

**Gents 6 digits LCD
watch with melody
& game function**



Control Switches

S1 Select switch.

Set switch.

S2 Right shift in game mode.

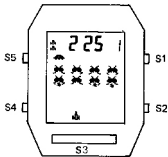
S3 Firing button in game mode.

Advance switch in setting mode.

Game start.

S4 Left shift in game mode.

S5 Mode.



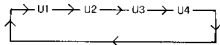
I) Normal Mode

1. Normal Mode

- A. This watch gives a continuous display of hour, minute and second with display of UFO in demonstration game. PM indicator.
- B. Depress S1 to change from Normal A mode to calendar mode with display showing month, date, day and UFO in the demonstration game.
- C. Depress S1 in calendar mode, to change to Normal B mode. the display shows hour, minute and second but without the display of demonstration UFO.

2. Demonstration game

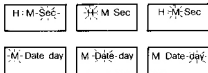
UFO moves as follows with bombs being dropped.



II) Time and Calendar Setting

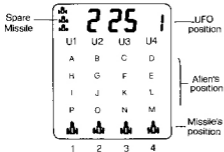
- Depress S1 for 2 to 3 seconds in the normal mode to activate the time and calendar setting function. S1 is to select mode, flashing digit indicates it is ready for setting. The digits are automatically advanced by continuous depression of S3.
- The setting sequence in Time and Calendar Setting mode is second, hour, minute, month, date and day. When the seconds count any numbers from '01' to '29' and S3 is depressed, the second are then reset to '00'.

When the second count any numbers from '30' to '59' and S3 is depressed, one digit is added to the minute count and the second are reset to '00'.



- Depress S1 to return to Normal A mode.
- If not buttons were depressed in time and calendar setting mode for 1 to 2 minutes, the display return to Normal A mode automatically.

(II) Game Mode



1. Remarks:

- (i) Switches for Game mode.
 - S3: firing button.
 - S2: moves missile to right.
 - S1: moves missile to left.

(ii) UFO appears at 10 seconds rate and the moving direction is from left to right.

(iii) Scores:

UFO hit: 10 points.

Alien hit:

A, B, C, D 4 points.

E, F, G, H 3 points.

I, J, K, L 2 points.

M, N, O, P 1 point.

The maximum score is 1,999 points.

(v) The missile can only fire one shot at any particular position at a time, no more shot can be made unless the missile's position has changed.

(vi) Game over:

a. All the missiles have been smashed.

b. An alien has reached the missile's position.

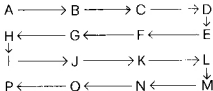
2. Game 1

(i) Depress S5 in Normal A mode to change to Game 1 ready mode.

(ii) Depress S3 to start the game.

a. The aliens appear continuously from position A.

The maximum number of aliens is 12 and the moving direction is as follows:



b. The relation between moving velocity of alien and score is as follows:

Score	0-99	100-699	700-999	1000-1099	1100-1699	1700-1999
Moving velocity	1.4 sec	1.0	0.8	1.4	1.0	0.8

The whole display flashes when the game is over.

(iii) The game can be restarted by depressing S3 or depress S5 to return to Normal A mode.

If no button was depressed after the game is over, the display will automatically returned to Normal A mode after 1-2 minutes.

(iv) Bonus - The bonus of 1 spare missile will be awarded when

the score reached 1,000 points.

3. Game 2

- (i) Depress S1 in Game 1 ready mode to change to Game 2 ready mode.
- (ii) Depress S3 to start the game.
 - a. The aliens appear in pair at the arbitrary points of C and H, D and G or E and F. The moving direction of aliens is the same as Game 1.
 - b. The relation between velocity of alien and score is as follows:

Score	0-99	100-999	1000-9999	10000-99999	1-000000	1000000	10000000
Moving velocity	1.2 sec.	0.8	0.6	1.2	0.8	0.6	

The whole display flashes when the game is over.

- (iii) The game can be restarted by depressing S3 or depress S5 to return to Normal A mode. It will return to Normal A mode automatically if no button were depressed for 1 to 2 minutes.
- (iv) Bonus — Bonus of 1 spare missile will be awarded when the score reached 1,000 points.

IV) Alarm Mode

1. Depress S5 twice in the normal A mode to change to alarm time display mode, with the display of UFO in demonstration game. Depress S3 to set alarm ON & OFF.

Alarm On indicator will be in the form of a spare missile at top left corner of the display.

Depress S5 to return to Normal A mode.

2. Depress S1 to select digit for setting.

Depress S3 to advance flashing digit.

3. Depress S1 to return to alarm time display mode.

4. If no button were depressed in alarm setting mode for 1 to 2 minutes, it will return to Normal A mode automatically.

VI Sound Effect

1. Alarm

Melody alarm with "La Cucaracha" as the melody. This melody last for about 23 seconds, and can be tested by holding S3 in the Normal A mode.

2. Tone effect on the following conditions:

- a. Game start.
- b. Bonus.
- c. Missile being hit.
- d. Maximum score.
- e. UFO hit.
- f. Shooting of missile.
- g. Smash of alien.



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LCD GAME WATCH

