

# Ninja™

Fighter

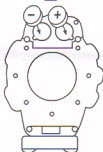
## INSTALLATION OF BATTERIES

- 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

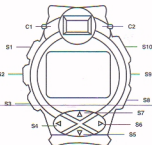
- |                  |             |
|------------------|-------------|
| S1 = ON/OFF      | S6 = RIGHT  |
| S2 = START/PAUSE | S7 = UP     |
| S3 = MUTE        | S8 = KICK   |
| S4 = LEFT        | S9 = RESET  |
| S5 = DOWN        | S10 = PUNCH |

## CLOCK FUNCTION BUTTONS

- |              |
|--------------|
| C1 = ENTER   |
| C2 = ADVANCE |

## 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 START

- Press the ON(S1) button to turn the unit on. You will automatically enter the demonstration mode.
- Press the START(S2) button to begin the game.
- The game will automatically turn off if no buttons are pressed for 3 minutes while in the demonstration mode.

## SOUND EFFECT

- Press the MUTE (S3) button to turn the sound on or off. The sound is default on when the unit is turned on.

## TO PLAY THE GAME

1. If Punch/Mode is pressed the game mode can be chosen which is represented by the number of heads on the bottom right hand corner of the screen.
2. After selecting the mode of play by pressing the START/PAUSE key, the start music will play allowing the game to begin.
3. The player can use the left, right, up and down keys to move the figure into the best position then use the PUNCH or KICK keys to attack the enemy.
4. If the playing figure is attacked by the enemy figure it will immediately fall down. When this happens the player must press the UP key to recover or be subjected to continuous attacks.
5. When the enemies score reaches zero the game objective has been reached and the overall score will be increased by one. Every mode of play has a maximum score of 99. When this has been reached it will remain at this value and not increase any more.
6. If the player's scores reaches zero, the game will end and the overall score will be recorded. The flashing " game over " message will be displayed.
7. Mode 2 has two enemies which have to be attacked and destroyed to win the game.
8. Mode 3- in addition to the two main enemy figures, also has an additional enemy figure holding a weapon who can attack the player.
9. In mode 3, this third enemy figure with the weapon can appear at any time on the left or right side of the screen.
10. Starting from mode1, after the game has been won or the barrier reached, the game will then move into mode 2, then similarly into mode 3.
11. The higher the overall score the faster the enemy figure's actions will be.
12. In modes 2 and 3, the second enemy figure will attack from behind so the player must take care to dodge out of the way.

13. The displayed data means the following:
  - During the demonstration mode the screen will display the mode of play at the bottom of the screen and the recorded overall score at the top of the screen.  
The mode number corresponds to the number of heads displayed.
  - When the game starts or an existing game resumes, the overall score will be displayed while the start music is playing.
  - When the music is playing the current game score of both the player and opponent will be shown.
14. If no key has been pressed for 2 minutes then the game will automatically turn itself off, however the overall game score will be retained.
15. The MUTE switch will silence the musical effects.
16. The conditions of the game prior to pressing START/PAUSE key will be retained even if the game has been switched off manually or automatically. If the machine is switched off outside of this temporary wait state, then the conditions of the present game will not be stored and the game has to start from new.
17. When the game is over the message "GAME OVER" will flash on the screen and the game will enter a wait state. Pressing the START/PAUSE key will allow a new game to start or pressing the PUNCH/MODE key will allow a new mode of play to be chosen. Or press ON/OFF to switch off. If within 30 seconds no key has been pressed the system will begin to free run in the demonstration mode.
18. The ON/OFF switch controls the power supply.
19. Calculating the score:
  - When the game begins both the player and enemy's score is 9.
  - Every punch, kick or weapon hit (mode 3) will initially mean a reduction of the opponent's score by one. But the actual score deducted is dependent upon the opponents score. If the opponents score is 9 then 0.9 will be deducted, if the opponents score is 8 then 0.8 will be deducted and so on in the same way. However due to the limitations of the LCD pattern the decimal number will not be shown.
  - If within 7 seconds no attack is made then the score will be increased by one but only up to a maximum of 9. This applies to both player and opponent.When the opponent's score has been reduced to 0, the objective of the game has been reached.

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