Module Nos. 165/222

Model: GM-10, GM-20, GM-30, etc.

**Regular timekeeping**

- Press the button to advance one hour.
- Press to advance 10 minutes.
- Press to advance one minute.

**Reading the display**

- Alarm-ON mark
- Time-signal-ON mark
- UFO's beam
- Interceptor
- Mode indicator
- Score

**Daily alarm mode**

- Press to set the daily alarm.

**Stopwatch mode**

- Press to start the stopwatch.

**Round Number Setting**

- Press to set the round number.

**On or off setting of daily alarm and time signal**

- The alarm-ON mark and time-signal-ON mark appear.
- The alarm-ON mark and time-signal-ON mark disappear.

**Quick digit advance**

- When the button is pressed for more than 2 seconds, the digit advances quickly.

**Auto-retrieve function**

- Any setting display will automatically return to the regular timekeeping mode in 1 or 2 minutes.

**Stopwatch operation**

- A signal confirms start/stop operation.
- Working range: The stopwatch display is limited to 59 minutes 59.99 seconds, for longer times reset and start again.

**Setting daily alarm**

- Press to set the daily alarm.

**How to play the game**

1. Press to change the display to the Game mode and the game will start automatically.
2. UFO beams will shoot across from the left to the right. These should be intercepted by your defenses on the right. To change the altitude of the interceptor missile, press . Press to fire an interceptor along the UFO beam. If the beam is intercepted a number will light up in the zone of the hit. If all four numbers ( , , , ) appear in the hit zone, you lose a life. Each new UFO appears automatically.
3. Bonus score: If all four numbers ( , , , ) appear in the hit zone, you lose a life. Each new UFO appears automatically.
4. UFO's can also be hit before firing a beam by anticipating their next altitude and firing an interceptor.
5. When you shoot down 16 UFO's or intercept their beams without losing three missiles you can progress to the next round, a speeded-up version.
6. Repeating steps 2 to 5 successfully will progress you from the first round, No. 0 to No. 9 round.
7. Press to replay.

**Scoring system**

Every time you intercept a UFO or its beam, you score as shown below:

- Also, you get 10 bonus points when all four numbers ( , , , ) are lit. Your score can go up to 9999, and thereafter it is reset. The numeral 7, when the fourth digit, may be displayed as the shape " ".

**Setting time and calendar**

- Press to set the date.

**Extra information**

- Precise time can be maintained by correcting the seconds once a month on a time signal from a radio, TV, telephone, etc.