S32-10

S24232 W/G

ALIEN ATTACKER™

GAME A

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## Features

1. 6 functions base time watch (Hour, minute, second, month, date & day of week)
2. 24 hour alarm (either "Beep" "Beep" sound or melody output)
3. Space attacker game demonstration capability
4. 2-level (game A and game B) space attacker game
5. Hourly alarm
6. 4 year auto-calender
7. One touch ± 30 seonds error correction
8. 12 hours format only
9. Two layers LC display one layer for primary watch and another for game
10. Built in illumination device for visibility in darkness or under low light.

Setting instruction (switch functions)
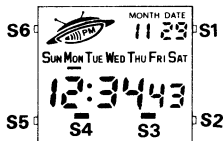
S1:
1. Display alarm time
2. Hourly alarm set/reset during normal time setting mode
3. Alarm set/reset during alarm time setting mode
4. Hold/start (continue) during game mode
5. Automatic game demonstration (Demo II)

S2: mode switch for (with confirmation sound):
1. Game
2. Alarm time setting
3. Base time setting

S3: switch for:
1. Selection of·game B
2. Fire
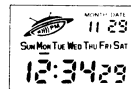3. Time unit selection for setting operation

S4: switch for:
1. Game display and alarm sound demonstration (Demo I)
2. Movement of launcher
3. Time setting
4. Selection of game A

S5: switch for melody demonstration

S6: switch for illumination

Display control

1. Normal time mode:
   Normal time display readouts continuously Hour, Minute, Second, Month & Date with Day of week indicated by one of the seven flags, the PM indicator, and alarm indicator.

2. Hourly alarm mode:
   While S1 is depressed at normal time setting mode, will set and reset the hourly alarm alternately. When hourly alarm is armed colon will flash.
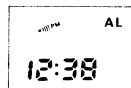
3. Alarm time display mode:
   The normal time mode is changed to the alarm time display when S1 is depressed. It will return to normal time mode when S1 is released. Arm and disarm alarm function is alternately made by depressing S1 during the alarm time setting mode. Alarm indicator is on when alarm function is armed.
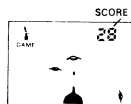
4. Game demonstration mode (normal game):
   The game demonstration with sound is started by depressing S4 during normal time mode (Demo I). While S1 is depressed the laucher is automatically moved and missile is also automatically fired (Demo II). When S2 is depressed it will return to normal time mode.

Game A & Game B mode operation

The normal time mode is changed to the game A mode by depressing S2 once.
The game B is selected by depressing S3 during game A. mode which is in hold.

When the game A is selected the game A indicator 'A' will be displayed and the game B is selected the game B indicator 'B' will be displayed. The game will be started, held or continued by depressing S1 during the game is in hold or game over.
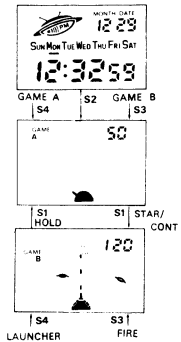
When the game is in playing, by depressing S4 the launcher will move in clockwise direction. When depress S3 the missile of launcher will fire.

The game will be made hold or freeze by depressing S1 and restarted upon a second depressing of S1.

In game A, the movement of attacker will be at a comparatively lower speed. In the game B, the movement speed of attacker is much faster.

The score is counted up by +1 whenever the launcher missile hits an attacker. If the launcher missile fortunately hits the UFO, the score is counted by +10. (UFO travels with different sound effect than normal alien attackers).

Maximum number of attackers exist at the same time on the display is 11 in game A and 12 in game B, the game becomes over and in HOLD state when the score is 1000 (at 1000 the sound will 'Beep' for 30 seconds to salute the winner) or all the launchers are damaged.

Time setting mode
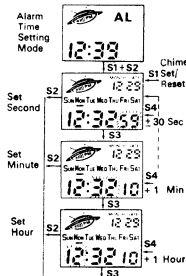
On normal time mode, depress S2 twice, (the watch turns to Alarm Time, with hour digit flashing) then depress S1 and hold and depress S2 once. (Now, the display turn to normal time setting mode with second digit flashing).

Press S4 to change 29 sec to 00 sec and 30-59 sec to 00 sec with minute advance by 1.

Press S3 and minute digits start flashing, press S4 to advance to the desired minute.

Press S3 and hour digits start flashing, press S4 to advance to the desired hour, PM indicator appears when hour is PM.
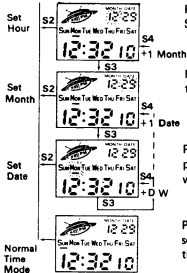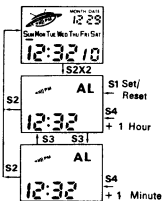
Press S3 and month digits start flashing, press S4 to advance to the desired month.

Press S3 and date digits start flashing, press S4 to advance to the desired date.

Press S3 and Day of week flag start flashing, press S4 to advance to the desired day of week.

Press S3 again will return to normal time setting mode, press S2 will return to normal time mode.

Alarm operation

1. Alarm time setting mode:
   The normal time mode is changed to alarm time setting mode by depressing S2 twice.

   Hour digits start flashing, Press S4 to advance to the desired Hour.

   Press S3 and minute digits start flashing, press S4 to advance to the desired minute.

   Press S1 to set or reset the alarm indicator alternately.
   Depress S2 will return to normal time mode. Depress S3 will return to alarm time setting mode.

2. Alarm output:
   When the alarm is armed and the normal time matches the alarm time will output either melody or Beep Beep. If the game over with the score of 1000 will output Beep-Beep for about 30 seconds.

3. Melody output:
   Depressing S5 once during normal time mode. The alarm output is a melody.
   Beep-Beep sound output, when switch S2 has been activated the alarm output is a Beep-beep sound. When the game is in playing, DON'T DEPRESS S5 to ensure proper game mode.

4. To stop alarm during alarm time depress S3 once.

5. Song demonstration:
   Depress S5 and HOLD the melody will play. It will stop when S5 is released.

Illumination
Depress S6 to turn on the backlight for ease of reading the display in the dark.

Battery replacement
Replace batteries with 2 pieces of 1.5 volts silver oxidebattery SR1120W (Maxell) or UC391 or its equivalent and reset the watch by shorted the terminal AC to VDD for a while after batteries replaced.

NOTE
When playing Games or Demonstration preset alarm time & chime will not occur.

IMPORTANT
Watch must be reset after changing of Battery. To reset watch, touch terminal "C" and terminal "+" with screwdriver or tweezer once (as picture shows)

Trimmer Capacitor H.K.   Screwdriver