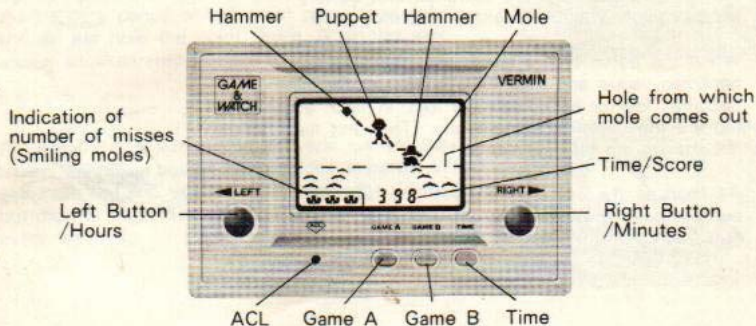


# ELECTRONIC

VERMIN (MT-03)

## GAME & WATCH

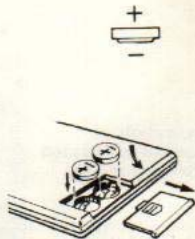


## INSERTING THE BATTERIES

Insert two LR43 or SR43 batteries into battery compartment with the positive electrode atop.

When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes low or be completely lost. In such a cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

As soon as the batteries are set, the unit will automatically show the pattern illustrated in the right figure.



## TIME SET

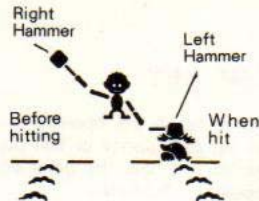
Lightly touch the opening under the ACL arrow with the tip of a pencil or ball point pen. Press lightly and do not hold the point down. A display will appear as illustrated.

By pressing the left button you will control the hours. The right button controls the minutes. When you have set the desired time, press the Time button and the clock will start. Pattern moves every second.



## GAME A

In this game, points are given by striking moles which spring up from the ground successively. A part of the ground starts swelling. Player must, before a mole comes out, control right or left button to move the puppet so that a hammer is just over the swelling hole. When a mole appears from the hole, the puppet strikes it with the hammer automatically.



1. Press the button for Game A. While it is depressed, the highest score previously achieved is displayed. When it is released, the game will automatically start. (The highest score will disappear if the ACL switch is pressed or if the batteries are detached.)
2. Controlling the puppet with both buttons, player continues to hit all moles coming out from four holes except center one.
3. A successful hit against a mole makes a point. The speed is accelerated as the score is increased.

4. A miss is counted when the puppet can not strike a mole (i. e., there is not a hammer just over the mole). In this case, the mole goes back slowly and a smiling face of a mole is indicated. With three misses (three smiling faces), the game is over.

- \* Game progress is stopped temporarily while a mole goes back after a miss. But, player must prepare a hammer over the next mole, because game is restarted immediately after return of the former mole ends.
- \* The maximum score indicated is 999 points. (Score over 999 points is reset to 0, and game is newly started.)
- \* If the unit is left as it is after the game is over, the time display will appear in about five minutes.

## GAME B

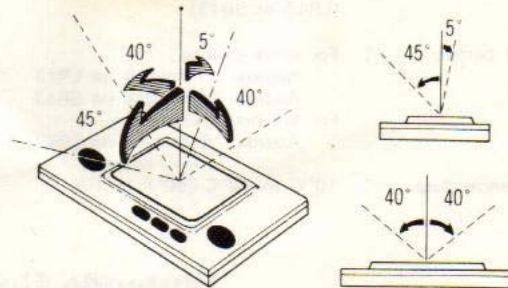
In this game, moles more than in Game A come out from all of five holes. In all other respects, Game B is the same as Game A.

## CAUTIONS

1. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
2. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
3. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
4. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.
5. Do not put the unit in the pocket at the back of trousers. The display may be damaged when you take a seat.
6. Wipe any dust with a soft dry cloth.

7. Do not use volatile oils such as thinner or benzine and alcohol for wiping.

8. The liquid crystal may be difficult to look at depending upon the angle. The best angle at which to look is as illustrated in the figure.



## SPECIFICATIONS

- Accuracy of the clock : Average daily differential within  
 $\pm 3$  secs. (under normal temperature)
- Battery : Two Alkali-Manganese batteries  
(LR43 or SR43)
- Life of the battery : For clock display  
Approx. 6 months on LR43  
Approx. 12 months on SR43  
For one-hour-game a day  
Approx. 6 months on LR43
- Working temperature : 10°C to 40°C (50°F to 104°F)

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