

Instruction Manual



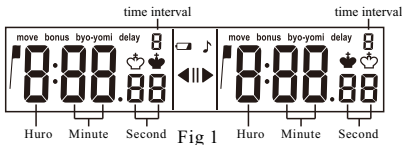
Multi-functional chess clock

Thanks for purchasing the professional Chess Clock for Chinese chess, I-Go, and Chess. This article is not only used for all kinds of chess competition, but also all kinds of other games, such as Draughts, etc. With big LCD display, we can see easily and clearly the timer and also the player from distance. The clock utilizes Japanese EPSON IC, which can be easy to operate, featuring of accurate timing, reliability and strong anti-interference ability. Please read this user guide before use this clock.

■ Features

- 41 timer rules in total for Chinese Chess, Chess, and I-Go, each kind with multi timers for choice. It can be used in different competition format, covering all popular timing standards.
- Time, moves and rounds are presettable, and can be modified during the pause.
- All setting data can be record automatically.
- Additional manual setting rules.
- Sound alert.
- Low battery indication
- 2pcs AA batteries and low energy consumption

■ Symbols Display



Symbol	Meaning	Symbol	Meaning
move	restrict moves or rest moves	low battery indicator, need to change the battery	
bonus	a bonus period is active	blinking, critical low battery, with no sound alert, change the battery soon	
byo-yomi	a byo-yomi period is active	the sound function is active	
byo-yomi	blinking, means 1 minute byo-yomi, for make the differ of I-Go's rule, 30 seconds and 60 seconds byo-yomi	game pause or game over	
delay	a delay period is active	the clock is running	
delay	blinking, means counting the delay seconds	the player's color, black or white	
interim flag	The interim flag, the player has first gone to next time period, disappearing after 5 minutes	blinking, the current period repeat	
ultimate flag	blinking, ultimate flag.	blinking, the current period not repeat	

■ Buttons

1. :decrease the blinking digit; shortly press to make the sound alert ON/OFF during pause; long press to display the rest moves for rules with restrict moves.
2. :increase the blinking digit; long press display the rounds finished
3. :Start or pause timing; long press for 2s to enter manual setting
4. :confirm the rules and settings; long press to display the timer rule
5. :button for timing
6. :ON/OFF; restart

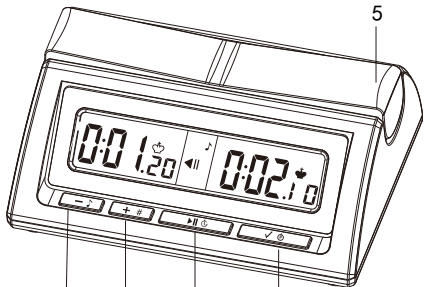


Fig 2

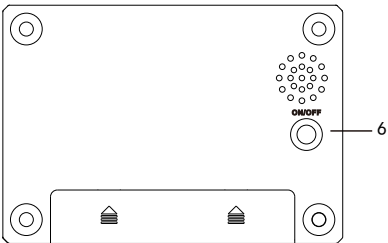


Fig 3

Contents

Features .....	1
Symbols display .....	1
Buttons .....	2
Operation .....	3
Timing Functions .....	5
Batteries and battery replacement .....	8
Care and Cleaning .....	9
Technical Specifications .....	9
List of option numbers .....	9

■ Operations

1. **turn on/ restart**
  - Switch “ ” button at the bottom of the chess clock. As fig 4., to turn on or restart the clock.
  - Press again to turn off the clock.
2. **Select timer rule**
  - when switch on the clock, the left screen will show a “OP” symbol, the right screen show the number of the timer rule. As fig 5
3. **Manual setting**
  - If select manual setting, the parameters should be set one by one.
  - set the basic time of the left player first, and then the right. And then set the restrict moves, bonus and delay in the same period, according to the rule.
  - Set the corresponding parameters of the second, the third and the forth periods one after another.
  - Press “ ” or “ ” button to set the current blinking digit; hold pressing for quick setting: Press “ ” button to confirm the digit and then move to the next digit for blinking at the same time. And then press “ ” exit
  - If the parameters of manual setting selected, has been set correctly in the last tournament, it will be saved automatically. If there is no need to change the parameters, just press “ ” button to confirm.
  - when finished setting all the parameters, as same with the predetermined timer rule, the display will show pause symbol “ ” or “ ”, now the clock can be started
4. **Sound alert**
  - default with sound alert for all rules, display the symbol “ ”
  - If there is no need of sound alert, before or during the pause of the timing, press “ ” to close the sound alert, the symbol “ ” will disappear and then the current game has no sound to alert.
5. **Start the game**
  - After select the rule, the players press “ ” button to select and confirm the white side and the black side, the white side plays first and its lever is up

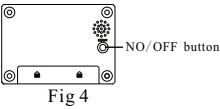


Fig 4

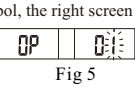


Fig 5

- press “ ” button to start the game and the white side starts timing, the “ ” point at the white side.
  - press their own “ ” after finished every moves to stop timing, the other side start timing, and at the same time “ ” or “ ” Points at the opposite.
  - In the multi-period timer rule, one side go to the next period first and his flag “ ” keep on for 5 minutes, the period number displayed on the top right screen changed at the same time.
6. **Pause**
    - Shortly press “ ” button during the game to pause the timing, the display will show “ ” or “ ”, shortly press the button “ ” again to continue timing.
  7. **Timer parameters modification during the game**
    - The current rest time, restrict moves(rules with restrict function) and rounds finished can be modified. Shortly press “ ” to pause timing
    - Hold “ ” button for 2s until the far left display digit start blinking
    - Modify the rest time of the left side player first and then the right; for the rule with restrict function, modify the rest moves of the left player and then the right.
    - Modify the number of rounds gone at last.
    - Press “ ” or “ ” button to modify the current blinking digit, keep pressing for quick modification, press “ ” button to confirm. And then move to the next blinking digit, at last, press “ ” button exit.
  8. **Check during the game or game over**
    - press “ ” button to check the current timer rule
    - press “ ” button to check the number of rounds.
    - press “ ” button to check the rest restrict moves(rules with restrict function).
  9. **Game over**
    - When one side uses up the time, the flag “ ” start blinking, the player lose the game.
    - The clock can gives audible signals at the end of the period if the function is on. It will offer a short beep 10 seconds before every period ends. This is also beep for every second of the last 5 seconds. At the last second before the period, there will be a long beep sound.
- I-Go byo-yomi as below:
- The byo-yomi of 30 seconds: 10, 20, 25, 28, 30
  - The last byo-yomi of 30 seconds: 10, 20, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10
  - The byo-yomi of 60 seconds: 30, 40, 50, 55, 58, 60
  - The last byo-yomi of 60 seconds: 30, 40, 50, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10
10. **Restart the game**
    - Switch “ ” button at the bottom of the chess clock to turn off the clock, press again to turn on.
    - the clock display the timer rule in the last tournament directly when clock is turned on, if the last timer rule still be used, just press “ ” button to confirm. Otherwise, press “ ” or “ ” to select the new timer rule and then press, “ ” button to confirm

