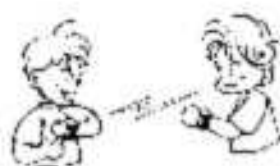


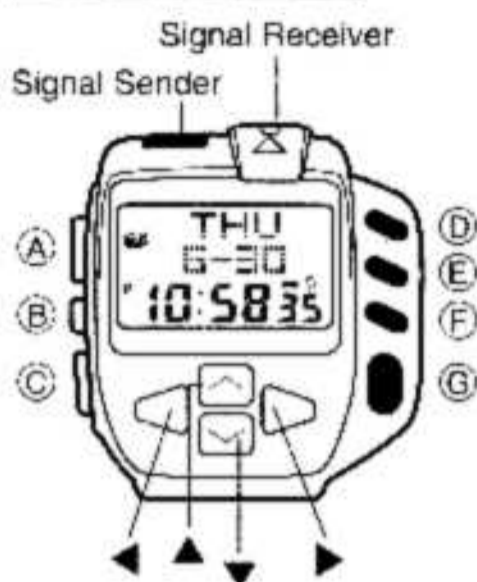


Quick Reference



This Quick Reference provides a simplified explanation of how to use the Tower Master Adventure Game, Telephone Directory, Magic Beam Data, and Magic Beam Message features of the JG-100C/D. For details on these and other features and functions, see the User's Guide that comes with the JG-100C/D.

General Guide



The operations in this reference are explained using the button names shown in the illustration nearby.

Example:
Press (A) to enter the Game Mode.
Press ▲ to scroll through the Telephone Directory data.

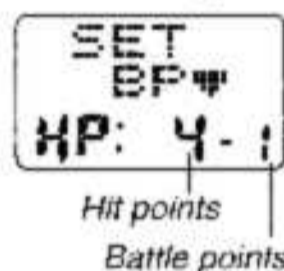
Tower Master Adventure Game

Introduction

The Tower Master Adventure Game requires you to overcome a variety of opponents and battles. The object of the game is to take the Tower Master Orb from a demon named ZEX, who is the guardian of the top floor of Devil's Tower*. Legend says that only a warrior of great honor and courage will be able to succeed. This Quick Reference describes how to play against the watch's built-in computer (1 Player). See the User's Guide that comes with the JG-100C/D for information on how to play against a friend who also has a JG-100C/D watch (2 Player) and how to play the Magic Beam Battle game.

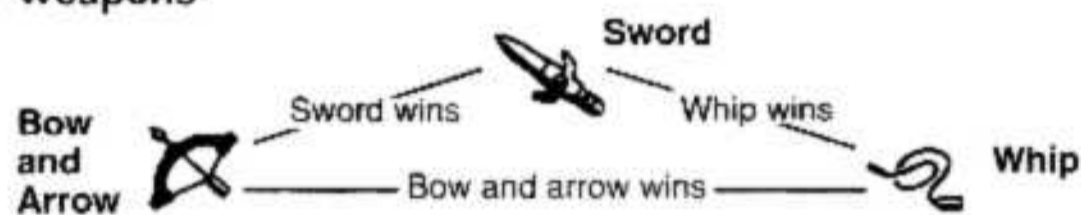
* Devil's Tower has 10 floors, divided between a lower level, a middle level, and an upper level. To advance from one floor to the next, you must advance through each level and then correctly open a trick gate.

Scoring

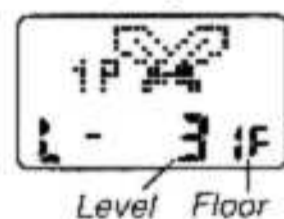


The winner and loser of the game are determined by hit points and battle points. Each player specifies the number of battle points to be used in the game and then selects a weapon. The first player whose hit point total is reduced to zero loses.

Weapons



1-player Tower Master Adventure Game



1. In the Timekeeping Mode, press (A) to enter the Game Mode.

2. Press (G) to start the game.

3. Use ▲ (increase) and ▼ (decrease) to specify battle points. You can set battle points from 1 to 9 (depending on how many hit points you have).

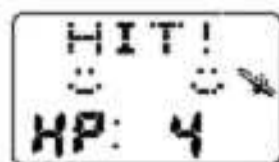
4. Press (G) to register your battle points.

5. Use (D) (bow and arrow), (E) (whip), or (F) (sword) to select a weapon.

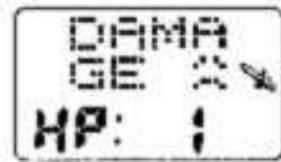
• An icon appears on the display to indicate the weapon that you select.

6. Press (G) to start the battle.

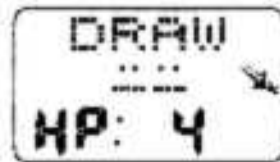
• The following shows the three possible screens that can appear to indicate the result of a battle.



Win



Lose



Draw

Total number of battle points used (by you and your opponent) is deducted from your opponent's hit point total.

Battle points are deducted from your hit point total.

No battle points are deducted.

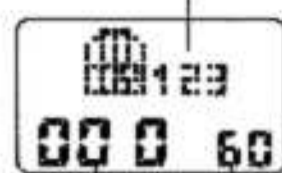
7. Repeat from step 3 (if you win or loss), or step 5 (if you draw) until you or your opponent runs out of hit points to end the round.

• If you win the round, a message appears to indicate that you have been promoted to a higher level, and the game continues from the new level (repeat from step 2).

• If you lose the round, a message appears to indicate that you have been demoted to a lower level, and the game continues from the new level (repeat from step 2).

Trick Gates

Gate combination



Changing numbers

Remaining time (seconds)

After passing certain levels, you will confront trick gates.

When the trick gate screen appears, press (G). At this time the three-digit number on the screen starts to change at high speed. Use (G) to stop each digit one-by-one. If you come up with the correct combination, the gate opens and you are allowed to move up to the next floor.

If the remaining time countdown reaches zero before you can come up with the correct combination, you return to the level immediately before the trick gate.

The gate combination on the display provides a hint of the correct combination. In some cases, one of the digits is replaced by '?', which means that you must guess the correct number for this digit.

Battling a Demon

When you fight against one of the demons who guard Devil's Tower, you must specify the battle points you want to use and then try to reduce the demon's hit points to zero. But before the battle can begin, you must first stop the changing number on the display so that it matches the demon's weakness number.

Demon hit point total Weakness number



Changing numbers

Battle point

Remaining time (seconds)

1. When the demon screen appears, press (G). At this time the two-digit number on the screen starts to change at high speed. Press (G) to stop each digit. Keep trying until you get the two-digit number to match the weakness number.

2. After you match the weakness number, the display changes to the battle point screen. Press (G), and the battle point number starts to change at high speed. Press (G) to stop the battle point number, trying to make it stop at the highest value possible.

• The demon's hit point total is reduced by the battle point number that appears on the battle point screen.

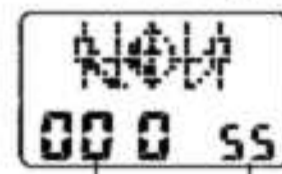
3. Repeat the above two steps until the demon hit point total becomes zero.

• If you are unable to defeat the demon within the time counting down on the display, you are thrown into a dungeon under the tower.

Dungeon

If a battle causes you to drop down to Level 0 or if you are defeated by one of the demons, you are thrown into a deep, dark dungeon below Devil's Tower. You cannot play any game while you are in the dungeon. You are automatically released from the dungeon after serving a time of about 60 minutes. You can also escape from the dungeon.

How to escape from the dungeon



Changing numbers

Remaining time (minutes)

Some escape routes make it possible to reduce the amount of time you must spend in the dungeon. Try different escape routes to find out which one is best. Press (G) and the three-digit number begins to change at high speed. Press (G) three times to stop each digit one-by-one.

No one knows which numbers open up escape routes. Try to come up with the combination that lets you escape.

To return to the Timekeeping Mode

Press (A) to switch back to the Timekeeping Mode from the Game Mode.