

OPERATING INSTRUCTION OF M411A

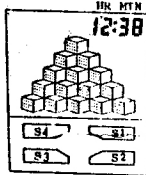
1-105

FEATURES

1. Hour and Minute time watch
2. 3-levels (Game-1, Game-2 and Game-3) "CLOWN" game
3. Sound effect
4. All on display capability
5. Automatic return to the Normal Time Mode

CONTROL SWITCHES

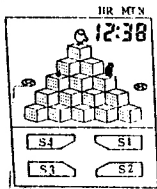
S1	Mode, Upper-Right
S2	Minute advance, Game start, Lower-Right
S3	Hour advance, Lower-Left
S4	Upper-Left



OPERATIONS

1. Normal Time Mode

This watch gives a continuous display of Hour and Minute with flashing Colon and Game Demonstration.



- BALL ●
- CLOWN 🤡
- LADDER 🪜
- COILY 🐛

2. Normal Time Setting Mode

- (a) Depress S1 twice in the Normal Time Mode to change to the Normal Time Setting Mode with display showing Hour and Minute, and the Colon at this mode will not flash. The Game Demonstration will be stopped at this mode.
- (b) Depress S3 for advancing Hour digit. Depress S2 for advancing Minute digit and the Second will be reset to zero.
- (c) Depress S1 again to change back to the Normal Time Mode.

3. Game Mode

- (a) Depress S1 once in the Normal Time Mode to change to the Game Mode. Depress S2 once to start the game.
- (b) Sound effect will generated while playing the game.

4. How To Play the Game

- (a) The object of the game is for "CLOWN" to paint the color of the 15 "CUBES" by simply hopping onto them while avoiding dangerous foes. When all the "CUBES" in the pyramid have been painted by "CLOWN", the screen will advance to the next been painted by "CLOWN", the screen will advance to the next round with "CLOWN" starting back on to the top "CUBES".
- (b) "CLOWN" can be moved to any positions by depressing 4 switches.

S1	Upper-Right
S2	Lower-Right
S3	Lower-Left
S4	Upper-Left
- (c) If the "CLOWN" stays on the top of the pyramid

(the first stage) for 6-7 seconds "CLOWN" will be killed automatically.

- (d) "CLOWN" can be moved anywhere diagonally thru the pyramid, but jumping off the pyramid will kill him.
- (e) Deadly "BALLS" drop randomly (onto the second-from-the-top level) on either side of the pyramid and bounce downwards. These "BALLS" will kill "CLOWN" when both are in the same cube simultaneously. When the "BALLS" reach the bottom of the pyramid, they will fall off the screen.
- (f) By hopping on the rotating "LADDER" from below, upward, (found at both sides) outside the pyramid, the "LADDER" will take "CLOWN" back to the top of the pyramid and drop all the balls off the screen.
- (g) There are three game levels for playing:-
Two "BALLS" fall in Game Level-1.
One "BALL" and one "COILY" fall in Game level-2.
One "BALL" and one "COILY" and "COILY" makes around to erase the painted "CUBES" in the Game level-3.
- (h) While in Game level 1-3, "BALL" and "COILY" appear on cube. "CLOWN" moves on cube and paint it while not touching "BALL" and "COILY". If "CLOWN" flies out from the end of the cube or "CLOWN" touches "BALL" or "COILY", "CLOWN" will die. (The death of CLOWN is indicated by 4Hz rate flashing for 3 to 4 seconds). "COILY" will jump across the pyramid in an upwards or downwards angle, randomly.
- (i) In game level-2:- To destroy the "COILY" lure him to the edge, then jump onto a "LADDER". The

"LADDER" will take "CLOWN" back to the top and "COILY" will fall off, awarding extra points.

- (j) Each player has 3 "CLOWNS" with which to paint the cubed pyramid. If "CLOWN" is hit 3 times by "COILY" or the "BALL" of falls off screen, the game is over. An additional "CLOWN" character is awarded to the player whose score exceeds 1,000 points. The maximum score is 1,999.
- (k) Score: -
 - i. Changing "CUBES" to color = 3 points
 - ii. Unused "LADDERS" = 5 points
 - iii. "COILY" lured off the edge = 10 points
 - iv. Complete the pattern = 20 points
- (l) Sound Effects:-
There are nine kinds of sound effects for the Game as follows:
 - i. Movement of "CLOWN"
 - ii. Movement of "COILY"
 - iii. Downward movement of "BALL"
 - iv. Game is over
 - v. Complete the pattern
 - vi. "CLOWN" onto the "LADDER"
 - vii. "CLOWN" is dead
 - viii. "COILY" lured off the edge
 - ix. Current score is maximum (1,999)

5. Game Demonstration Mode

Depress S1, S2, S3 and S4 at the same time, the display will all light-up with no sound effect. The time will reset to "12:00" and the storage score will also clear in this mode.

6. Automatic Return

There will be auto-return to the Normal Time Mode, if no switch operation occurs within 1 to 2 minutes.