Module No. 134

[Reading the display]

[CALANDAR]

[REGULAR TIMEKEEPING]

[STOPWATCH]

[THEALARM]

[DUALTIME]

[GAME]

* (Auto-retrieve function) The calculator display will automatically return to the time display in 3 or 4 minutes. (Chargeover between 12-hour and 24-hour formats)

In the regular timekeeping and dual time mode, every time the button is pressed, the display switches between 12-hour and 24-hour formats.

[Stopwatch operation]

A tone confirms start/stop operation. The tone sounds at 10-minute intervals. If the button is pressed while the stopwatch is working, the display is reset to zero. (Working range) The stopwatch display is limited to 33 hours 59 minutes 59.99 seconds. Thereafter it can be reset and started again.

[Setting daily alarm time]

Every time the button is pressed in the alarm mode, the alarm ON-mark ( appears) or disappears. When the alarm ON-mark is ill, the buzzer sounds for 30 seconds at the preset time every day until cleared. To stop the buzzer while sounding, press the light button. (Setting the time signal) Every time the button is pressed in the alarm mode, the time-signal ON-mark ( appears) or disappears. When the time-signal ON-mark is ill, the watch sounds every hour on the hour. (Sound demonstration) While the button is pressed in the alarm mode, the buzzer sounds. (Tone pitch control) While pressing the button in the alarm mode, press the button to change the tone pitch of buzzer. The sound of buzzer can be changed in ten steps.

Every time the button is pressed in the dual time mode, the display switches between 12 and 24 hour formats. The seconds are synchronized with regular timekeeping.

1) Press the button in the alarm mode to start the game.

After 2 seconds

GAME STARTS

2) Every time you press any of , , , , , , and keys, your aim number will advance by one: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9.

3) When your aim number coincides with any one of the invaders, press any of , , , , , and keys. Then the particular invader will disappear.

4) If you shoot down 16 invaders with less than 30 shots and without losing three defense lines, you can progress to the next round.

5) By repeating steps 2 to 4, you can progress up to the 9th round, after which the more difficult stage II starts. There are 9 rounds on this stage too. When you've knocked all these out, do as well as you can, the game returns to the start.

[Setting time and calendar]

[Regular timekeeping]

[Setting time]

[Seconds correction]

Press (on a time signal).

Example: Setting 10:58 PM Operation: 10:58 PM (3 or 4 digit input) Press (on a time signal).


To save battery power, press the button in the calculator mode to silence the tone. To retrieve sound, press the button again. One hour game play consumes the battery life for 2.3 days.