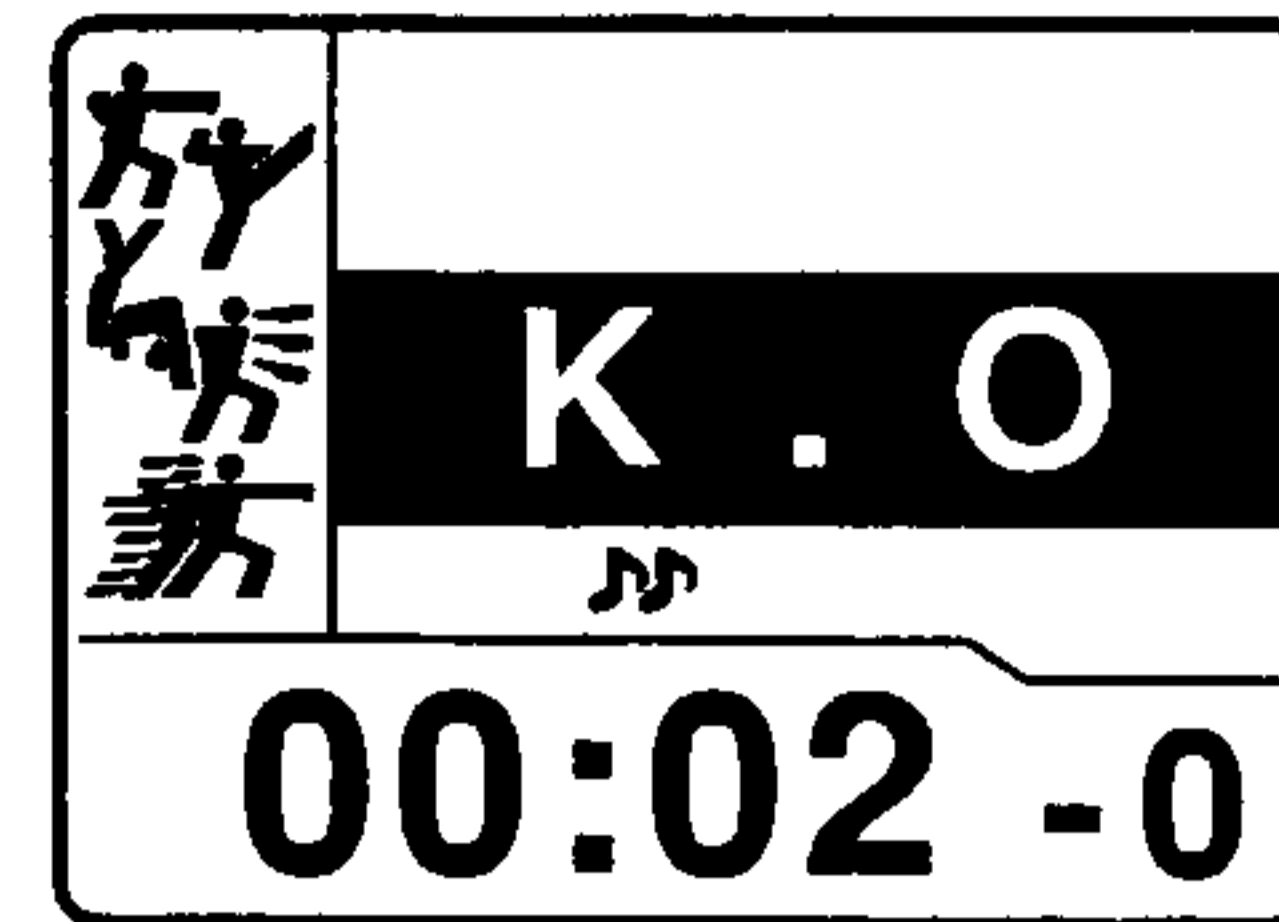
No points are awarded.

◆Perfect Game Screen



1 is added to the cumulative win point total of the winner of the round.

◆K.O. Loss Screen



2 is added to the cumulative loss point total of the loser of the round.

- Perfect Game
A perfect game means you were able reduce your opponent's life points to zero without suffering any damage from your opponent.
- K.O. Loss
A K.O. loss means your life points were reduced to zero before you were able to score any damage against your opponent.

Old Master Test

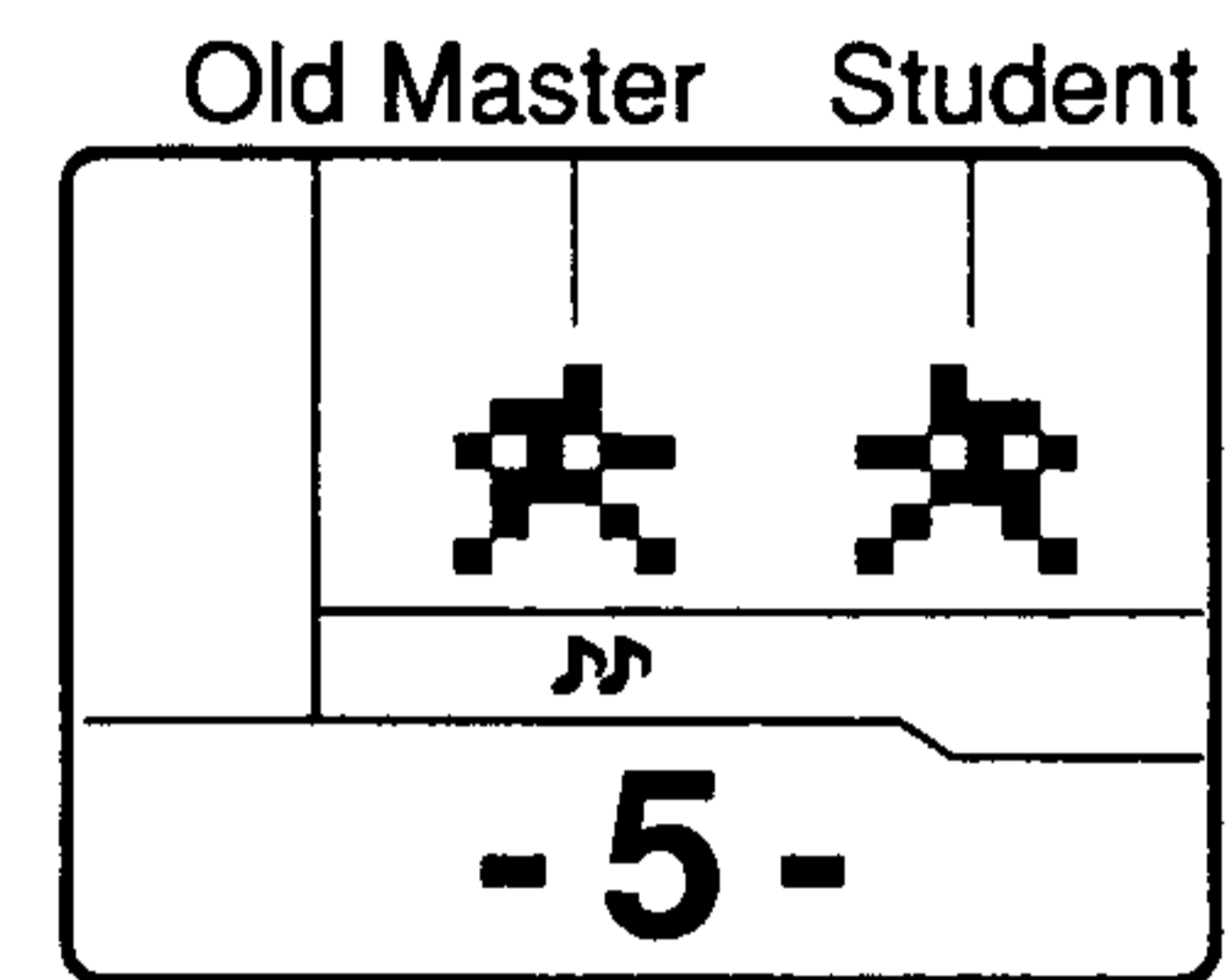
Once you score a certain number of win points for winning rounds, your knowledge is tested by an Old Master who demonstrates his fighting skills with one of his students.



Your task is to watch the demonstration and try to see what techniques the Old Master uses against the student. The number of times the Old Master performs his techniques for you to view depends on your current win point total. Correctly identify all the techniques the Old Master is using to pass the test and earn a V Medal.

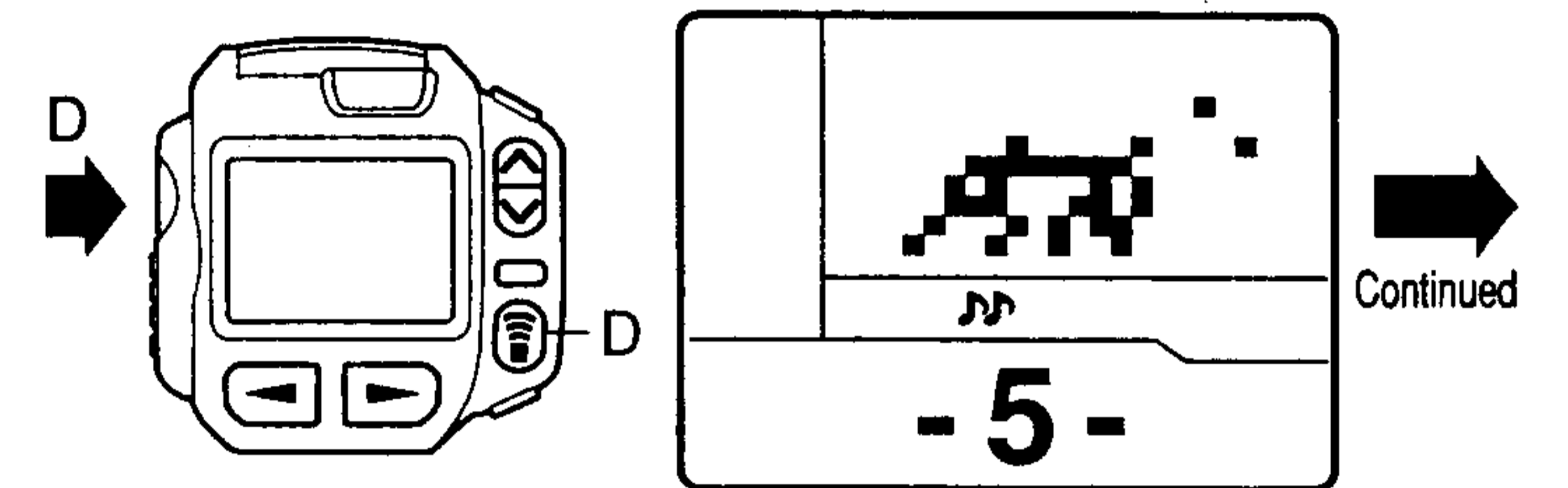
| | | | | | |
|--|----|----|----|----|----|
| Your Current Win Point Total | 10 | 20 | 30 | 40 | 50 |
| Number of Times Techniques Are Performed | 5 | 4 | 3 | 2 | 1 |

◆Test Screen



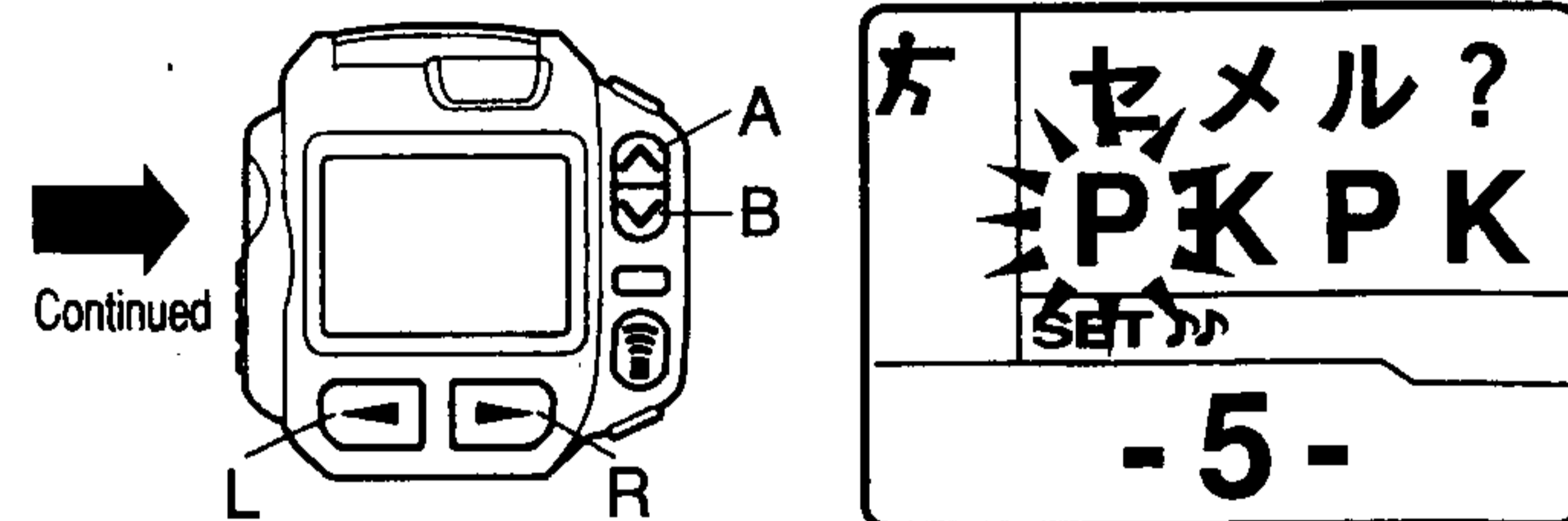
The test screen appears whenever your win point total reaches 10, 20, 30, 40, or 50.

◆Start



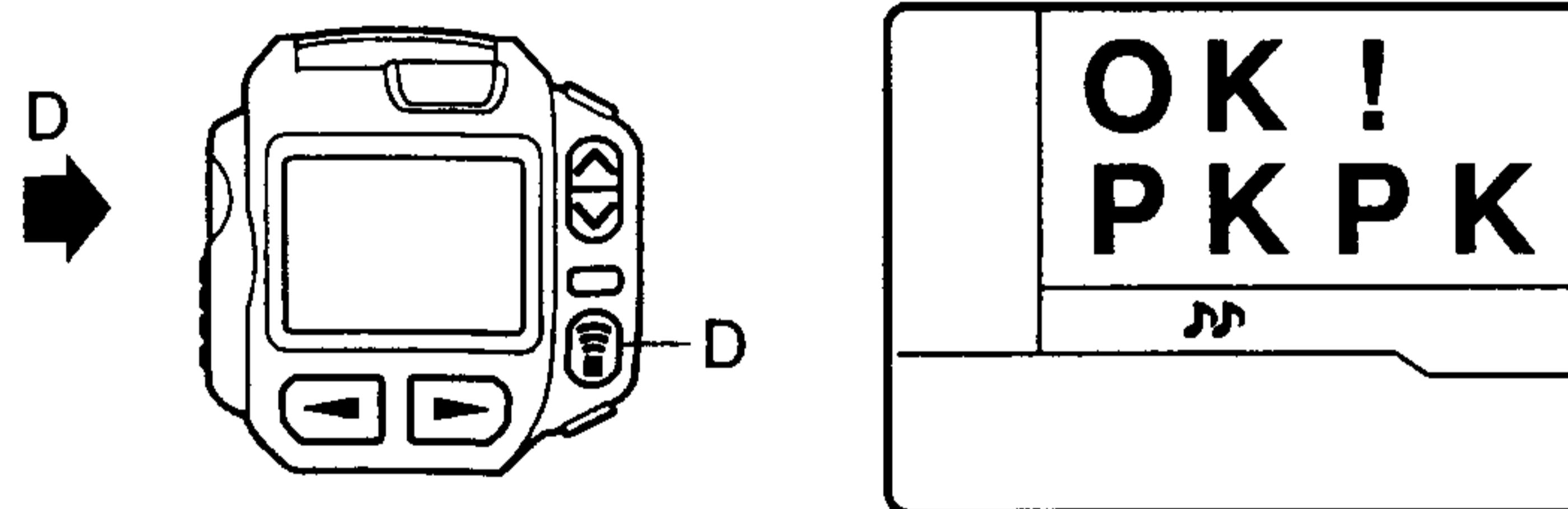
D button : Starts the Old Master Test.

◆Identifying the Old Master's Techniques



L/R button : Move the cursor left and right.
A/B buttons : Sequentially scrolls through available attack choices.

◆Result



The result appears as soon as you select an attack technique and press button (D).

Correct

Incorrect

The number of changes you get to guess depends on your current win point total. If you are unable to correctly identify the series of attack techniques the Old Master is using within the number of times allowed, your win point total is reduced by five.

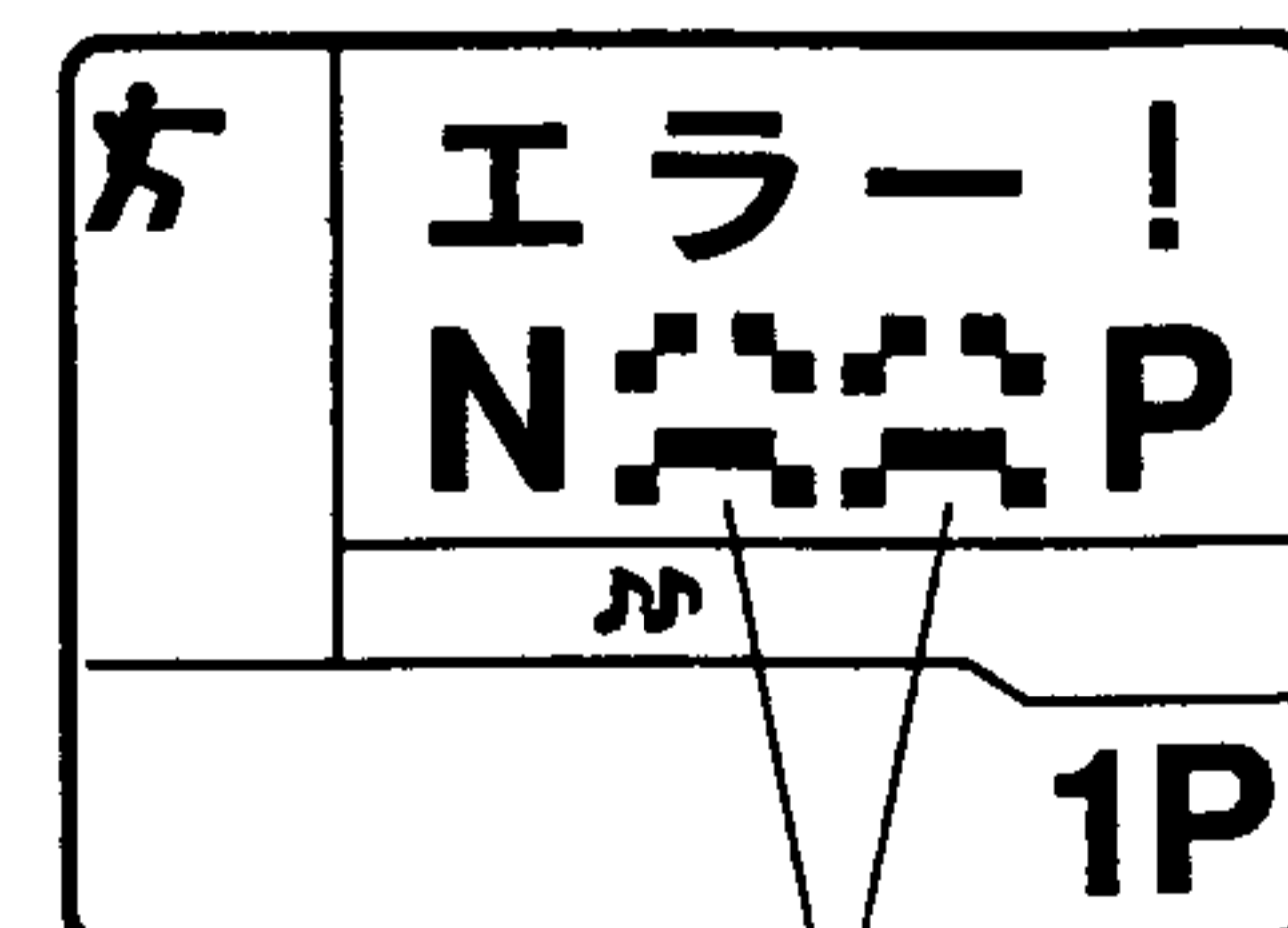
Win Points and Loss Points

- When you fail the Old Master Test
Your win point total is reduced by five, so you must then challenge other opponents to build up your win point total until you can take the Old Master Test again.
- When your loss points exceed a certain limit
When your loss points exceed a certain limit, your current win point total and loss point total are both reduced to zero. The limit depends on how many V Medals you have, as shown below.

| | | | | | | | | | | |
|------------------|-----|----|----|----|----|----|----|----|----|----|
| V Medal Total | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| Loss Point Limit | 100 | 90 | 80 | 70 | 60 | 50 | 40 | 30 | 20 | 10 |

Attack Errors

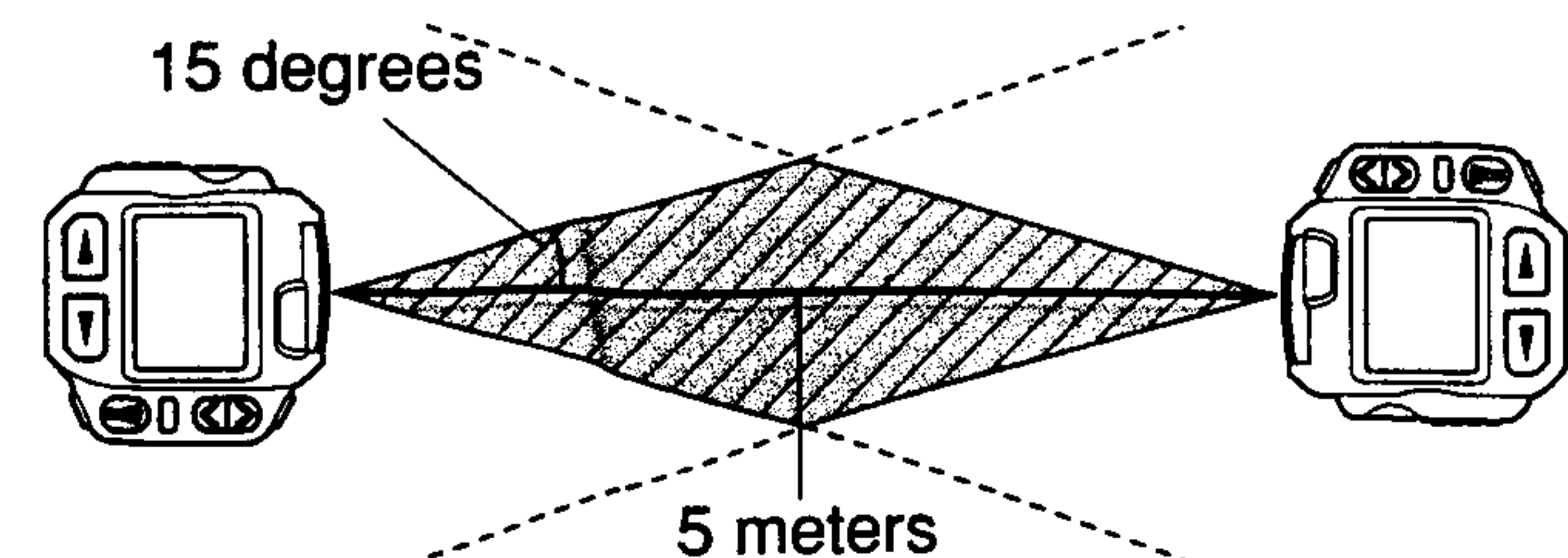
The error indicators (⊗) appear as shown in the illustration on the right whenever the selected attack technique is no longer available (because it was already used the allowed number of times). When this happens, change the corresponding attack technique to something else.



Error indicators

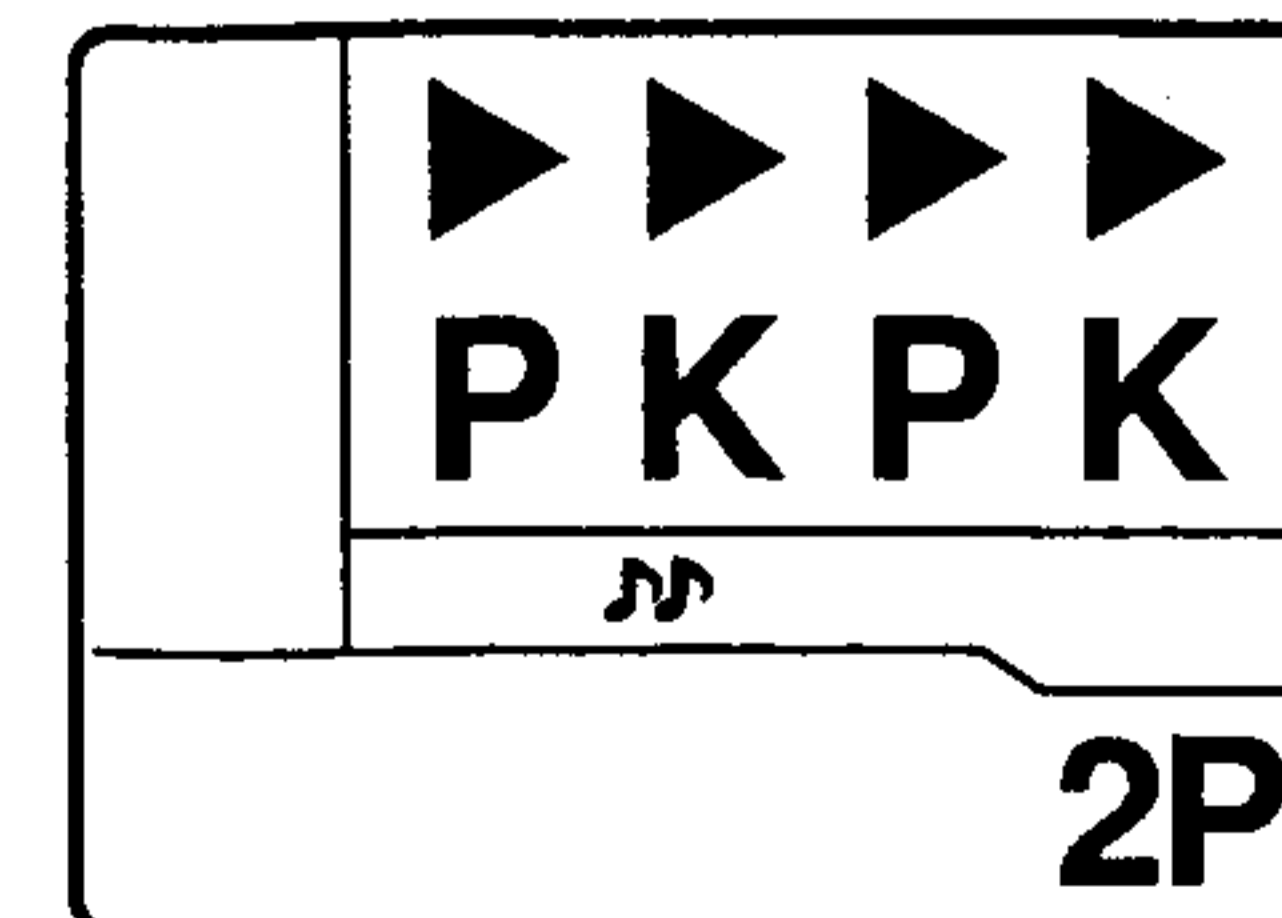
Magic Beam Range

Distance : 5 meters maximum*
Range : 30 degrees maximum*
* Indoors under fluorescent lighting of 500 lux.



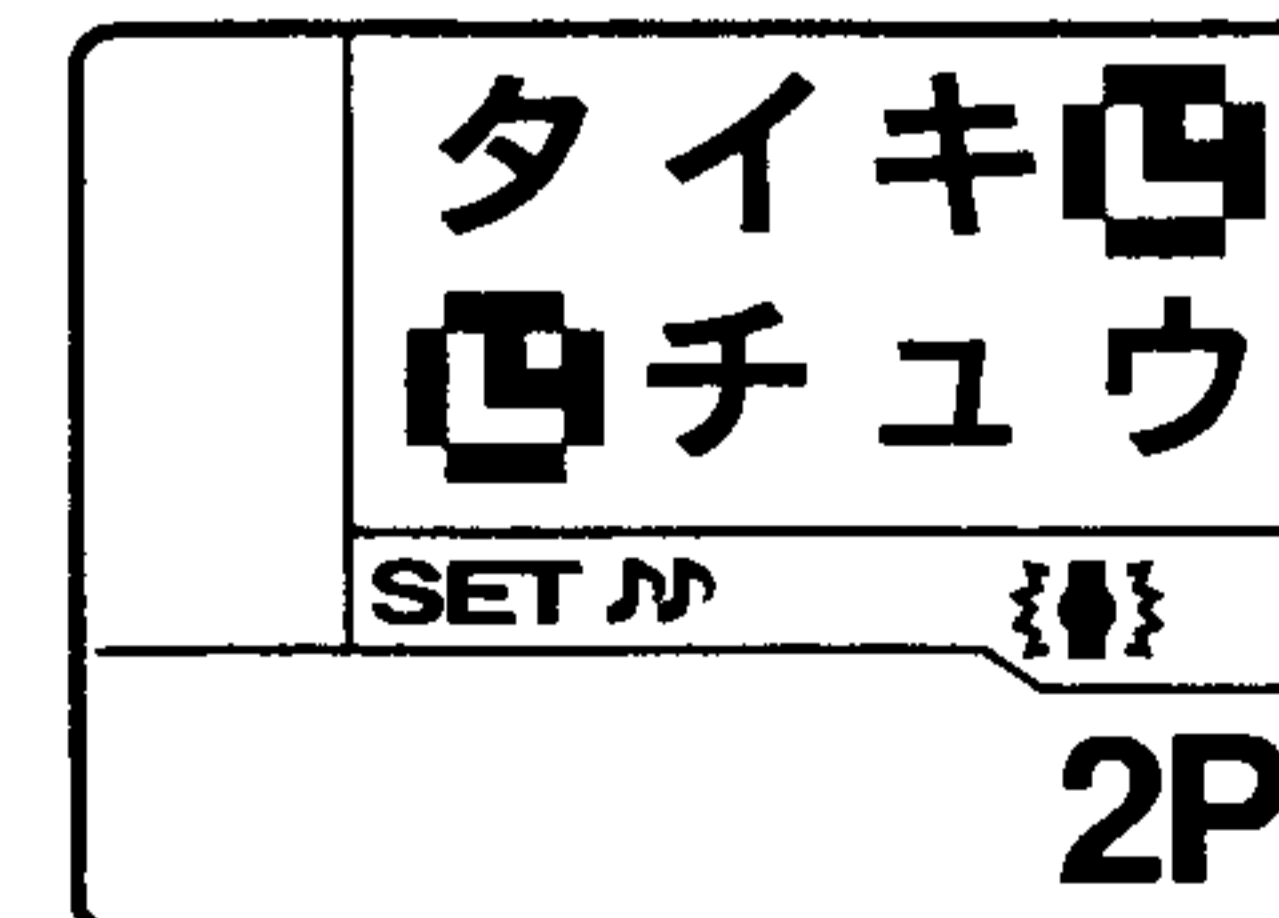
Magic Beam Screens

◆Data Transfer Screen



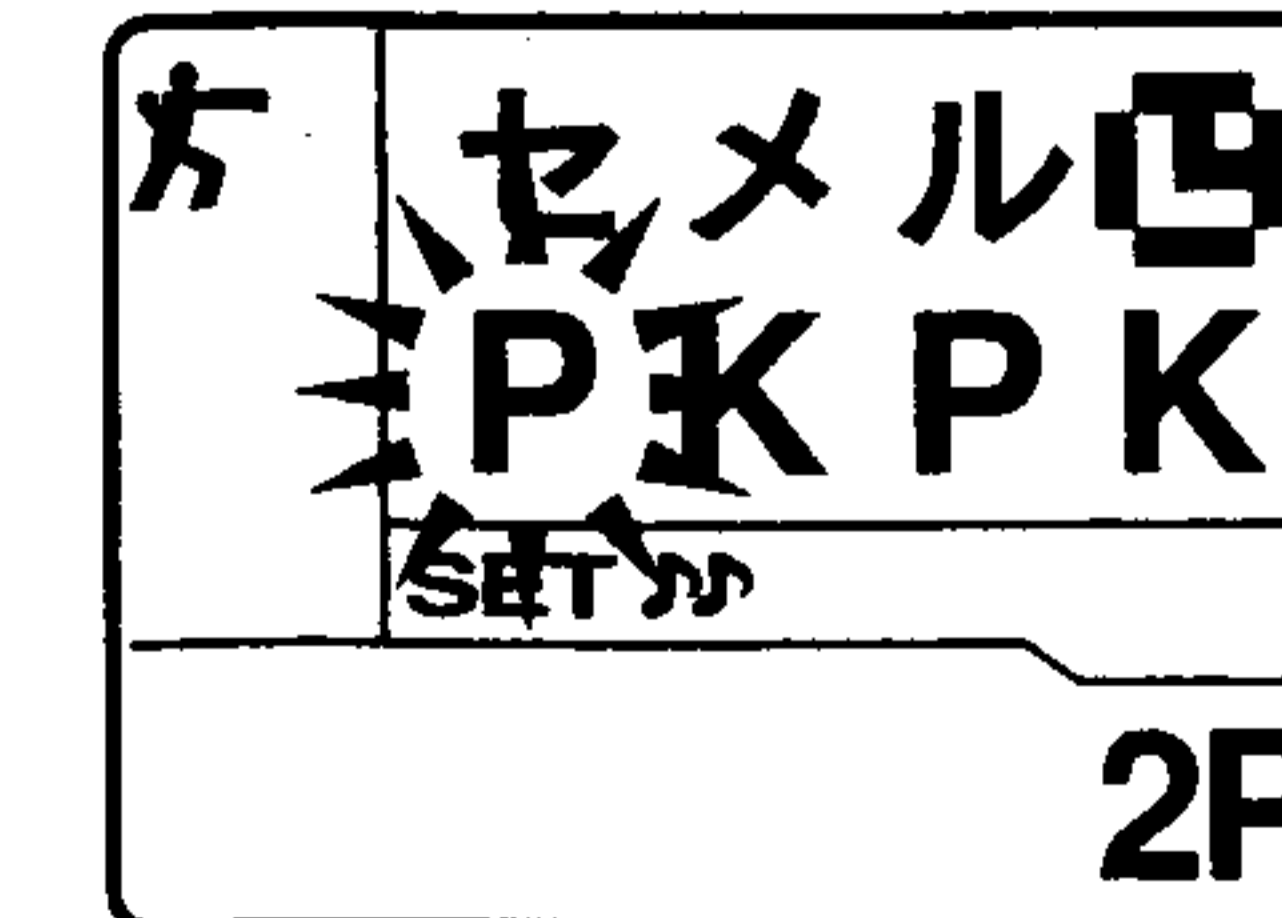
Data being sent to other watch.

◆Standby Screen



Appears after data send. Waiting for data from other watch.

◆Send Prompt Screen



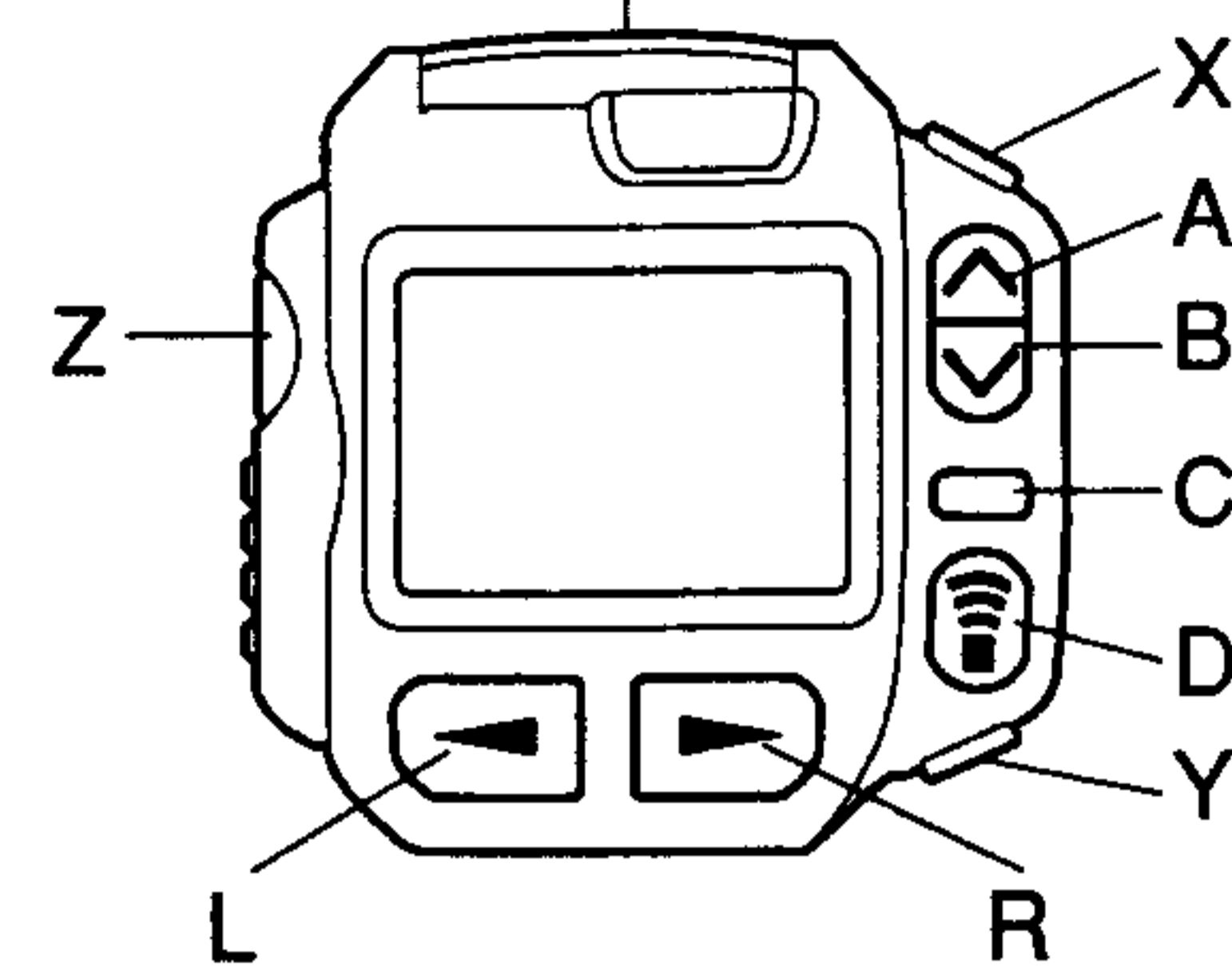
Send data as soon as possible.

"?" changes to "⊗".

Using the Telephone Directory

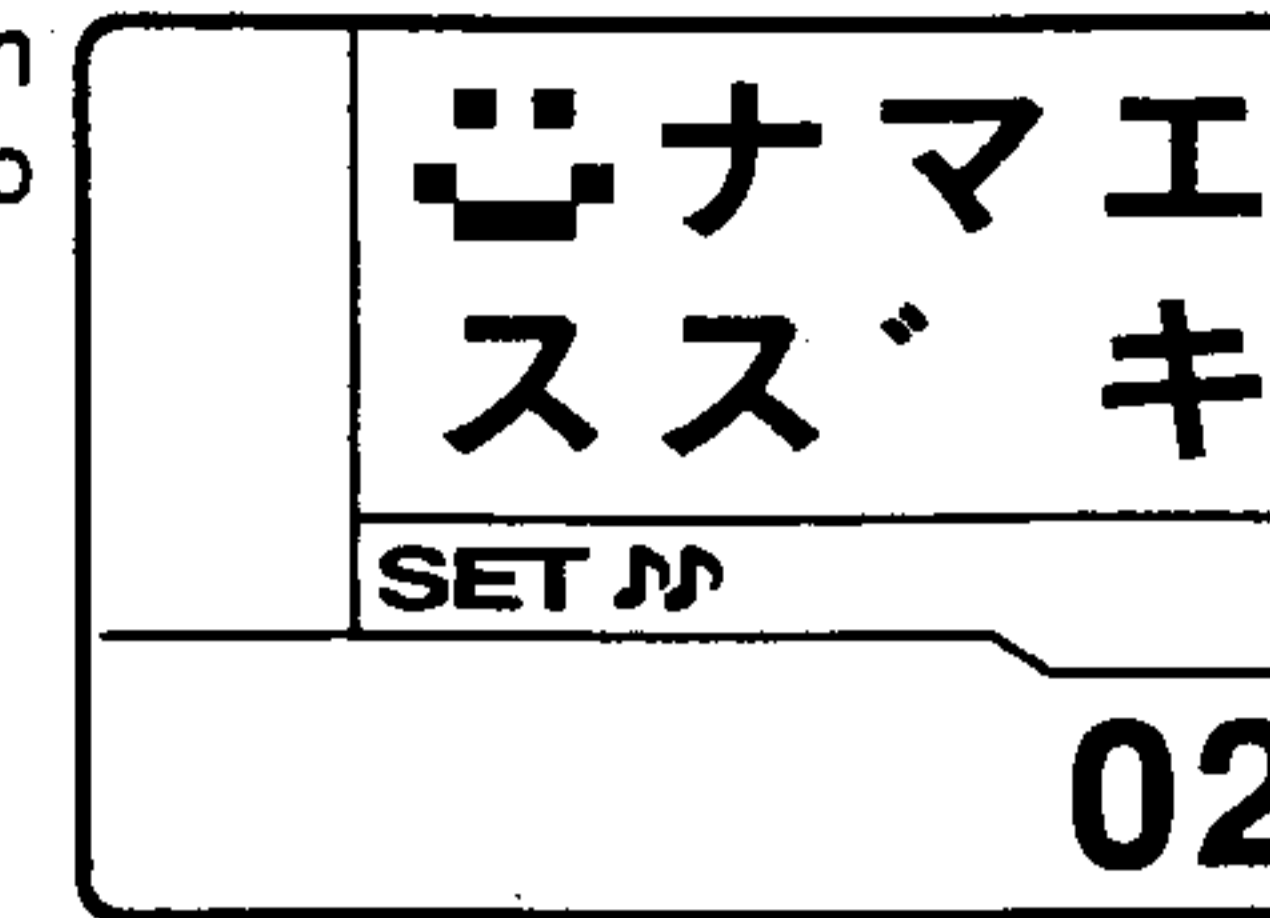
The Telephone Directory lets you store the names, telephone numbers, birthdays, addresses, or other information for up to 20 of your friends and family members. Just press the (X) button while in the Timekeeping Mode to enter the Telephone Directory.

Magic Beam Sender/Receiver



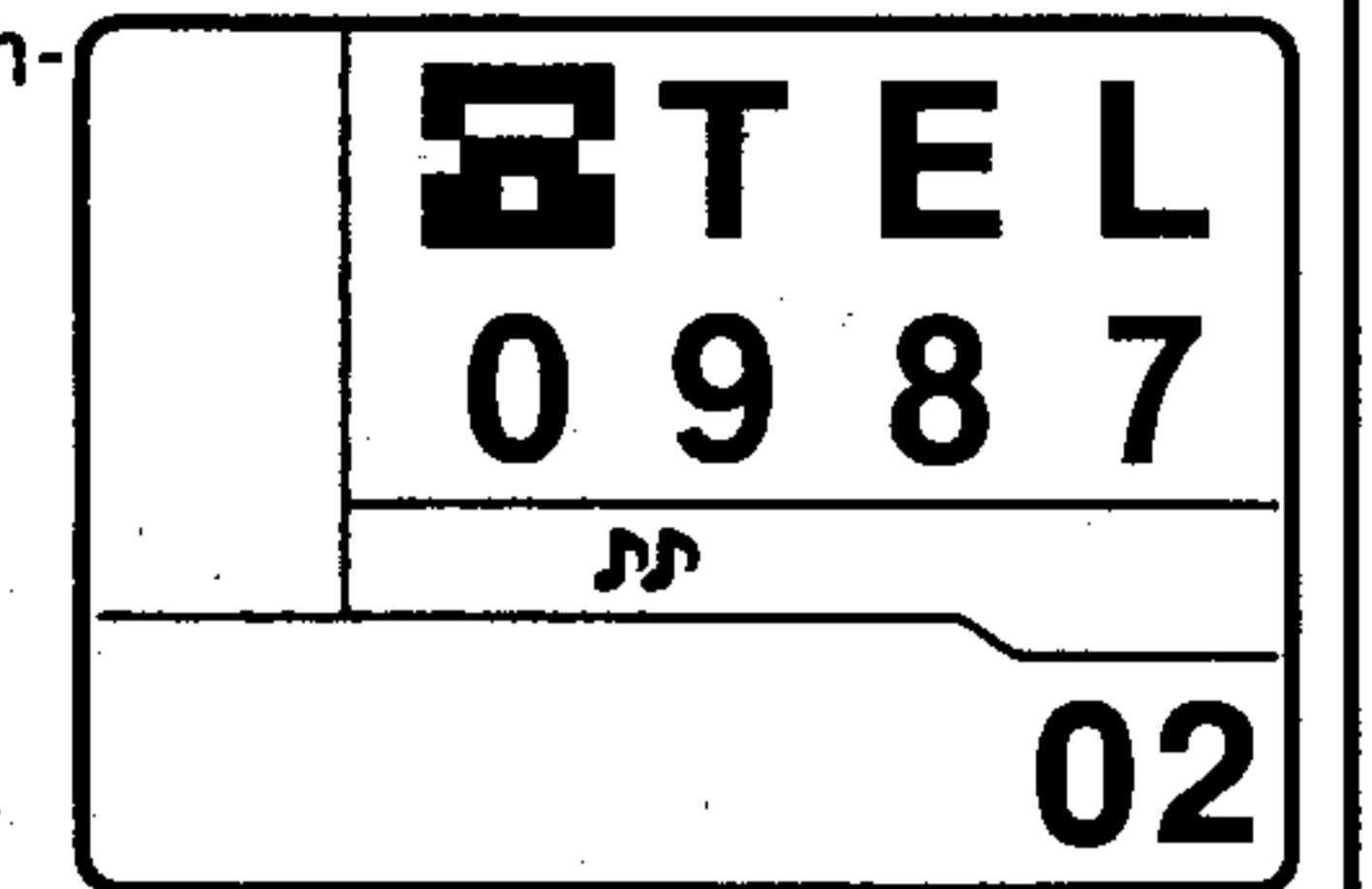
Recalling Telephone Directory Data

1. Find the name of the person whose data you want to recall.



A button : Forward
B button : Reverse

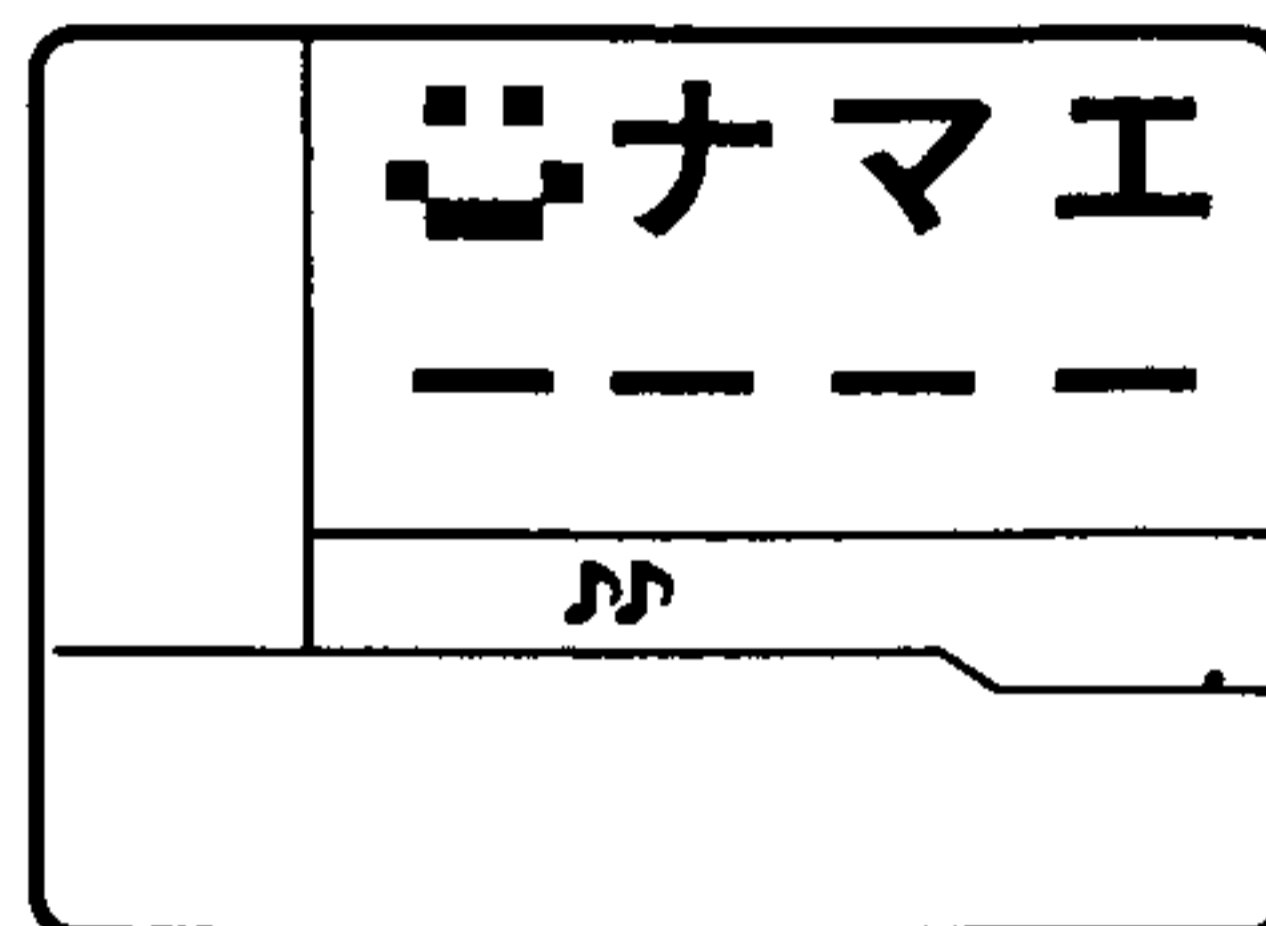
2. Display the telephone number screen.



Y button : Changes to next screen.

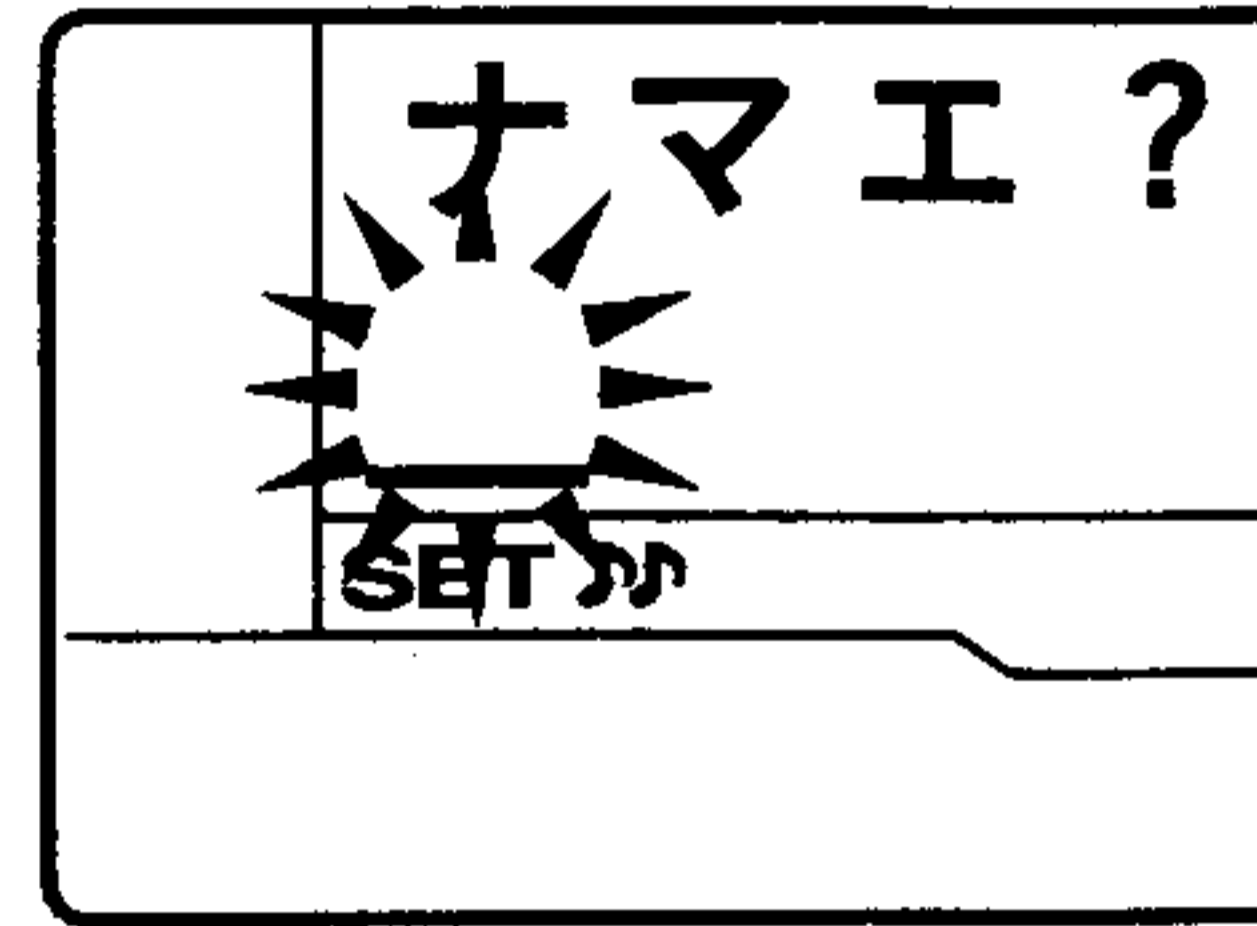
Inputting Telephone Directory Data

1. Display the new data input screen.



A button : Forward
B button : Reverse

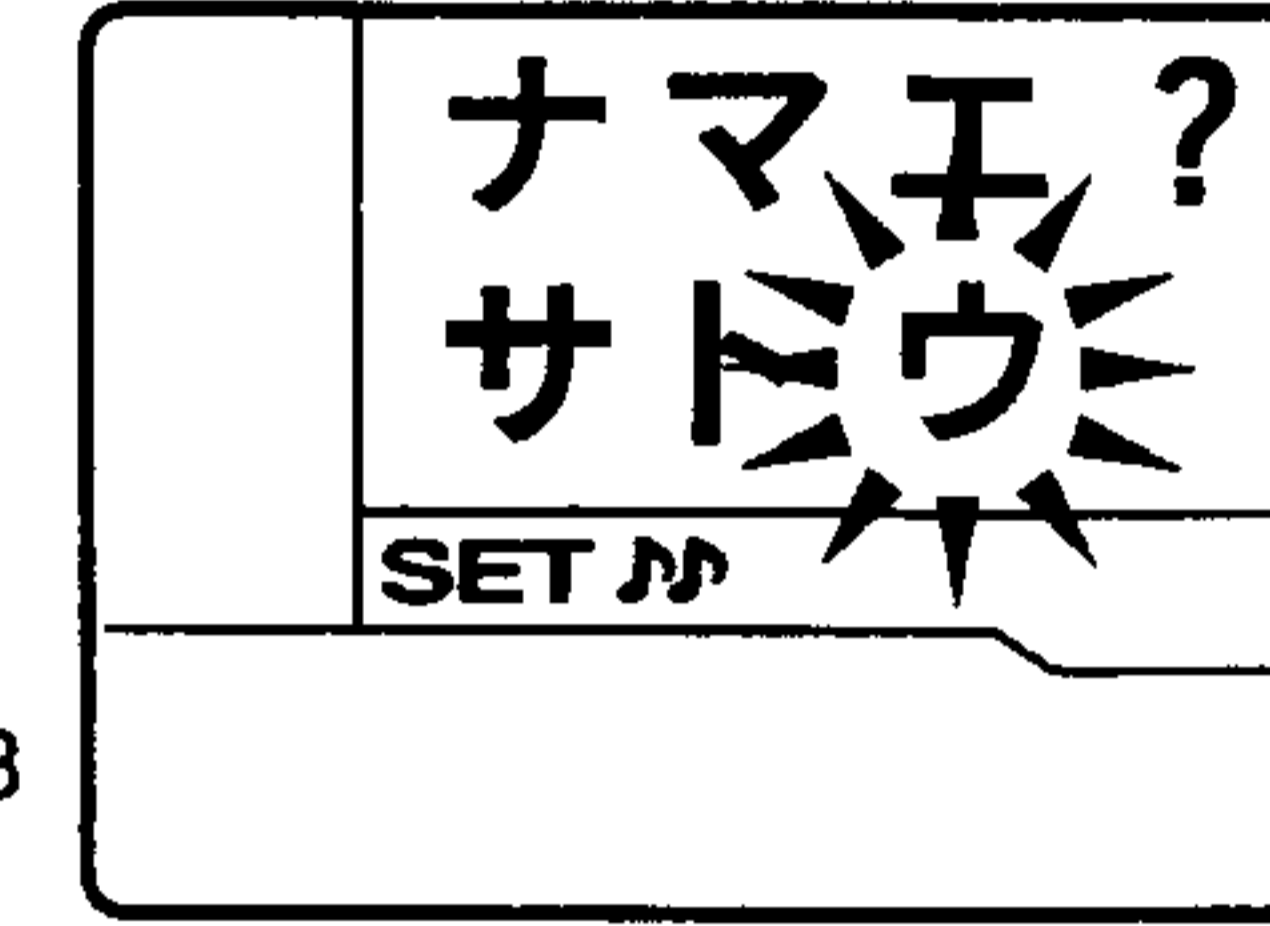
2. Display the cursor.



Z button : Hold down for about two seconds to display the cursor.

3. Input a name.

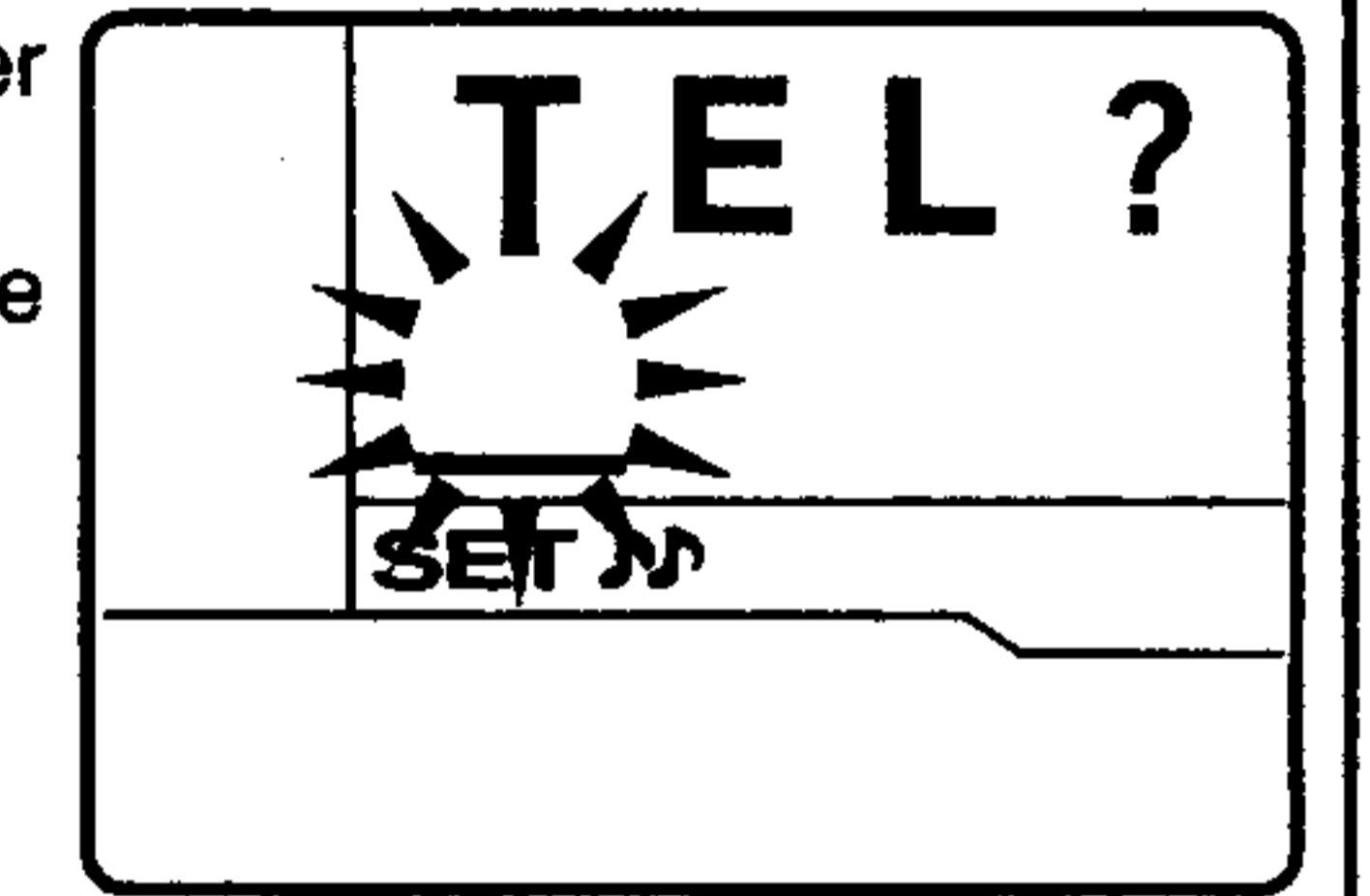
Example
Name: サトウヒロシ
(Sato Hiroshi)
Telephone Number:
0123-4567
Birthday: December 5, 1983



A button : Scrolls characters forward.
B button : Scroll characters backward.

R button : Moves cursor to the right.
L button : Moves cursor to the left.

4. Input the telephone number and birthday.
※ Use the same input procedure as you do for the name.



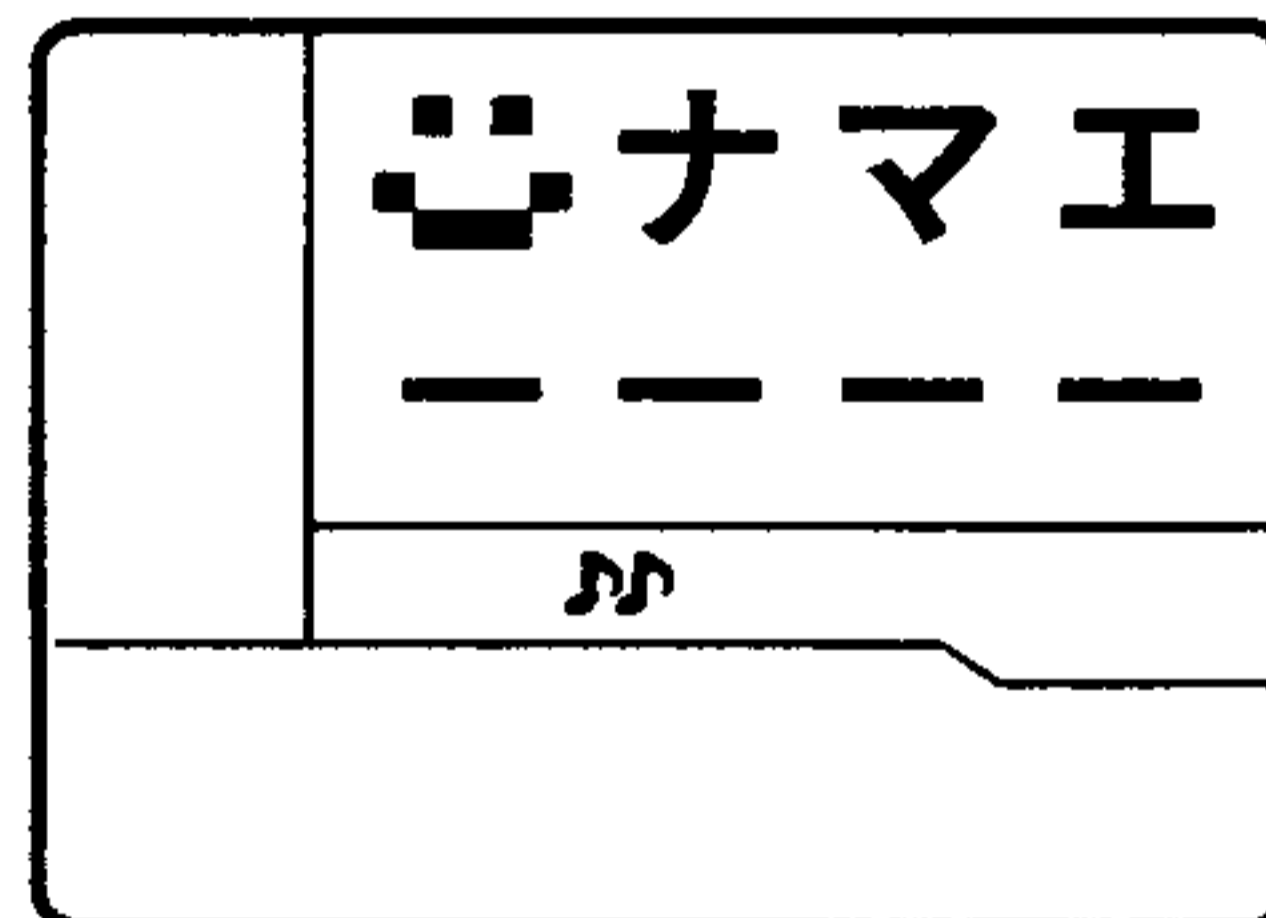
Y button : Changes to next screen.

● After inputting all the data you want, press the Z button.

Exchanging Data with a Friend

《Receiver》

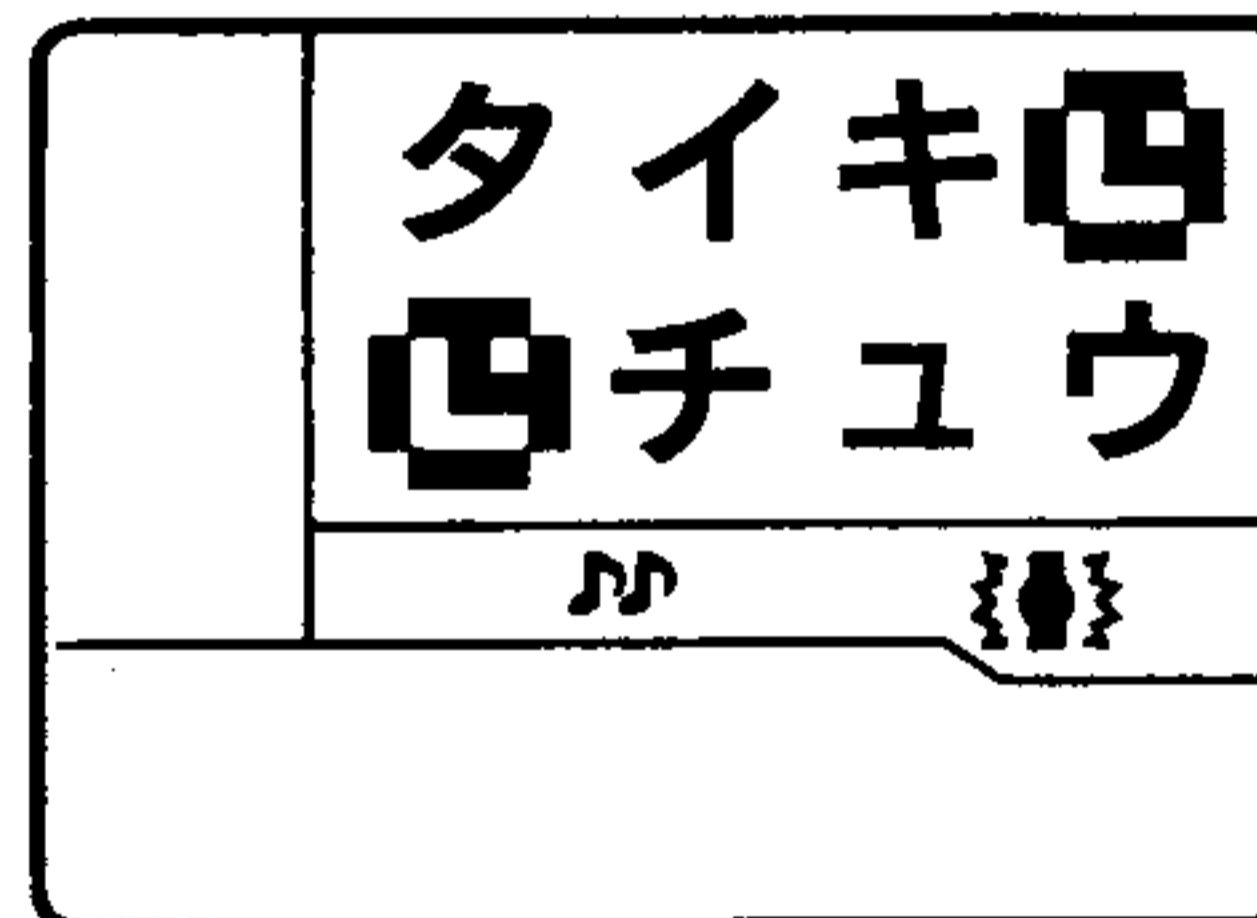
1. Display the new data input screen.



A button : Forward
B button : Reverse

《Receiver》

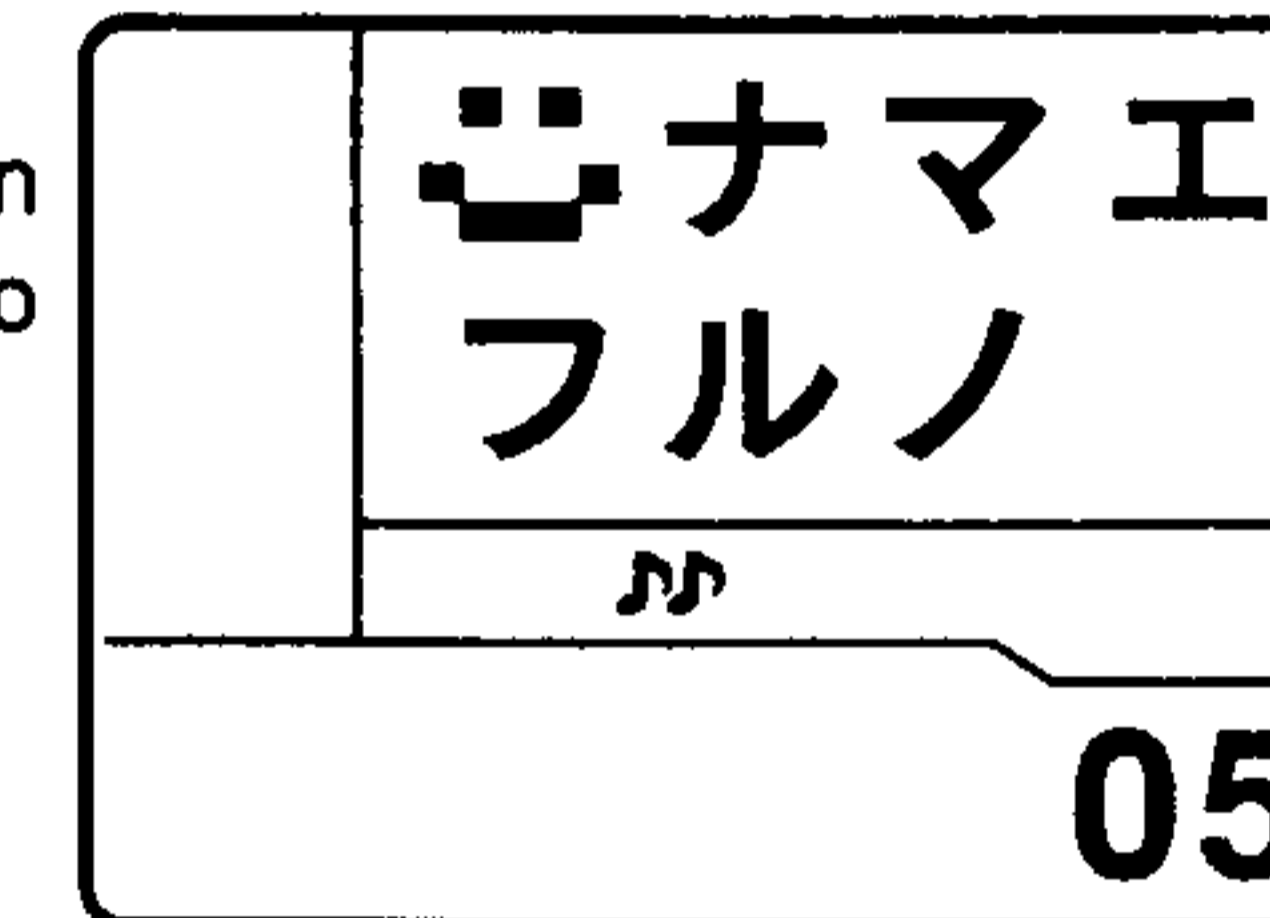
2. Start data receive.
※ Point the watch at the unit that is sending the data.



D button : Press to start data receive.

《Sender》

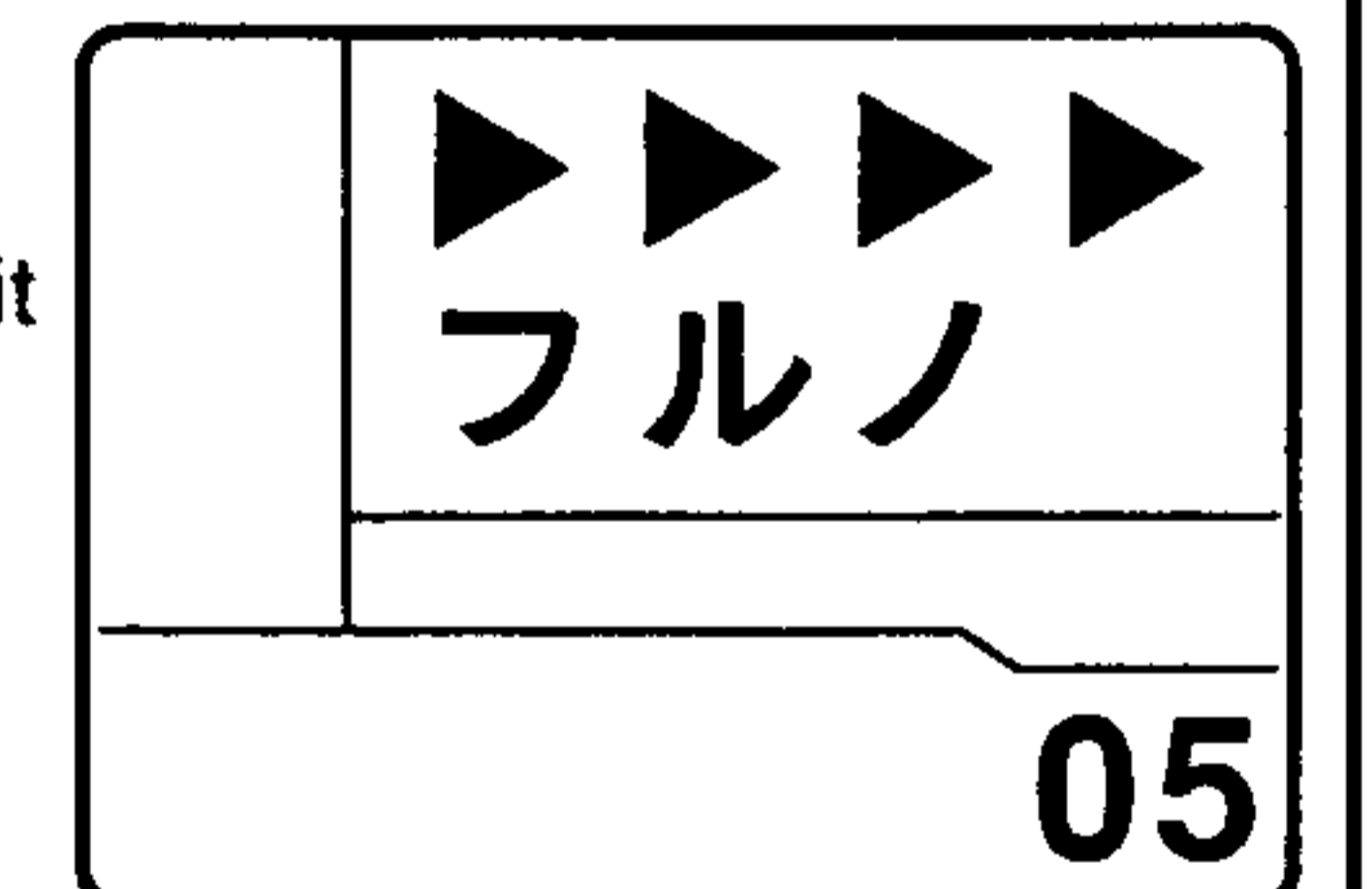
3. Find the name of the person whose data you want to send.



A button : Forward
B button : Reverse

《Sender》

4. Start data send.
※ Point the watch at the unit that is to receive the data.



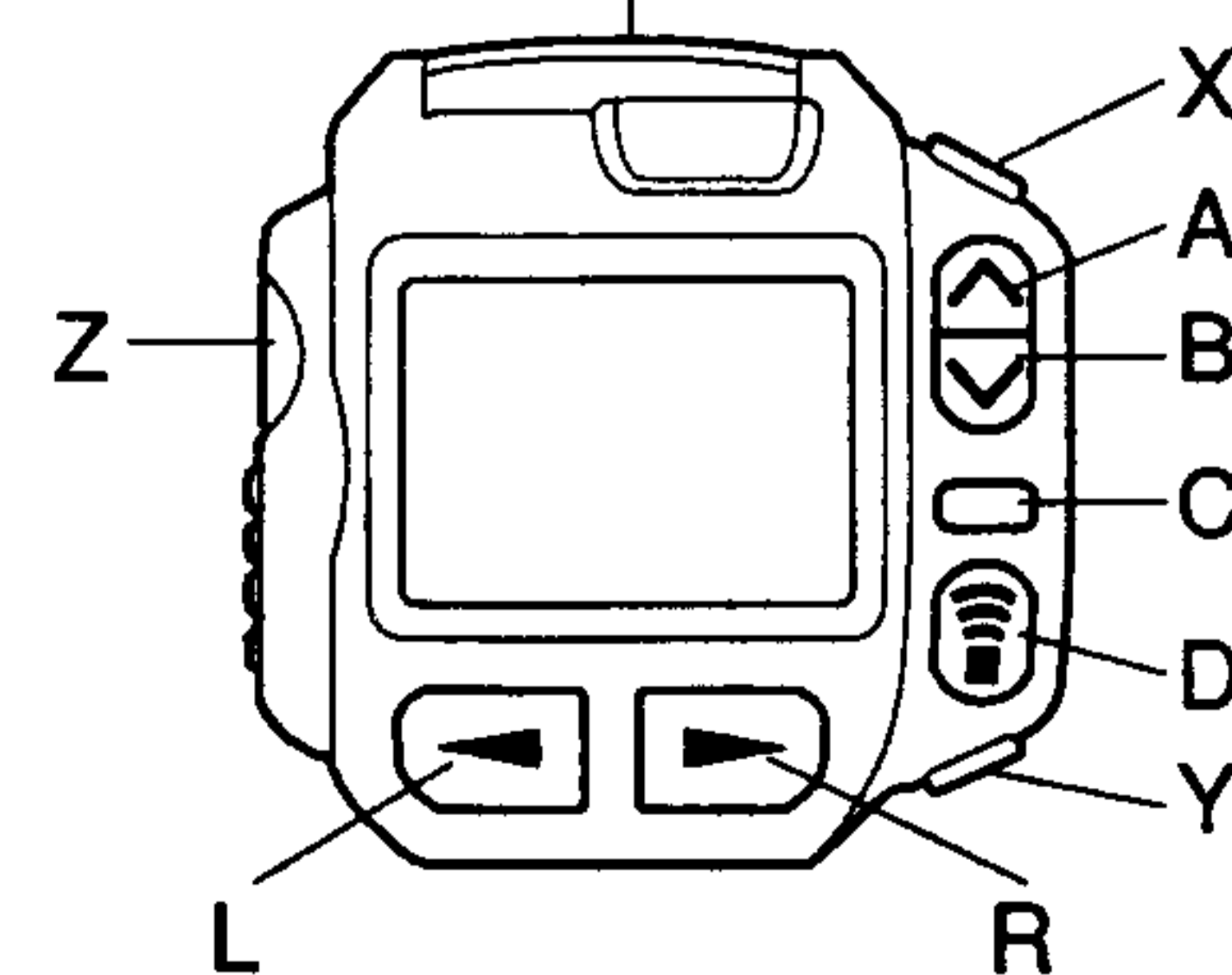
Y button : Press to start data send.

● Received data appears on the display of the receiver when data exchange is successful.

Exchanging Messages with Your Friends

You can use the Magic Beam feature to exchange secret messages with your friends. Starting from the Timekeeping Mode, press the (X) button twice to change to the Message Mode. After the receiver is in the Message Mode, its Magic Beam Sender/Receiver at the sender and stand by.

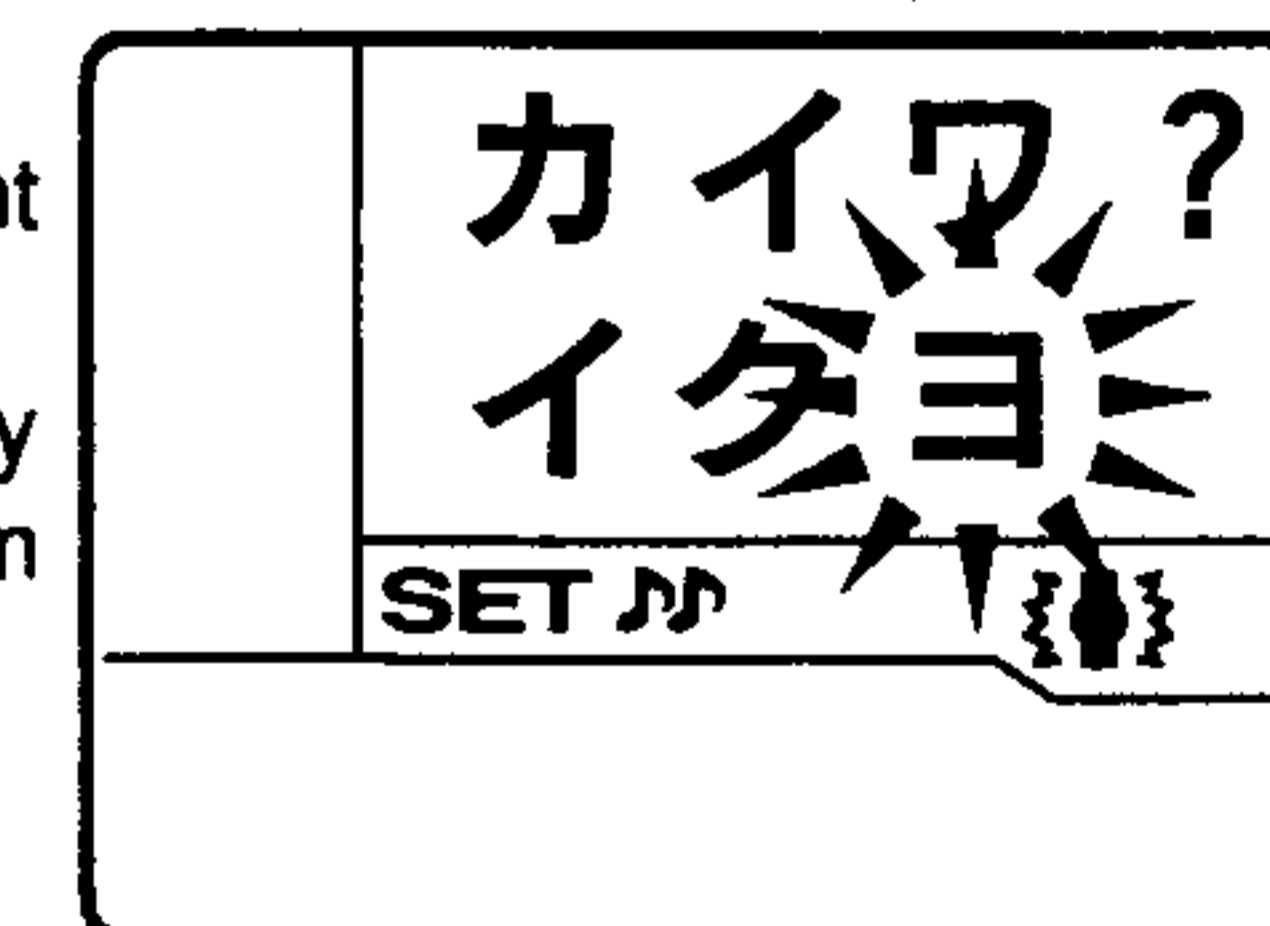
Magic Beam Sender/Receiver



Exchanging Messages

《Sender》

1. Input the message you want to send.
※ If you want to use a previously stored message, perform steps 2 and 3.

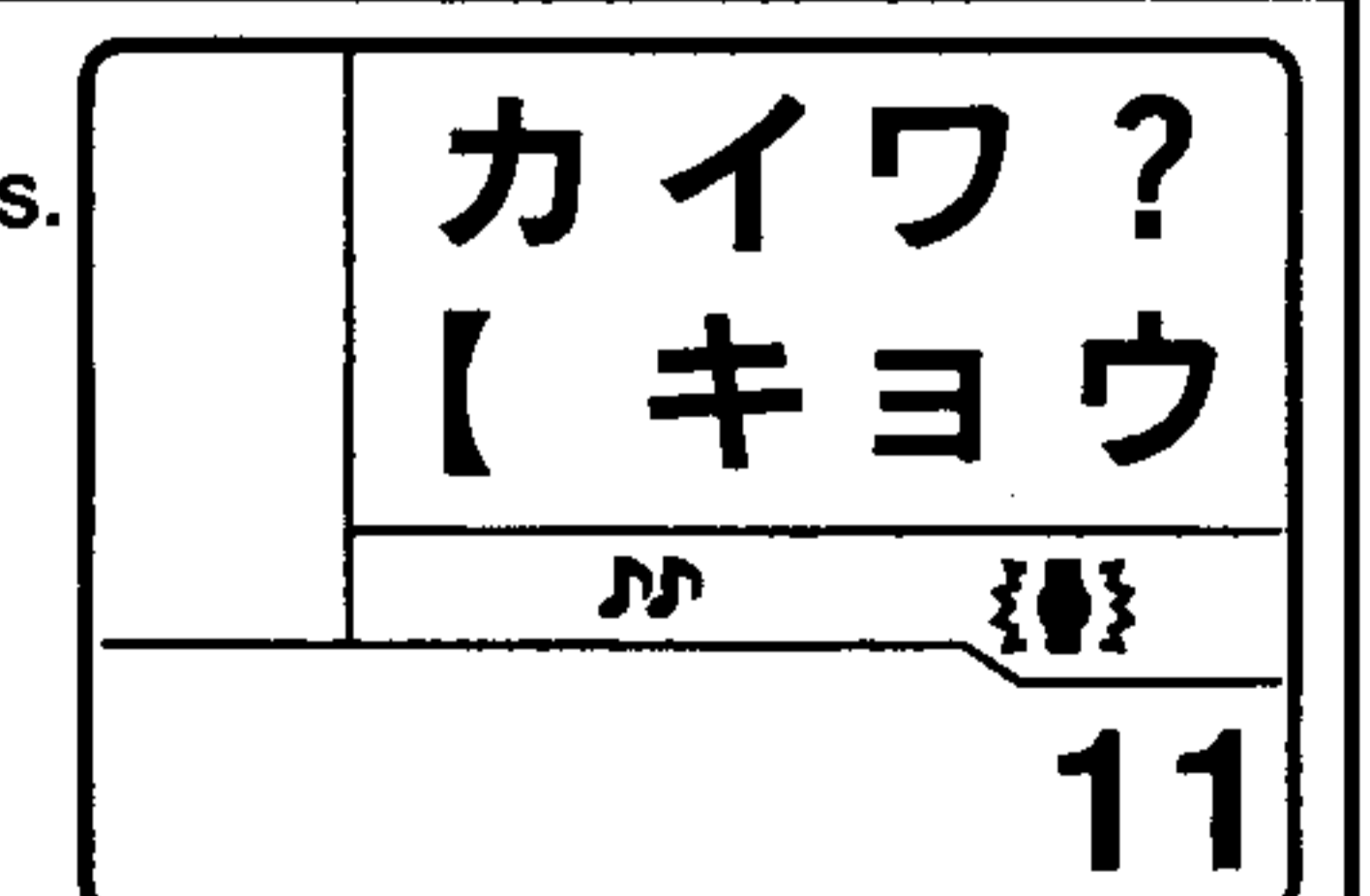


A button : Scrolls characters forward.
B button : Scroll characters backward.
R button : Moves cursor to the right.

L button : Moves cursor to the left.
Y button : Displays stored messages.

《Sender》

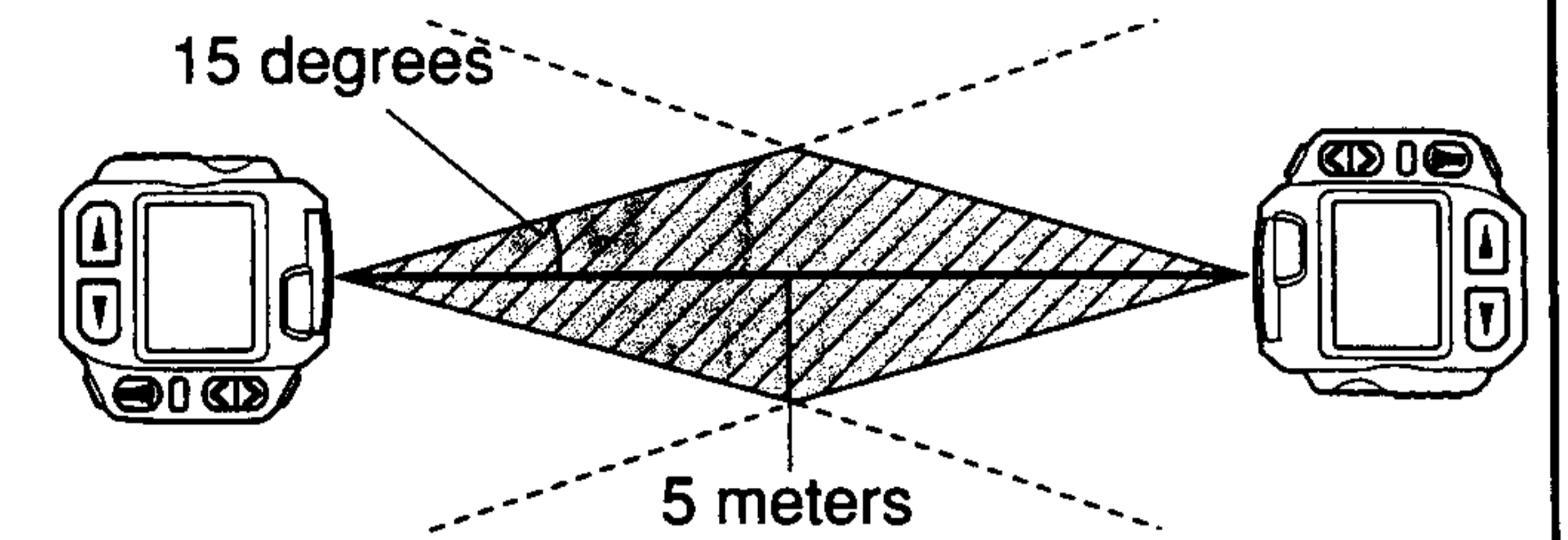
2. Display the stored messages.



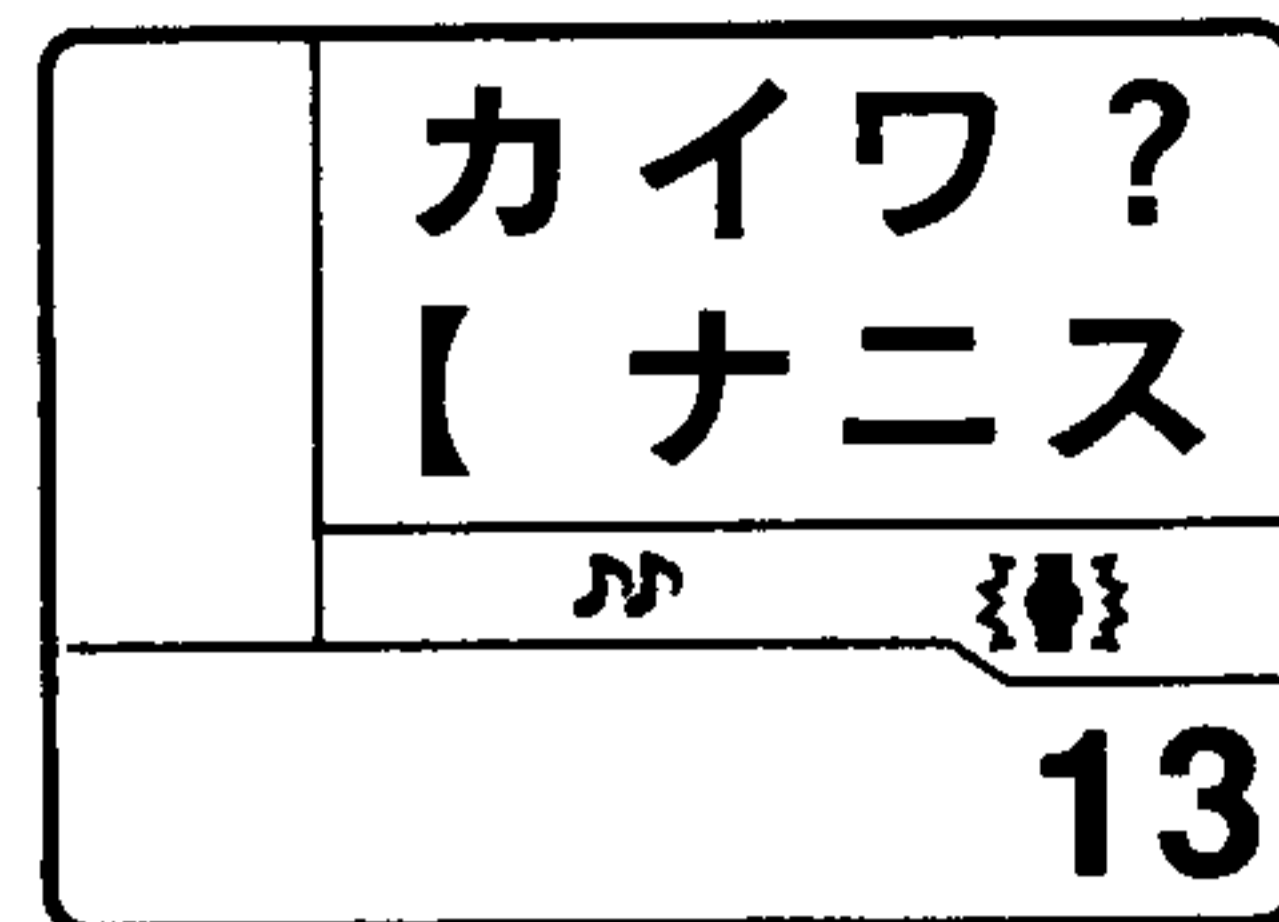
Y button : Displays stored messages.

Magic Beam Range

Distance: 5 meters maximum*
 Range : 30 degrees maximum*
 * Indoors under fluorescent lighting of 500 lux.

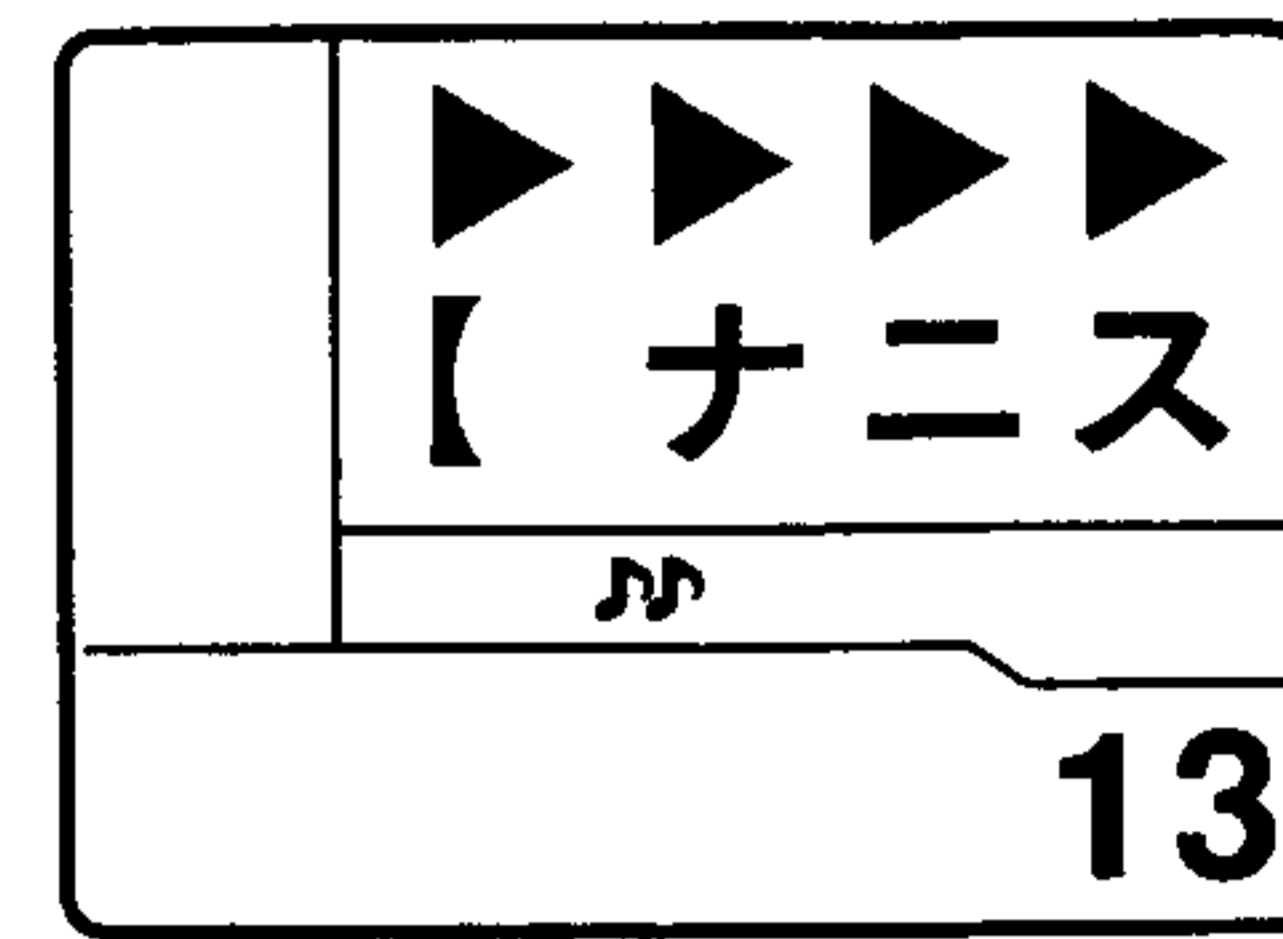


<Sender>
 3. Find the stored message you want to send.



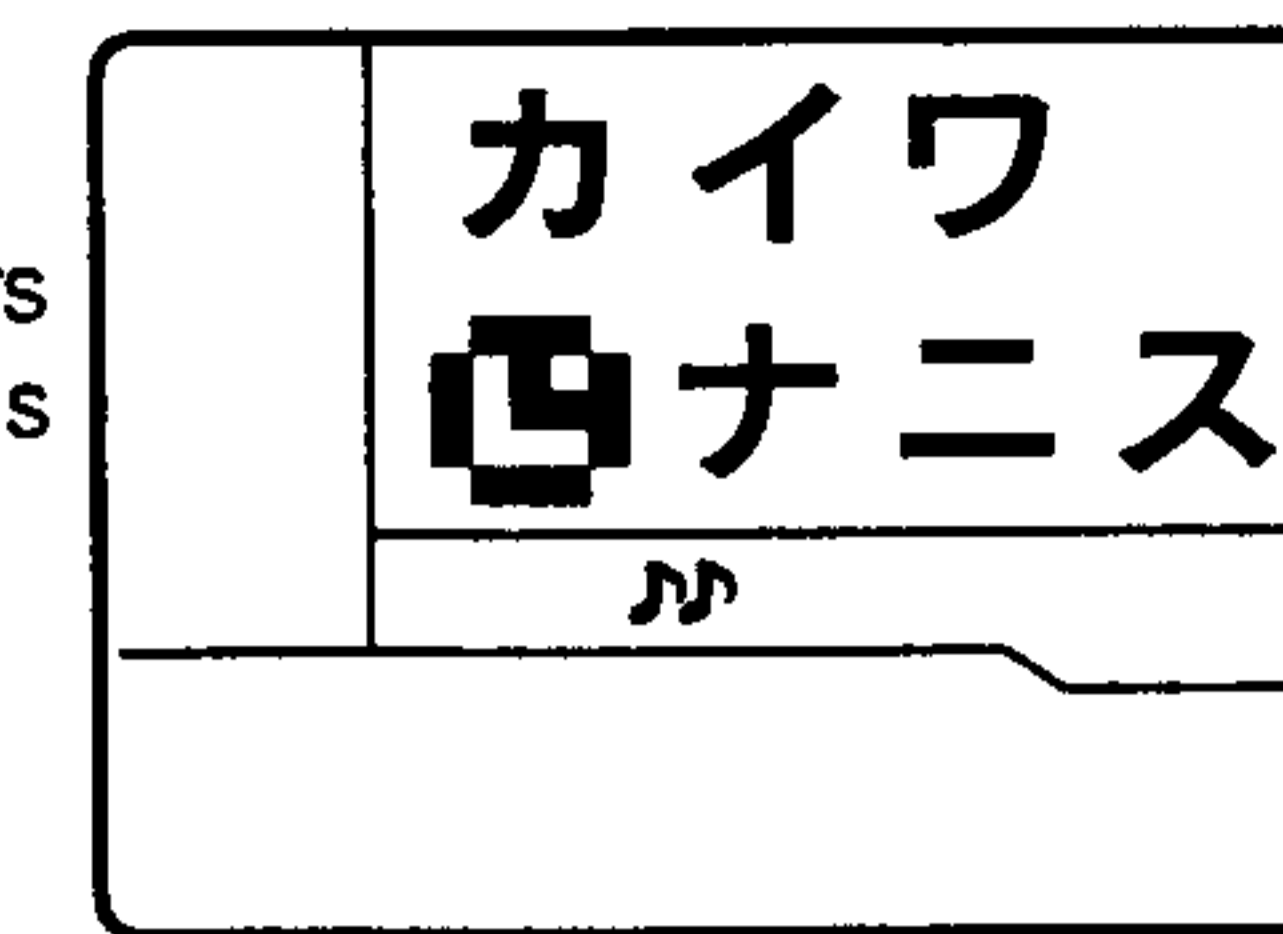
A button : Scrolls messages forward.
 B button : Scrolls messages backward.

<Sender>
 4. Send the message.
 ※ "Send OK!" appears when message send is successful.



D button : Press to start data send.

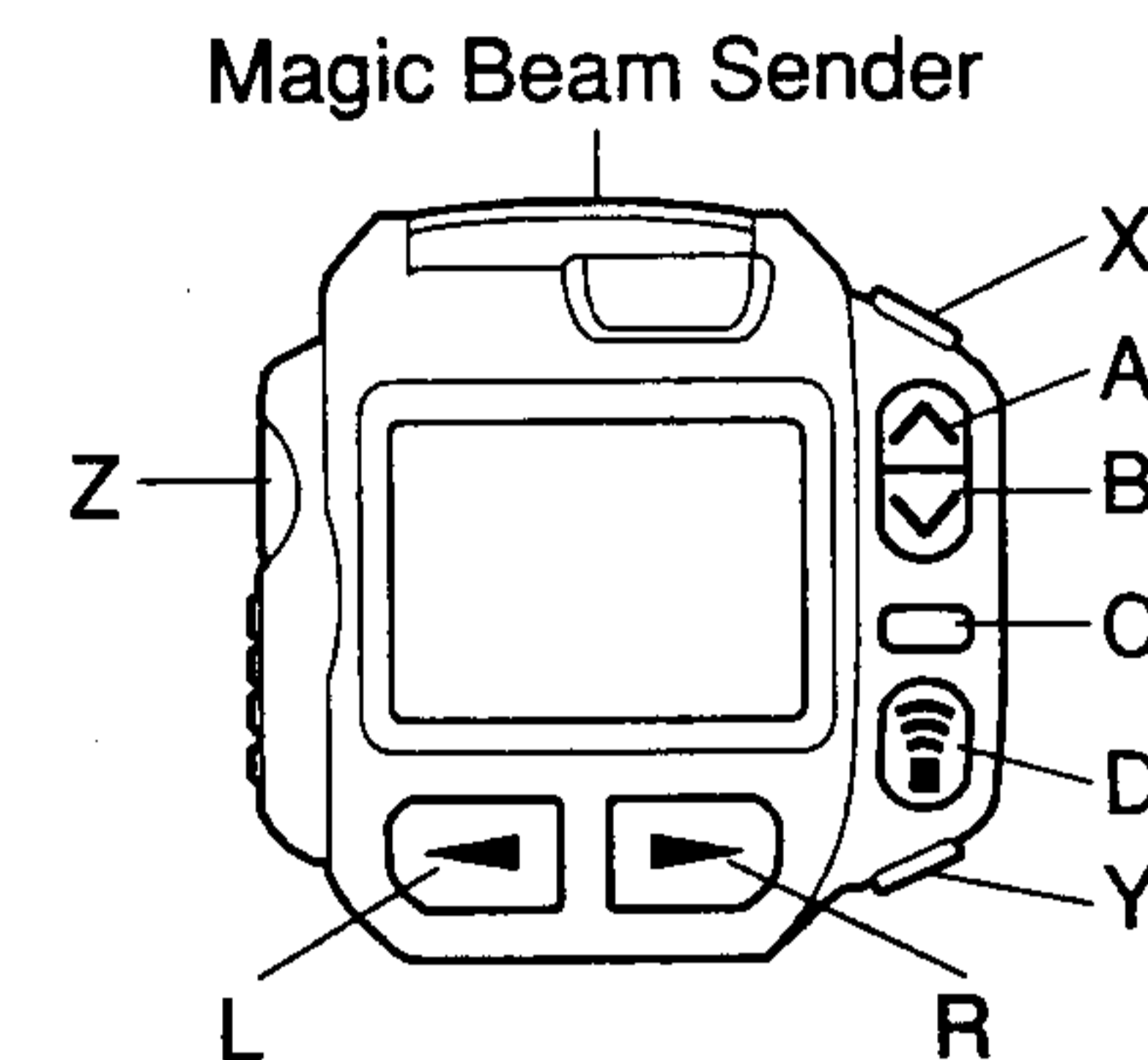
<Receiver>
 5. Receive the message.
 ※ The receive message appears when message receive is successful.



● To send a reply, repeat from step 1 with sender and receiver reversing roles.

Using the Remote Controller Mode

The Remote Controller Mode lets you use your watch to control your TV. Starting from the Timekeeping Mode, press the (D) button once to enter the Remote Controller Mode.



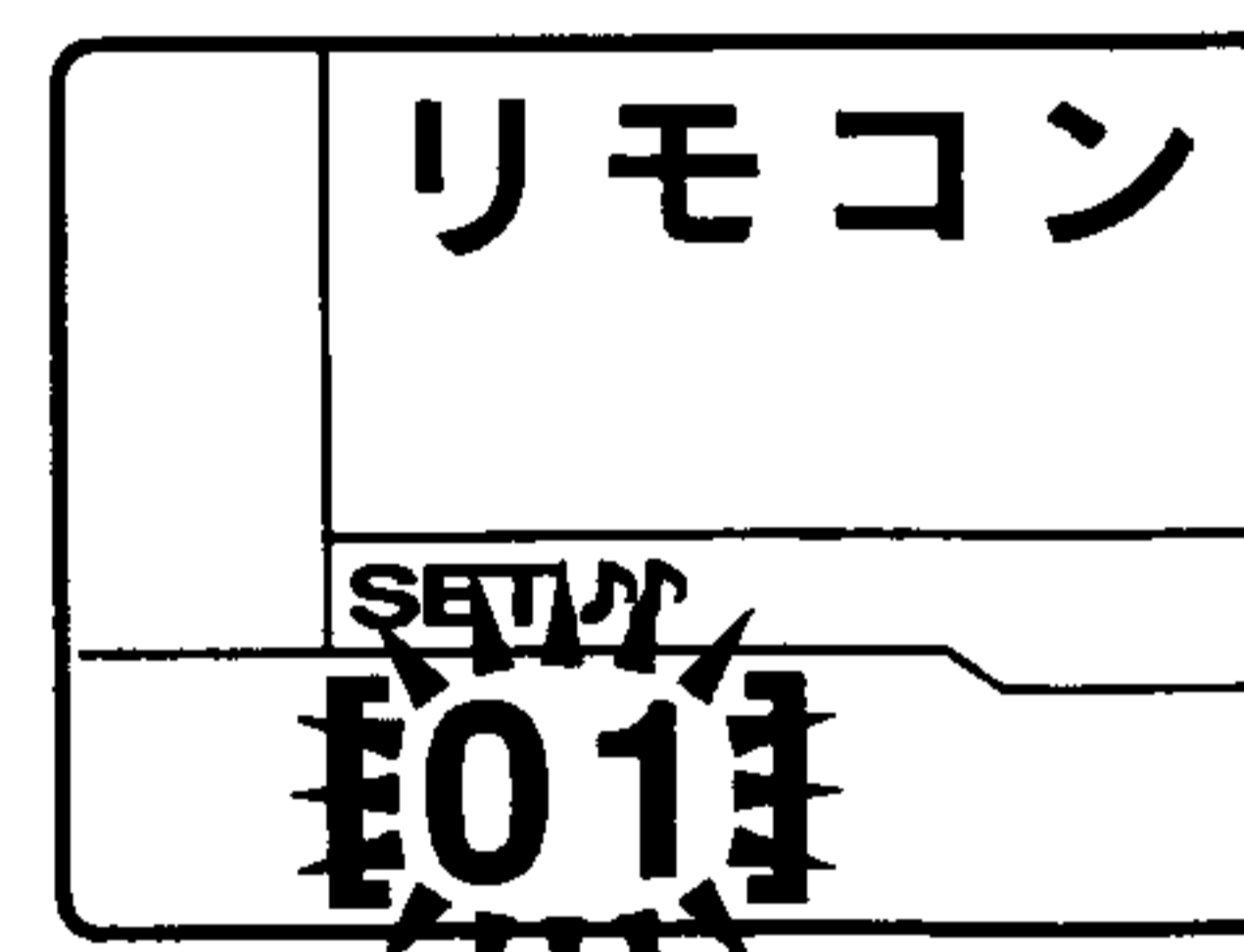
| Button | Function | Indicator |
|----------|-----------------------|-----------|
| A button | Volume Increase | ▲ |
| B button | Volume Decrease | ▼ |
| C button | TV/VIDEO Input Switch | V |
| D button | Power On/Off | □ |
| L button | Channel Down | - |
| R button | Channel Up | + |
| X button | Timekeeping Mode | |
| Z button | Manufacturer Code Set | |

| Manufacturer | Year | Code |
|-----------------|--------|--------|
| FUNAI (フナイ) | 1990~ | 7,8 |
| HITACHI (日立) | 1985~ | 10 |
| JVC (ビクター) | 1979~ | 3,4,11 |
| MITSUBISHI (三菱) | 1987~ | 9 |
| NEC (日本電気) | 1987~ | 12 |
| PANASONIC (松下) | 1986~ | 2,6 |
| PIONEER (パイオニア) | 1990~ | 13 |
| SANYO (サンヨー) | 1991~ | 14 |
| SHARP (シャープ) | 1987~ | 1 |
| SONY (ソニー) | R Mark | 5 |
| TOSHIBA (東芝) | 1984~ | 15 |

Setting the Manufacturer Code

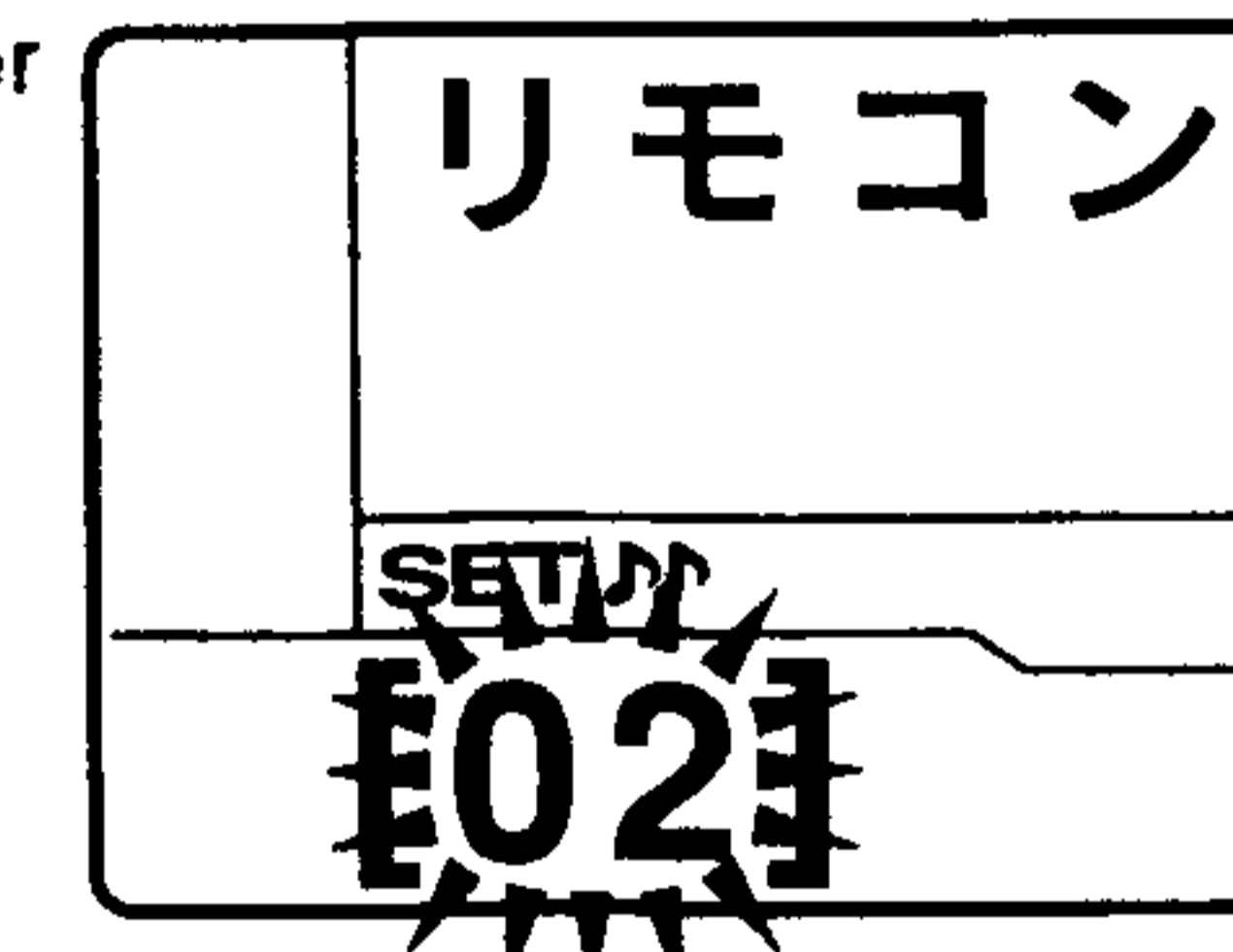
Before you can use the remote controller, you must first specify a Manufacturer Code. Use the Remote Controller Mode to specify the Manufacturer Code.

1. Enter the Code Setting Mode.



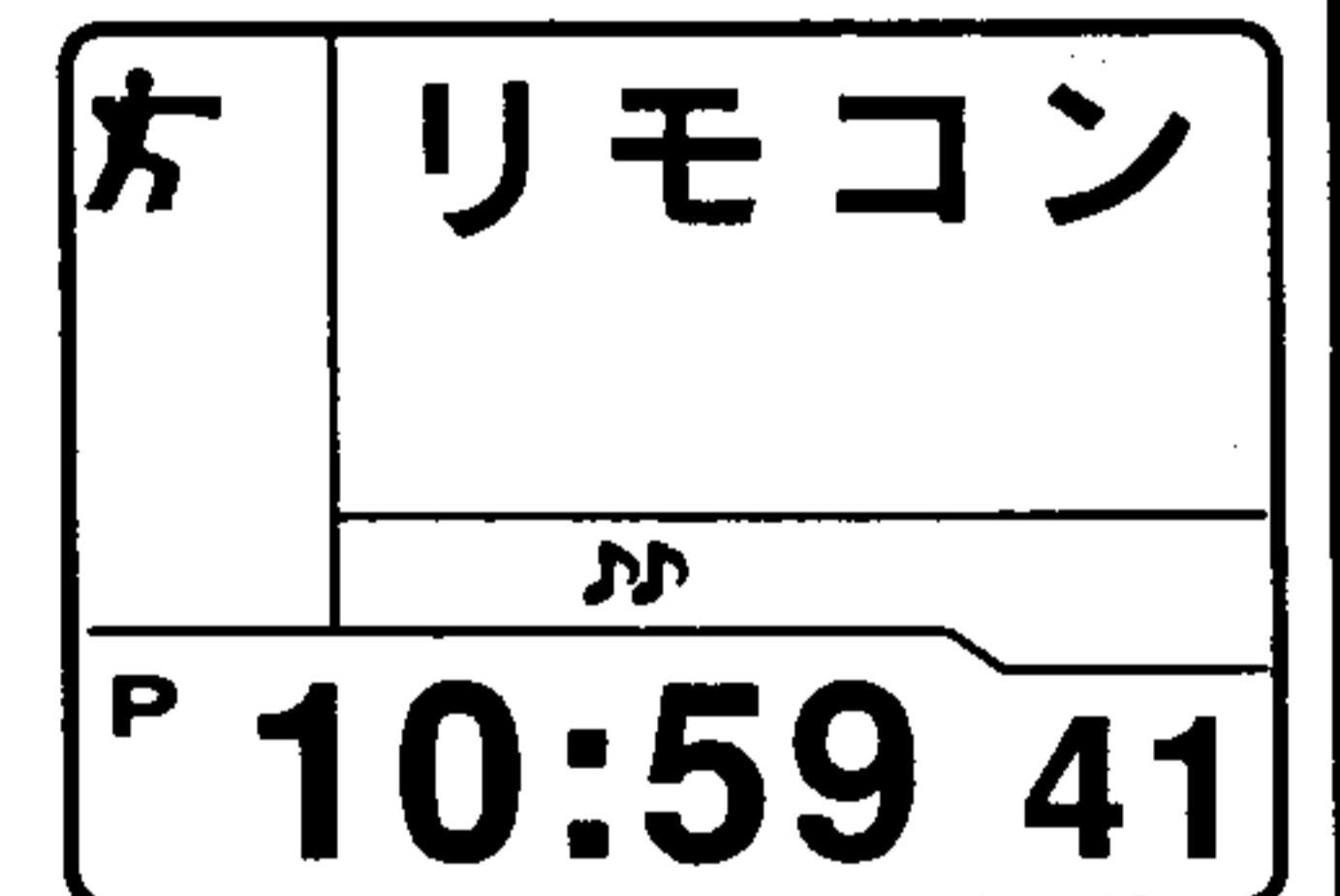
Z button : Hold down for about two seconds to display the cursor.

2. Display the manufacturer code you want to specify.



R button : Scrolls code forward.
 L button : Scrolls code backward.

3. Quit the procedure.



Z button : Press to quit.

Using the Vibration Booster

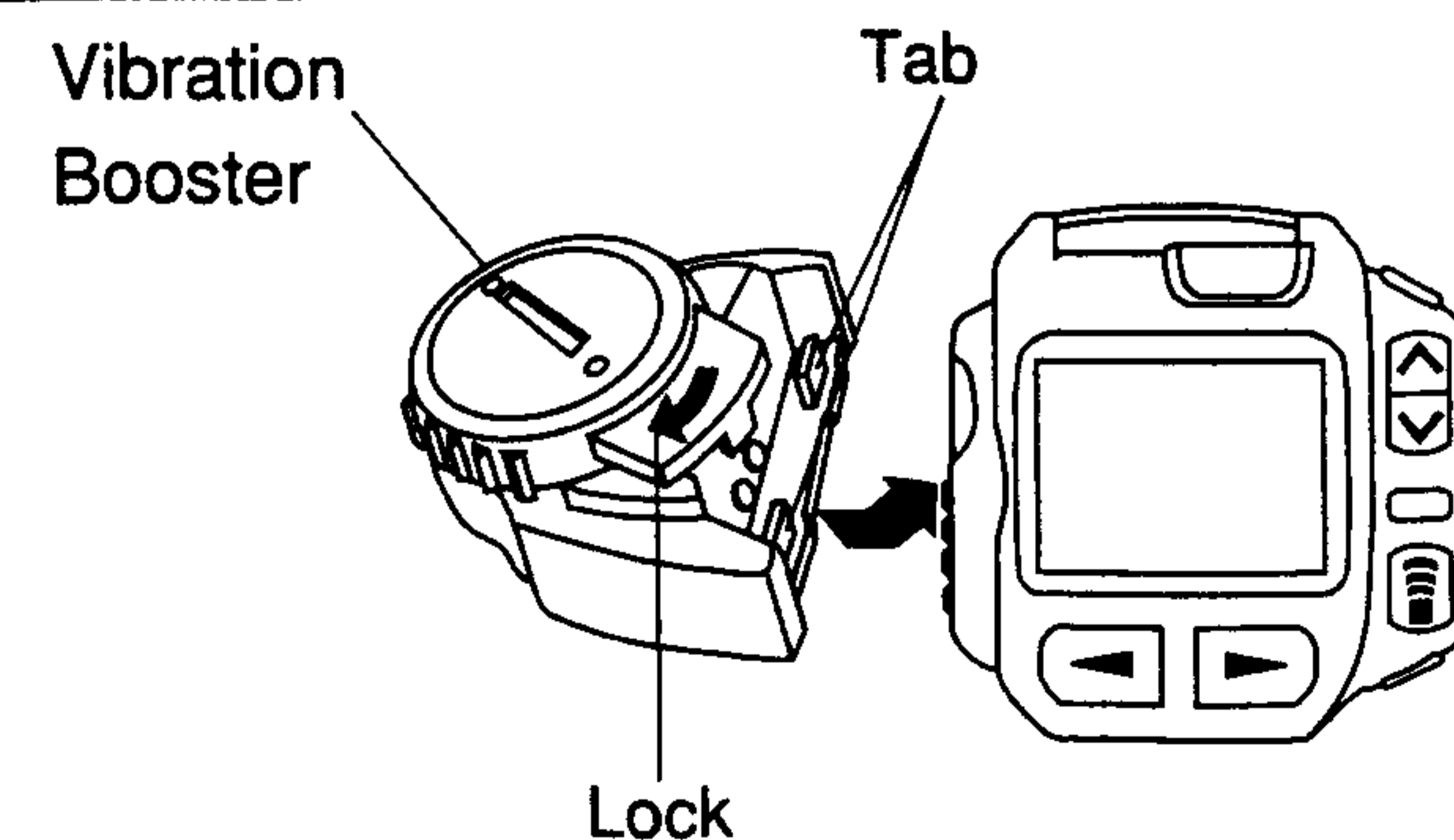
Attaching the Vibration Booster that comes with the watch causes the beeps that usually signal alarms and receipt of Magic Beam data to be replaced by vibration. This lets you use the watch without disturbing others by beeping sounds. The Vibration Booster also adds more excitement to the Gambit Fighter Game.



Caution!

Be sure to remove the Vibration Booster when wearing the watch while playing sports or any other strenuous activity. You can be injured if the Vibration Booster is hit with strong force.

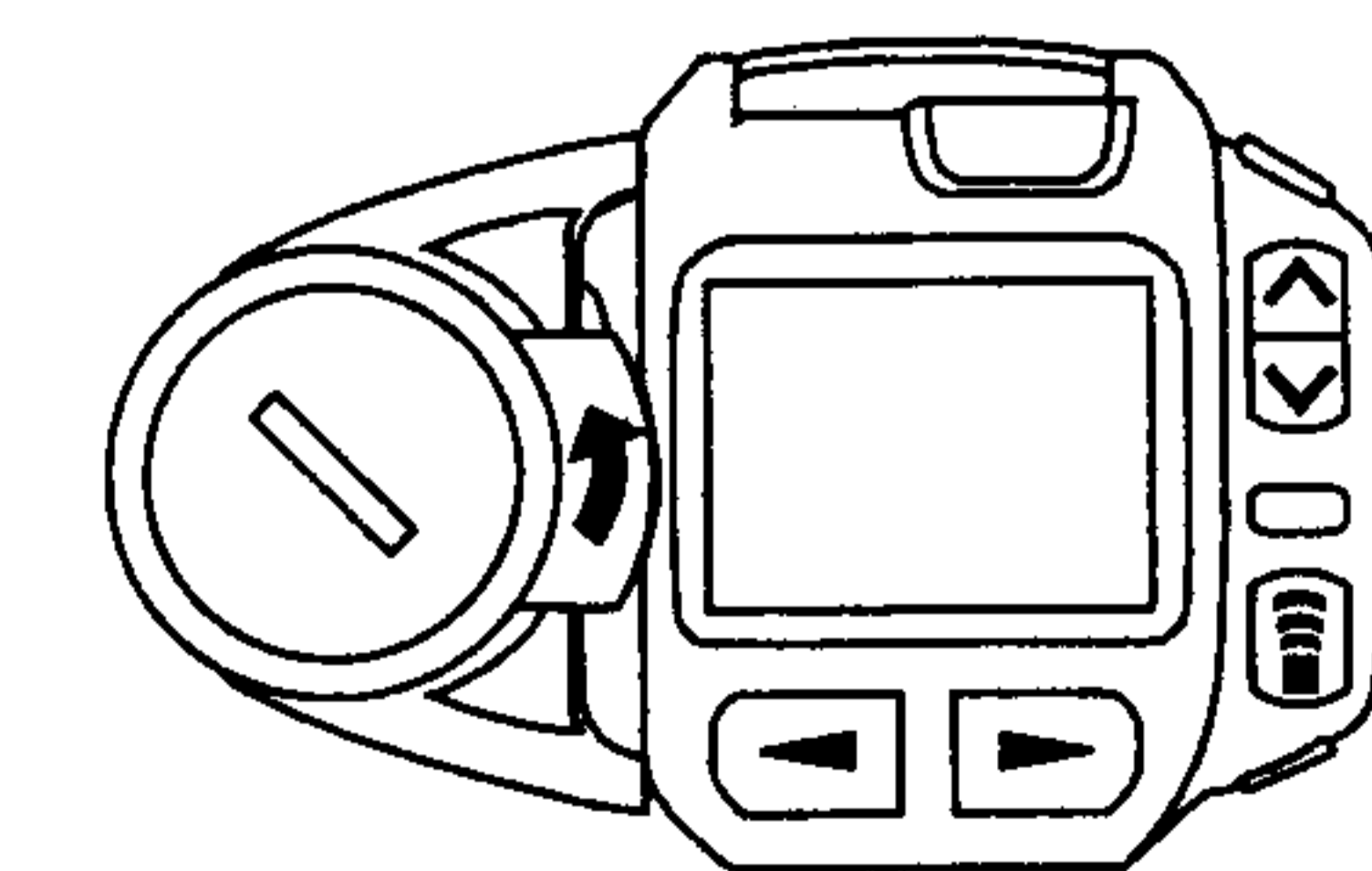
Attaching the Vibration Booster



Rotate the lock in the direction indicated by the arrow and make sure the two Vibrator Booster tabs securely lock onto the back of the watch.



Take care that you do not pinch your fingers Caution! when rotating the lock.



Rotate the lock in the direction indicated by the arrow to lock the Vibration Booster in place.