

SOCCER™

INSTALLATION OF BATTERIES

- Remove the band of the watch from the face.
- On the backside of the watch face piece, open the battery compartment cover by using a small screwdriver to remove the two screws.
- Insert two AG13 (1.5V) batteries with positive (+) and negative (-) ends facing the directions indicated.
- Replace the cover and screws. (see the diagram of battery replacement)
- Replace the watch face onto the watch band.

BATTERY PRECAUTIONS

- Non-rechargeable batteries are not to be recharged.
- Do not use rechargeable batteries.
- Batteries are to be inserted with the correct polarity
- Dead batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Different types of batteries or new and used batteries are not to be mixed.
- Use AG13 alkaline batteries for best performance and longer life.
- Only batteries of the same or equivalent types as recommended are to be used.
- Installation of batteries should be done by an adult.

FUNCTION OF BUTTONS

S1 = START/ON	S6 = RIGHT	CLOCK FUNCTION BUTTONS
S2 = OFF	S7 = UP	C1 = ENTER
S3 = MUTE	S8 = KICK	C2 = ADVANCE
S4 = LEFT	S9 = RESET	
S5 = DOWN	S10 = PASS	

SETTING THE CLOCK FUNCTIONS

1. To adjust the CLOCK and DATE functions, press the ENTER button twice.
2. MONTH SETTING - Set the appropriate MONTH by pressing the ADVANCE button to scroll to the proper MONTH. Select the MONTH by pressing the ENTER button.(you are now taken to day setting)
3. DAY SETTING - Set the appropriate DAY by pressing the ADVANCE button to scroll to the proper DAY. Select the DAY by pressing the ENTER button. (you are now taken to hour setting)
4. HOUR SETTING - Set the appropriate HOUR by pressing the ADVANCE button to scroll to the proper HOUR. Select the HOUR by pressing the ENTER button.(you are now taken to minute setting)
5. MINUTE SETTING - Set the appropriate MINUTE by pressing the ADVANCE button to scroll to the proper MINUTE. Select the MINUTE by pressing the ENTER button.(you are now taken to NORMAL WATCH DISPLAY STATE)
6. Press the ADVANCE button to start the clock function

TO PLAY THE GAME

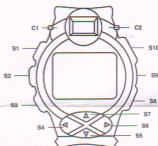
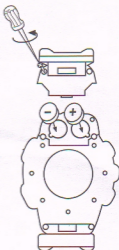
1. The game begins with "Player" wearing light shirt, competing with "Opponent" wearing dark shirt, who is controlled by the computer. Player is on offense from the bottom to the top of the screen, and defends his goal at the bottom of the screen. During the game, the opponent will use many techniques to steal the ball and score a goal. The player can stop the opponent from scoring, and steal the ball for a counterattack.
2. Press START/ON (S1)key. The screen shows the highest score, and music begins playing. The highest score is shown for 2 seconds, and the current level is indicated. Press the START/ON(S1) key again, and the game begins with the sound of a whistle.
3. Each half lasts 3 minutes. On the upper right corner of the screen, there is a time signal to remind the player how much time is left. When there are 30 seconds remaining in the half, the signal will begin flashing. When time is up, the game is over. If the player's score is higher than the opponents, the player advances to the next level. If the player's score is lower than the opponent's, the game is over and the game ending music will begin playing. If the game ends in a tie, a PK (Penalty Kick) contest is held to determine the winner. During the game, if one side is winning by 5 or more points, the game automatically ends.
4. There are 5 sections of the field, but only one section at a time is visible on the screen. Both side's penalty areas are indicated by flags and goal nets.
5. The game starts at midfield. During the game, the player may press UP(S7), DOWN(S5), RIGHT(S6), PASS(S10), or KICK(S8), to control both offensive and defensive moves. Both the player's and opponent's team member can move to different sections of the field. However, moving backwards is only allowed when on defense. When on defense, only the player's penalty area is visible. Press the right or left keys to move the player's goalie.
6. If the game ends with the score tied, a PK contest is held to determine the winner. Each side has 5 free shots on goal. If either side scores 3 goals, the PK contest is over. After both sides take 5 shots and the score is still even, each side gets one last final shot to determine a winner. During the PK contest the ball's direction can be controlled by holding down either the LEFT(S4) or RIGHT(S6) button, and pressing KICK(S8).
7. When the player beats the opponent at the 5th, 10th, or 15th half, a champion cup is shown on the screen and music is playing. Each time the champion cup appears, the speed of the game increases.
8. When the game is over, if the player's combined score from each half is higher than the current record, the record will be changed accordingly. When GAME OVER appears on the screen, and START/ON (S1) or OFF(S2) keys are not pressed, the game will automatically shut off after two minutes to maintain the life of the batteries.

TO SCORE

When there is a goal scored, one point is honored. Score is shown by ratio format. The left score is player's and the right score is opponent's. The highest score is shown by "half" to indicate the highest winning half.

NOTE - Please keep this instruction manual since it contains important information.

- Under the environment with electrostatic discharge, the sample may malfunction and require user to reset the sample.



SLYTRONIC

WRISTWATCH
GAMES
DATABASE

Musty
EQUEST

LOS ANGELES, CA 90067
MADE IN CHINA