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 if 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.

Battery Replacement

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

<table>
<thead>
<tr>
<th>Cast of Characters</th>
<th>Game Key</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>PacMan (3)</td>
<td>⋆</td>
<td>3 Points</td>
</tr>
<tr>
<td>Food Dot</td>
<td>⋆</td>
<td>5 Points</td>
</tr>
<tr>
<td>Food Circle</td>
<td>⋆</td>
<td>5 Points</td>
</tr>
<tr>
<td>Energy Food Star (2)</td>
<td>⋆</td>
<td>8 Points</td>
</tr>
<tr>
<td>Ghost Monster</td>
<td>⋆</td>
<td>20 Points</td>
</tr>
<tr>
<td>Magic Fruit</td>
<td>⋆</td>
<td>20 Points</td>
</tr>
</tbody>
</table>

**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.

**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.

**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.