

- 067 - SOCCER  
 065 - BASEBALL  
 U.F.O. (SPACE RESCUE)  
 TENNIS  
 068B - CAR RACE  
 AMERICAN FOOTBALL

## FEATURES

1. NORMAL TIME DISPLAY FOR MODEL 065 & 068B - HOUR & MINUTE  
 FOR MODEL 067 - HOUR, MINUTE, SECOND
2. DAILY MELODY ALARM
3. HOURLY CHIME FOR MODEL 065
4. 12/24 HOURS REVERSAL OPTION
5. 2 LEVEL GAME - GAME 1 (NORMAL SPEED)  
 - GAME 2 (FAST SPEED)
6. GAME SOUND EFFECT ON/OFF SELECTABLE.



## SWITCH FUNCTION

- S1 - DISPLAY CHANGING MODE SELECTION OF GAME 1/GAME 2, SHOW NORMAL TIME & ALARM TIME.  
 FOR MODEL 065, 067 & 068B - ADJUSTING, HOUR, MINUTE & SECOND DIGIT IN ALARM/NORMAL TIME SETTING, SELECTING HOURLY & DAILY ALARM ON/OFF IN ALARM TIME MODE.
- S4 - CATCHER MOVING RIGHT.  
 FOR MODEL 065, 067 & 068B - SHOW ALARM TIME, TURN ON/OFF GAME SOUND, SELECTING IN TIME SETTING FUNCTION.
- S3 - CATCHER MOVING LEFT.  
 FOR MODEL 067 & 068B - ALARM TIME & NORMAL TIME ENTER/DEPART SETTING SWITCH.  
 FOR MODEL 065 - NORMAL TIME & ALARM TIME SETTING WHEN HOLDING S4.
- S2 - 12/24 HOUR SYSTEM FORMAT.  
 STARTING IN MODEL 065, 067 & 068B.

## GAME

- FOR MODEL 065 - THE CATCHER HAS TO CATCH THE OBJECT OR LEND IT TO THE DESTINATION TO GAIN MARKS.  
 - AT THE RIGHT BOTTOM, A SPECIAL PATTERN WILL BE APPEARED RANDOMLY AND LAST ABOUT 2 SECONDS. DURING THIS PERIOD, PLAYER CAN CONTROL THE PLATFORM TO RIGHT END, PRESS S4 ONCE TO GET THE BONUS OF 5 MARKS.  
 - ALL MISSES WILL BE DEDUCTED AS A BONUS IF THE SCORE REACHES 200 MARKS OR 500 MARKS.
- FOR MODEL 067 - THE CATCHER HAS TO LEND THE OBJECT TO THE DESTINATION TO GAIN MARKS.  
 - ONE MISS WILL BE DEDUCTED AS A BONUS FOR EVERY 500 INCREMENT OF THE SCORE.
- FOR MODEL 068B - THE CATCHER HAS TO AVOID THE OBSTACLES AND PICK UP AN OBJECT FROM LEFT HANDSIDE. THEN PUT DOWN THE OBJECT TO THE RIGHT HANDSIDE TO GAIN SCORE. DO THREE TIMES TO WIN A BONUS CHANCE. PRESS S2 TO START AND STOP THE COUNTING. THE CATCHER WILL SCORE THE NUMBER X10 POINTS FOR BONUS.

## MODEL 065: BASEBALL, UFO, TENNIS

TO START: FIRST SELECT GAME A/GAME B BY PRESSING S1, THEN PRESS S2 TO START.

TO CHANGE TIME: GET IN TIME SETTING MODE BY PRESSING FIRST S4 AND THAN S3 SIMULTANEOUSLY (YOU WILL GET IN ALARM TIME SETTING MODE FIRST). SELECT HOURS/MINUTES SETTING MODE BY PRESSING S4 AND ADJUST HOURS/MINUTES BY PRESSING S1. TO ADJUST NORMAL TIME SETTING MODE CONTINUE FROM ALARM TIME SETTING MODE AND THAN PRESS S3 YOU WILL BE IN NORMAL TIME SETTING MODE. YOU CAN CHANGE THE TIME BY PRESSING S4 TO SELECT AND S1 TO ADJUST. PRESS S3 TO EXIT TIME SETTING MODE.

SOUND EFFECT: 1. DAILY ALARM AND HOURLY CHIME CAN BE SET AS FOLLOWS

- PUSH AND HOLD S4 FOR ALARM TIME MODE (ALM).
- PUSH S1 TO ENABLE HOURLY CHIME ON (ALM).
- THEN PUSH S1 AGAIN TO ENABLE DAILY ALARM ON (ALM).
- THEN PUSH S1 AGAIN TO ENABLE HOURLY CHIME & DAYLY ALARM ON (ALM).
- THEN PUSH S1 AGAIN TO DISABLE HOURLY CHIME & DAYLY ALARM ON (ALM).

## MODEL 067: SOCCER AND ( MODEL 068B CAR RACE, AMERICAN FOOTBALL )

TO START: FIRST SELECT GAME 1/GAME 2 BY PRESSING S1, THEN PRESS S2 TO START.

TO CHANGE TIME: GET IN TIME MODE BY PRESSING S1, THAN PRESS S3 TO GET IN TIME SETTING. SELECT HOURS BY PRESSING S4 AND ADJUST BY PRESSING S1.

TO CHANGE ALARM: PRESS FIRST S2 TO GET TO ALARM MODE, THAN PRESS S3 TO GET IN ALARM SETTING MODE. SELECT HOURS BY PRESSING S4 AND ADJUST TIME BY PRESSING S1. EXIT TIME SETTING MODE BY PRESSING S3.

- SOUND EFFECT: 1. THIS MODEL IS WITHOUT HOURLY CHIME.
2. SOUND EFFECT CAN BE SET AS FOLLOWS:  
 - PUSH S1 TO GAME 1 MODE (G1) OR GAME 2 MODE (G2) (INSTRUCTION POINT 3-S1) THEN PUSH S4 TO TURN ON/OFF THE GAME SOUND (INSTRUCTION POINT 8-S4).
3. DAILY ALARM CAN BE SET AS FOLLOWS:  
 - PUSH S2 TO ALARM TIME MODEL (AL) (INSTRUCTION POINT 2-S2).  
 - PUSH S1 TO ENABLE (AL) /DISABLE (AL).

NOTE: WHEN THE POWER CELL IS REPLACED, A WRONG DISPLAY MAY APPEAR ACCIDENTALLY. UTILIZE THE ALL RESET FUNCTION TO RECOVER THE ORIGINAL PROGRAM ON THIS OCCASION PRESSING THE FOUR BUTTONS SIMULTANEOUSLY, WHEN THE FOUR BUTTONS ARE PRESSED SIMULTANEOUSLY, ALL OF THE ELEMENTS WILL BE INDICATED ON THE DISPLAY (FOR DL-8663 & DL-8668).

**SLYTRONIC**

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