CASIO FA-1

INSTRUCTION MANUAL MANUAL DE INSTRUCCION



Congratulations on your purchase of CASIO FA-1 adapter designed for CASIO FX-501P/502P calculators.

The FA-1 adapter is designed exclusively to connect the FX-501P/502P with an ordinary tape recorder.

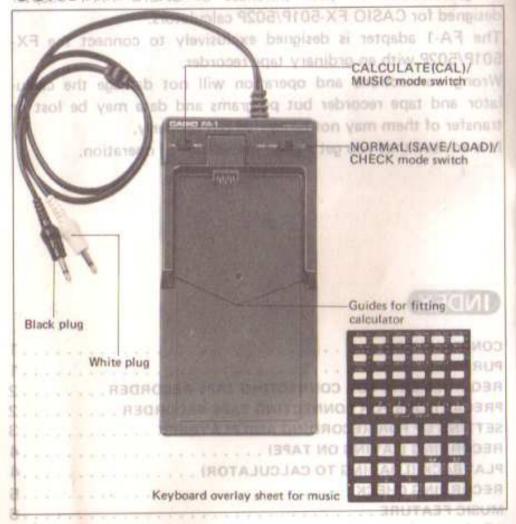
Wrong connections and operation will not damage the calculator and tape recorder but programs and data may be lost or transfer of them may not be carried out properly.

It is advised that you get a good knowledge of operation.

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CONSTRUCTION BEENDING YOUR ON SHOULD NOT SHOULD INTERIOR



PURPOSES

- To keep programs of CASIO FX-501P/502P on magnetic tape
- To keep data of CASIO FX-501P/502P on magnetic tape
- To load programs kept on magnetic tape to the FX-501P/502P
- To load data kept on magnetic tape to the FX-501P/502P

The following is the unique feature of CASIO.

· You can synthesize music by coding a music program with "notes", their "duration", and "tempo" given as data. Play it back through the tape recorder.

REQUIREMENTS FOR CONNECTING TAPE RECORDER

 Tape recorders connectable to the FA-1 Tape recorders and tape decks which use cassette tape, micro-cassette tape or open-reel tape,

Requirements for tape recorder

1. The input impedance is more than 10 kilohms and the minimum input level higher than 3 mV at the MICROPHONE or equivalent input terminal of the tape recorder.

The output impedance is less than 10 ohms and the output level higher than 2.5 V at the EARPHONE, MONITOR, or equivalent output terminal of the tape recorder.

3. Distortion of input and output signals is less than 15% in the frequency range of 1 kHz to 3 kHz.

Adding to the above requirements, the tape recorder must be equipped with input and output jacks fitting to mini-plugs. Almost all cassette tape recorders (including radio-cassette tape recorders and cassette tape decks) which are available on markets at present meet the above require-

Connection may be possible even if the requirements are not exactly met. When the requirements are not met, the tape recorder and calculator will not be damaged by connection.

Note: If the plug and jack do not fit, replace the plug with a suitable

To load a program or grograms from a magnetic tabe back to

#Output level adjustment

RECORDER . With a stated table recorder set the channel-bala

Confirm the following to let the tape recorder connected to the FA-1 operate properly.

- The tape recorder's jacks are free from rust and damage.
- The magnetic head is clean and not worn excessively.
- The magnetic tape to be used is an ordinary one available on markets and its frequency response is not deteriorated excessively.
- The tape is free from damage and creases. Avoid to make recording on the beginning and end of tape (respectively for about 30 seconds).
- · Operate the tape recorder by batteries if it does not work well with AC line power.

- Fit the calculator to the FA-1 securely. Do not remove the calculator in the middle of operation. Before removing the calculator, turn off its power switch.
- · Use the same recorder for recording and playback. Though it is uncommon, it may be impossible to play back tapes on which recording is made with another tape recorder. The alone soul box problems as

The input impedance is more than 10 kilohma and the minimula

input level higher than I and I was MICHOPRONE or equivalent

Requirements for tape recorder

quency range of 1 kHz to id-

SETTING UP FOR RECORDING AND PLAYBACK

■Connections

· Connect the FA-1's white plug to the tape recorder's MIC jack (preferably to the R-channel jack for a stereo tape recorder).

· Connect the FA-1's black plug to the tape recorder's EAR, MONITOR or EX SP jack (of the same channel as the white plug with a stereo tape recorder).

■ Recording level adjustment

- · Let the automatic level control work if the tape recorder is provided
- · Otherwise adjust the level control while recording test data so that the VU meter reads zero.

Note: Avoid to use such a tape recorder that its level meter pointer deflects very wide.

Output level adjustment

- Set the volume control at a higher position than an ordinary listening position, in between the center mark and MAX. (MAX is preferable normally.)
- With a stereo tape recorder, set the channel balance control to MAX toward the channel used.
- . If mixing feature is provided, adjust the SOURCE level to MAX and operate properly, the MIC level to MIN. a The tags reported a least sent they from russ and

■Miscellaneous adjustment

- Miscellaneous adjustment
 Set the TONE, BASS, and TREBLE controls to a medium level.
- Set the tape selector in accordance with the type of tape.

RECORDING(SAVING ON TAPE)

To save calculator program on magnetic tape:

- 1. Set the FA-1's mode switches at CAL and SAVE/LOAD respectively.
- 2. Position the tape suitably and record the tape counter reading.
- 3. Depress [60], [3], [60] and [60] in this sequence and input a three-digit file number. Smith Save CAD res
- 4. Str the recorder in the recording mode.
- 5. Decress @
- *Recording is completed in about 11 to 16 seconds ("0," is displayed).
- 6. Stop the tape recorder.

To save calculator data on magnetic tape:

- 1. Set the FA-1's mode switches at CAL and SAVE/LOAD respectively.
- 2. Position the tape suitably and record the tape counter reading.
- 3. Depress [60], [6], [60], and [600] in this sequence and input a three-digit file number.
- 4. Start the tape recorder in the recording mode.
- 5. Depress im
- Depress .
 * Recording is completed in about 9 to 13 seconds ("0." is displayed).
- 6. Stop the tape recorder.

PLAYBACK(LOADING TO CALCULATOR)

The FX-501P at expecting of memoration 15 name in MO strough Md 14 and the name to NOTHO SHOOM NOT THE PARTY OF THE PARTY

- To load a program or programs from a magnetic tape back to the calculator:
- To load all programs at a time:
- 1. Set the FA-1's mode switches at CAL and SAVE/LOAD respectively.
- 2. Position the tape so that the tape counter reads 1 or 2 before the recorded counter reading.
- 3. Depress , 3, , (PROGRAM ALL CLEAR), , and in this sequence and input the three-digit file number given at the time of saving.
- 4. Start the tape recorder in the playback mode.
- Depress . "FP (file number)" is displayed during playback. * Loading is completed in about 11 to 16 seconds ("0," is displayed).
- 6. Stop the tape recorder.

Note: If the program is not found, operation ends with error ("E" displayed).

The table is free from damess and cossess, Avoid to socke recording or

and pay ato the tage teleproper by between it it does not work well with

The beginning and and of rape (rappernyely for about 30 seconds)

To load a program: PRATIO DIA VASTOVICEDER

Follow steps 1 and 2 above.

3. Depress . 3. M., and a to delete Pn. Successively depress and and input the three-digit file number given at the time of saving. Finally depress Fig to designate the program to load.

Follow steps 4, 5, and 6 above. Loading is completed in about 11 to 16 seconds.

Str. the recorder in the recording mode ■To load data from a magnetic tape to the calculator:

- 1. Set the FA-1's mode switches at CAL and SAVE/LOAD respectively.
- 2. Position the tape so that the tape counter reads 1 or 2 before the recorded counter reading.
- Depress [1], [1], and [100] in this sequence and input the three-digit file number given at the time of saving, allow about 11.4.3 and 182

* Memory need not be cleared in advance, viderius sout set podizo9

4. Start the tape recorder in the playback mode.

- 5. Depress . " F [(file number)" is displayed during playback. * Loading is completed in about 9 to 13 seconds ("0," is displayed).
- 6. Stop the tape recorder.

RECORDING CHECK

· Be sure to check programs or data saved on a magnetic tape by the following procedure.

. Loading operation need not be checked unless "E" is displayed. It normally ends satisfactorily.

1. Set the FA-1's mode switches at CAL and CHECK respectively.

2. Rewind the tape to the position where recording started. Operate the calculator and tape recorder for playback in the sequence of [600], [3] for a program () for data), w, we, file number, starting the tape recorder, and Will CLIE MARRORS IN THE

3. Recording is made correctly unless the calculator displays "E".

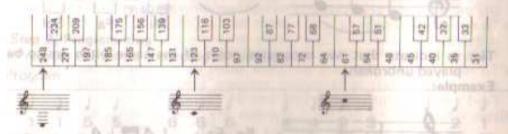
4. If "E" is displayed, check connections and control settings and make S. Directors III. "EP 10 (the numbers) I district the property ("O" I district the control of the property ("O

MUSIC FEATURE

 You can enjoy composing, arranging and playing music with the system of CASIO FX-501P/502P, FA-1 adapter and a tape recorder.

Basic operation

- 1. Set the FA-1's mode switches at MUSIC and SAVE/LOAD respectively.
- 2. Put the codes of notes into the M-registers of the calculator.
- 3. In the WRT mode, program music by representing notes and their duration by code numbers.
- 4. Execute the program in the RUN mode. You will listen to the music through the tape recorder, (Record the music on a magnetic tape and play it back if the tape recorder does not allow to monitor recording.)
- · Put the codes of notes into the M-registers.



The FX-501P is capable of memorizing 15 notes in M0 through M9 and M.O through M.4 (see the note below). The FX-502P memorizes up to 20 notes in M0 through M9 and M.0 through M.9.

Note: The L-registers (for parentheses) can be used as M.O to M.4 only when the FA-1 is connected to the FX-501P and the mode switch is set at MUSIC.

· Designate the duration of notes and rests using keys as summarized

Duration of note	Key	Duration of note	Key	Duration of rest	Key
7	X-M) j	- (30-40)	4	Stream (SSF)
NE LE				(H) (H)	- Mar EUP
1	MR	1	· MR	1 1	MIR COP
1	M-	4	· W-	-	M- EXP
8	H+	0	- W	2 .	M+ EXP

^{*} Install the keyboard overlay sheet designed for music. You will see musical symbols on it. This manual and library description use the ordinary notation of notes and rests.

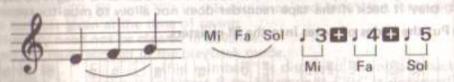
· Put a tempo code into the MF register.

Tempo code	0	1.	2	3	4	5	6	7	8	9
Tempo (↓≒)	28	56	84	112	140	168	196	224	252	280

MUSIC FEATURE

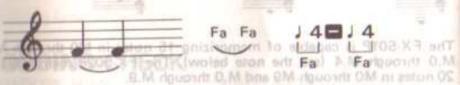
- * Tempo is represented by the number of quarter notes to be played in a minute.
- The key represents the slur and the key the tie.

Slur: to play successive notes by gliding from one to another through the tape recorder, (Record the musicions and reports



Tie: to indicate that two successive notes of the same pitch are to be played unbroken

Example:



Synthesizing music when the FA-1 is connected to the FX-5018 and the eldmaxa



* Install the keyboard overlay sheet designed for music, You will see musical symbols on it. This manual and library description are the ordinary notation of notes and rests.

Analysis, programming, loading program, and playing

Step 1 | Analysis

1. How many different notes are used in the example? Official and full I Six notes (Do, Re, Mi, Fa, Sol and La) are used.

Put the codes of the notes used into the Magaistans

2. Put the codes of the notes used into the M-registers. FA-1: "MUSIC", "SAVE/LOAD"

Calculator: RUN Mode (T)

Fa + 92 Ma anonthing and risky) sexual Do → 123 M-1

Re - 110 Ma 2 Sol → 82 M 5

La → 72 四百 3. Put a tempo code into the MF register.

Put "7" in the MF register for the example whose tempo is designated as 224 quarter notes per minute.

(At the CAL gostnort the Reve to not reproduct the CAL the Cate to the Cate the cate

|Step 2| Programming | Programming | Step 2| Programming | Programming |

 Program the music according to the score. Program

11/1:1	1111	E/1515	2 : 121 111	ETTING NOT	2.102	VIIII				7111	15311511	JOHNO.	10.7
1 Do	1 Do	5 Sol	5 Sol	6 La	6 La	5 Sol	4 Fa	J 4 Fa	3 Mi	ј 3 Мі	2 Re	2 Re	1 Do
J	1	J	100	1	1	1	mind.	J	J	J.	J	J	d
5	5	4	4	3	3	2	5	5	4	4	3	3	2
Sol	Sol	Fa	Fa	Mi	Mi	Re	Sol	Sol	Fa	Fa	Mi	Mi	Re
1	1	J	J	J	-1	d	1	1	1	1	J	1	J
1	1	5	5	6	6	5	4	4	3	3	2	2	1
Do	Do	Sol	Sol	La	La	Sol	Fa	Fa	Mi	Mi	Re	Re	Do

|Step 3| Loading program

. Load the program as "PO". Calculator: WRT mode (回图)

PO 1, 11, 15, 15,

12, 12, 11, AC.

if recording is made, on its

Milluric feature-Summery

The system of the FX-501

Terminate the music program with this command. -

Step 4 Playing

1. Connect the FA-1's white plug only to the tape recorder's MIC jack. (Connect an earphone to the tape recorder's EARPHONE or MONI-TOR jack.)

2. Load a tape on the tape recorder and put it in the recording mode. (The tape may be stationary.)

3. Put the calculator in the RUN mode () and depress [6]

* You will listen to the music through the earphone. If the tape recorder is provided with mixing feature, no earphone is needed and you will listen to the music through the speaker.

4. The music ends when the calculator displays "0,", Rewind the tape if recording is made on it. Then you can play it back through the

speaker (with the earphone disconnected).

■Music feature—Summary | Summary |

The system of the FX-501P/502P, the FA-1, and a tape recorder is needed to play music.

The music feature is a kind of programmed operation. At this time the FA-1's mode switch must be set at MUSIC.

(At the CAL position, the keys do not represent notes and rests.)

. To save music programs and register data on magnetic tape, operate the calculator just as recording ordinary programs and data with the FA-1's mode switches set at CAL and SAVE/LOAD,

 To reload music programs and data saved on a magnetic tape, operate the calculator just as reloading ordinary programs and data with the

FA-1's mode switches set at CAL and SAVE/LOAD.

Note: When the FX-501P's L-registers are used to keep the codes of notes, set the mode switches at MUSIC and SAVE/LOAD to load data into the registers.

"Pload the program as "Po"

1. Connect the FA-Ys white plug only to the tage recorder's MIC lead

CONTENTS OF DEMONSTRATION TAPE PROVIDED

 The demonstration tape provided has the following contents: (* Normal position)

Tape counter reading	Time (in seconds)	File No.	Contents Wand direction
to O rigio	widtro and h	ortz #	Blank vino W bos 5 www.my savelo
he playe	0.7	rown	Für Elise (music) and eniteral neither
5	1'45"	TOTAL BOATS	Sakura Sakura (music)
	2'40"	100	Für Elise (program) for FX-502P
	3'05"	100	" (register data) "
	3'30"	200	Sakura Sakura (program) for FX-501F
	4'00"	200	" (register data) "
	4'30"	300	Bombarding game
	5'00"	400	Hit-mole game
	5'30"	500	Guess-number game log point
10	6'00''	600	Number ordering game
11.	6'30"	700	Take-stone game
12	7'00"	800	Hit & Blow game
	7'25"	-	Blank

Note: Fill the columns of tape counter reading by yourself since it varies with the tape recorder.

Set the FA-1's mode switch at MUSIC only to reload the register data of "Sakura Sakura".

Firing range when the above requirements are met-

HOW TO PLAY GAMES (DEMONSTRATION TAPE PROVIDED) Bombarding game university test, and hebitory real actionment of a

Description

This is a game to bombard a target. The calculator holds data A, B, C, D, and W shown at left. But the player knows E and W only. (B and D is the width and height of a barrier existing between the firing point and the target.) The player inputs initial velocity Vo (m/sec) and firing angle 0 (degrees) considering the wind direction W.

Firing point emag prinstrio tec Blow game

> Requirements for the Gravitational acce Traveling distance

$$y = V_0 \sin\theta t - \frac{1}{2}gt^2 = V_y t - 4.9t^2$$

 $\frac{V_y}{V_x} A - \frac{4.9}{V_x^2} A^2 > D$
 $\frac{V_y}{V_x} (A+B) - \frac{4.9}{V_x^2} (A+B)^2 > D$

Firing range when the

$$\chi_{END} = \frac{V_X V_Y}{4.9}$$

APLEASE IN DOLL & ABSTRACT OF THE STATE OF T			The Company	WASHINGTON CO. T.	exceeded
→ W (wind direction)	6	2 4	nine	1831000.	1
1330" 200 CONTRACTOR	7	1 2	Calumn	34,	
undicary difoguers at data with the	8	Second!	C 3	HLT O.	
market or CAO P and Sales of	9	(V ₀)	120 @	0.	Nonther of corner
Target	10	(0)	45 III	227.	Hit 227 meters beyond target
500" 500 Number	J. Lin	terns remain	use displaying	1831000.	
7'00" 800 Hit & B	11 (13) 19(2)	ALL THING THOUGH		34.	THE CHICAGOS
e shell to pass over the barrier:	13		60	HLT O.	Isow many vie
eleration g = 9.8 [m/sec²] e of shell in t seconds	14	is gramm, div	da ni	way (ac	2 Pl program
Set the FA-Ye mode to Net (W to date of "Salum Salume".		amun bayo ani tina tuo		as a li	Message
$-\frac{1}{2}gt^2 = Vyt - 4.9t^2$		10.0	1216 TO T.	niamen to 100 505.	title second with some
$A^2 > D$	17	* Displaye	d repeatedly	nirenup ni sedmuli-	3, 333
$\frac{4.9}{Vx^2} (A+B)^2 > D$	18				3. P2 program
V_{χ^2} ne above requirements are met:	19	U tedmun a	O BEST BASE ON	gong 15 are as are	This is the s
/y	20				
-91-				-12-	

Data input operation

100 @

MODE T

30 0

PO

Step

3

4

5

(0)

errisp glum-tife

Remark

Distance to target

HLT displayed at

Wind direction Wind velocity

bottom

ADBOK

Barrier not

exceeded

You press keys designated by

Read-out

1831-0-0.

00000

HLT

Hit-mole game

Description

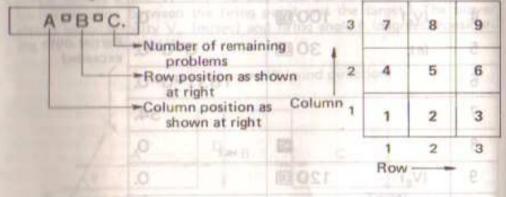
You press keys designated by calculator's messages. Your reflex and nimbleness will be tested.

Data input operation

Three games are included as explained below.

1. P0 program

Message.

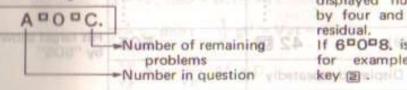


Example

When "10209" is displayed, you have nine problems remaining and are requested to press key (2). The displaying lasts for about one second. If you make no input during the time, you will lose the chance. When all ten trials are completed, the calculator displays how many times you have succeeded.

2. P1 program

Message



In this grame, divide the displayed number (A) by four and input the residual.

If 60008, is displayed for example, depress

3. P2 program

This is the same as the P1 program but that the number (A) may have two digits.

Step	Data input operation	Read-out	Remark
	WOOR 1		
n Than	uoy sA asdmun tesse PO	101010.	Displayed for about 1 second
2	(Respond within 1 second)	utoril al andmur§1;	where the set
3		20309.	Displayed for about 1 second
4	(Respond within 1 second)	6.	
5		1500035	Great In Monay 3
6	25	abride bi Zb.	moss sat se.
7	, ,	30101.	mately and trial
8	(Respond within 7	7.	100
9		8,	Number of correct
10		Upper limit	TO STATE OF THE ST
11	ALL THE REAL PROPERTY.		Znd m
12	A D Daswied in redmini 1969	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	100
13	10000	al tugni	pay fl m bnC
14 5	equet number is between 15 a	The second second	
15		Input 25	yoy ti
16	uitt edt te tid at sedmun terbie	ngues e nel II . e	Pro ritt A
17	The second second second		
18		managary (a)	
19		63. 1363 m.	
20		LI LISARRI VI	

Number guessing game	Date input operation	
Description		
THE RESERVE TO SERVE	(F) (800)	
The calculator holds a secret Referring to messages, you gue number, the calculator display where the secret number is inclu-	ss the secret number. As you s a message which indicates	input
20309, Distant line shoul		
	Respond within 8	
Example Simpler of com-	mnino.	8
Let the secret number be 25.	stranetre .	90
1st message		F.
00050. (The s	secret number is between 0 ar	
Lower limit	The state of the s	
Upper limit If you input 35	The deplaying justs for all	01
	secret number is between 0 ar	and the second second
If you input 15 3rd message		13
	secret number is between 15	
4th message		16100
	secret number is hit at the thi	rd trial
The second secon	tron tracy (g) 1	
This do the species the First		6

Step	Data input operation	Read-out	Remark
	(HOOR)	Burn to part	notigionita
1	es and and ymounts	000050.	PAUSE state
2	neU beynique no III 36	35.	First Input a let 图,A number a
3	leter sour (III)	000035.	PAUSE state Smaller than 35.
4	315	345129915.	
5		150035.	PAUSE state Greater than 15 and
6	25	25.	smaller than 35.
7	a begnardrand at the other	1294949793.	Hit at 3rd trial
8	att dapending on the key de		0000
9		00000	0000
10	HIND CONTRACTOR		
11	To miny with	45128753R	Minimize the no
12	480		To restore the in
13	5個周	100	. P ≅ aesqeG
14	1956	The state of the s	
15		No. of Street	
16	9個團	1 10 M	
17	A COLOR	A51287839.	
18	11 101	451236789.	
19	四月 日	432156789.	
20	. 6	123456789	

demokan andarina arma		
Number ordering game	Data input operation	
Description		
Try to rearrange nine digits ge	porated randomly into the a	scandin
order.		
First, input a level code of 1 to	9 (1 : easiest, 9 : hardest) and	depres
through (6) appropriately	ing lever will be displayed. Ose	veha 6
AT ALM SIMILE BEROPO		3
15.	15	16
1500038 Grant Waller		
000000000		
	25	
00000000		
LA SEC. SHIP	Digits will be interchanged a at left depending on the key de	
000000000	All Marie Paris and All Ma	.0
00000000		6
Al you have be		
Minimize the number of steps (de	epressing keys).	
To restore the initial number:	Programment in contract V a	12
Depress (to the second		21
		mopp.
		15
		15
		aı aı
		15
		a)
		15 17 17 18
		15 16 17

Step	Data input operation	Read-out	Remark
/	MOX 1		
1	2 🔟	451236789.	You and the call If the last one is
200	A TS And MUNICIPAL VILLE	432156789.	Moles ed La
3	into test (F)	123456789.	the range of
4	(Table 140 10 3 PD)	345129876.	Ent of the light o
5	FATTER TOTAL PATE OF THE PATE	345126789.	(4) To tak
6	IN DOLLAR MANAGEMENT	154326789.	Mastes arthresides
7	P2	123456789.	
8	Take three stones)	14913910	Consension display
9			At your turn
10	Take three stores E.	10090	
11	To retry with	451287639	
12	reloted may 4 M1	THE RESERVE AND ADDRESS OF THE PARTY OF THE	Month in the second to sec
13	5 12	through a library of	You peel Took
14		and the second	Ax enteulanor
15	:	69	8789790
16	9 - 9	ta lo sudmisti	
17.	ent by calculator's las	451287639.	
18	P3	451236789.	
19	F2	432156789.	
20	F	123456789.	

ke-stone game.	Read-out	Data input operation	quil
scription		(F) (m)	
You and the call if the last one is	culator take a ston left for the calculat	e or stones alternately. You	will wi
		and display the number of st	ones i
(2) You have c	hoices of tactics, A	t your first turn:	3
(2) To tak	e a stone		h
(4) To tak	e three stones	above at subsequent turns.	5
(4) The calcula	tor takes one to the	ree stones at its turn automat	ically.
	129456786	ngist will be insuchanced at	and y
Contents of disp			
At your turn	0.000		6
0000000	9.		
	BESTOCKES	stones left at present stones left by calculator	1.1
To restore the le	Number of	stones left by your last play	
(Kept displayed	d for about a second	sea a	
At calculator's	s turn		3.1
0000000	0.		15
		stones left at present	91
	are any of a party of the cold of the last the	stones left by you stones left by calculator's lar	st play
-	451236789.	actives in the system and the system	81
	432156789.		61

Step	Data input operation	Read-out	Remark
/	(MOD) (1)	es a 4-dig(t number	
1	PO	000023.	Operations
2	(Take a stone)	0"23"22.	Kept displayed for about a second
3	8901.5	23"22"21.	I box betangers
4	(Take two stones) P2	22021018.	Kept displayed for about a second
5	7241 🖽	21018017.	Loit & 2
6	(Take three stones)	18017014.	Kept displayed for about a second
7.1	oleo ad), the calo	17014013.	Let us prayme the t
8	(Take three stones)	14013010.	Kept displayed for about a second
9		1401009.	
10	(Take three stones)	100906.	Kept displayed for about a second
dile	in digits in right positions	99695.	
12	(Take a stone)	60504.	Kept displayed for about a second
13	make a guest several time	50401.	
14	or (kny operation: 2). (2).	mun ferse set "stin	When your quest."
15			(,niw uoY)
16	Linu dt-N edt te bebeit	n. (You have suc	40 00
17			Now the game and
18	. 25 bm let sample Japan	on Lesson, work a ristory	To restart the game
19	100000000000000000000000000000000000000		
20			

Hit-and-blow game Description	Read-out	Data input operation	
Gue	ss a 4-digit number	F (lum)	
Let the calculate Key operation:	www, (The calcula	umber by the following ope tor is now in the RUN mo consisting of different d	de), 🐼
generated and he 2) Guess the num	eld by the calculator ber the calculator		ur-digi
3) The calculator ju	idges whether you a	re right or not.	5
Example:	Vintingt,	EST (Sellar sent voict)	-IIIa
Let us assume the could be supported by the court of the	alculator holds "123 32" (key operation:	4". ⑤,④,③,②, 쪤), the cal	ulato
displays:	1. (1 hit and 2 b)	(Take three stones)	8
	Means first tri		
pations a troops		ght digits but in wrong po ", "4" and "2" in this case	
	Number of rig	ht digits in right positions this case)	(calle
		(Take batcher visitaling)	12
Referring to the me		u make a guess several time	s unti
When your guess "h		ber (key operation: ①,②,	(A) (A)
Lalw com			15
40 00		ceeded at the n-th trial.)	81
Now the game ends.			17.
	with a new secret nu	imber, depress 🖼 and 🖻 .	81
			19
			20

Step	Data input operation	Read-out	Remark
	1 1000 PX Spring838	hado exclusivame	hte para equactar
L	IN PO	pulsanim stime O.	an stantown, runtury
2	5432 ₪	10201.	1 hit & 2 blows
3	8901 🖻	0"1"2.	1 blow
4	5231 PO	20103.	2 hits & 1
5	7241 🖭	10204.	1 hit & 2
6	1236回	30005.	3 hits
7	1234 🕅	40006.	You have succeeded at
8	TAUCOON	Terrer Reserve	the 6th trial.
9	OSITOS	Carried State	· Connection
10	ADOR A CITE IS	3151441717	
HA	ADOR ATTRICA	and and against	1
12	ACION EULIDEANDO III	LAGINDAL	10000
13	DOWNERS EARGANDS	EL CALCULATION	191111
14	SITIVO MUNICAL		3. 3
15	AUX-Disco		
16	in, annumentation	PROPERTY AND A	0.
17	ENIDOS DE LA CINTA I	OWIITA	Pr - 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
18	DEMOSTRACION	MARKET STREET	ACIONI LA
ST	IFICACIONUS		
20			

SPECIFICATION	ONS bun B	Data input operation	quil		
Model:	FA-1 (designed for CASIO FX-501P/502P				
Output terminal:	white mini-plu approx. 3 kilol	white mini-plug, output impedance: approx. 3 kilohms, output level: 3 - 10 mV			
Input terminal:	black mini-plu approx. 10 kilo	black mini-plug, input impedance: approx. 10 kilohms, input level: 2.5 - 50 V			
Data recording format:	Kansas City sta	Kansas City standards 088			
Power source:	supplied by FX	supplied by FX-501P/502P			
Power consumption:	0.001 W (toget	ther with FX-501P/502P)			
Usable temperature:	0°C - 40°C (3	32°F - 104°F)			
Dimensions:	25.5mmH x 88	3mmW x 173mmD W x 6-3/4"D)			
Weight:	155 g (5.5 oz)	1234491			
ACRESOD AND	-1				
10 20 1					
			6		
		ght digits had on earthur sand			
			or fell		
			12		
			- 4		
			15		
			7		

