

The Official
Midway's

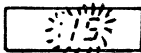


GAME WATCH INSTRUCTION MANUAL



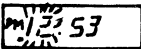
How to set your watch

1—Seconds



While in normal time mode, depress and hold S2 until flashing seconds appear in place of time display. Press S1 to set seconds to :00.

2—Hours




Press S2 again and the full time will be displayed with the hour flashing. Depress and hold S1 to advance hours to desired time (PM indicator if necessary), then release.

3—Minutes



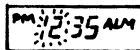
Press S2 once again and the minutes will begin flashing. Depress and hold S1 to advance minutes to desired time, then release. Press S2 once again to return to normal time mode. Your watch is now set to desired hour/minutes.

Note:  Symbol surrounding numbers denotes "flashing numbers."

If S1 is not pressed for two to three minutes while in the time setting mode, the display will return to normal time mode automatically.

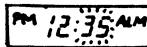
Alarm Setting Operations

1—Hours



While in normal time mode, press S1 once to enter alarm mode (indicated by "ALM"). Depress and hold S2 until alarm hour begins flashing. Depress and hold S1 to advance hours to desired setting (PM indicator as necessary), then release.

2—Minutes



Press S2 again and alarm minutes will begin flashing. Depress and hold S1 to advance alarm minutes to desired setting, then release. Press S2 once again and the alarm is now at the desired setting.

3—Arming Alarm

To arm the alarm, press any S3 button

and the PacMan indicator will appear under the alarm time. The alarm will now sound at the set time every 24 hours. To disarm the alarm press any S3 button until indicator disappears.



Alarm On



Alarm Off

To turn alarm off while sounding at the set time in normal time mode, press any S3 button. Alarm will then remain armed to sound again in 24 hours. To return to normal time mode from alarm set mode, press S1 twice.

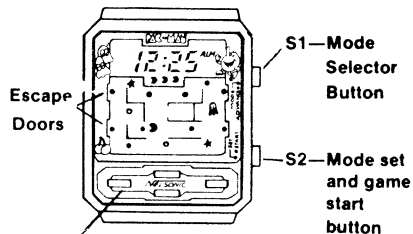
Battery Replacement

Replace battery with one piece Silver Oxide Union Carbide #389 or equivalent.

NELSONIC

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GAME WATCH INSTRUCTION MANUAL



S3A, S3B, S3C, & S3D—PacMan game direction buttons.

Display Mode Operations

In normal mode, watch displays hours and minutes (with PM indicator). Press S1 once for alarm time to appear. Press S1 once again to enter game mode. To return to normal time mode, press S1 again.

Cast of Characters—Game Key—Score

PacMan (3)	●	
Food Dot	•	3 Points
Food Circle	◦	5 Points
Energy Food Star (2)	★	8 Points
Ghost Monster	♁	20 Points
Magic Fruit	●	20 Points

Sound Effects

The different musical effects will sound at these various times:

- 1) Game start
- 2) PacMan being defeated by monster
- 3) Display cleared
- 4) Star being eaten (eliminate)
- 5) Dot being eaten
- 6) Score reaches 1,000
- 7) Monster being eaten
- 8) Cherry being eaten
- 9) Game over
- 10) Top score 1999

Note: There are two escape doors on each side of the maze that can be passed through in either direction, by both, PacMan and the ghost monster.

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Game Mode Operations

While in normal time mode press S1 twice to enter game mode. Highest game score recorded on this watch will be displayed on top. To start game press S2, musical effects will then sound, and score will reset to zero.

PacMan's Control buttons

S3A: Upward

S3B: Right

S3C: Downward

S3D: Left



Object of Game:

Direct PacMan through the maze to eat the food dots while avoiding the ghost monsters, by pressing the S3A, S3B, S3C, & S3D direction buttons. PacMan eats the food dots from right to left (the direction his mouth faces). However, after eating an energy food star, he then has five seconds (signified by special musical effect) to capture the ghost monsters from any direction. After the first display is cleared, two ghost monsters will appear in the maze.

If the display is cleared a second or more times, a total of three ghost monsters will begin chasing the PacMan. At various times throughout the game, magic fruit will appear, that can be eaten for bonus points.

The running score is displayed at the top of the maze, and directly below it the remaining PacMan are shown. If player's score exceeds 1,000 points, additional bonus PacMan are awarded. When the ghost monsters have captured the final PacMan, the game is over. To resume play press S2 twice, score is cleared and a new game will begin.

Important Note About Sound Effects

To mute or to reactivate the electronic sound effects, while in normal time mode, press S1 once to enter alarm mode ("ALM"), then press any S3 direction button and the PacMan indicator will either disappear (indicating silent play), or appear (indicating full sound effects). Press S1 once to reenter game mode.