## swatch 🖪

### TIME SETTING

#### STANDARD



#### TOUCH / FUN



A: Normal position of the crown C: Position for setting the time

To set the time, pull the crown out to position C and turn clockwise or anticlockwise. After resetting has been completed, press the crown back to position A. To set the time, pull the crown to position 2. Turn slowly to correct minutes. Turn quickly to correct hours. After resetting has been completed, push the crown back.

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#### DATE OR DAY SETTING





To set the date, pull the crown out to position B, and turn anticlockwise. To set the day, turn the crown in a clockwise direction. After resetting has been completed, press the crown back to position A.



Push crown for 5 seconds. If both hands go to 12 o'clock, test is ok. Push crown again and hands go back to time.

If hands are not exactly at 12 o'clock, pull crown to position 2. Turn clockwise to readjust hour hand. Turn counter clockwise to readjust minute hand. Push crown back and hands turn back to show time.

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### TOUCH ALARM

#### SHOW ALARM TIME



Touch your Swatch. Hands move to show alarm time for approx. 4 seconds.

STOP ALARM



Touch your Swatch to stop alarm.



Switch alarm on ⁄off and set alarm time Press crown and hands go to actual mode on or off.

Press crown again to change mode.

Pull crown to position 1 and the hands go to the last alarm time.

To set a new alarm time, turn crown (turn slowly = minutes, turn quickly = hours). Then push crown back and hands turn back to time and alarm mode will be "on".

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Press crown for 2 seconds to start alarm demo.

To stop, press crown again.

### TOUCH GAME



Touch your Swatch.



Hands come together at 12 oʻclock and start to rotate at least on full turn.



IMPORTANT: When the hands do not show correctly ON-OFF (alarm mode), the Touch Alarm must be adjusted (e.g. after battery change or a hard knock).



IMPORTANT: If hands are not exactly at 12 o'clock, they have to be readjusted.



Hands stop by accident and show the result of your game for some seconds... ...then, hands turn back to time.

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### SCUBA FUNCTION: ELAPSED TIME



SET



#### Using the adjustment ring

For setting the start time and duration of an activity, line up the marker on the adjustment ring with the minute hand. Timing starts at the time indicated by the marker. The elapsed time is indicated by the minute hand pointing the number on the adjustment ring.



**IMPORTANT:** After being submerged in salt water, the Scuba 200 Chrono should always be rinsed with fresh water.

**CAUTION:** The Irony Scuba 200 Chrono is not a professional diving watch.