Smart Digital Fashion Chess Clock

INSTRUCTION MANUAL

棋钟用户手册
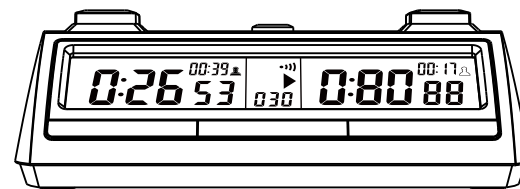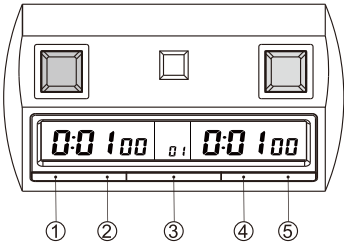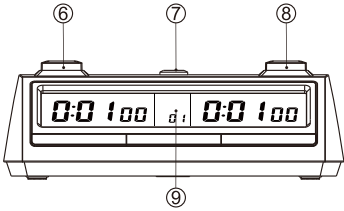

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中文

基本特性：

- DC 3V供电 （使用两节5号电池供电）；
- 总计6类59种计时规则；
- 每种计时规则均可设置基本时间和辅助参数；
- 左右两边可分别设置不同的基本时间和辅助参数；
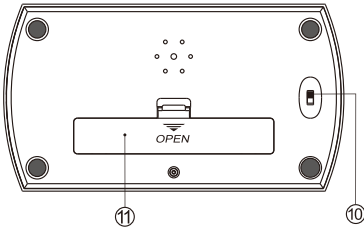- 比赛过程中，可修改双方的基本时间和辅助参数；
- 关机后再开机，可保持关机前的规则参数；

图解说明：

① 设置键
② 减数键
③ 开始/暂停键
④ 加数键
⑤ 声音开关键

⑥ 左键
⑦ 中心键
⑧ 右键
⑨ 显示屏

⑩ 开/关机键
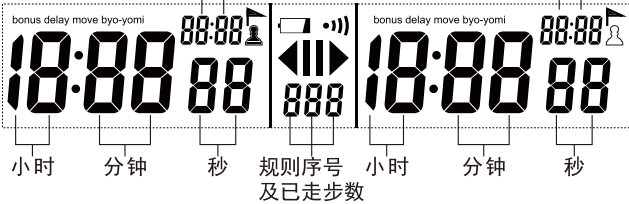⑪ 电池盖

1

左边限定的
步数/次数/时间

右边限定的
步数/次数/时间

bonus delay move byo-yomi   bonus delay move byo-yomi

小时　分钟　秒　规则序号　小时　分钟　秒
及已走步数

显示画面及指示灯功能简要说明

bouns	表示奖励，每步加秒。
delay	表示延时，每步棋用完延时时间才扣除基本时间。
move	表示限定的步数或读秒的次数。
byo-yomi	表示读秒，普通读秒。
▭	表示电量不足，请更换新电池。
•)))	表示声音提示，声音提示关闭时不显示此符号。
♟♙	表示双方的比赛者，显示"♙"符号一方先走棋。
◀或▶	表示处于计时状态，箭头所指的一方在计时。
◀‖或‖▶	表示处于计时暂停或结束状态。
指示灯	一方常亮时表示正在计时，闪动表示计时暂停或结束。
F	规则编号前面出现符号"F"表示这个编号的规则参数已经更改并保存在独立的记忆空间中了。

按键功能简要说明：

✿	在比赛前或比赛暂停时按住此键约3秒进入设置，在设置中按一下切换闪动的数字。
—	向下选择比赛规则、在设置时下调数值、切换"模式编号、步数"。
▶/‖	确认选定的比赛规则、开始或暂停比赛，在设置中完成并退出设置状态。
+	向上选择比赛规则、在设置时上调数值、切换"规则编号、步数"。
•)))	开启或关闭声音、在设置中快切换设置数值。

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操作说明

开/关机:

- 开机:将"开/关机"键拨至"ON"处开机。
- 关机:拨至"OFF"处关机。

如何选定比赛规则:

1. 将"开/关机"键拨至"ON"处开机,此时屏幕中央的计时规则序号在闪烁,按"─"或"+"键选择所需要的计时规则,同时屏幕左右两边自动显示默认的时间参数;当选定规则后,按"▶/Ⅱ"键一下,确认所选规则,规则序号停止闪烁,双方指示灯亮。

  * 按住"─"或"+"键键不放可快速切换规则编号。
  * 按左方或右方的计时控制键也可以选择计时规则,按住左方或右方的计时控制键不放可快速切换规则编号。

开启或关闭提示音:

2. 按一下"🔊"键,屏幕中间出现"•))" 符号,表示开启了声音提示;再按一下符号消失,表示关闭了声音提示。

开始比赛计时:

3. 这时按"左键"或"右键"可以开始比赛。例如:左方先走棋,则按一下"右键",这时左边屏幕开始计时,屏幕中央出现符号"◀",左边指示灯亮;当左方下了一步棋,按一下"左键",右边幕开始计时,屏幕中央出现符号"▶",右左边指示灯亮;当右方下了一步棋,按一下右键,另一边又开始计时。按这个方法继续进行比赛(先走棋的一方会显示"♟"符号)

4. 如果要暂停比赛,可按一下"▶/Ⅱ"键暂停计时,屏幕中央出现暂停符号"◀Ⅱ"或"Ⅱ▶",相应的指示灯在闪动;再按一下"▶/Ⅱ"键可以继续比赛计时,暂停符号"◀Ⅱ"或"Ⅱ▶"消失,指示灯恢复常亮。

  * 计时过程中,也可以按一下产品顶部的"中心键"暂停计时。
  * 暂停计时状态下,可直接按"左键"或"右键"继续计时。

5. 比赛比赛结束后,输的一方屏幕会闪烁。箭头指向时间先用完的一方。

如何查看双方的下棋步数或规则编号:

6. 在比赛过程中或比赛结束时,可按"─"键切换查看"左边已走的步数和当前的"规则序号";可按"+"键切换查看"右边已走的步数"和当前的"规则序号"。

如何重新开始比赛:

7. 若要重新比赛,规则不变,则连续按6下产品顶部的中心键进行复位,或者先关机再开机,时间恢复到比赛开始前的参数设置,按一下"▶/Ⅱ"键确认当前所选规则,再按一下左方或右方的计时控制键可重新开始比赛。

* 每个时段到达最后10秒时响闹一声,最后5秒时开始每秒响闹一声,结尾时长响2秒。(有些规则会不一样)

复位操作:

- 在比赛暂停时或比赛结束后,可连续按6下产品顶部的中心键进行复位,复位后,时间返回到比赛前的设置,此时屏幕中央规则序号在闪动,如有需要,您可以按"─"或"+"键选择其他规则进行比赛。

三、规则参数设置

1 (1)若要更改默认的比赛规则参数,则在确认所选定的规则后,按住"⚙"键约3秒,进入设置状态,此时屏幕左边第一位数值在闪动;

  (2)按"─"或"+"键可调整数值,完成后,按"⚙"键一下,切换到下一位数值并开始闪动,同样按"─"或"+"键调整数值,依次类推,直到左右两边的参数全部设定完毕;

  (3)设定完后,按一下"▶/Ⅱ"键完成并退出设置。

* 完成设置后,规则编号的前面会出现符号"F",表示这个编号的规则参数已经更改并保存在独立的记忆空间中了。

* 在设置过程中,如果想屏幕两边设置成相同的参数,可在左边的参数设置完成后,按"⚙"键一下,切换到右边数字闪动,右边所有的参数将自动设置成与左边的相同。

* 在比赛开始后,如再更改参数则不自动同步屏幕左右两边的参数

* 在比赛过程中也可对规则参数进行更改,先按一下"▶/Ⅱ"键

暂停计时，再按住 " ⚙ " 键约3秒，进入参数设置，设置方法同第2条所述。更改完成后按 " ▶/Ⅱ " 键完成并退出设置，按一下 " ▶/Ⅱ " 键继续比赛。

规则详细说明：

奖励：12种

规则说明：比赛计时开始，每走完一步棋，奖励设定的时间。计时过程中，双方的屏幕显示每步思考的时间，基本时间先用完的一方告负。

01. 1分钟时间，每步走棋后奖励3秒，时间先用完的一方告负。
02. 3分钟时间，每步走棋后奖励2秒，时间先用完的一方告负。
03. 5分钟时间，每步走棋后奖励3秒，时间先用完的一方告负。
04. 5分钟时间，每步走棋后奖励10秒，时间先用完的一方告负。
05. 10分钟时间，每步走棋后奖励5秒，时间先用完的一方告负。
06. 10分钟时间，每步走棋后奖励10秒，时间先用完的一方告负。
07. 15分钟时间，每步走棋后奖励5秒，时间先用完的一方告负。
08. 20分钟时间，每步走棋后奖励10秒，时间先用完的一方告负。
09. 25分钟时间，每步走棋后奖励10秒，时间先用完的一方告负。
10. 30分钟时间，每步走棋后奖励10秒，时间先用完的一方告负。
11. 45分钟时间，每步走棋后奖励30秒，时间先用完的一方告负。
12. 1小时时间，每步走棋后奖励20秒，时间先用完的一方告负。

普通倒计时 11种

规则说明：计时过程中，双方的屏幕显示每步思考的时间，基本时间先用完的一方告负。

13. 3分钟基本时间，时间先用完的一方告负。
14. 5分钟基本时间，时间先用完的一方告负。
15. 10分钟基本时间，时间先用完的一方告负。
16. 15分钟基本时间，时间先用完的一方告负。
17. 20分钟基本时间，时间先用完的一方告负。
18. 25分钟基本时间，时间先用完的一方告负。
19. 30分钟基本时间，时间先用完的一方告负。

20. 45分钟基本时间，时间先用完的一方告负。
21. 1小时基本时间，时间先用完的一方告负。
22. 1小时30分钟基本时间，时间先用完的一方告负。
23. 2小时基本时间，时间先用完的一方告负。

多段计时（24-35）12种

● 在设定（24-33）这10种规则参数时，各时段都可以依次设置基本时间、限定的步数、每步棋的奖励时间；在设定（34-35）这2种规则参数时，各时段都可以依次设置基本时间、限定的步数、每步棋的延时时间；

● 在设定状态的最后一个界面，可设置CH 0和CCH 1模式，两者的区别如下：

 * **CH 0:** 在第一或或第二时段：一方在基本时间内完成限定的步数，则先进入下一时段，本时段剩余的时间累加到下一时段中。

 * **CCH 1:** 在第一或或第二时段：一方在基本时间内完成限定的步数后，仍需用完本时段的时间才会进入下一时段。

注意：下面的12钟规则说明都是按照默认的CH 0模式进行的。

24. 10分钟/20步+5分钟/10步+5分钟：
第一时段：在10分钟内走棋20步（未完成走棋20步告负），先完成20步棋的一方进入第二时段；
第二时段：在5分钟内走棋10步（未完成走棋10步告负），先完成10步棋的一方进入第三时段；
第三时段：5分钟基本时间，无步数限制；

25. 10分钟/30步+5分钟/15步+5分钟
第一时段：在10分钟内走棋30步（未完成走棋30步告负），先完成30步棋的一方进入第二时段；
第二时段：在5分钟内走棋15步（未完成走棋15步告负），先完成15步棋的一方进入第三时段；
第三时段：5分钟基本时间，无步数限制；

26. 15分钟/30步+10分钟/15步+5分钟
第一时段：在15分钟内走棋30步（未完成走棋30步告负），先完成30步棋的一方进入第二时段；

第二时段：在10分钟内走棋15步（未完成走棋15步告负），先完成15步棋的一方进入第三时段；

第三时段：5分钟基本时间，无步数限制；

27. 30分钟/30步+10分钟/15步+10分钟

第一时段：在30分钟内走棋30步（未完成走棋30步告负），先完成30步棋的一方进入第二时段；

第二时段：在10分钟内走棋15步（未完成走棋15步告负），先完成15步棋的一方进入第三时段；

第三时段：10分钟基本时间，无步数限制；

28. 1小时/30步+30分钟/20步+30分钟

第一时段：在1小时内走棋30步（未完成走棋30步告负），先完成30步棋的一方进入第二时段；

第二时段：在30分钟内走棋20步（未完成走棋20步告负），先完成20步棋的一方进入第三时段；

第三时段：30分钟基本时间，无步数限制；

29. 1小时30分钟/30步+1小时

第一时段：在1小时30分钟内走棋30步（未完成走棋30步告负），先完成30步棋的一方进入第二时段；

第二时段：1小时基本时间，无步数限制；

30. 1小时40分钟/40步 + 50分钟/20步 +10分钟（奖30秒/步）

第一时段：在1小时40分钟内走棋40步（未完成走棋40步告负），每步走棋后奖40秒，先完成40步棋的一方进入第二时段；

第二时段：在50分钟内走棋20步（未完成走棋20步告负），先完成20步棋的一方进入第三时段；

第三时段：10分钟基本时间，无步数限制，每步走棋后奖30秒。

31. 2小时/40步+1小时

第一时段：在2小时内走棋40步（未完成走棋40步告负），先完成40步棋的一方进入第二时段；

第二时段：1小时基本时间，无步数限制；

32. 2小时/40步+1小时/20步+30分钟

第一时段：在2小时内走棋40步（未完成走棋40步告负），先完成40步棋的一方进入第二时段；

第二时段：在1小时内走棋20步（未完成走棋20步告负），先完成20步棋的一方进入第三时段；

第三时段：30分钟基本时间，无步数限制。

33. 2小时/40步+1小时/20步+1小时/20步

第一时段：在2小时内走棋40步（未完成走棋40步告负），先完成40步棋的一方进入第二时段；

第二时段：在1小时内走棋20步（未完成走棋20步告负），先完成20步棋的一方进入第三时段；

第三时段：在1小时内走棋20步（未完成走棋20步告负），先完成20步棋的一方重新进行第三时段的计时。

34. 2小时/40步+30分钟 （延时10秒/步）

第一时段：每步先进行10秒倒数，10秒内走一棋则不会扣除基本时间，超过10秒，基本时间开始倒数，并扣除基本时间；在2小时内走棋40步（未完成走棋告负），先完成40步棋的一方进入第二时段；

第二时段：每步先进行10秒倒数，10秒内走一棋则不会扣除基本时间，超过10秒，基本时间开始倒数，并扣除基本时间；30分钟基本时间用完者告负；

35. 1小时50分钟/40步+30分钟 （延时10秒/步）

第一时段：每步先进行10秒倒数，10秒内走一棋则不会扣除基本时间，超过10秒，基本时间开始倒数，并扣除基本时间；在1小时50分钟内走棋40步（未完成走棋40步告负），先完成40步棋的一方进入第二时段；

第二时段：每步先进行10秒倒数，10秒内走一棋则不会扣除基本时间，超过10秒，基本时间开始倒数，并扣除基本时间；30分钟基本时间用完者告负；

每步限时（36-45） 10种

● 第36-45号规则：棋手必须在规定的时间内走一步棋，否则告负。

36.	5秒/步	37.	10秒/步	38.	15秒/步
39.	20秒/步	40.	25秒/步	41.	30秒/步
42.	45秒/步	43.	1分钟/步	44.	1分钟30秒/步

45. 2分钟/步

读秒（46-57） 12钟

46. 1小时+20秒/步：

基本时间1小时，不限制思考时间和步数；基本时间用完后，每步有20秒思考时间，超过20秒未走棋者告负。

47. 1小时+5分钟/10步：

基本时间1小时，不限制思考时间和步数；基本时间用完后，如果5分钟内完成10步棋，可重复5分钟的倒数，超过5分钟未完成10步者告负。

48. 30分钟+30秒10次：

基本时间30分钟，不限制思考时间和步数；基本时间用完后，进行10次30秒的读秒，时间先用完者告负。

49. 30分钟+30秒20次：

基本时间30分钟，不限制思考时间和步数；基本时间用完后，进行20次30秒的读秒，时间先用完者告负。

50. 30分钟+1分钟10次：

基本时间30分钟，不限制思考时间和步数；基本时间用完后，进行10次1分钟的读秒，时间先用完者告负。

51. 30分钟+1分钟20次：

基本时间30分钟，不限制思考时间和步数；基本时间用完后，进行20次1分钟的读秒，时间先用完者告负。

52. 1小时+1分钟10次：

基本时间1小时，不限制思考时间和步数；基本时间用完后，进行10次1分钟的读秒，时间先用完者告负。

53. 1小时+1分钟5次：

基本时间1小时，不限制思考时间和步数；基本时间用完后，进行5次1分钟的读秒，时间先用完者告负。

54. 1小时30分钟+1分钟5次：

基本时间1小时30分钟，不限制思考时间和步数；基本时间用完后，进行5次1分钟的读秒，时间先用完者告负。

55. 2小时+1分钟5次：

基本时间2小时，不限制思考时间和步数；基本时间用完后，进行5次1分钟的读秒，时间先用完者告负。

56. 2小时40分钟+1分钟5次：

基本时间2小时40分钟，不限制思考时间和步数；基本时间用完后，进行5次1分钟的读秒，时间先用完者告负。

57. 3小时+1分钟5次：

基本时间3小时，不限制思考时间和步数；基本时间用完后，进行5次1分钟的读秒，时间先用完者告负。

其他（58-59）2钟

58. 从0往上正计时。

59. 22分钟+负号正计时：

22分钟基本时间，倒数至0，屏幕出现负号并开始正计时。

记忆器F00-F59

F   当比赛前更改了某一个规则编号的计时参数，那么完成设置后，原规则编号的前面会出现符号"F"，表示此计时参数储存到了独立的空间中。方便使用，不影响原有的计时规则参数。

如何更换电池

当电量不足时，显示画面会变暗或不清晰，并出现"▭"符号。电量不足时请及时更换新电池。

1. 用手按住电池盖，朝"▽"指的方向打开电池盖。

2. 取出旧电池，按正确的正负极方向，装上新电池。

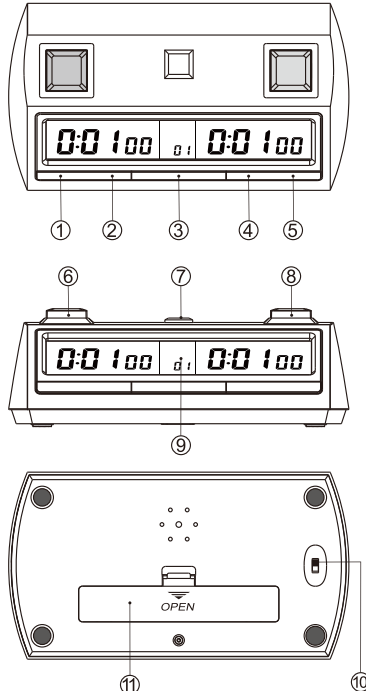3. 盖上电池盖。

ENGLISH

1. FEATURES:

- It is powered by two pieces of AA batteries with DC 3V voltage.
- There are 6 types (59 pcs) of timing rules totally.
- Basic time and auxiliary parameters may be randomly set for each timing rule.
- Different basic time and auxiliary parameters can be set respectively for either left or right side.
- The basic time and auxiliary parameters can be adjusted for both sides during any match.
- The parameters representing the rules for the last match prior to power-off will be used as those for the first match after the next power on

2. Graphic illustration:

① ⚙ Set

② ➖ Decrease

③ ▶/❚❚ Confirm Start / stop

④ ➕ Increase

⑤ ·))) Sound

⑥ Left key

⑦ Center key

⑧ Right key

⑨ LCD Screen

⑩ ON/OFF

⑪ Battery cover

① ② ③ ④ ⑤

⑥ ⑦ ⑧

⑨

OPEN

⑪ ⑩

stage No./time for thinking/times   stage No./time for thinking/times

bonus delay move byo-yomi   bonus delay move byo-yomi

Hour   Minute   Second   Hour   Minute   Second

Rule No., limited step number and moved step number
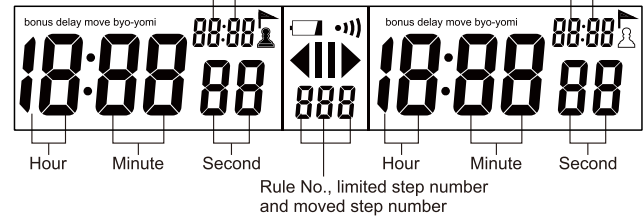
Introduction to the pictures shown and the indicators	
bonus	Means an award granted, increasing seconds for each step.
delay	Means time delay, increasing time prior to start of each step and deducting the unspent time after completion of each step.
byo-yomi	Means reading seconds including common type and Canadian type.
🔋	Means low power, so please replace batteries.
·)))	Means sound prompt ; this sign will disappear if sound prompt is shut down
♟ ♙	Means the two players, the player represented by the symbol " ♙ " shall move the chessman first.
◀ or ▶	Means being timed; the side pointed to by the narrow is being timed.
◀❚❚ or ❚❚▶	Means pause of timing.
F	If "F " appears before a rule No. , that means the parameters matching such number rule have been modified and stored in a separate memory.
LED	Constant lighting means a player is being timed; flicker means pause or expiration of timing.

⚙	Press this key before any match or when pause of any match for about 3 seconds to enter the mode of setting; in the mode of setting, press this key to switch to the next flickering digital.
➖	This key is to select a match rule downward; in the mode of setting, to lower the number value, switch "rule No. and step number".
▶/❚❚	To confirm the match rule selected, start or pause any match; complete it in setting mode and exit from the setting.
➕	This key is to select a match rule upward; in the mode of setting, to lower the number value, switch "rule No. and step number".
·)))	Start or close sound.

Operating instruction:

Switch on/off

- Switch on: push "switch on/off" key to "**ON**" to start the device.
- Switch off: push "switch on/off" key to "**OFF**" to shut down the device.

Operating instruction:

1. Push "switch on/off" to "ON" to start the device, here the number of timing rule is twinkling ; press " [—] " or " [+] " key to select the required timing rule, meanwhile at the left and right sides of the screen appear automatically the default time parameters; after selection of a rule, press " [▶/II] " key to confirm such selection with the rule number stopping twinkling and the two indicators shining.

   * Press and hold " [—] " or " [+] " key to rapidly switch the rule numbers.
   * Pressing the timing control key on the left or right may also select a timing rule, and long pressing the same can rapidly switch the rule numbers.

How to start or close sound:

2. Press" [◀ⅲ] " key " •ıı) " sign appears in the middle indicating sound prompt is functional; press again to stop such function with such sign disappearing.

How to start the game:

3. Press " **Left key** " or " **Right key** " to start a match. for example, if the left side moves an chessman first, press the right key for timing on the left screen with " ◀ " sign at the middle of the screen and the left indicator shinning, after the left side move a step, press the left key to start timing on the right screen with " ▶ " sign at the middle and the right indicator shinning. after the right side moves a step, press the right key to start timing for the other side. continue the match as mentioned above ☐the player moving first is represented by the sign " ♟ ".

4. If you want to pause, press " [▶/II] " to suspend timing with the sign " ◀II " or " II▶ " in the middle and the corresponding indicator twinkling, press again " [▶/II] " to continue the match with the sign " ◀II " or " II▶ "gone and the indicator constantly shinning.

   * During timing, press the center key to suspend timing.
   * During timing pause, press the timing control key on the left or right to continue timing.

5. after match end, the screen for the player losing the match will twinkle. the narrow points to the side who run out of time first.

How to check the step numbers of both sides or the rule No.

6. During match or after match end, press " [—] " to switch between the moved steps and the current "rule No." of the left side; press " [+] " key to switch

between the moved steps and the current " rule No." of the right side.

How to restart the game:

7. If you'd like to play one more game without change in the game rule, please press the center key at the top of the device for six times to restore or you may also power off and then power on the device, then restore the setting of time, press " [▶/II] " key to confirm the current selected rule, press again the "**Left key**" or "**Right key**" to restart a game.

   * A sound comes out at the last 10th second of each period, and you will heard a sound every second within the last 5 seconds with the last sound lasting for 2 seconds.

Reset operation:

- During pause of a match or after a match end, press the center key at the top of the device for six times to restore, after restoration, the time setting prior to the match is restored with the rule No. in the middle of the screen twinkling; if necessary, you may pres " [—] " or " [+] " key to select other rules to play games.

Rule parameter setting

1. If you'd like to change the default rule parameters, you should after selecting the proper rule, press and hold " [⚙] " key for about 3 seconds to enter the mode of setting with the first number on the left twinkling;

2. Press " [—] " or " [+] " key to adjust the value, after that, press " [⚙] " key to switch to the next digital which starts to twinkle, also press " [—] " or " [+] " key to adjust the value, and so forth until completion of all parameters;

3. After setting, please press " [▶/II] " to confirm and exit from setting.

   * Upon completion of setting, a sign "F " appears before the rule No. , which means the parameters matching such number rule have been modified and stored in a separate memory.

   * If you want the same parameters for the right side as those for the left side, you may completing the setting for the left side press " [⚙] " key to switch to the right digital twinkling, all the digitals for the right side are automatically set as the same with those for the left side.

   * Note: if you want to change the rule after a game start, the parameters for either side should be adjusted respectively.

   * You may also change the rule parameters during a game: firstly press " [▶/II] " key to suspend timing, then press and hold " [⚙] " key for about 3 seconds to enter the mode of parameter setting as shown in article 2 above. after setting, please press" [▶/II] " to confirm and exit from setting; press " [▶/II] " key to continue the game.

Detailed introduction to the rules:

12 awards (1-12) 12 h

● Explanation to the rules: timing for a game starts, a certain number of seconds as an award is given for each moved step. During timing, the screen for each side shows the thinking duration respectively, and the player running out of the basic time fails in the game.

01. For one-minute basic time, 3 seconds are awarded for each step, and the player running out of the time first fails.
02. For one-minute basic time, 2 seconds are awarded for each step, and the player running out of the time first fails.
03. For 5-minute basic time, 3 seconds are awarded for each step, and the player running out of the time first fails.
04. For 5-minute basic time, 10 seconds are awarded for each step, and the player running out of the time first fails.
05. For 10-minute basic time, 5 seconds are awarded for each step, and the player running out of the time first fails.
06. For 10-minute basic time, 10 seconds are awarded for each step, and the player running out of the time first fails.
07. For 15-minute basic time, 5 seconds are awarded for each step, and the player running out of the time first fails.
08. For 20-minute basic time, 10 seconds are awarded for each step, and the player running out of the time first fails.
09. For 25-minute basic time, 10 seconds are awarded for each step, and the player running out of the time first fails.
10. For 30-minute basic time, 10 seconds are awarded for each step, and the player running out of the time first fails.
11. For 45-minute basic time, 30 seconds are awarded for each step, and the player running out of the time first fails.
12. For 60-minute basic time, 20 seconds are awarded for each step, and the player running out of the time first fails.

11 common adverse timings (13-23) 11 h

● Introduction to the rule: During timing, the screen for each side shows the thinking duration respectively, and the player running out of the basic time fails in the game.

13. For 3-minute basic time, the player running out of the time first fails.
14. For 5-minute basic time, the player running out of the time first fails.
15. For 10-minute basic time, the player running out of the time first fails.
16. For 15-minute basic time, the player running out of the time first fails.
17. For 20-minute basic time, the player running out of the time first fails.

18. For 25-minute basic time, the player running out of the time first fails.
19. For 30-minute basic time, the player running out of the time first fails.
20. For 45-minute basic time, the player running out of the time first fails.
21. For 60-minute basic time, the player running out of the time first fails.
22. For 90-minute basic time, the player running out of the time first fails.
23. For 120-minute basic time, the player running out of the time first fails.

Timing for multistage (24-35) 12 h

● When you set the rule parameters for these ten rule numbers (24-33), you can, for every stage, set in turn its basic time, its limited step number, and its awarded time for each step; as for the two rule numbers (34-35), you can for each stage set its basic time, its limited step number and its delay time in turn.

● At the last interface of setting mode, the two modes of CH 0 and CCH 1 may be set with the difference between them as below:

   * **CH 0**: At the 1st or 2nd stage: one side first enter the next stage when it finishes the limited step numbers within the basic time, and the rest time for this stage will be accumulated at the next stage.

   * **CCH 1:** At the 1st or 2nd stage: one side first enter the next stage when it finishes the limited step numbers within the basic time, and it should run out of the rest time for this stage and then enter the next stage.

   Note: the following introduction to 12 rules is made according to the default **CH 0** mode.

24. 10min/20 steps+ 5min/10 steps+5min:
   The first stage: the players should move 20 steps within 10 minutes
   (if deficient , such player fails), and the player will enter the second state if he/she move 20 steps first.
   The second stage: the players should move 10 steps within 5 minutes (if deficient , such player fails), and the player will enter the second state if he/she move 10 steps first.
   The third stage: its basic time is 5 minutes, without limit to step number.

25. 10min/30 steps+ 5min/15steps+5min:
   The first stage: the players should move 30 steps within 10 minutes
   (if deficient, such player fails), and the player will enter the second stage if he/she move 30 steps first.
   The second stage: the players should move 15 steps within 5 minutes (if deficient , such player fails), and the player will enter the third state if he/she move 15 steps first.
   The third stage: its basic time is 5 minutes, without limit to step number.

26. 15min/30 steps+ 10min/15steps+5min:
   The first stage: the players should move 30 steps within 15 minutes

(if deficient，such player fails), and the player will enter the second stage if he/she move 30 steps first.

The second stage: the players should move 15 steps within 10 minutes (if deficient，such player fails), and the player will enter the third stage if he/she move 15 steps first .

The third stage: its basic time is 5 minutes, without limit to step number.

27.　30min/30 steps+10min/15steps+10min:

The first stage: the players should move 30 steps within 30 minutes (if deficient, such player fails), and the player will enter the second stage if he/she move 30 steps first.

The second stage: the players should move 15 steps within 10 minutes (if deficient，such player fails), and the player will enter the third stage if he/she move 15 steps first ；

The third stage: its basic time is 10 minutes, without limit to step number;

28.　60min/30 steps+30min/20steps+30min:

The first stage: the players should move30 steps within60 minutes (if deficient，such player fails), and the player will enter the second stage if he/she move 30 steps first.

The second stage: the players should move 20 steps within 30 minutes (if deficient，such player fails), and the player will enter the third stage if he/she move 20 steps first;

The third stage: its basic time is 30 minutes, without limit to step number;

29.　90min/30 steps+60min:

The first stage: the players should move30 steps within 90 minutes (if deficient，such player fails), and the player will enter the second stage if he/she move 30 steps first.

The second stage: its basic time is 60 minutes, without limit to step number;

30.　100min/40 steps+50min/20steps+10min(awarded 30s/step):

The first stage: the players should move40 steps within 100 minutes (if deficient, such player fails), and the player will enter the second stage if he/she move 40 steps first.

The second stage: the players should move 20 steps within 50 minutes (if deficient，such player fails), and the player will enter the third stage if he/she move 20 steps first.

The third stage: its basic time is 10 minutes, without limit to step number, and 30 seconds are awarded for each step.

31.　120min/40 steps+60min:

The first stage: the players should move40 steps within120 minutes (if deficient, such player fails), and the player will enter the second stage if he/she move 30 steps first.

The second stage: its basic time is 60 minutes, without limit to step number;

32.　120min/40 steps+60min/20steps+30min

The first stage: the players should move40 steps within120 minutes (if deficient, such player fails), and the player will enter the second stage if he/she move 30 steps first.

The second stage: the players should move 20 steps within 60 minutes (if deficient，such player fails), and the player will enter the third stage if he/she move 20 steps first ；

The third stage: its basic time is 30 minutes, without limit to step number.

33.　120min/40 steps+60min/20steps+60min/20 steps

The first stage: the players should move40 steps within120 minutes (if deficient, such player fails), and the player will enter the second stage if he/she move 30 steps first.

The second stage: the players should move 20 steps within 60 minutes (if deficient，such player fails), and the player will enter the third stage if he/she move 20 steps first;

The third stage: the players should move 20 steps within 60 minutes (if deficient, such player fails), and the player will be timed at the third stage if he/she move 20 steps first.

34.　120min/40 steps+60min(10s/step for delay)

The first stage: adverse timing for 10 seconds is made for each step first, and if within such 10 seconds one step is moved, the basic time won't be deducted; if more than 10 seconds for one step, the basic time will be counted backwards and deducted accordingly; and the player should move 40 steps within 120 minutes (if less than 40 steps, the player will fails)，nd the player will enter the second stage if he/she moves 40 steps within 120 minutes first.

The second stage: adverse timing for 10 seconds is made for each step first, and if within such 10 seconds one step is moved, the basic time won't be deducted; if more than 10 seconds for one step，the basic time will be counted backwards and deducted accordingly; the player running out of the basic time of 30 minutes fails.

35.　110min/40 steps+30min(10s/step for delay)

The first stage: adverse timing for 10 seconds is made for each step first, and if within such 10 seconds one step is moved, the basic time won't be deducted; if more than 10 seconds for one step, the basic time will be counted backwards and deducted accordingly; and the player should move 40 steps within 110 minutes (if less than 40 steps, the player will fails)，and the player will enter the second stage if he/she moves 40 steps first.

The second stage: adverse timing for 10 seconds is made for each step first, and if within such 10 seconds one step is moved, the basic time won't be deducted; if more than 10 seconds for one step, the basic time will be counted backwards and deducted accordingly; the player running out of the basic time of 30 minutes fails.

Time limit to each step (36-45) 10h

No. 36-45 rules: the player should move an step, otherwise such player will fails.

36. 5s/step	37. 10s/step	38. 15s/step
39. 20s/step	40. 25s/step	41. 30s/step
42. 45s/step	43. 60s/step	44. 90s/step
45. 120s/step		

byo-yomi (46-57) 12 h

46. 60min+20s/step

The basic time is 60 minutes without limit to thinking duration and step numbers; after basic time runs out, each step is given 20 seconds, so the player spending more than 20 seconds on one step will fail in the game.

47. 60min+5 min/10 steps

The basic time is 60 minutes without limit to thinking duration and step numbers; if 10 steps is moved within 5 minutes after basic time runs out, counting backwards 5 minutes can be repeated, and the player spending more than 5 minutes on 10 steps fails.

48. 30min+30s 10times

The basic time is 30 minutes without limit to thinking duration and step numbers; after basic time runs out, 10 times 30s will be read, the player running out of time first fails.

49. 30min+30s 20times

The basic time is 30 minutes without limit to thinking duration and step numbers; after basic time runs out, 20 times 30s will be read, the player running out of time first fails.

50. 30min+60s 10times

The basic time is 30 minutes without limit to thinking duration and step numbers; after basic time runs out, 10 times 60s will be read, the player running out of time first fails.

51. 30min+60s 20times

The basic time is 30 minutes without limit to thinking duration and step numbers; after basic time runs out, 20 times 60s will be read, the player running out of time first fails.

52. 60min+1 min 10 times

The basic time is 60 minutes without limit to thinking duration and step numbers; after basic time runs out, 10 times 60s will be read, the player running out of time first fails.

53. 60min+1 min 5 times

The basic time is 60 minutes without limit to thinking duration and step numbers; after basic time runs out, 5 times 60s will be read, the player running out of time first fails.

54. 90min+1 min 5 times

The basic time is 90 minutes without limit to thinking duration and step numbers; after basic time runs out, 5 times 60s will be read, the player running out of time first fails.

55. 120min+1 min 5 times

The basic time is 120 minutes without limit to thinking duration and step numbers; after basic time runs out, 5 times 60s will be read, The player running out of time first fails.

56. 160min+1 min 5 times

The basic time is160 minutes without limit to thinking duration and step numbers; after basic time runs out, 5 times 60s will be read, the player running out of time first fails.

57. 180min+1 min 5 times

The basic time is 180 minutes without limit to thinking duration and step numbers; after basic time runs out, 5 times 60s will be read, the player running out of time first fails.

Others (58-59)   2 h

58. Timing is counted forwards from 0.

59. Basic time is 22 minutes counted backwards to zero, and when negative indication appears on the screen, count forwards starts.

F   If the parameter for timing is altered in a rule prior to a game, the sign "F" will appear before the original rule No. indicating that such parameter is stored in a separate memory for future adoption without being influenced by such alteration.

How to change the batteries?

When there is the symbol " ▭ " on display. Means low power, so please replace batteries.

1. Hold and push the battery cover towards the direction indicated by " ▽ " to open the battery cover.

2. Remove the old battery, and put on a new battery according to the correct polarity direction.

3. Replace the battery cover.