



LCD GAME INSTRUCTION

For Model: WG-724/824/1224 ---- FOOTBALL
WG-725/825/1225 ---- BASKET BALL
WG-726/826/1226 ---- RIVER CROSSING

FEATURES:

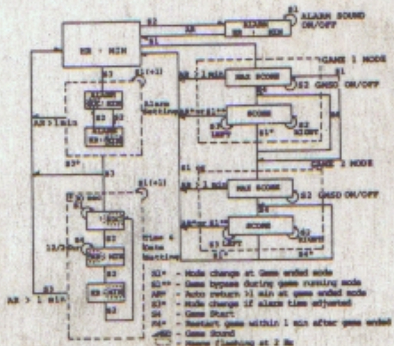
- *Normal Time (Hour & Minute)
- *Daily Melody Alarm
- *2 Level Game:- GAME 1 (Normal Speed)
GAME 2 (Fast Speed)

SWITCH FUNCTIONS:

- S1 - Display Changing Mode, Selection of GAME 1/GAME 2, Show NORMAL TIME, Adjusting Hour, Minute & Second digit in ALARM/NORMAL TIME Setting.
- S2 - Show ALARM TIME, Turn on/off Game Sound, Catcher Moving Right.
- S3 - ALARM TIME & NORMAL TIME ENTER/DEPART SETTING Switch, Catcher Moving Left.
- S4 - Game Start Running, 12/24 Hour System Format.
- S1+S2+S3+S4 - All segments on & power up clear with melody/sound.



OPERATION:



SOUND EFFECT:

Press S3 once to select sound on/off in GAME 1/GAME 2 & ALARM TIME Stage

SLYTRONIC

WRISTWATCH
GAMES
DATABASE

GAME:

Catcher has to catch the object and lead it to the destination to gain marks.

NOTE:

	<u>OBJECT</u>	<u>CATCHER</u>	<u>DESTINATION</u>
WG-724/824/1224 - FOOTBALL	FOOTBALL	Player	Goal
WG-725/825/1225 - BASKETBALL	BASKETBALL	Player	Basket
WG-726/826/1226 - RIVER CROSSING	MONKEY	Turtle	Opposite Land

SCORE:

- *Lead one object to reach the destination = 10 points
- *Maximum score = 10,000 points
- *Deduct one miss for bonus of every 500 points increment.
- *Miss five objects and game over.