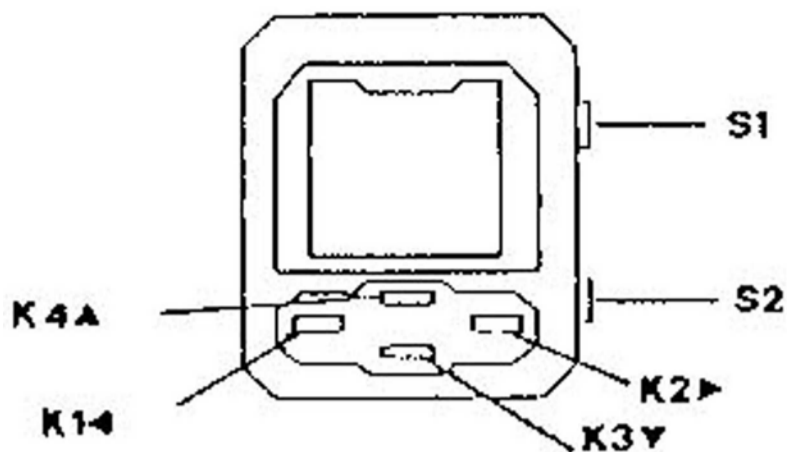


THE LEGEND OF ZELDA 8321




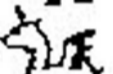
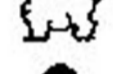








S1 (Mode); Normal time - Game mode - Alarm time
 S2 (Set); Press and hold to reach the setting mode (The seconds will start to flash)

K1 (Left button): To move left (at game mode)
 K2 (Right button): To move right (at game mode)
 K3 (Lower button): To move downward (at game mode)
 K4 (Upper button): To move upward (at game mode)

DISPLAY MODE OPERATIONS

- In normal mode, watch displays hours and minutes (with PM indicator) Press S1 once to enter game mode and a zero will appear. Press S1 once more for alarm time to appear.

CAST OF CHARACTERS FIGURE POINTS

Link		
Dragon		50
Iron Bait		20
Bat		40
Key		20 (if picked up within 4 seconds)
Triangle		20
Last Triangle of the Triforce		60
Boomerang		
Sword		
Bomb		
Door		

SOUND EFFECTS

The different musical effects will sound at these various times:

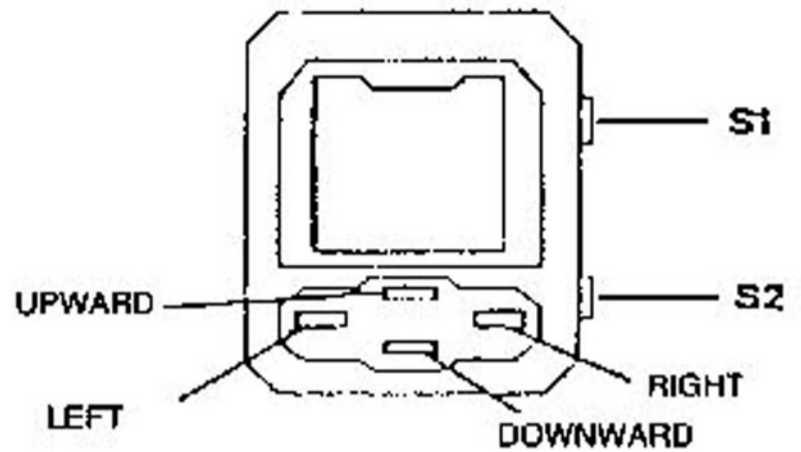
1. Game start
2. Each movement by Link
3. When Link is hit by an enemy
4. When Link loses all his lives (hearts)
5. When Link picks up a weapon
6. When Link exits one cave to enter the next cave
7. When Link picks up an extra heart (life)
8. Game over.
9. Top score 1820

GAME MODE OPERATIONS

While in normal time mode press S1 to enter game mode, zero will appear at the top of watch. To start the game press S2, the musical effect will sound, Top Score will appear, and then will reset to zero. Two shields (Link's) will appear at the top, and two hearts will appear on bottom right signifying that you have a total of 4 Link lives for each game.

LINK'S CONTROL BUTTONS

K1: Moves Left
 K2: Moves Right
 K3: Moves Downward
 K4: Moves Upward



OBJECT OF GAME

Link enters a cave. He is defenseless, without any weapons. Link is attacked by crushing Iron Balls, Ferocious bats, and a fire breathing Dragons. In order to defeat these enemies he must pick up the appropriate weapon designed to destroy a specific enemy. When entering the first cave two Iron Balls chase Link. He must avoid them by using the K directional controls. If the "weaponless" Link does not avoid the attacking Iron balls and they catch him, a musical effect will be heard and Link will flash signifying that he lost one life. In the upper left corner a Boomerang will appear. When he reaches this needed weapon press S1 to pick up the boomerang. When a weapon is picked up it will be seen in the top left square. Letting you know that Link has acquired the weapon and can now defend himself. Link now chases the Iron Balls and when he catches one, press S2 and it will be destroyed. After all enemies are destroyed a key will appear in top left corner. If you can pick up the key (S1) with in 4 seconds 20 bonus points will be awarded to you. Once Link has the key a door will appear telling Link which way to go to the next cave. You have 10 seconds to get Link through the door. For every second after that, 10 points will be deducted from your score until all points are lost and game is over. At the top left there is a flashing map telling you in which cave Link is located. There are 4 caves in each level and 4 levels for a total of 16 caves. At the end of each level the fire breathing Dragon will appear. If Link is hit by the fire, no weapon will protect him and he will lose all his lives. Link must destroy the dragon by picking up a bomb (S1) at the top left corner and dropping the bomb (S1) near the Dragon. Link must get away before the bomb explodes or else Link loses all his lives. When the Dragon is destroyed a triangle will be seen in the bottom right corner. Pick it up (S1) and it will be added to the Triforce triangle of the top right. A key will then appear to enter the next level and cave. The running score is displayed at the top. After Link has lost all his lives the game is over. To resume play press S2. The score is cleared and a new game will begin.

Note: In higher levels to destroy bats, Link must first destroy all Iron Balls with the boomerang and then a sword will appear in bottom middle for the destruction of the bats.

Note: The Sword can only be used eight times (press key S2).

ENEMY

Iron balls
 Bats
 Dragon

WEAPON

Boomerang
 Sword
 Bomb

IMPORTANT NOTE ABOUT SOUND EFFECTS

To mute or to reactivate the electronic sound effects, while in normal mode press S1 twice to enter alarm mode ("AL"), then press S2 once and the Link shield will either disappear (indicating silent play) or appear (indicating full sound effects). Press S1 twice to enter game mode.

HOW TO SET YOUR WATCH

1. Seconds

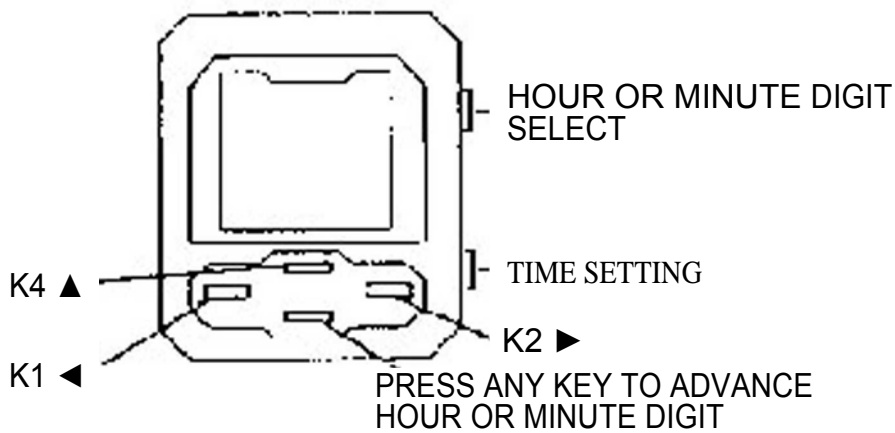
While in normal time mode, depress and hold S2 until flashing seconds appear in place of the time display. Press any K button to set seconds to :00.

2. Hours

Press S1 and the full time will be displayed with the hours flashing. Depress and hold any K button to advance the hours to the desired time (PM indicator if necessary) then release.

3. Minutes

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



ALARM SETTING OPERATION

1. Hours

While in normal time mode, press S1 twice to enter alarm mode (indicated by AL). Depress and hold S2 until alarm hours begin flashing. Depress and hold any K button to advance hours to desired setting (PM indicator as necessary) then release.

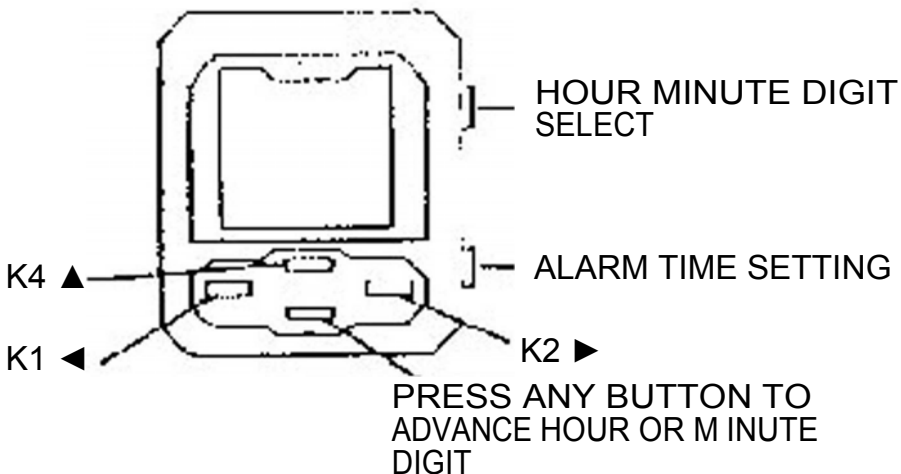
2. Minutes

Press S1 and alarm minutes will begin Flashing. Depress and hold any K button to advance alarm minutes to desired setting then release. Press S2 and the alarm now at the desired setting.

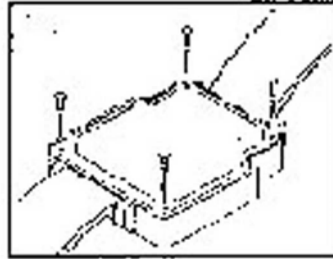
3. Arming Alarm

To arm alarm, press S2 button and the Link shield will appear to the left of the alarm time. The alarm will now sound at the set time every 24 hours. To disarm the alarm press S2 until indicator disappears.

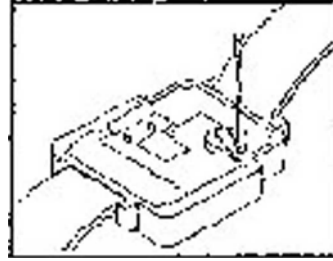
To turn alarm off while sounding at the set time in normal time mode, press S2 button. Alarm will then remain armed to sound again in 24 hours. To return to normal time mode from alarm set mode press S1 again.



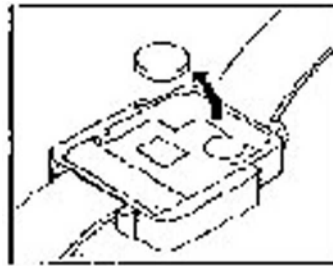
REPLACE BATTERY PROCEDURES



1. Use a small screwdriver to unfasten the 4 screws on the reverse side of the watch. Carefully lift off the back cover.



2. Now unscrew the screw holding the battery in place. Lift off the battery contact that holds the battery in place.



3. Lift out the dead battery and insert a new one.

4. Replace the screws in the metal clip to lock the new battery into place
5. Recommended battery: Silver Oxide 392 or Equ.

RECOMMENDED FOR AGES 5 YEARS OR UPWARDS.
DON'T CHANGE THE WATCH'S BATTERY YOURSELF. LET YOUR PARENTS DO IT.

THE WATCH BATTERY SCREWS CONSTITUTE SMALL PARTS AND HAVE FUNCTIONAL SHARP POINTS THAT COULD PROVE HAZZARDOUS TO CHILDREN UNDER #^ MONTHS.