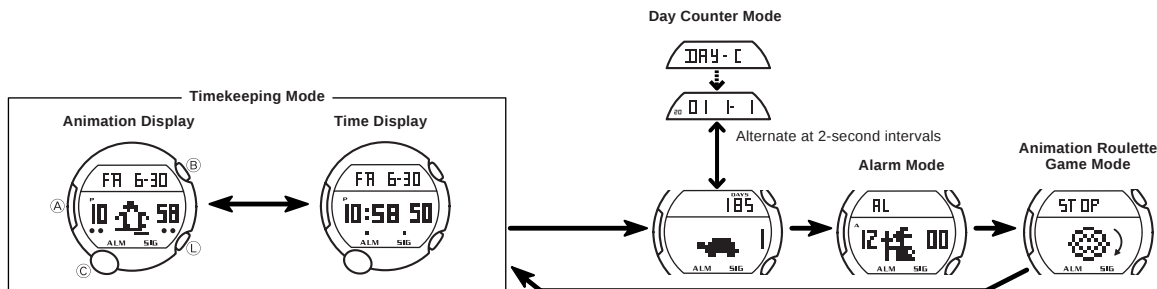
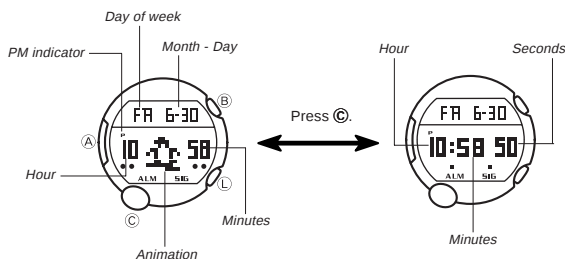


GENERAL GUIDE

- Press **(A)** to change from mode to mode.
- In any mode (except when making settings) press **(L)** to illuminate the display for about two seconds.



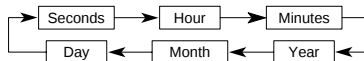
TIMEKEEPING MODE



- Hold down **(C)** to switch the display between 12-hour and 24-hour format.
- Press **(C)** to switch the display between animation display and time display.

To set the time and date

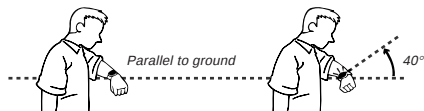
1. While in the Timekeeping Mode, hold down **(B)** until the seconds digits flash on the display.
2. Press **(A)** to move the flashing around the display in the following sequence.



3. While the seconds setting is selected (flashing), press **(C)** to reset it to 00. If you press **(C)** 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 **(C)** to increase it. Holding down **(C)** changes the setting at high speed.
4. After you set the time and date, press **(B)** 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.

SYNCHRO ANIMATION

- While an animated figure is on the Timekeeping Mode screen, angling the watch towards your face causes the icon to move.



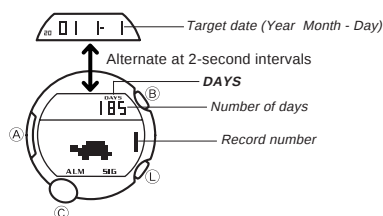
- The witch icon periodically changes the animated figures in accordance with the number of times you angle the watch towards your face.
- The number of ● marks increases each time the broom riding witch appears.
- When the number of ● marks increases, a special animation appears on the screen.
- At 3 o'clock on the following day, all of the ● marks are cleared from the display and the animated display restarts from the first broom riding witch.

ABOUT THE BACKLIGHT

- In any mode (except when making settings) 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 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.

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 **DAYS** indicator flashes on the display in the Timekeeping Mode. The **DAYS** indicator also flashes in the Day Counter Mode when the screen for the target date is on the display.
- The **DAYS** indicator flashes on the target date each year, regardless of the year setting of the target date.

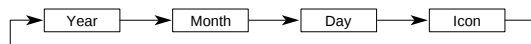
Recalling Day Counter Data

In the Day Counter Mode, press **(C)** to scroll through the Day Counter record screens.

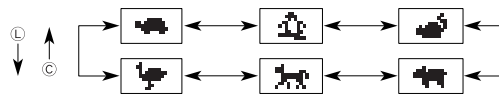
- The Day Counter Mode shows the number of days from today to the target date, regardless of whether the target date is in the past or future.

Setting Day Counter Data

1. In the Day Counter Mode, press **(C)** to display a record number you no longer need.
2. Hold down **(B)** until the year digits start to flash on the display.
3. Press **(A)** to change the selection in the following sequence.

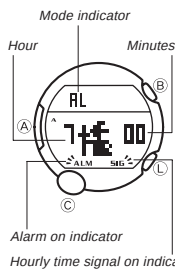


4. Press **(C)** to increase the number or **(L)** to decrease it. Holding down either button changes the digits at high speed.
- Holding down **(A)** sets today as the target date. You can then make any changes in the date you want.
- Use **(C)** and **(L)** to cycle through the icons in the sequence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



5. After you set the target dates and icons, press **(B)** to return to the Day Counter Mode.
- The date can be set with 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.

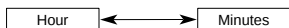
ALARM MODE



When the Daily Alarm is turned on, the alarm sounds for 20 seconds at the preset time each day. Press any button to stop the alarm after it starts to sound. When the Hourly Time Signal is turned on, the watch beeps every hour on the hour.

To set the alarm time

1. Hold down (B) 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.
2. Press (A) to change the selection in the following sequence.



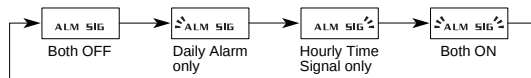
3. Press (C) to increase the number. Holding down (C) changes the current number at high speed.
 4. After you set the alarm time, press (B) to return to the Alarm Mode.
- The format (12-hour and 24-hour) of the alarm time matches the format you select for normal timekeeping.
 - When setting the alarm 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 (C) 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

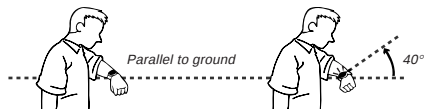
Hold down (C) while in the Alarm Mode to sound the alarm.

ANIMATION ROULETTE GAME MODE

This is a fun game you can play alone or with your friends to see who can catch the witch.

How to play

- Enter the Animation Roulette Game Mode and icons start to scroll on the display of the watch.
- Moving the watch to a position that is parallel to the ground and then tilting it towards you approximately 40 degrees.



- When you tilt the watch to your face, it beeps, the "STOP" messages clears from the display, and the speed that the icons are scrolling gradually slow down until the scrolling stops. One of the seven different icons remains on the display.
- If any icon besides the witch is stopped on the display, it remains for a few seconds, after which the scrolling starts again. This repeats until the scrolling stops at the icon of the witch.
- When the scrolling stops with the witch icon on the display, the backlight flashes and the game ends. Pressing (C) restarts the game.