# JS-224棋类计时器英文版说明书版本号20160923 001 替换版本号20160816 001

# Instruction Manual



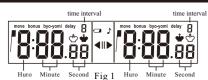
# Multi-functional chess clock

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

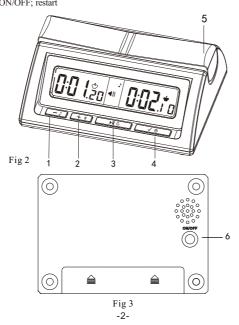


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Symbol	Meaning	Symbol	Meaning
move	restrict moves or rest moves		low battery indicator, need to change the battery
bonus	a bonus period is active		blinking, critical low battery, with no sound alert, change the battery soon
byo-yomi	a byo-yomi period is active	1	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	∢∥or∥▶	game pause or game over
delay	a delay period is active	<b>◀</b> or ▶	the clock is running
_delay -	blinking, means counting the delay seconds	<b>♣</b> /₫>	the player's color, black or white
•	The interim flag, the player has first gone to next time period, disappearing after 5 minutes	<del></del>	blinking, the current period repeat
iii	blinking, ultimate flag.	美	blinking, the current period not repeat

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# ■ 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.  $\checkmark$   $\Leftrightarrow$  :confirm the rules and settings; long press to display the timer rule
- 5. \_\_\_\_: button for timing
- 6. ON/OFF : ON/OFF; restart



# ■ Operations

- Switch "ON/OFF" 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 OP |

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NO/OFF button

— press "  $\blacksquare$   $\blacksquare$  " or "  $\blacksquare$  " button to select the timer rule you want press " / • " button to confirm and then go to the corresponding time parameters display of the timer rule

# 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
- 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 " v 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
- when finished setting all the parameters, as same with the predetermined timer rule, the display will show pause symbol "  $\P$  " or "  $\| \mathbf{r} \|$ " , now the clock can be started Remark: 1) When the basic time is set zero, the corresponding period's restrict moves, bonus,
  - delay can not be set zero. It will skip this period automatically when timing. 2) Can set repeat / no repeat period. If the period's restrict moves is set zero, the period can only set as no repeat.

### 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

- press " 🔰 🕏 " button to start the game and the white side starts timing, the "  $\P$ " 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.
- tuning, 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

Shortly press " button during the game to pause the timing, the display will show "◀|| " or " || ▶ ", shortly press the button " ▶|| ७ " 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 " I 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 "  $\checkmark$   $\stackrel{\bullet}{•}$  " 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).

- 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 "  $\lceil$  on/off  $\rceil$ " 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, " • "

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■ Timing Functions	
I. Time: 8 rules  Used for chess, Chinese chess and I-GO timing  The side using up the time loses the game OP 01 5 minutes OP 02 20 minutes OP 03 25 minutes OP 04 45 minutes OP 05 60 minutes OP 06 75 minutes OP 07 90 minutes OP 08 manual setting  Used for Chess Bonus before moving The side used up the basic time will lose the game. OP 09 3 minutes + Bonus 2 seconds / move OP 10 5 minutes + Bonus 3 seconds / move	Basic Time in the 1st period restrict moves in the 1st period  Basic Time in the 1st period restrict moves in the 1st period  Basic Time in the 2nd period restrict moves in the 2nd period  Basic Time in the 3nd period restrict moves in the 3nd period restrict moves in the 3nd period  Basic Time in the 3nd period restrict moves in the 3nd period restrict moves in the 3nd period  Basic Time in the 4nd period restrict moves in t
OP 11 10 minutes + Bonus 10 seconds / move OP 12 15 minutes + Bonus 10 seconds / move OP 13 25 minutes + Bonus 10 seconds / move OP 14 Manual setting  Ill. "Fischer" Bonus for Slow Game, Time Accumulative: 2 rules  • Used for Chess	Repeat or NO Repeat in the 4th period exit
<ul> <li>Bonus before moving</li> <li>The side which did not finish the ruled moves in the first period will lose the game. The side which finished the moves with time remained will move to the next period automatically and the rest time will also be accumulated to the next period, at the same time add bonus time.</li> </ul>	V. Sudden Death (Guillotine): 2 rules  Used for Chess  Bonus before moving from the set round  The side used up the time will lose the game.

OP 19 manual setting

Bonus after moving

Used for chess and Chinese chess

VII. Bronstein (Delay): 3 rules

· Used for Chinese chess

Used for chess and Chinese chess

counting down the time before moving

· During delay time, signal "delay" will appear

• The side used up the basic time will lose the game

OP 24 10 minutes + delay 10 seconds/move

OP 25 20 minutes + delay 5 seconds/move

VIII. 2 periods / moves, no accumulative: 2 rules

• The side who doesn't finish the stipulated moves, will lose the game

• If finished the stated moves before the stipulated time, "move" signal will shows.

VI. Accumulated bonus seconds: 4 rules

The side used up the basic time will lose the game.

OP 20 20 minutes+ Bonus 30 seconds/move

Op 21 60 minutes+ Bonus 10 seconds/move

OP 22 90 minutes+ Bonus 30 seconds/move

# III. "Fischer" Bonus for Slow Game, 7

- The side which did not finish the ruled n which finished the moves with time ren the rest time will also be accumulated to the next period, at the sa This side's flag will be lighted on for 5 minutes, the period showing 2. The other side can not move to the 2nd period until finished the moves in the 1st period.
- The side used up the total time will lose the game OP 15 90 minutes / 40 moves + 30 minutes

30 seconds / move bonus before moving (all periods) OP 16 Manual setting IV. Max 4 Periods Game Mode, Time Accumulative: 1 rule

- · Used for chess and Chinese chess
- Each period, can be set with or without restrict moves, with or without bonus
- Bonus before moving
- each period bonus setting for zero, used in Chinese Chess
- any periods, when setting with restrict moves:

If the player did not finish the moves, he will lose the game

If the player finished all moves in advance will move to the next period first, the flag will be lightened on for 5 minutes; the other player can not move to the second period until finished all moves in the 1st period.

• any periods, when restrict moves is zero:

When one side's time count down to zero, the flag will be lighted on for 5 minutes, both sides move to the next period, the rest time of the other side also be accumulated to the next period.

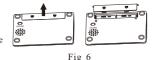
any periods, when Bonus setting is not zero, add bonus time before each move.
The 4th period can be set as repeat or without repeat.

repeating the fourth period, the "4" on the top right will blink; imeans executing once, with no repeat. OP 17 manual setting

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#### 2. Replace the batteries

Remove the battery cover and the old batteries. Insert the new 2pcs AA batteries as the correct "+" and "-"sides. As Fig. 6 display, place back the battery cover, and dispose the old battery as prescribed in your country



# ■ Care and Cleaning

- This clock is NOT water-resistance structure, please keep it away from water, and keep it in dry condition
- Please store and use this clock among the temperature -5°~ +50°C. The extreme temperature will shorten the life of the electronic components, and destroy the battery and some plastic
- Keep the chess clock in good situation, put and use it slightly. The PCB will be damaged if the clock is break
- Please clean the clock with wet duster cloth, do NOT use chemical solvent, coarse cloth to clean the clock.

# **■** Technical Specifications

- Batteries: 2pcs AA batteries (alkaline batteries recommend)
- Accuracy: better than ±1 second per day Temperature:  $-5^{\circ} \sim +50^{\circ} \text{C}$
- Humidity: <95%

## ■ List of option numbers

Competition	OP	Basic Time	Assistant Time and meaning	Remarks
	OP01	5 minutes		
	OP02	20minutes		
	OP03	25minutes		
Time	OP04	45minutes		
Time	OP05	60minutes		
	OP06	75 minutes		
	OP07	90 minutes		
	OP08	Manual setting		

Competition	OP	Basic Time	Assistant Time and meaning		Remarks
"Fischer" Bonus for Rapid Game	OP09	3 minutes	Bonus before moving	2 seconds	
	OP10	5minutes		3 seconds	
	OP11	10minutes		10seconds	
	OP12	15minutes		10seconds	
	OP13	25minutes		10seconds	
	OP14	Manual setting	Bonus before moving		
"Fischer" Bonus for Slow Game	OP15	90 minutes / 40 moves + 30 minutes; Bonus 30 seconds / move (all periods)			2 periods, time accumulative
	OP16	Manual setting to restrict moves; e with Bonus before	2 periods, time accumulative		
	OP17	Manual setting each period with or without restrict moves setting, with or without Bonus before moving			Max 4 periods Time accumulative
Sudden Death (Guillotine)	OP18	White chess with 5 minutes; Black chess with 4 minutes	Bonus 3 second before moving from the 61st round		
	OP19	Manual setting	Bonus before moving from the set round		
Accumulated bonus seconds	OP20	20Minutes	Bonus after moving	30 seconds	
	OP21	60Minutes		10 seconds	
	OP22	90Minutes		30 seconds	
	OP23	Manual Setting	Bonus after moving		
Bronstein (Delay)	OP24	10 minutes	Each move with 10 seconds delay		
	OP25	20 minutes	Each move with 5 seconds delay		
	OP26	Manual setting	timing del		

OP 18 white 5 minutes, black 4 minutes, bonus 3 seconds/move from the 61st rounds

• Move in delay time, the rest time will still be the one before moving. If move over the delay

time, the rest time will be the one after counting down the delay time, and continue the

OP 23 manual setting

OP 26 manual setting

It will move to the next period after the stipulated time used up. This side's flag will light on for 5 minutes. Time is NOT accumulative.

• The 2nd period of manual setting rules can be set as Repeat or NO Repeat. --- means repeat, when repeating the 2nd period, the "2" on the top right will blink; | | | | means executing once, with no repeat.

• When the 2nd period with repeat, means that in the 2nd period, when finish stated moves in advance, will keep repeating the 2nd period

#### OP 27 60 minutes/30 moves + repeat 10 minutes/10 moves OP 28 manual setting IX. 2 periods / moves, moves accumulative: 2 rules

- Used for Chinese chess
- The side who doesn't finish the stipulated moves, will lose the game
- If finished the stated moves before the stipulated time, "move" signal will shows. The moves in the left time will be calculated into the next period. Only the stipulated time is used up, it will move to the next period, this side's flag will light on for 5 minutes, the left moves in the next period is equal to the current period's restrict moves minus extra moves in last period. There's move accumulative relationship between the periods.
- The 2nd period of manual setting rules can be set as Repeat or NO Repeat ... means repeat, when repeating the 2nd period, the "2" on the top right will blink; | | means executing once, with no repeat
- When the 2nd period with repeat, means that in the 2nd period, when finish stated moves in
- advance, will keep repeating the 2nd period OP 29 90 minutes/40moves +repeat 15 minutes/10 moves OP 30 manual setting
- X. Multi period / moves, Time Accumulative: 2 rules
- Used for Chinese chess
- The side who doesn't finish the stipulated moves, will lose the game
- If finished the stated moves before the stipulated time, this side move to the next period, the rest time will be accumulative into next period. This side's flag will light on for 5 minutes. There's time accumulative relationship between the periods.
- Repeat period, means finishing stated moves in stipulated time in advance, then continually repeat the repeating period
- OP 31 10 minutes/40 moves + repeat 5 minutes/30 moves
- OP 32 basic time 60 minutes + 60 minutes / 100 moves + 30 minutes/60 moves repeat 15 minutes / 30 moves

#### XI. I-Go Slow / NEC Competition: 5 rules

- Used for I-Go
- It will move to byo-yomi after basic time finished.
- If finish the moves in advance during byo-yomi period, the byo-yomi numbers will not decrease. If overtime, it will decrease
- The side Run out of the last of byo-vomi time will lose the game
- OP 33 slow, 60 minutes+ 1×1 minute byo-yomi
- OP 34 slow, 2 hours 40 minutes+ 5×1 minute byo-yomi

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#### Competition OP **Basic Time** Remarks 60 minutes / 30 moves + repeat 10 minutes / 10 move periods. no cumulative OP28 Manual setting for the 2nd period with or without repeat 90 minutes / 40 moves + repeat 15 minutes / 10 mo 2 periods. periods accumulativ OP30 Manual setting for the 2nd period with or without repeat moves periods, 10 minutes / 40 moves + OP31 4 periods, 60 minutes+60 minutes / 100 moves + 30 minutes/60 moves+repeat 15 minutes / 30 m OP32 accumulative OP33 60 minutes 1×1 minute byo-yomi OP34 2 hours 40 minu s 5×1 minute byo-yom OP35 hours 55 minutes 5×1 minute byo-yom Slow NEC 1×30 seconds byo-yomi OP36 10 minutes Competition OP37 Manual setting 30 seconds / move. OP38 Rapid 10×1 minute byo-yomi minutes byo-yomi OP39 1 hour I-Go with 10 moves Canadian Byo-yomi OP40 Manual setting Manual setting Timing OP41 with count down and up

工程编号: NO. 50096

单页尺寸: 100\*130mm 材质: 书写纸, 骑马钉装订成册。

OP 35 slow, 2 hours 55 minutes+ 5 × 1 minute byo-yomi

OP 38 30 seconds / move ,  $10 \times 1$  minute byo-yomi

OP 39 60 minutes + 5 minutes byo-yomi / 10 moves

■ Batteries and Battery Replacement

factory. Please remove it before usage

suggest to replace the batteries before using.

Used for Chess, Chinese chess, I-Go, and other kinds of games.

XIII. I-Go with Canadian Byo-yomi: 2 rules

It will move to byo-vomi after basic time finished.

OP 37 manual setting

next one minute will start

XII. I-Go Rapid: 1 rule

• Used for I-Go

NOT blinking.

Used for I-Go

XIV. Timing: 1 rule

1.Batteries and Power

current game.

Count up when time setting at zero

OP 36 NEC competition, 10 minutes + 1 × 30 seconds byo-yomi

• Opening with 30 seconds byo-yomi, one move, the left time of the 30s can be used as

• Over 30s, it will move into 1 minute byo-yomi, "byo-yomi" signal blinking; 1 minute finished,

• If the 1 minute is not used up, it will move into 30s again, at this time, "byo-yomi" signal

• If finished the stated moves before the stipulated time, the time of byo-yomi will return to the

• The side who doesn't finish the stipulated moves before the stipulated time, will lose the game

This chess clock uses 2pcs AA batteries. Products are with insulating piece when leaving

We recommend low self-discharging alkaline batteries which may be helpful for long time

use. If you do not use this clock for a long period time, we recommend you to remove the

If the low battery indicator " appears, it means the batteries needs to be replaced. When this signal first appears, the batteries still contain enough energy to complete the

In case of malfunction and the low battery, we recommend first remove the batteries, and

then reinsert, this will reset the clock. If the low battery indicator " appears, we

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If the low battery indicator " leeps flashing, it means the batteries power is very

• Count down when time setting not zero. The side run out of time, will lose the game

batteries to avoid the damage caused by possible leaking of the batteries.

low, in order to save power to finish the current game. No ring alert.

OP 40 manual setting

• With above Recycling rules till the last byo-yomi, that side will lose the game.