GAME-TIME™

Instruction Booklet

Congratulations on owning **GameTime**™, the electronic watch that plays four exciting arcade games.

To prepare **GameTime**™ for operation, pull out "Large Pull Tab" on side of watch (Note: Store clerk may already have pulled tab for your convenience. If there is no tab, GameTime™ should already be operating.)

When used as a watch, **GameTime**™ displays the time, as well as a continuously changing pattern on the watch face. When used as a game, the time display becomes the scoreboard, and the watch face becomes the game field.

GameTime™ operates on two 1.5 volt watch-type batteries, designed to give many months of use. If product does not seem to be working properly, batteries probably need replacement. This can be done quickly at a jeweler or electronics products specialty store; do not try to replace the batteries yourself. We recommend silver oxlde batteries (e.g. Eveready #301) to insure maximum time between battery changes. Alkaline batteries (e.g. Eveready #186), which are less expensive, will also work.

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Warranty Certificate

Care of your GameTime™: Although **GameTime**™ is constructed with high quality materials, it should receive the care given to any electronics product. Avoid dropping the product, treating it roughly, immersing it in water, or exposing it to high temperatures for an extended time period (e.g. do not leave in car under hot sun for long periods).

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First, set correct time, following instructions in "TIME SET BUTTON" description on opposite page. Then, familiarize yourself with the **Game-Time**™ features:
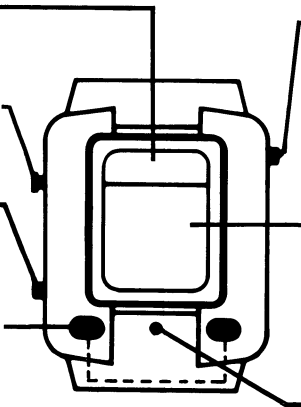
TIME DISPLAY WINDOW —
Gives hours and minutes. Also serves as scorekeeper when playing games.

PULL TAB — Remove to start GameTime™ operating. (May already be removed.)

FIRING BUTTON — Fires missiles in **ALIEN ASSAULT** game.

GAME PLAY BUTTONS — Moves player-controlled objects back-and-forth or up-and-down, depending on game. Also starts game play, once game is selected. (Right button starts game with sound; Left button without sound.)

GAME SELECTION BUTTON — Keep pressing until desired game number appears in Time Display Window, or until GameTime™ becomes a watch again.

GAME FIELD — Where the action occurs during game play. When used as a watch, a continuously changing pattern appears.

TIME SET BUTTON — Depress; then use left Game Play Button to set hours; right for minutes. Once at correct time, press Game Selection Button.

Now, you are ready to play one of the four exciting arcade games . . .

Game #1: Firing Squad

Press Game Selection Button until the number "1" appears in Time Display Window. You should see a "Victim" facing a six-man firing squad. To start game with sound, press right Game Play Button; press left Game Play Button for no sound.

Game Play: The firing squad will randomly fire bullets at the victim. You move the victim up and down, using the Game Play Buttons, in an effort to avoid the bullets. The more bullets you avoid, the more points you get. The firing squad starts by firing one bullet at a time, but soon will fire volleys. Dodge enough bullets and the old firing squad marches off the field, and a new — and faster -- firing squad takes its place. When victim is hit, the game is over. Final score is in the Time Display Window.

Scoring: One point is scored for each bullet dodged. The scoreboard goes up to 999 and then starts over again.

Game #2: Missile Strike

Press Game Selection Button until the number "2" appears in Time Display Window. Two rocket launchers will appear at the bottom of the game field. To start game with sound, press right Game Play Button; press left Game Play Button for no sound.

Game Play: Enemy missiles will cross your air space at different heights and speeds. You try to shoot them down with your rockets. Pressing left Game Play Button fires your left rocket launcher; right button fires right rocket launcher. When you hit an enemy missile, an explosion occurs and points are scored. The game ends after 30 missiles have crossed your air space.

Scoring: You receive nine points for each target hit travelling at low speed, twelve points for medium speed targets, and fifteen points for high speed targets.

Game #3: Alien Assault

Press Game Selection Button until the number "3" appears in Time Display Window. Three alien invaders, with bombs, appear at top of game field. Your earth station appears at the bottom. To start game with sound, press right Game Play Button; press left Game Play Button for no sound.

Game Play: Alien invaders march back and forth across game field, coming closer and closer to Earth, while dropping bombs on your earth station. As they get closer, their speed increases. You must avoid bombs by pressing Game Play Buttons, while firing your missiles at the aliens. Missiles are fired with the Firing Button; once you fire a missile, you must move your earth station before firing again. If your missile hits a bomb, you score points. Hitting an alien eliminates him from game, and more points are scored. If you destroy all three alien ships, three new ships appear. The game ends when the earth station is hit three times, or the aliens land on Earth.

Scoring: You receive three points for each bomb hit, and six points for each invader hit. When the score reaches 999, it starts over again. Each time the earth station is hit, the number of remaining allowable hits appears briefly in Time Display Window, then game resumes.

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Game #4: BlastAway

Press Game Selection Button until the number "4" appears in Time Display Window. Two rows of enemy tanks appear at the top of the game field, each with a driver. Your rocket launcher appears at the bottom of the field. To start game with sound, press right Game Play Button; press left Game Play Button for no sound.

Game Play: A rocket will come into play, moving toward the enemy tanks. As it rebounds back toward you, use Game Play Buttons to block the rocket and bounce it back toward the tanks. The first time you hit an enemy tank, it disappears, leaving the driver. When you hit the driver, he disappears, exposing the back row of tanks and drivers. You score points for hitting tanks and drivers; when a rocket gets past your launcher, a new rocket appears. Miss 5 rockets and the game ends. If you blast away all of the enemy tanks, new tanks appear, and the rocket moves more quickly.

Scoring: Tanks in front row count 3 points; drivers count 6 points. Tanks in second row count 9 points, while second row drivers count 12 points. When the score reaches 999, it starts over again. Each time a rocket gets past your launcher, the number of remaining rockets appears briefly in Time Display Window, then game resumes.

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