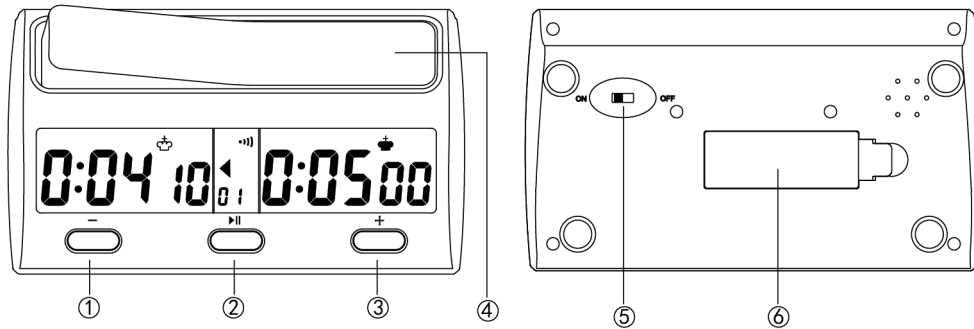


USER MANUAL

1. Features:

- 1) Simple to operate
- 2) Easy to change time during games
- 3) Color on lever indicates side to move, visible from 10 meters.
- 4) Special user "00" setting with 4 separate time periods.
- 5) Special user "F" setting to keep your alterations of the 37 settings.
- 6) Product size: 165*95*65mm , weight: 250g (no battery).

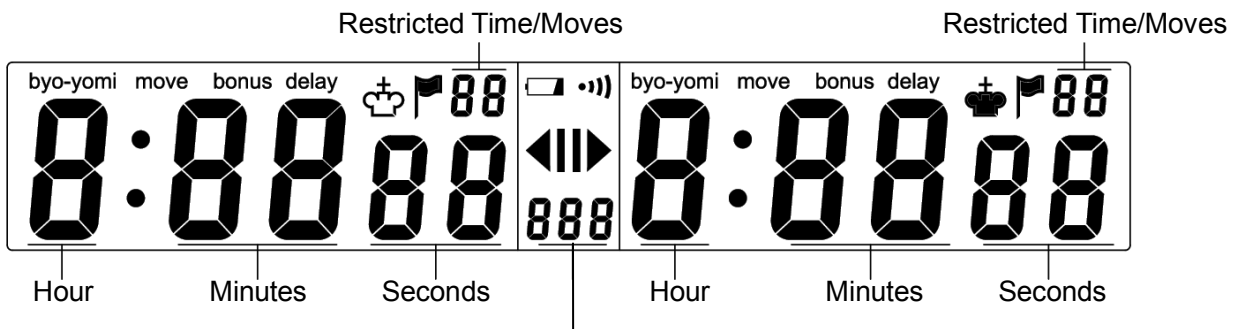
2. Key Description



- | | | |
|----------------|-------------------------------|----------------------------------|
| ① 【-】 decrease | ② 【> 】 start/stop/set button | ③ 【+】 increase |
| ④ Lever | ⑤ on/off button | ⑥ Battery Cover (2*AA batteries) |

3. Display

Picture below is the LCD display of chess timer



♚ ♜ : Indicates both players and white first.

Byo-yomi: Indicates byo-yomi time is active

move: Shows the number of moves

Bonus: Indicates bonus is active

Delay: Indicates Delay is active

☐ : Low battery

🔊 : Display when the sound is on, disappear when sound is off.

⏸ : Indicates that the clock is paused, either ready for the first start, or paused.

◀ : Left arrow Indicates that the left clock is running.

▶ : Right arrow Indicates that the right clock is running.

- 🚩 : The black flag; Indicates a player who has run out of time
- 🚩 : The white flag Indicates that this player has first gone to the next time period.
Disappears after 5 minutes (Or 5 moves).

4. Quick Start

1) Switching the timer on

Switch the timer on and off with the ON and OFF button on the bottom of the timer.

2) Choosing an option number

Find the time setting you want at the bottom of the timer. Then switch on the timer, the number of time setting is flashing in the center on the display screen. Use **+** and **-** to select the options.

3) Activating the time setting

When the time setting you select appears on the display, activate it by pressing the **>||** button. The display then shows the default starting time.

4) choosing player

Pressing lever to choose **♚♙** player, white player play first.

5) Starting a game

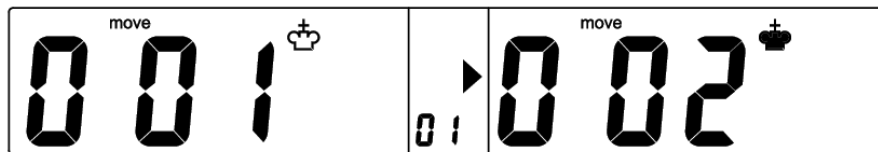
After choosing player, press the **>||** button to start the time

7) Pause the game

Pressing the **>||** button to pause/restart the time during the game

8) Check the move number

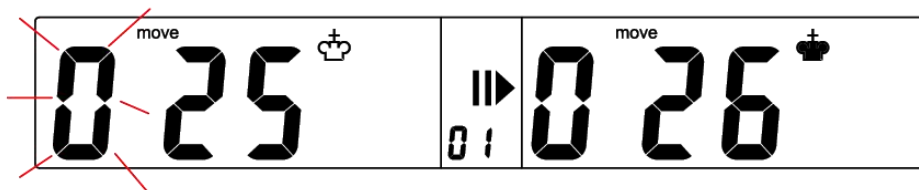
Press and hold either **+** or **-** for 3 seconds to show the moves. For example, at the 01 time setting, white has made 1 move, black has made 2 moves, press and hold **+** or **-** for three seconds will show below:



9) Adjusting the move number

Press and hold both **+** and **-** for 3 seconds to enter the move number modification mode. Press **>||** for 3 seconds to confirm.

For example, at the 01 time setting, white has made 25 moves and black has made 26 moves. Press and hold both **+** and **-** for 3 seconds will show as below. The very left digit is flashing. Use **+** and **-** to adjust the digit or use **>||** to move onto the next digit. When all moves have been modified, press and hold **>||** for 3 seconds to confirm.



10) Change the time during a game

Press **>||** to pause the game. Then press and hold **>||** for 3 seconds to enter the setting mode. The very left digit is flashing. Use **+** and **-** to adjust the digit or use **>||** to move onto the next digit. When all moves have been modified, press and hold **>||** for 3 seconds to confirm.

5. Please find more details in “ 8.Description of all time settings ”

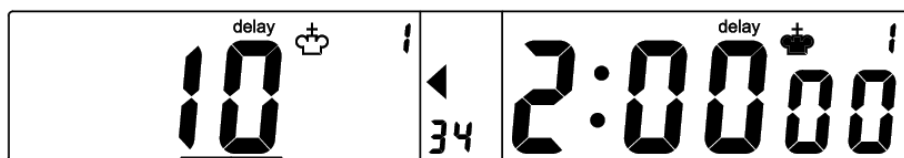
Time Setting	
Single period countdown	【01】 5 mins
	【02】 25 mins
	【14】 60 mins
	【15】 90 mins
	【16】 120 mins
	【30】 45 mins
Single period countdown + bonus	【03】 90 mins+30s/move
	【08】 3 mins+2s/move
	【09】 5 mins+3s/move
	【10】 15 mins+10s/move
	【11】 20 mins+10s/move
	【12】 50 mins+10s/move
	【13】 75 mins+30s/move
	【31】 45 mins+10s/move
	【32】 45 mins+30s/move
	【33】 60 mins+20s/move
Multi period countdown + restricted moves + bonus	【04】 90 mins/40move+30s/move-30 mins+30s/move
	【05】 100 mins/40move+30s/move-50 mins/20move+30s/move-15mins+30s/move
	【06】 120 mins/40move-60 mins/20move-15mins,+30s/move from NO.61 move
	【07】 120 mins/40move-60 mins/20move-30mins
Byo-yomi	【17】 60 mins-20s/move
	【18】 60 mins-30s/move
	【19】 120 mins-30s/move
	【20】 60 mins-5mins/10move
	【21】 60 mins-5mins/20move
	【22】 60 mins-5mins/30move
	【23】 20 mins-15mins/25move
	【24】 30s/move-1min/10 times,(sound)
	【25】 160mins-1min/5 times,(sound)
Restrict time	【26】 30s/move
	【27】 60s/move
	【28】 2 mins/move
	【29】 5 mins/move
Delay	【34】 120 mins/40move+10s/move-30mins+10s/move
	【35】 110 mins/40move+10s/move-30mins+10s/move
	【36】 60 mins+10s/move
	【37】 30 mins+10s/move
Custom mode	【F】 data save mode: used to save the data after 【01-37】 rules changed,once a time,new data will replace the old one.
	【00】 custom mode: multi period countdown + restrict moves + bonus

6. How to turn on/off the alarm

Power on the timer and then select the time setting you want. Press **【>||】** to confirm the setting. At this stage, press and hold **【=】** for 3 seconds turns on/off the alarm. **Important: please be aware when the game starts, the alarm cannot be turned on/off. Please make sure the alarm is set at your preference before you start the game.**

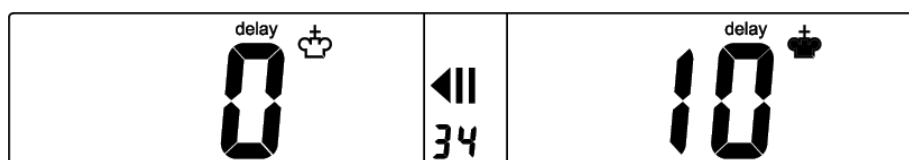
7. Delay mode

When delay mode **【34/35/36/37】** is chosen, the timer shows the delay time on the screen as below:



Start count down from delay time

During the delay time is counting down, one may want to pause the game. If you want to check how much delay time is left, press **【+】** the screen will show both players' current delay time as below. The screen then goes back to the pausing state after 2 seconds.



8. Description of all time settings

- 1) 5 minutes(countdown)
- 2) 25 minutes(countdown)
- 3) 90 mins + 30s/move
Game time is 90 minutes, 30 seconds are added per move
- 4) 90mins/40move+30s/move — 30mins+30s/move
Two periods controls. First period: game time is 90 minutes, 40 moves and 30 seconds are added per move. Second period: game time is 30 minutes with 30 seconds are added per move.
- 5) 100 mins/40move+30s/move—50 mins/20move+30s/move—15 mins+30s/move
Three periods controls. First period: game time is 100 minutes, 40 moves and 30 seconds are added per move. Second period: game time is 50 minutes, 20 moves and 30 seconds are added per move. Third period: game time is 15 minutes, 30 seconds are added per move.
- 6) 120mins/40move—60mins/20move—15mins, 30s/move
Three periods controls. First period: game time is 120 minutes with 40 moves. Second period: game time is 60 minutes with 20 moves. Third period: game time is 15 minutes, 20 moves with 30 seconds are added per move (start adding from the 61 move).
- 7) 120mins/40move — 60mins/20move — 30mins
Three periods controls. First period: game time is 120 minutes with 40 moves. Second period: game time is 60 minutes with 20 moves. Third period: game time is 30 minutes.
- 8) 3mins+2s/move
Game time is 3 minutes with 2 seconds added per move.
- 9) 5mins+3s/move
Game time is 5 minutes with 3 seconds added per move.

- 10) 15mins+10s/move
Game time is 15 minutes with 10 seconds added per move.
- 11) 20mins+10s/move
Game time is 20 minutes with 10 seconds added per move.
- 12) 50mins+10s/move
Game time is 50 minutes with 10 seconds added per move.
- 13) 75mins+30s/move
Game time is 75 minutes with 30 seconds added per move.
- 14) 60 minutes
- 15) 90 minutes
- 16) 120 minutes
- 17) 60 mins + 20s/move.(byo-yomi)
Game time is 60 minutes. When the game time counts down to zero, the player has 20 seconds per move.
- 18) 60 mins + 30s/move.(byo-yomi)
Game time is 60 minutes. When the game time counts down to zero, players have 30 seconds per move.
- 19) 120 mins + 30s/move.(byo-yomi)
Game time is 120 minutes. When the game time counts down to zero, the player has 30 seconds per move
- 20) 60 mins + 5 mins/10 moves.(byo-yomi)
Game time is 60 minutes. When the game time counts down to zero, the player has 5 minutes to make 10 moves.
After 10 moves, the 5 minutes time refresh.
- 21) 60 mins + 5 mins/20 moves.(byo-yomi)
Game time is 60 minutes. When the game time counts down to zero, the player has 5 minutes to make 20 moves.
After 20 moves, the 5 minutes time refresh.
- 22) 60 mins + 5 mins/30 moves.(byo-yomi)
Game time is 60 minutes. When the game time counts down to zero, the player has 5 minutes to make 30 moves.
After 30 moves, the 5 minutes time refresh.
- 23) 20 mins + 15 mins/25 moves.(byo-yomi)
Game time is 20 minutes. When the game time counts down to zero, the player has 15 minutes to make 25 moves.
After 25 moves, the 15 minutes time refresh.
- 24) 30s/move+1 min/10 chances
Players have 30 seconds to make each move. If no move is made within 30 seconds, the player is then given 1 minute.
Both players have 10 chances to be give the 1 minute.
- 25) 120 min+1 min/5 chances
Game time is 120 minutes. When the game time counts down to zero, the player is given 1 minute. If the player makes a move within the 1 minute, the time refreshes to 1 minute. If the player has not made a move within the 1 minute, the player is given another 1 minute meanwhile the chances reduces to 4. When all chances have been used up, the time stops.
- 26) 30s/move
Each player has 30 seconds to make a move. If no move is made within the 30 seconds, the time stops.
- 27) 1 min/move
Each player has 1 minute to make a move. If no move is made within the 1 minute, the time stops.
- 28) 2 min/move
Each player has 2 minute to make a move. If no move is made within the 2 minute, the time stops.
- 29) 5 min/move
Each player has 5 minute to make a move. If no move is made within the 5 minute, the time stops.
- 30) 45 mins
- 31) 45 mins+10s/move
Game time is 40 minutes with 10 seconds added per move.
- 32) 45 mins+30s/move
Game time is 40 minutes with 30 seconds added per move.

33) 60 mins+20s/move

Game time is 60 minutes with 20 seconds added per move.

34) 40/2, SD/30 d10

Two periods controls with delay. First period: game time is 2 hours, 40 moves and 10 seconds delay. Second period: game time is 30 minutes with 10 seconds delay.

35) 40/110, SD/30 d10

Two periods controls with delay. First period: game time is 110 minutes, 40 moves and 10 seconds delay. Second period: game time is 30 minutes with 10 seconds delay.

36) G/60 d10

game time is 60 minutes with 10 seconds delay.

37) G/30 d10

game time is 30 minutes with 10 seconds delay.

【F】 mode


All modification of time settings will be saved in **【F】** mode. For example, one may use 01 setting (5 minutes) to change it to 8 minutes. 8 minutes will be saved in **【F】** mode.

【00】 custom mode

Custom any time setting you want using **【00】** mode up to 4 periods. To create your own time setting, please follow the below instruction:

- a) Select **【00】** mode and press **【>||】** to confirm.
- b) Press and hold **【>||】** for 3 seconds to modify.
- c) The very left digit of first period game time is flashing. Use **+** and **-** to adjust the digit and press **【>||】** to move onto the next digit.
- d) When the game time of the first period is confirmed, the setting move onto the move number. Adjust the move number. If there is no restricted moves, set the digits to be all zeros.
- e) Then the setting move onto the bonus time. If there is no bonus time, set the digits to be all zeros.
- f) Then the setting move onto the second period game time and so on. Follow instruction 3 to 5 until all settings are confirmed.

9. Maintenance:

1. Please replace batteries when the symbol  shows up, meanwhile please make sure the battery were put in the right direction.
2. Keep it away from high static objects, high magnetic field source, such as the screen, speakers and so on, to make sure not to cause damage or failure of the product
3. Avoid prolonged exposure to the sun or high temperature to avoid turning black.
4. Avoid contact with water or corrosive liquids to avoid damage, this product is not water resistant

Product performance standards: GB/T22778-2008.

Warranty: one year, the battery and physical damage is excluded.