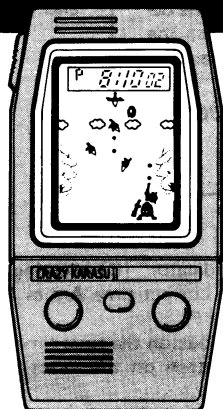


ITEM NO. 8101



Please read carefully before playing.



PRINTED IN JAPAN

CRAZY KARASU is a game in which you compete for high score by trying to shoot crows which attack the hunter.

There are two games

Game 1: One crow attacks hunter

Game 2: Two crows attack hunter

## CONTENTS:

### 1. Part Name

(1) In the case of playing the game

★ 1 How to play game 1

★ 2 How to play game 2

(2) In the case of use as a digital watch

★ How to set the time

★ How to set the calendar (day/date)

★ How to use the stop-watch

★ How to set the alarm

2. How to put in batteries

3. Screen viewing angle

4. Caution

## 1. PART NAME

(1) In the case of playing the game

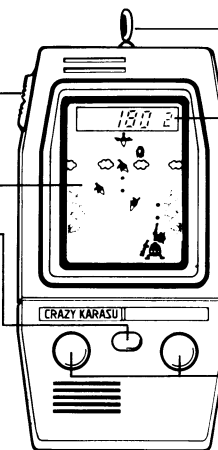
**FIRING BUTTON:**

- The hunter shoots crows when you push the button.

**SCREEN**

**SELECT BUTTON:**

- Change the function with every push. (game 1, game 2, watch, game 1, repeat)
- When you push the select button, the digital indicator changes one push: game 1 high scope two pushes: game 2 high score
- After the game is finished, the digital score indicator automatically changes to a digital watch, after 3 minutes.



**KEY CHAIN EYE:**

- Lift it up and you can pass a string or key chain through it.

**SCORE INDICATOR/WATCH**

**OPERATION BUTTON (L and R):**

- It has two functions.
  - a) Game start  
You push the button labeled L or R, game starts, and sound effects start.
  - b) Movement  
You can move the hunter left or right by pushing the buttons.

## ★ HOW TO PLAY GAME 1

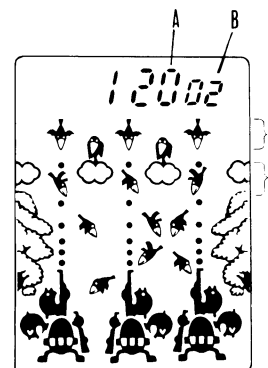
**One crow attacks hunter**

1. Push the select button and select game 1. The digital watch indicator changes to digital high score indicator H1.

1200H1

2. To start the game, push the L or R button. Sound effects will start. The digital high score indicator changes to 0.

3. Crows at the top of screen swoop down to attack hunter. The hunter shoots them when you push the button. Push the L or R button once, the hunter moves left or right one space. Push again, he moves another space. If you shoot a crow, you get points as below.



A = score

B = remaining hunters

C = 10 points

D = 20 points.

4. If the hunter is hit by a crow 5 times, the game is over.

5. To play game 1 again, push the select button 3 times and start again by pushing the L or R button.

**NOTICE:**

If you want to stop in the middle of the game, push the select button for 5 seconds. The digital score indicator will reset to H2. Push it again, the indicator will change to a digital watch.

## ★ HOW TO PLAY GAME 2

1. Push the select button and select game 2 (H2).

2. Play game 2 the same as game 1. However, in this game, 2 crows are attacking.

**NOTICE:**

a) To stop play in the middle of a game, push the select button for 5 seconds and the digital score indicator will change to a digital watch.

b) If you stop in the middle of a game, that score cannot be registered as high score.

(2) In the case of use as a digital watch

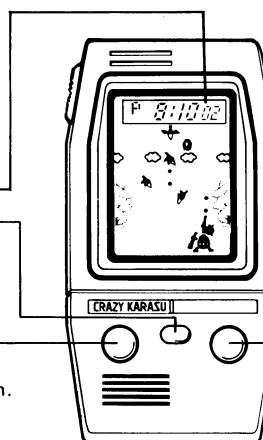
**DIGITAL WATCH INDICATOR:**

**SELECT BUTTON:**

- Change the function with every push. (game 1 → game 2 → watch → game 1 → repeat)

**MODE SELECT BUTTON:**

- When you push the mode select button, the watch changes function with each push. (time/date → stop watch → alarm → repeat)

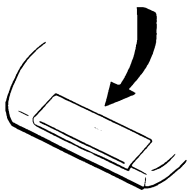


**SET BUTTON:**

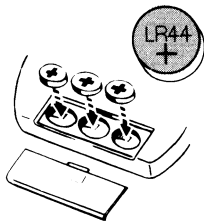
- Time set mode button in time mode.
- Day/date set mode button in day/date mode.
- Stop watch start, stop, and reset button in stop watch mode.
- Alarm set mode button in alarm mode.

## 2. HOW TO PUT IN BATTERIES

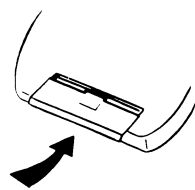
1. On the back of the case is a small sliding door. Slide it down as indicated.



2. Put in 3 LR 44 batteries, (+ side up).



3. Replace the door over the batteries by sliding.

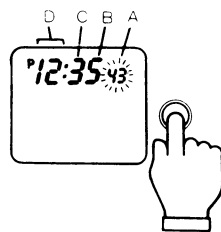


### NOTICE:

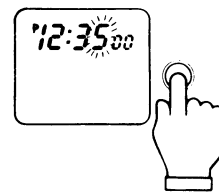
When you replace the batteries, you must reset the time and calendar. High score will also return to "0".

## • HOW TO SET THE TIME

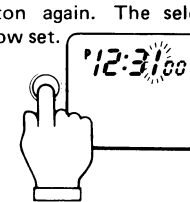
1. With the digital indicator in time mode, push the time set mode button (R) about 5 seconds, until the second indicator (A) stops and begins blinking on and off.



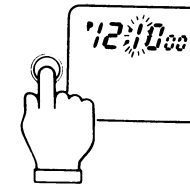
2. Push the (R) button once more and the second indicator changes to "00".



3. The digit to the left of the second indicator (B) will now blink on and off. Push the (L) button once for each digit change until the desired digit appears, then push the (R) button again. The selected digit is now set.



4. The next digit to the left (C) will begin blinking. Select the desired digit by pushing the (L) button, and set it by the (R) button.

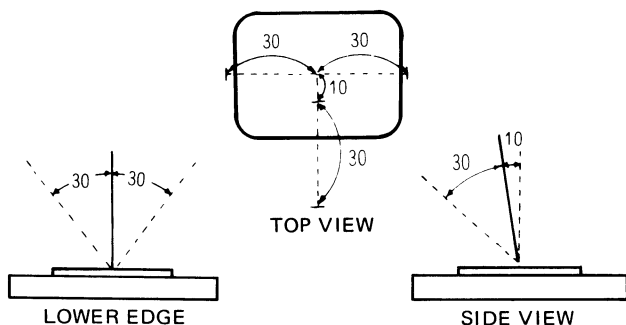


5. Repeat for the "hour indicator" (D) selecting the correct hour. (Notice: Be careful to select the correct time Am or Pm. The small letter to the left of the indicator A or P)

6. When you push the (R) button the final time the watch will begin running, so push the (R) button on the exact time as it is shown on the digital indicator.

## 3. SCREEN VIEWING ANGLE

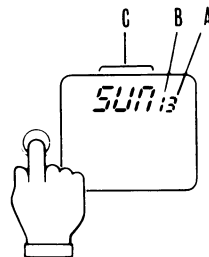
You will notice, if you place the game on a table in front of you, that if the angle of viewing is too low, you have difficulty in seeing the digits or the coconuts. The best viewing angles are shown below.



## • HOW TO SET THE CALENDAR (day/date)

1. Push the select button until the digital indicator shows the time (watch mode).

2. Push the mode select button (L) once. The digital indicator will show the day/date.



SUN	Sunday
MON	Monday
TUE	Tuesday
WED	Wednesday
THU	Thursday
FRI	Friday
SAT	Saturday

3. Push the day/date set mode button (R) about 5 seconds, until the first digit (A) begins blinking on and off.

4. Push the (L) button once for each number change until the desired digit is indicated, then push the (R) button again. The next digit to the left (B) will then begin blinking on and off. Push the (L) button until the desired digit appears. Then push the (R) button again.

5. Now the "day" (C) will blink on and off. Push the (L) button until you reach the desired day of the week. Now push the (R) button. The day/date is now set.

## 4. CAUTION

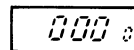
If you notice the game to begin functioning abnormally or the scores to be indicated incorrectly or slowly, please replace the batteries. Digital games are delicate. Please handle carefully and be careful of the following points.

1. Don't bump the game or drop the game.
2. Don't put the game where it may be exposed to high temperatures, dampness or moisture.
3. Don't take the casing apart.
4. If you put the game in your pocket, be careful when you stand up or sit down.

If you don't observe points of caution, we cannot guarantee this product. If you follow the instructions and points of caution, this game will last you a long time and give you many hours of pleasure.

## • HOW TO USE THE STOP-WATCH

1. Push the select button to "watch" mode. Next, push the (L) button twice. The digital indicator changes to stop-watch function showing 000.



2. To start the watch, push the (R) button. To stop the watch, push the (R) button once more. To reset to "0", push the (R) button again.

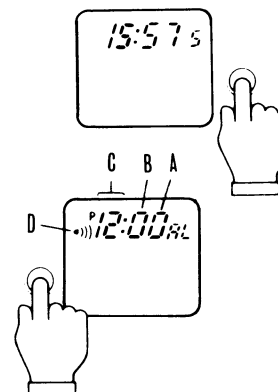
### NOTICE:

The stop watch will only record times up to 99 minutes 59.5 seconds.

## • HOW TO SET THE ALARM

1. Push the select button to "watch" mode. Next, push the (L) button 3 times. The digital indicator will now show the alarm mode (AL).

2. To set the alarm push the (R) button about 5 seconds. The first digit on the right (A) will begin blinking on and off.



3. Push the (L) button once for each digit change until the desired digit is shown. Then, push the (R) button once.

4. The next digit to the left (B) will now blink on and off. Push the (L) button until the desired digit is shown. Push the (R) button once more.

5. The hour digit (C) will now blink on and off. Push the (L) button until the desired number (1-12) is shown, paying attention to the Am or Pm (A or P) at the left.

6. When the desired time is indicated, push the (R) button. The alarm is now set. The alarm symbol (D) will appear under the Am/Pm indicator.

7. The alarm will make a melody when the desired time is reached.

### NOTICE:

- a) The alarm will sound in game 1 mode, game 2 mode or watch mode, but will not sound while a game is being played. The alarm stops automatically. Turning off the alarm is not necessary.
- b) When the alarm sounds while the digital indicator is in watch mode, the digits indicating seconds will stop while the alarm is sounding but the watch is still running. The correct time will continue to be shown after the alarm stops sounding.
- c) If you change your mind, and you don't want the alarm to sound, simply put the watch in alarm mode and push the (R) button about 5 seconds. The alarm will be turned off and the alarm symbol will disappear.