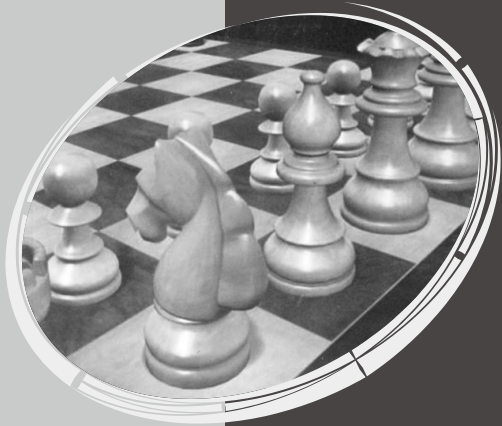


JS-211A英文说明书版本号20131226 001

CHESSE CLOCK INSTRUCTION MANUAL



CHESSE CLOCK JS-211A

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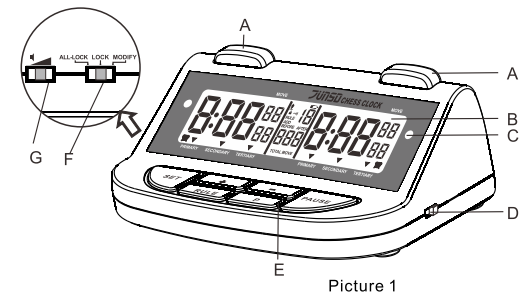
USER GUIDE FOR CHESSE CLOCK

Thanks for purchase of the professional Chess Clock that have beautiful design and big LCD display. This article is not only used for all kinds of International Chess competition, but also all kinds of other games, such as Checkers, Chinese chess etc. It used Japanese EPSON IC, which can be easy-to-operate, accurate-to-calculate, and good anti-jamming. Please read the user guide carefully before use this product.

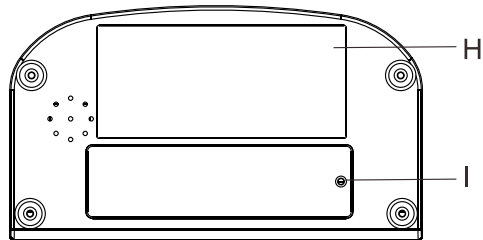
FEATURES

- 13 different Timer rules; different program selections under each Rule.
- Sound of Timer button can be on/off alternative, two different sounds for two players.
- Button and setting can be locked separately.
- Game time, Moves, Add and Add way are settable, game time and moves can be set during games.
- All setting data can be record automatically.
- Display Total moves, Time interval and the time used for each side.
- Power on/off can't change the locked memory.
- Battery screw can be fixed to avoid battery falling down during operation.
- Low battery indicator: Chess clock can keep working for 10 hours at least when battery indicator "⬇" showed on LCD.

DESCRIPTIONS



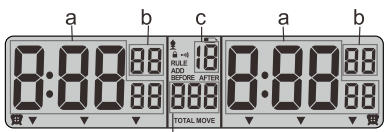
Picture 1



Picture 1

- | | |
|-------------------------------|---------------------------------|
| A Timer button. | F Modify/ Lock/ All lock button |
| B LCD | G Sound volume button |
| C Timer indicator light | H Timer options |
| D Power/ Sound control button | I Battery-fixed screws |
| E Function button | |

LCD



Picture 2

ICON	FUNCTION	REMARK
00:00	Timer display (HOUR: MINUTE: SECOND)	a
88	Moves Limit/ Seconds Add or Seconds Limit	b
888	Timer Program number/Time Add/ Total Move	d
18	Timer rules display	c
♠	International Chess clock	
🔒	Locked or All locked	
⦿	Timer button sound	

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ICON	FUNCTION	REMARK
RULE	Timer rules	
ADD BEFORE	ADD Press to add time. The added time should be not more than the time before adding	Adding rules signal
ADD AFTER	ADD Press to add time before move	
ADD AFTER	ADD Press to add time. The added time can be more than the time before adding.	
TOTAL MOVE	Total moves	
🔔	Alarm that timer counts down to Zero	
▼	PRIMARY 1 st time interval	Timer interval indication icon
▼	SECONDARY 2 nd time interval	
▼	TERTIARY 3 rd time interval	
⬇	Low battery	

BUTTON OPERATIONS

1. [RULE] Enter/ quit timer rule setting
2. [P] Enter/quit timer program setting
3. [PAUSE] ① Pause/ Ready for timer
② Hold for 2 seconds under any mode to READY FOR TIMER.
4. [SET] Enter to set parameter and select setting parameter
① Increase the current figure
② Press "+" to display time interval and time added before game begin.
5. [-] ① Decrease the current figure
② Press "-" to display time interval and added time before game begin.
6. [TIMER] ① Timer button(Picture 1-A): press left button to count time for right player; and press right button to count time for left player
7. [POWER] Power switch button (Picture 1-D):middle is POWER ON. It will show in the middle of LCD. Switch forward is Power OFF

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- Switch back is SOUND OFF when power is on. It will not show ⦿ on middle of LCD window.
9. LOCK (Picture 1-F)-Switch forward is to MODIFY for normal operation. Middle is LOCK to lock all setting. It will show 🔒 on middle of LCD window. Switch back is ALL-LOCK to lock all operation. It will show 🔒 on middle of LCD window.
 10. Sound volume (Picture 1-G): Switch forward is high volume and Switch back is low.

TIMER OPERATION

1. Release the lock
Switch the button to MODIFY for normal operation. See picture 3.
2. Turn on the power
Switch the button to POWER ON or SOUND OFF. SOUND OFF means no sound operation. See picture 4.
3. Select timer rules
① Press RULE to enter into timer rules setting. The digit beside "RULE" will flash on LCD.
② Press "+" or "-" button to change the Timer rule number.
③ Press "RULE" to confirm Timer rule selection and the digit beside "RULE" will stop flashing accordingly. See picture 5.
4. Select timer program under each timer rule
① Press P to enter into timer program setting. The related digit beside "P" will flash on LCD.
② Press "+" or "-" button to select Timer program. But for one-interval Rule, there is no change when press "+" or "-" button.
③ Press P button again to confirm Timer program selection. See picture 6.

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5. Check the timer, moves and added time for each interval
When selecting timer rule and relative program, press "+" or "-" button to check of each interval Time, Moves and Added time and request in turn. But for one-interval Rule, there is no change when press "+" or "-" button.

6. Change the timer, moves and added timer for each interval
After select timer rule and program, if the current timer rule is different from game, press "SET" to set value to meet the needs. the setted rule will be recorded into the time interval, even you turn on/off power or press "PAUSE". Only when you turn to select new rule or time interval, the record will be reset to default setting in factory.

- ① Press "SET" to set time, move, added time. The related value will flash during setting. The right LCD is off.

⚠ Note: If you cannot enter to added time setting, there is no "added time" in the interval.

- ② Press "+" or "-" to change the selected content.

⚠ Note: If you set the added time as zero, there will be no "added time" in the interval.

- ③ After set the content of left LCD, press "SET" again, the left LCD will be off and the set value will go to the right LCD. You can press "PAUSE" to exit it the right content is same to the left. If the left is different from the right, press "SET" and "+" or "-" to proceed step by step.

⚠ Note: The time and move of both sides can be set separately.

- ④ Press "PAUSE" to exit setting and confirm the content. The display will go to as picture 7.



Picture 7

7. Ready to Count Time
Press PAUSE to mode of Ready-to-count-time, and the total moves display on middle of LCD. See Picture 8. It will show 000

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- on middle of LCD.
Hold PAUSE for 2 seconds to quit this mode and back to TIMER PROGRAM.



Picture 8

8. Timer and end
① The latter side A press A button to start game. Now the indicator light of B is on to start count time.
② After B finish one move, press B button to start Time for A. The B indicator light will be off when A indicator light is on. In this condition, the total moves displayed is the one from B. Generally speaking, the indicator light indicates the current timing player.

⚠ Note: ● TOTAL MOVE shows the move for the finished side that the light is off. See picture 9.
● When the time interval is repeating, the "▼" will flash when enter to this repeat interval.



Picture 9

- ③ Operate A and B button in turn until one side counts down to zero, and display minus "-" and "🔔". The lose side's related indicator light will flash and alarm 10 seconds. The timer stops. See Picture 10.



Picture 10

9. Pause the Timer
① Press PAUSE button to pause the timer in game. Now the LCD is flashing and the LED light is off. There are three signals "▼" under the LCD for the current timing side.
② When recover the timer, the non-timing side CAN start the game by press his timer button. There are three signal of "▼" and LED light to show current timing player.

10. Modify the time and moves.
When need to modify the time and moves during the game, switch the button (see picture 3) to the position of MODIFY, then press PAUSE button to stop, and then press SET to enter

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- setting mode. Press SET to choose relative parameter automatically and press "+" or "-" to increase or decrease the index. Then press PAUSE to quit from MODIFY mode to TIMER mode when finish modify.

11. Reset
After game is over, press PAUSE for 2 seconds during game to back to ready to restart the game mode. Now press PAUSE to restart the game.

DESCRIPTION OF PROGRAMS FOR EACH TIMING RULE

1. RULE 1 BLITZ
There are 3 presettable programs under rule 1. When the time of any side count down to zero, he is failed.
1) P1 20 minutes
2) P2 60 minutes
3) P3 90minutes
2. RULE2 BRONSTEIN
The ADDED time of each side can also be set separately. There are 3 presettable program. After each move, add time for own side. The added time should be not more than left time before moving.
When the time of any side count down to zero, he is failed.
1) P1 5minutes +3 seconds/move (add)
2) P2 3minutes +2 seconds/move (add)
3) P3 20minutes +10seconds/move (add)
3. RULES: BONUS TIMER
The ADDED time and time adding way of each side can also be set.
There are 5 presettable programs. And two ways to add time: one is add before each move, the other is add after each move. Which displayed by ADD BEFORE and ADD AFTER on LCD. Both of the added time can be more than before moving.
When the time of any side count down to zero, he is failed.
1) P1 90minutes +30seconds/move(add before)
2) P2 60minutes +30seconds/move (add before)
3) P3 5minutes +3seconds/move (add before)

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4) P4 3minutes +2seconds/move (add after)
5) P5 90minutes +30seconds/move (add after)

4. RULE4 TOURNAMENT I (TIME ACCUMULATING)
There are 5 presettable programs. The left time of former interval will pass to next interval automatically when the moves finish. When the former moves finished, the alarm will beep 3 times next interval. The side which finish time first will be failed the game. Within the former set time, if the player cannot finish the move, he will fail the game and can't go to next interval. Both sides' add time and add way can be set.

1) P1 PRIMARY :40moves/120minutes
SECONDARY: 20moves /60minutes
(repeating) (add after/add before/add)
SECONDARY will be the same rules as repeating until one side time counting down to minus letters. The "▼" will still indicate at the position of SECONDARY. When repeat rule for SECONDARY. When the time under SECONDARY is preset as zero in both sides, it will repeat timing rule of PRIMARY.

2) P2 PRIMARY :40 moves/120 minutes
SECONDARY : rest in 60 minutes
In SECONDARY, the side use up time first is the loser.

3) P3 PRIMARY: 40 moves/100 minutes
SECONDARY: 20 moves/50 minutes
TERTIARY: rest in 10 minutes + 30 seconds/ move
(add after) (add before / add)
Through the tournament, both sides can add 30 seconds/ move (add after).
If the time of the TERTIARY is set to be zero, the tournament will be finished after the SECONDARY program.
If the time of SECONDARY is set to be zero, the tournament will be finished after the program of the PRIMARY .

4) P4 PRIMARY: 40 moves/100 minutes
SECONDARY: 20 moves/50 minutes

TERTIARY: 10 moves/25 minutes
(add after / add before / add)
If the time of the TERTIARY is set to be zero, the tournament will be finished after the SECONDARY program.
If the time of the SECONDARY is set to be zero, the tournament will be finished after the PRIMARY program.

5) P5 PRIMARY: 40 moves/100 minutes
SECONDARY: 20 moves/50 minutes
TERTIARY: 10 moves/25 minutes (repeating)
(add after / add before / add)
If the moves of the TERTIARY are set to be zero, the tournament will repeat the TERTIARY time.
If the time of the TERTIARY is set to be zero, the tournament will be finished after repeat the SECONDARY program.
If the time of SECONDARY is set to be zero, the tournament will be finished after repeat the program of the PRIMARY.
If setting time and moves for the TERTIARY, indicating that the same rule will be repeated for the 4th,5th . . . interval. When repeating the rule of the TERTIARY, the indication icon "▼" will indicate the position of the TERTIARY. The tournament will be finished till one side cannot reach the requirement either on the time or the move.

5. RULE5:TOURNAMENT II(NON-ACCUMULATING)
There are five reset time projects under Rule 5. If the moves for each interval are finished, the left time can be used freely. When the former moves and time are finished, it will sound 3 beeps to enter the next interval. The side that used up the appointed time earlier is the loser. If the appointed moves are not finished when the time is used up, who can not enter to the next interval. Both sides' add time and add way can be set.

1) P1 PRIMARY: 40 moves/120 minutes
SECONDARY: 20 moves/60 minutes (repeating)
(add after / add before / add)
After the time and moves of the SECONDARY are

finished, the SECONDARY will repeat. Until one side 's time and moves cannot meet the rule. And the side is the loser. When repeating the time and moves of the SECONDARY, the interval icon"▼" will indicate the SECONDARY. When the time of the SECONDARY is set to zero, the PRIMARY program will repeat.

2)P2 PRIMARY: 40moves/120 minutes
SECONDARY: rest in 60minutes
In SECONDARY, the side use up time first is the loser.

3)P3 PRIMARY: 40 moves/100 minutes
SECONDARY: 20 moves/50 minutes
TERTIARY: rest in 10 minutes + 30 seconds/ move
(add after) (add before / add)
Through the tournament, both sides can add 30 seconds/ move (add after).
If the time of the SECONDARY is set to be zero, the tournament will be finished after the PRIMARY program.
If the time of the TERTIARY is set to be zero, the tournament will be finished after the program of the SECONDARY.

4)P4 PRIMARY: 40 moves/100 minutes
SECONDARY: 20 moves/50 minutes
TERTIARY: 10 moves/25 minutes
(add after / add before / add)
If the time of the TERTIARY are set to be zero, the tournament will be finished after the SECONDARY program.
If the time of the SECONDARY is set to be zero, the tournament will be finished after the PRIMARY program.

5)P5 PRIMARY: 40 moves/100 minutes
SECONDARY: 20 moves/50 minutes
TERTIARY: 10 moves/25 minutes (repeating)
(add after / add before / add)
If the moves of the TERTIARY are set to be zero, the tournament will repeat TERTIARY time.
If the time of the SECONDARY are set to be zero, the tournament will be finished after PRIMARY program and

repeating.
If the time of the TERTIARY are set to be zero, the tournament will be finished after the program of the PRIMARY and SECONDARY and repeating SECONDARY.
If setting time and moves for the TERTIARY, indicating that the same rule will be repeated for the 4th,5th . . . interval. When repeating the rule of the TERTIARY, the indication icon"▼" will indicate the location of the TERTIARY. The tournament will be finished till one side cannot reach the requirement either on the time or the move.

6. RULE6:TOURNAMENT III (MOVE ACCUMULING)
There are five reset time projects under Rule 5. When the moves of the former interval are finished, the moves during the left time will be accumulated into the next interval directly. When the former moves and time are finished, it will sound 3 beeps to enter the next interval, the side who use up the time will be the loser. If the appointed moves are not finished when the time is used up, who can not enter to the next interval. Both sides' add time and add way can be set.

1) P1 PRIMARY: 40 moves/120 minutes
SECONDARY: 20 moves/60 minutes
(repeating) (add after / add before / add)
After the time and moves of the SECONDARY are finished, the SECONDARY will repeat. Until one side 's time and moves cannot meet the rule. And the side is the loser. When repeating the time and moves of the SECONDARY, the interval icon "▼" will indicate the SECONDARY. When the time of SECONDARY is set to zero, the PRIMARY program will repeat.

2) P2 PRIMARY: 40 moves/120 minutes
SECONDARY: rest in 60 minutes
In SECONDARY, the side who used up the time first is the loser.

3) P3 PRIMARY: 40 moves/100 minutes
SECONDARY: 20 moves/50 minutes

TERTIARY: rest in 10 minutes + 30 seconds/ move
(add after) (add before / add)
Through the tournament, both sides can add 30 seconds/ move (add after).
If the time of SECONDARY is set to be zero, the tournament will be finished after the PRIMARY program.
If the time of the TERTIARY is set to be zero, the tournament will be finished after the program of PRIMARY and SECONDARY.

4) P4 PRIMARY: 40 moves/100 minutes
SECONDARY: 20 moves/50 minutes
TERTIARY: 10 moves/25 minutes
(add after / add before / add)
If the time of the SECONDARY is set to be zero, the tournament will be finished after the PRIMARY program.
If the time of the TERTIARY is set to be zero, the tournament will be finished after the program of the PRIMARY and SECONDARY.

5) P5 PRIMARY: 40 moves/100 minutes
SECONDARY: 20 moves/50 minutes
TERTIARY: 10 moves/25 minutes
(repeating) (add after / add before / add)
If the move of the TERTIARY is set to be zero, the tournament will repeat TERTIARY time.
If the time of the SECONDARY is set to be zero, the tournament will be finished after the PRIMARY program and repeating.
If the time of the TERTIARY is set to be zero, the tournament will be finished after the program of the PRIMARY and SECONDARY and repeating SECONDARY.
If setting time and moves for the TERTIARY, indicating that the same rule will be repeated for the 4th,5th . . . interval. When repeating the rule of the TERTIARY, the indication icon "▼" will indicate the location of the TERTIARY. The tournament will be finished till one side can not reach the requirement either on the time or the move.

7. RULE 7 HOUR GLASS
There are two time projects under Rule 7. When pressing the button of side B, side A start to countdown, meanwhile side B start to add time and count up. When pressing the button of side A, side B start to countdown, meanwhile side A begin to add time and count up.
The side that first count to zero, will be the loser.
1) P1 1 minute
2) P2 10 minutes

8. RULE 8 OTHER GAMES
There are two time projects under Rule 8. If the time used for each move does not exceed the preset time, the time will resume to the preset one. If the time used for one move exceeds the preset time, this side will lose the game, meanwhile to press the button of the loser, the time will resume to the preset one, and the other side start to countdown.
1) P1 10 seconds/move
2) P2 1 minute/move

9. RULE 9 TIME LIMIT/MOVE
The time for both sides can be set separately and the time/move can also be set separately
There are two time projects under Rule 9, each move should be finished in limit time. The tournament time can not be set to zero. If the time/move is set to be zero, the tournament will be evaluated by time.
1) P1 30 minutes 30 seconds/move
2) P2 60 minutes 15 seconds/move

10. RULE 10 TIME EXCEED
The time for both sides can be set separately and the time/move can also be set separately.
There are two time projects under Rule 10, each move should be finished in limit time. The side that exceed the preset time should give up the move and letting the other side start to move. There is one beep sound to remind. The moves for each side will be accumulated separately. The basic time can not be set to zero. If the time/move is set to be zero, the tournament

will be evaluated by time.
1) P1 20 minutes 30 seconds/move
2) P2 60 minutes 30 seconds/move

11. RULE 11 TIME DELAY
The time for both sides can be set separately and the time/move can also be set separately
There are two time projects under Rule 11. The preset delay time will start to count when move, if finish the move within the delay time, the basic time will not change. The basic time can not be set to zero. If the delay time set to be zero, the tournament will be evaluated by time.
1) P1 10 minutes 10 seconds/move
2) P2 30 minutes 10 seconds/move

12. RULE 12 TIME COUNT
There is one time projects under Rule 12.
It will start to count up from 0:00'00, the alarm will sound when the preset basic time used up, this side lose the game.
1) P1 90 minutes

13. RULE 13 SECOND LIMIT
There are two time projects under RULE 13. The side who used up the seconds is the loser. The time, second reading, second reading time can be set separately.

1) P1 PRIMARY: 10 minutes
SECONDARY: 30sec/move(repeating)
It will alarm 3 times when count from 10minute to zero. Then the time limit for each move is 30 seconds. To repeat 30sec/move, it will beep once to remind at 30, 20, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1, 0.
The side that alarm 10 seconds is the loser.

2) PRIMARY: 10 minutes
SECONDARY: 30sec/move repeat 5
It will alarm 3 times when count from 10 minute to 0. Then the time limit for each move is 30 seconds. There are 5 times to keep the time limit of 30 seconds. The first 4 times is: 30, 20, 10, 5, 2, 0. The last time is: 30, 20, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1, 0. The side that alarm 10 seconds is the loser.

BATTERY REPLACEMENT
2pcs R14S SIZE: C1.5V
When the display becomes dim or fade out, replace the old battery with 2pcs new battery (R14S SIZE: C1.5V). Unscrew the bolts of the battery door, remove the battery door and take out the old batteries. Putting 2pcs new battery according to the anode and cathode, put on the battery door and screw the bolts.

BREAKDOWN GUIDE AND SOLUTION

BREAKDOWN	POSSIBLE CAUSE	SOLUTION
	low battery power	Replace in new battery
No display in LCD	Battery install incorrect Turn off	Re-install the battery correctly Turn on the power key
No sound when press the button	Sound button is off	Switch the sound button to "SOUND ON"
Dull button (or no action when press the button)	The buttons is locked	Release the lock button
Cannot turn to initial mode		Hold the PAUSE button for 2 seconds

REMARKS

- This product is NOT water-proof, please keep it from water, and in dry condition.
- Please store and use this product in the normal temperature. The extreme temperature will shorten the life of the electronic components, destroy the battery and some plastic parts.
- 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 to clean the clock.
- Replace battery on time with equivalent.
- Do not replace the inner electronic components, the producer do not guarantee the quality problem if the user change the components by themselves.

7.The battery life is approximately 600 hour if the clock used properly under normal condition. Please take off the clock when you do not use it.

TIMER OPTIONS

RULE 1 BLITZ
P1 20 min
P2 60min
P3 90min

RULE 2 BRONSTEIN
P1 5min + 3sec/move(add)
P2 3min + 2sec/move(add)
P3 20min + 10sec/move(add)

RULE 3 BONUS TIMER
P1 90min +30sec/move (add before)
P2 60min +30sec/move (add before)
P3 5min +3sec/move (add before)
P4 3min +2sec/move (add after)
P5 90min +30sec/move (add after)

RULE 4 TOURNAMENT I (TIME ACCUMULATING)
P1 40 moves/120 min - 20moves/60min (repeating)
P2 40 moves/120 min - rest in 60mim
P3 40 moves/100 min - 20moves/50min - rest in 10min +30sec/move (add after)
P4 40 moves/100 min -20moves/50min-10moves/25min
P5 40 moves/100 min - 20moves/50min - 10moves/25min (repeating)

RULE 5 TOURNAMENT II (NON-ACCUMULATING)
P1 40 moves/120 min - 20moves/60min (repeating)
P2 40 moves/120 min - rest in 60mim
P3 40 moves/100 min - 20moves/50min - rest in 10min +30sec/move (add after)
P4 40 moves/100 min - 20moves/50min - 10moves/25min
P5 40 moves/100 min - 20moves/50min - 10moves/25min (repeating)

RULE 6 TOURNAMENT III (MOVE ACCUMULATING)

P1 40 moves/120 min - 20moves/60min(repeating)
P2 40 moves/120 min - rest in 60min
P3 40 moves/100 min - 20moves/50min - rest in 10min
+30sec/move (add after)
P4 40 moves/100 min - 20moves/50min - 10moves/25min
P5 40 moves/100 min - 20moves/50min - 10moves/25min
(repeating)

RULE 7 HOUR GLASS

P1 1 min
P2 10 min

RULE 8 OTHER GAMES

P1 10 sec/move
P2 1 min/move

RULE 9 TIME LIMIT/MOVE

P1 30min 30 sec/move
P2 60min 15 sec/move

RULE 10 TIME EXCEED

P1 20 min 30 sec/move
P2 60 min 30 sec/move

RULE 11 TIME DELAY

P1 10min 10 sec/move
P2 30min 10 sec/move

RULE 12 TIME COUNT

P1 90min

RULE 13 SECOND LIMIT

P1 10 min - 30sec/move(repeating)
P2 10min - 15sec/move 5 repeating

装订成册

尺寸：95.0 * 140.0 mm

设计：

审核：

批准：