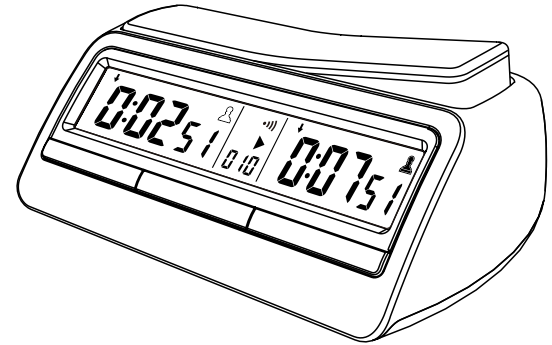


Digital Chess Clock

1688

INSTRUCTION MANUAL

棋钟用户手册



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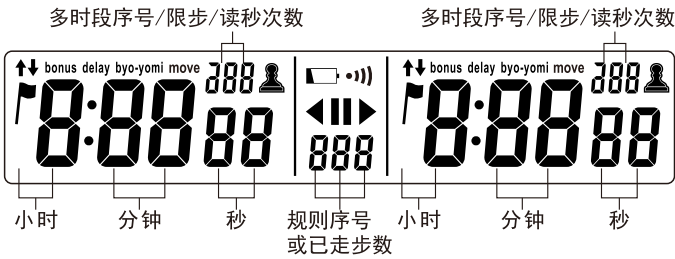
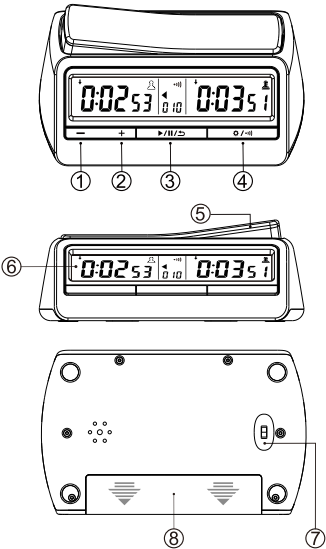
中文

一、功能简介：

- DC 3V供电 （两节5号电池供电）；
- 具有单/多段倒计时、奖励、限时、延时、读秒、正计时等8类42种计时规则；
- 每种计时规则均可修改计时参数；（正计时除外）
- 左右两边可设置不同的计时参数；
- 比赛过程中，可修改双方的计时参数；
- 关机后再开机，可保持关机前比赛过的的规则参数；

二、图解说明：

- ① 减数键
- ② 加数键
- ③ 开始/暂停键  
确认/复位键
- ④ 声音/设置键
- ⑤ 计时控制键
- ⑥ 显示屏
- ⑦ 开/关机键
- ⑧ 电池盖



显示画面及指示灯功能简要说明：

bonus	表示奖励，每走一步棋奖励时间。
delay	每走一步先延时，延时间用完基本时间才开始倒计时。
byo-yomi	表示读秒，当前画面为读秒画面。
move	表示步数，当前画面为限步或读秒次数画面。
	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。
	表示处于计时状态，箭头所指的一方在计时。
	表示处于计时暂停状态。
F	规则序号前面出现符号“F”表示当前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：

	向下选择比赛规则、在设置状态下调数值、在比赛时切换“模式编号、步数”。
	向上选择比赛规则、在设置时上调数值。
	开始或暂停比赛、在设置中确认并退出设定状态、在比赛时可按住此键不放进行复位。
	开/关声音、按住3秒进入设定、设置时切换闪动的数值。

三、计时规则简表：

规则类型	序号+规则参数
单段倒计时	【01】 5分钟 【02】 25分钟 【03】 45分钟 【04】 60分钟 【05】 90分钟 【06】 120分钟
单段倒计时 (奖励)	【07】 3分钟+2秒/步      【13】 45分钟+10秒/步 【08】 5分钟+3秒/步      【14】 45分钟+30秒/步 【09】 10分钟+5秒/步      【15】 50分钟+10秒/步 【10】 15分钟+10秒/步      【16】 60分钟+20秒/步 【11】 20分钟+10秒/步      【17】 75分钟+30秒/步 【12】 30分钟+10秒/步      【18】 90分钟+30秒/步
多段倒计时 (限步) (奖励)	【19】 (1) 90分钟/40步(限步)+30秒/步 (奖励) (2) 30分钟+30秒/步 (奖励) 【20】 (1) 100分钟/40步(限步)+30秒/步 (奖励) (2) 50分钟/20步(限步)+30秒/步 (奖励) (3) 15分钟+30秒/步 (奖励) 【21】 (1) 120分钟/40步(限步) (2) 60分钟/20步(限步) (3) 15分钟+30秒/步 (奖励) 【22】 (1) 120分钟/40步(限步) (2) 60分钟/20步(限步) (3) 30分钟
读秒	【23】 60分钟+20秒/步 (读秒) 【24】 60分钟+30秒/步 (读秒) 【25】 120分钟+30秒/步 (读秒)

规则类型	序号+规则参数
读秒	【26】 60分钟 + 5分钟/10步 (读秒) 【27】 60分钟 + 5分钟/20步 (读秒) 【28】 60分钟 + 5分钟/30步 (读秒) 【29】 20分钟 + 15分钟/25步 (读秒) 【30】 30秒/步 + 1分钟/10次 (有提示音读秒) 【31】 160分钟 + 1分钟/5次 (有提示音读秒)
限时	【32】 30秒/步      【34】 2分钟/步 【33】 1分钟/步      【35】 5分钟/步
延时	【36】 (1) 120分钟/40步 + 10秒/步 (2) 30分钟 + 10秒/步 【37】 (1) 110分钟/40步 + 10秒/步 (2) 30分钟 + 10秒/步 【38】 60分钟 + 10秒/步 【39】 30分钟 + 10秒/步 【40】 (1) 100分钟/40步 + 30秒/步 (2) 40分钟/20步 + 30秒/步 (3) 40分钟 + 30秒/步
特殊倒计时	【41】 22分钟倒计时，倒数至0后，开始正计时，数字前面出现负号“-”。
正计时	【42】 从0开始正计时
其他	【F】 参数保存模式，用于保存【01-41】规则修改后的参数，每次只能保存一条规则，新修改的参数会覆盖上一次的参数。 【00】 自定义模式，有4段计时参数，每段可设置倒计时、限步、每步奖励。








## 四、操作说明:




### 4.1、开/关机:

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


### 4.2、选定比赛规则:

- 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计时参数。
- \* 按住“ ”或“ ”键键不放可快速切换规则序号。
- 当选定规则后, 按“ ”键一下, 确认所选规则, 规则序号停止闪烁。


### 4.3、开启或关闭提示音:

- 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“ ”键, 符号消失, 表示关闭了声音提示。

### 4.4、选择(黑/白方):

- 先按顶部“走棋键”选定黑/白方, 显示“ ”符号一方(白方)先走棋。

### 4.5、开始比赛计时:

- 确认好后, 这时按“ ”键一下, (白方)开始计时。
- 走完一步棋, 按“走棋键”, 翘向对方开始计时。

### 4.6、暂停计时:

- 如果要暂停比赛, 可按一下“ ”键暂停计时, 屏幕中央出现暂停符号“ ”。
- 再按一下“ ”键可以继续比赛计时, 暂停符号“ ”消失。


### 4.7、计时告负:

- 若一方全部时间用完, 则告负, 输的一方显示【0: 00 00】。

### 4.8、查看下棋步数或规则序号:



- 在计时运行或暂停时, 可按“ ”键切换查看【已走步数】或当前的【规则序号】。

### 4.9、复位操作:

- 方式一: 在计时运行或暂停时, 按住“ ”键约3秒复位。
- 方式二: 拨动底部振动开关到“OFF”位置关机, 然后再拨动至“ON”位置开机。

## 五、参数设置:




### 5.1、进入设置状态:

- 若要更改计时参数, 在规则序号闪动状态下按一下“ ”键确认选中的规则, 规则序号停止闪动, 再按住“ ”键约3秒, 进入设置状态, 此时屏幕左边第一位数值在闪动。


### 5.2、更改参数值:

- 这时按“ ”键上调或“ ”键下调数值, 若按住不放可快速修改数值。


### 5.3、切换闪动的参数值:


- 按“ ”键一下, 切换到下一位数值闪动, 同样按“ ”或“ ”键修改数值, 依次类推, 直到全部参数设定完毕;

### 5.4、快速同步左右两方的参数:

- 在设置过程中, 如果左边的参数设置完成(左边最后一位数字在闪动)时, 按“ ”键一下, 切换到右边第一位数字闪动, 左边所有数值同步至右方, 左右双方数值相同。

### 5.5、完成修改:










- 方式一: 当所有参数中的最后一个数字在闪动时, 按一下“ ”键可完成并退出设置。

- 方式二：在修改过程中，若只需修改个别参数，修改好后，可按一下“”键直接完成并退出设置状态。

### 5.6、修改完成后的状态：

- 完成设置后，规则序号的前面会出现符号“F”，表示这个当前规则的计时参数已经被更改并保存在独立的内存空间中了。

### 5.7、比赛过程中的参数修改：

- 在计时运行过程中，先按一下“”键暂停计时，再按住“”键约3秒，进入设置状态，此时屏幕左边第一位数值在闪动。
- 这时按“”键上调或“”键下调数值，若按住不放可快速修改数值。
- 按“”键一下，切换到下一位数值闪动，同样按“”或“”键修改数值，依次类推，直到全部参数设定完毕；
- 更改完成后按“”键完成并退出设置，再按一下“”键继续比赛。

备注：在比赛开始后，如再更改计时参数只可以修改当前界面的计时数值（适用于比赛过程中裁判奖励并修正比赛时间），不能修改当前规则的所有计时参数。

### 5.8、关于参数设置的顺序：

- 第1类规则（倒计时）【01-06】的设置顺序为：时->分->秒。
- 第2类规则（单段倒计时+奖励）【07-18】的设置顺序为：倒计时->奖励。
- 第3类规则（多段倒计时、限步、奖励）【19-22】【00】的设置顺序为：  
第1段【倒计时】-【限步】-【奖励】->  
第2段【倒计时】-【限步】-【奖励】->  
第3段【倒计时】-【限步】-【奖励】->  
第4段【倒计时】-【限步】-【奖励】->……完成。

备注：

- \* 当前时段有限步或奖励的，则显示限步或奖励界面，无则不显示。
- \* 在多段计时修改时，右上角会自动显示当前的“时段序号”。
- \* 第【19】号规则只有2个时段，因此设置完第2段参数后完成并退出设置。
- \* 第【00】号规则为用户自定义规则，一共有4个时段，4个时段的参数均可设置。

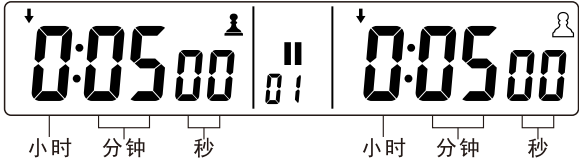
- 第4类规则（读秒）【23-31】的设置顺序为：  
【倒计时】-【读秒时间】-【读秒限步或读秒次数】->完成。
- 第5类规则（每步限时）【32-35】的设置顺序为：时->分->秒。
- 第6类规则（延时规则）【36-40】的设置顺序为：  
第1段【倒计时】-【限步】-【延时】->  
第2段【倒计时】-【限步】-【延时】->  
第3段【倒计时】-【限步】-【延时】->完成。

备注：

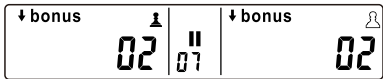
- \* 当前时段有限步的，则显示限步界面，无则不显示。
- \* 在多段计时修改时，右上角会自动显示当前的“时段序号”。
- \* 第【36】【37】号规则只有2个时段。
- \* 第【38】【39】号规则只有1个时段。
- \* 第【40】号规则有3个时段。
- 第7类规则（特殊倒计时）【41】的设置顺序为：时-分-秒。
- 第8类规则（正计时）【42】号规则为从0开始正计时，无法修改参数。

### 5.9、参数修改界面如下：

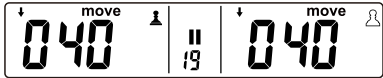
- 【倒计时】修改界面，设置范围：0-9小时59分59秒，如下图：



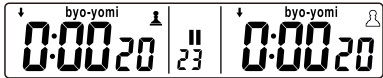
- 【奖励】修改界面，上方显示“bonus”，设置范围：0~59秒，若改为0，则无奖励，如下图：



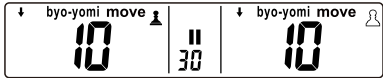
- 【限步】修改界面，上方显示“move”，设置范围：0~999步，若改为0，则无限制步，如下图：



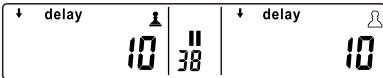
- 【读秒时间】修改界面，上方显示“byo-yomi”，设置范围：0~9小时59分59秒，若改为0，则无读秒功能，如下图：



- 【读秒限步】或【读秒次数】修改界面，上方显示“byo-yomi move”，【读秒限步】设置范围：0~999步【读秒次数】设置范围：0~99次，该参数不能改为0，如下图：



- 【延时】修改界面，上方显示“delay”，设置范围：0~59秒，若改为0，则无延时，如下图：



## 六、计时规则说明：

第1类【01-06】：倒计时。

一方全部时间先用完告负，对方仍可走完剩余的时间。

- |          |           |
|----------|-----------|
| 01. 5分钟  | 04. 60分钟  |
| 02. 25分钟 | 05. 90分钟  |
| 03. 45分钟 | 06. 120分钟 |

第2类【07-18】：倒计时+奖励。

- 07. 3分钟+2秒/步（奖励）  
每走一步棋后，奖励2秒，一方全部时间先用完告负，对方仍可走完剩余的时间。
- 08. 5分钟+3秒/步（奖励）  
进入规则后，双方先同时加3秒，每走一步棋后，奖励3秒，一方全部时间先用完告负，对方仍可走完剩余的时间。
- 09. 10分钟+5秒/步（奖励）  
每走一步棋后，奖励5秒，一方全部时间先用完告负，对方仍可走完剩余的时间。
- 10. 15分钟+10秒/步（奖励）  
进入规则后，双方先同时加10秒，每走一步棋后，奖励10秒，一方全部时间先用完告负，对方仍可走完剩余的时间。
- 11. 20分钟+10秒/步（奖励）  
进入规则后，双方先同时加10秒，每走一步棋后，奖励10秒，一方全部时间先用完告负，对方仍可走完剩余的时间。
- 12. 30分钟+10秒/步（奖励）  
每走一步棋后，奖励10秒，一方全部时间先用完告负，对方仍可走完剩余的时间。
- 13. 45分钟+10秒/步（奖励）  
每走一步棋后，奖励10秒，一方全部时间先用完告负，对方仍可走完剩余的时间。
- 14. 45分钟+30秒/步（奖励）  
每走一步棋后，奖励30秒，一方全部时间先用完告负，对方仍可走完剩余的时间。

- 完剩余的时间。
15. 50分钟+10秒/步（奖励）  
每走一步棋后，奖励10秒，一方全部时间先用完告负，对方仍可走完剩余的时间。
16. 60分钟+20秒/步（奖励）  
每走一步棋后，奖励20秒，一方全部时间先用完告负，对方仍可走完剩余的时间。
17. 75分钟+30秒/步（奖励）  
进入规则后，双方先同时加30秒，每走一步棋后，奖励30秒，一方全部时间先用完告负，对方仍可走完剩余的时间。
18. 90分钟+30秒/步（奖励）  
进入规则后，双方先同时加30秒，每走一步棋后，奖励30秒，一方全部时间先用完告负，对方仍可走完剩余的时间。
- 第3类【19-22】：多段计时、限步、奖励。
19. 第1时段：90分钟/40步(限步) + 30秒/步（奖励）  
第2时段：30分钟 + 30秒/步（奖励）  
进入规则后，双方先同时加30秒，每走一步棋后，奖励30秒。  
如一方在第1时段内未完成规定步数，则告负，对方仍可走完剩余的时间；此时一方的步数不再累计，对方的步数的步数继续累计。  
如一方在第1时段内完成规定步数，还有剩余时间，则继续计时（不进入下一时段），步数继续累加，当时间用完后，单独进入下一段。一方全部时间先用完告负，对方仍可走完剩余的时间。
20. 第1时段：100分钟/40步(限步) + 30秒/步（奖励）  
第2时段：50分钟/20步(限步) + 30秒/步（奖励）  
第3时段：15分钟+30秒/步（奖励）  
进入规则后，双方先同时加30秒，每走一步棋后，奖励30秒。  
如一方在第当前时段内未完成规定步数，则告负，对方仍可走完剩余的时间；此时一方的步数不再累计，对方的步数的步数继续累计。如一方在第1时段内完成规定步数，还有剩余时间，则继续计时（不进入下一时段），步数继续累加，当时间用完后，单独进入下一段。

- 一方全部时间先用完告负，对方仍可走完剩余的时间。  
备注：若当前时段的“已走步数”超过“限定的步数”，超出的部分累计到下一段的“限定的步数”中，例如，第1段限定的步数为40步，实际已走了50步，超出10步，进入第2段时限定的步数为20步，只需走10步。
21. 第1时段：120分钟/40步(限步)  
第2时段：60分钟/20步(限步)  
第3时段：15分钟 + 30秒/步（奖励）  
走完限定的步数后，走完60步（40步+20步）后，从“第61步”开始），每走一步棋后，奖励30秒。  
如一方在第当前时段内未完成规定步数，则告负，对方仍可走完剩余的时间；此时一方的步数不再累计，对方的步数的步数继续累计。如一方在第1时段内完成规定步数，还有剩余时间，则继续计时（不进入下一时段），步数继续累加，当时间用完后，单独进入下一段。一方全部时间先用完告负，对方仍可走完剩余的时间。
22. 第1时段：120分钟/40步(限步)  
第2时段：60分钟/20步(限步)  
第3时段：30分钟  
如一方在第当前时段内未完成规定步数，则告负，对方仍可走完剩余的时间；此时一方的步数不再累计，对方的步数的步数继续累计。如一方在第1时段内完成规定步数，还有剩余时间，则继续计时（不进入下一时段），步数继续累加，当时间用完后，单独进入下一段。一方全部时间先用完告负，对方仍可走完剩余的时间。  
(若当前时段的“已走步数”超过“限定的步数”，超出的部分累加到下一段的“限定的步数”中)。
- 第4类【23-31】：倒计时+读秒。
23. 60分钟 + 20秒/步（读秒）  
一方在60分钟用完后，进入20秒的读秒倒计时，  
20秒内走完一步，将重新获得20秒，20秒内未走完一步，告负，对方仍可走完剩余的时间。

24. 60分钟 + 30秒/步（读秒）
25. 120分钟 + 30秒/步（读秒）  
备注：【24】【25】计时规则与【23】相同，只是时间参数不同。
26. 60分钟 + 5分钟/10步（读秒）  
一方在60分钟用完，进入5分钟/10步的读秒倒计时，  
5分钟内走完10步，将重新获得5分钟/10步，5分钟内未走完10步，  
告负，对方仍可走完剩余的时间。
27. 60分钟 + 5分钟/20步（读秒）
28. 60分钟 + 5分钟/30步（读秒）
29. 20分钟 + 15分钟/25步（读秒）  
备注：【27】【28】【29】计时规则与【26】相同，只是时间参数不同。
30. 30秒/步 + 1分钟/10次（有声音提醒的读秒）}  
一方在30秒内走完一步，将重新获得30秒；一方在30秒内未走完一步，  
则进入“1分钟”读秒阶段，读秒次数为10次；在1分钟内走完一步，  
将重新获得30秒，且扣除此次的读秒次数；在1分钟内未走完一步，  
进入下一个“1分钟”读秒阶段同，并扣除此次的读秒次数，直至用完10次后告负，  
对方仍可走完剩余的时间。
31. 160分钟 + 1分钟/5次（有声音提醒的读秒）  
一方在160分钟用完，进入1分钟/5次的读秒；  
若在1分钟内走完一步，将重新获得1分钟，且不排除读秒次数；  
若在1分钟内未走一步，将进入下一个“1分钟”，且扣除读秒次数，  
直至用完5次后告负，对方仍可走完剩余的时间。

第5类【32-35】：每步限时。

- 一方在限定时间内走一步棋，则重新获得设定的时间，如一方在设定的时间内未走一步棋，则告负，对方仍可走完剩余的时间。
32. 30秒/步：每步限时30秒      34. 2分钟/步：每步限时2分钟
33. 1分钟/步：每步限时1分钟    35. 5分钟/步：每步限时5分钟

第6类【36-40】：多段计时、限步、延时。

36. 第1时段：{ 120分钟/40步 + 10秒/步（延时） }  
第2时段：{ 30分钟 + 10秒/步（延时） }  
开始计时后，计时的一方，每走一步先延时10秒。  
若10秒内走完一步，则基本时间不变，若10秒内未走一步，基本时间开始倒计时。  
如一方在第1时段内未完成规定步数，则告负，对方仍可走完剩余的时间；  
此时一方的步数不再累计，对方的步数的步数继续累计。  
如一方在第1时段内完成限定的步步数，还有剩余时间，则继续计时（  
不进入下一段），步数继续累加，当时间用完后，单独进入下一段。  
一方全部时间先用完告负，对方仍可走完剩余的时间。
37. 第1时段：{ 110分钟/40步 + 10秒/步（延时） }  
第2时段：{ 30分钟 + 10秒/步（延时） }  
备注：【37】计时规则与【36】相同，只是时间参数不同。
38. 60分钟 + 10秒/步（延时）
39. 30分钟 + 10秒/步（延时）
40. 第1时段：{ 100分钟/40步 + 30秒/步（延时） }  
第2时段：{ 40分钟/20步 + 30秒/步（延时） }  
第3时段：{ 40分钟 + 30秒/步（延时） }  
开始计时后，计时的一方，每走一步先延时30秒。  
若30秒内走完一步，则基本时间不变，若30秒内未走一步，基本时间开始倒计时。  
如一方在当前时段内未完成限定的步步数，则告负，对方仍可走完剩余的时间；  
此时一方的步数不再累计，对方的步数的步数继续累计。  
如一方在当前时段完成限定的步步数，还有剩余时间，则继续计时（  
不进入下一段），步数继续累加，当时间用完后，单独进入下一段。  
一方全部时间先用完告负，对方仍可走完剩余的时间。

其他：2种

41. 22分钟倒计时：

倒数至0后，开始正计时，数字前面出现负号“-”。

42. 从0开始正计时

F. 参数保存模式：

在开始计时前，如果修改了【01-41】中任意一条计时参数，修改完成后将自动保存到【F】模式下，每次只能保存最后一次修改的参数，新修改的参数会覆盖上一次的参数，参数永久保存。

例如：修改【01】规则中的参数，修改完成后保存为【F01】，表示保存的参数是由【01】规则修改而来的。

00. 参数自定义模式

本规则共有4段计时参数，每段可设置的参数为：基本时间（时、分、秒）、限步、每步奖励。

基本时间设置范围：0-9小时59分59秒，全部参数为0表示当前时段不运行。

限步设置范围：0-999步，全部参数为0表示无限步

奖励设置范围：0-59秒，全部参数为0表示无奖励

将本规则设置成“多时段+限步”时：

如一方在第当前时段内未完成规定步数，则告负，对方仍可走完剩余的时间；此时一方的步数不再累计，对方的步数的步数继续累计。如一方在第1时段内完成规定步数，还有剩余时间，则继续计时（不进入下一时段），步数继续累加，当时间用完后，单独进入下一段。

一方全部时间先用完告负，对方仍可走完剩余的时间。

备注：若当前时段的“已走步数”超过“限定的步数”，超出的部分累计到下一段的“限定的步数”中。

本规则设置成有每步奖励时：


A. 若第1段有奖励时，双方先同时加奖励，然后再每走一步棋后加


B. 前段没奖励，最后一段有奖励时：

若“白方”先进入奖励时段后，双方先同时加奖励，然后再每走一步棋后加奖励

若“黑方”先进入奖励时段后，双方先同时加奖励，但白方加双倍奖励，然后再每走一步棋后加奖励

七、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。

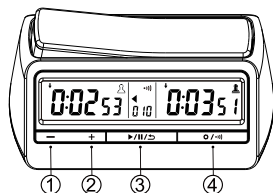
# ENGLISH

## I. FEATURES:

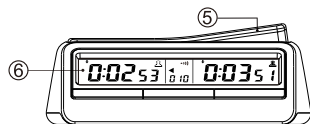
- This is a digital Chess Clock, suitable for Chess, Chinese Chess, I-Go games and other games.
- It is powered by DC 3V voltage (two pieces of No.5 batteries)
- There are 8 types (42 pcs) of timing rules totally including countdown for single stage/multiple stages, award, time limited, time delay, Byo-yomi, positive timing, etc.
- The basic time and auxiliary parameters can be set for each timing rule; (excluded positive timing)
- Different timing parameters can be set respectively for each of left and right sides
- The timing value for both sides can be adjusted during any match.
- The rule parameters representing the rules for the last match prior to power-off will be used as those for the first match of the next power on.

## II. ILLUSTRATION

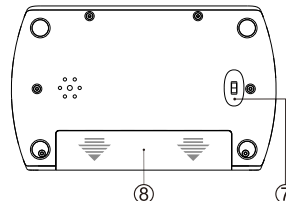
- ① Decrease
- ② Increase
- ③ Start / Stop  
Confirm / Reset
- ④ Sound / Set



- ⑤ Timing control key



- ⑥ LCD Screen

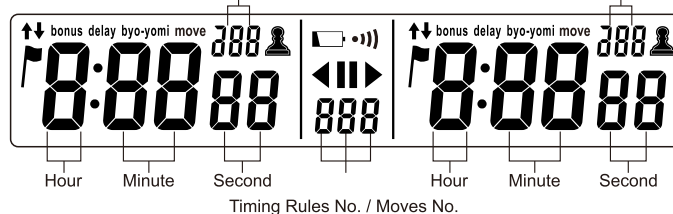


- ⑦ ON/OFF

- ⑧ Battery cover

Restricted time/moves

Restricted time/moves



Timing Rules No. / Moves No.

## BRIEF INTRODUCTION OF THE SYMBOLS AND LED LIGHTS

<b>bonus</b>	Awards. Add several seconds per move.
<b>delay</b>	Time delay. Add time before each move, deduct the time not used after finish the moves.
<b>byo-yomi</b>	Countdown. Standard countdown or Canadian countdown.
<b>move</b>	Shows number of the Limited moves
	Low battery. Please replace with the new batteries.
	Sound. The symbol will disappear when close the sound.
	indicates both players and white first
	In the state of timing. The player indicated by the arrowhead is in timing.
	In the state of pause of timing.
<b>F</b>	Any rule in (01-41) changed before running will be stored in F mode.

## BRIEF INTRODUCTION OF THE MAIN KEY BUTTON

	Downward to choose the Timing rules serials No. When you set up the parameter, downward to Decrease the number or moves' number.
	Upward to choose the Timing rules serials No. When you set up the parameter, upward to increase the number or moves' number.
	Confirmation of selected rules. Start / Pause. Confirm the setting in the setting mode. Press and hold for 3s to reset.
	Turn on/off the sound. 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.

### III. Summary of Rules:

Class	Number + Rule Parameters
<b>Countdown</b>	01. 5 minutes 02. 25 minutes 03. 45 minutes 04. 60 minutes 05. 90 minutes 06. 120 minutes
<b>bonus</b>	07. 3min + 2s/move      13. 45min + 10s/move 08. 5min + 3s/move      14. 45min + 30s/move 09. 10min + 5s/move      15. 50min + 10s/move 10. 15min + 10s/move      16. 60min + 20s/move 11. 20min + 10s/move      17. 75min + 30s/move 12. 30min + 10s/move      18. 90min + 30s/move
<b>Multiple stages</b>	19. (1) 90min /40 move(Limited)+30s/move (bonus) (2) 30min +30 move (bonus) 20. (1) 100min /40 move (Limited)+30s/move (bonus) (2) 50min /20 move (Limited)+30s/move (bonus) (3) 15min +30s/move (bonus) 21. (1) 120min /40 move (Limited) (2) 60min /20 move (Limited) (3) 15min +30s/move (bonus) 22. (1) 120min /40 move(Limited) (2) 60min /20 move(Limited) (3) 30min
<b>byo-yomi</b>	23. 60 minutes + 20 seconds/move (byo-yomi) 24. 60 minutes + 30 seconds/move (byo-yomi) 25. 120 minutes + 30 seconds/move (byo-yomi) 26. 60 minutes + 5 minutes /10 moves (byo-yomi) 27. 60 minutes + 5 minutes /20 moves (byo-yomi) 28. 60 minutes + 5 minutes /30 moves (byo-yomi)

Class	Number + Rule Parameters
<b>byo-yomi</b>	29. 20 minutes + 15 minutes /25 moves (byo-yomi) 30. 30 minutes + 1 minutes /10 chances (byo-yomi) 31. 160 minutes + 1 minutes /5 chances (byo-yomi)
<b>Time limit per move</b>	32. 30 seconds/move      34. 2 minutes/move 33. 1 minutes/move      35. 5 minutes/move
<b>Delay</b>	36. (1) 120minutes/40 moves + 10 seconds/move (delay) (2) 30 minutes + 10 seconds/move (delay) 37. (1) 110minutes/40 moves + 10 seconds/move (delay) (2) 30 minutes + 10 seconds/move (delay) 38. 60 minutes + 10 seconds/move (delay) 39. 30 minutes + 10 seconds/move (delay) 40. (1)100 minutes /40 moves + 30 seconds/move (delay) (2) 40 minutes /20 moves + 30 seconds/move (delay) (3) 40 minutes + 30 seconds/move (delay)
<b>Special countdown</b>	41. Countdown for 22 minutes is made, and countdown till reaching 0, and when positive timing starts, "-"appears before the digital..
<b>Count-up</b>	42. Count-up from 0.
<b>Others</b>	F. Data save mode: Prior to timing start, if any timing parameter in (01-41) is modified, the modification will be stored automatically in <b>F</b> mode. Only the last modified parameter can be stored each time, and the parameter newly modified will cover the old one.  00. Parameter customized mode The rule includes 4 stages of timing parameters totally, and the parameters to be set for each stage contain the basic time (hour, minute and second), limited moves, award for each move.








## IV. Operation Instruction



### 4.1 Power on/off:

- Power on: Push the "Power on/off" key to "ON" to start the device.
- Power off: Push the "Power on/off" key to "OFF" to shut down the device.



### 4.2 Match rule setting:

- Push the "Power on/off" key to "ON" to start the device, at this time you can see the timing rule number in the center of the screen is twinkling. Press "" or "" key to select the timing rules required for you, in the meantime the default timing parameters will automatically appear on left and right side of the screen.
- \* Press and hold "" or "" key to shift the rule number rapidly.
- Upon the completion of rule setting, press "" once to confirm the selected rules, at this time the rule number stop twinkling.


### 4.3 Start or close sound prompt:

- When "" key is pressed, the sign of "•||)" appears in the middle of the screen, which indicates that the sound prompt is started; then press the "" key again, the sign of "•||)" disappears, which indicates that the sound prompt is closed.



### 4.4 Selection (black/white side):

- Press the "moving chess key" "" at the top of the device to select black/white side firstly, and the player (white side) with the sign of "" appearing take a move firstly.

### 4.5 Start the match timing:

- Upon the completion of confirmation, press "" key to start timing (white side).
- After one move is made, press "moving chess key", timing is started for the timing side.

### 4.6 Pause of timing:

- If you want to pause, press "" to suspend timing with the sign "||" appearing in the middle.
- Press again "" to continue the match with the sign "||" gone.


### 4.7 Timing for failing:

- If the player runs out of all the time, the player will fail, and [0:00 00] will display for the player losing the match.

### 4.8 Search for the number of moved steps or rule number:



- During timing or after pause, press "" to switch between the "moved steps" and the current "rule No.".

### 4.9 Reset:



- Mode I: During the running or pause of timing, press "" key for about 3 seconds to reset.
- Mode II: push the switch at the bottom to "OFF" position to shut down the device, then push it to "ON" position to start the device.

## V. Parameter setting:




### 5.1 Enter into the setting:

- If you'd like to change the default rule timing parameters, you should confirm the selected rule after pressing "" key when the rule number is twinkling. After the rule number stops twinkling, press "" key for about 3 seconds to enter the mode of setting with the first number twinkling on the left of the screen.


### 5.2 Change parameter value:

- Press "" or "" key to adjust the value, or press and hold the key to rapidly modify the value.



### 5.3 Switch the twinkling parameter value:

- Press "" key to switch to the next digital twinkling, also press "" or "" key to adjust the value, and so forth until completion of all parameters.

### 5.4 Rapidly set the parameters of both sides simultaneously:

- During the setting, if you complete the setting for the left side (the last digital on the left side is twinkling), press "" key to switch to the first digital twinkling on the left side, all the digitals for the right side are automatically set as the same with those for the left side.

### 5.5 Completion of modification:

- Mode I: When the last digital of all parameters is twinkling, press "" key to confirm and exit from setting.
- Mode II: During the modification, if you'd like to only modify one parameter, you can press "" key to directly confirm and exit from setting after you complete the modification.

### 5.6 State upon the completion of modification:

Upon completion of setting, the sign of "F" will appear before the rule number, indicating that the timing parameter for the current rule has been modified and

stored in a independent memory space.

## 5.7 Parameter modification during any match:

- During the running of timing, press "**▶/||/◀**" key to pause timing, and press "**⚙/⌚**" key for about 3 seconds to enter the mode of setting with the first digital twinkling on the left side of the screen.
- Press "**⊕**" or "**⊖**" key to adjust the value, or press and hold the key to rapidly modify the value.
- Press "**⚙/⌚**" key to switch to the next digital twinkling, also press "**⊕**" or "**⊖**" key to adjust the value, and so forth until completion of all parameters.
- After setting, press "**▶/||/◀**" key to confirm and exit from the setting, and press "**▶/||/◀**" to continue the match.

Note: after a match starts, if you want to adjust timing parameter again, you can only adjust the timing value on the current interface (it is suitable for reward and punishment made by judge, as well as modification of match time, during any match), while you can not adjust all the timing parameters for the current rules.

## 5.8 About sequence of parameter setting:

1. **Countdown (01-06):** hour-minute-second.
2. **Bonus (07-18):** countdown-bonus.
3. **Countdown for multiple stages, limited moves, bonus) (19-22):**

Stage 1: countdown time → limited moves → bonus →

Stage 2: countdown time → limited moves → bonus →

Stage 3: countdown time → limited moves → bonus → ...ending.

**Note:** if limited moves or award occurs for the current time interval, the interface for limited moves or award will display; and if not, they will not be displayed.

When modification is made in multiple stages, the current "time interval number" can display automatically in the right upper corner of the screen.

There are only 2 time intervals for No. [19] rule, so you can confirm and exit from the setting after completion of the parameters of the second stage.

No. [00] rule refers to user's defined rule which covers 4 time intervals totally.

The parameters for 4 time intervals can be set.

4. **byo-yomi (23-31):** countdown time → time of byo-yomi → limited moves of byo-yomi or times of byo-yomi → ending.
5. **limited time for each move (32-35):** hour → minute → second.

## 6. Delay (36-40):

Stage 1: countdown time → limited moves → time delay →

Stage 2: countdown time → limited moves → time delay →

Stage 3: countdown time → limited moves → time delay → ...ending.

### Note:

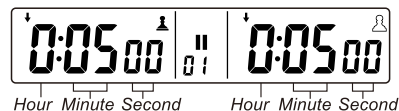
- If limited moves occurs for the current time interval, the interface for limited moves will display; and if not, they will not be displayed.
- When modification is made in multiple stages, the current "time interval number" can display automatically in the right upper corner of the screen.
- There are only 2 time intervals for No. [36] rule and [37] rule.
- There are only 1 time interval for No. [38] rule and [39] rule.
- There are only 3 time intervals for No. [40] rule.

7. **Countdown + positive timing with "-" (41):** hour → minute → second.

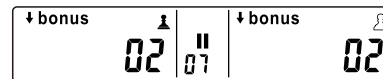
8. **Count-up (41):** positive timing starts with 0, and parameters fail to be modified.

## 5.9 The interface for parameter modification is as follows:

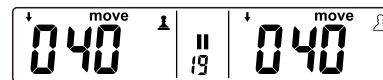
- (Countdown) modification interface, with the setting range of 0~9 hours 59 minutes 59 seconds, is shown in the following figure:



- (Award) modification interface with "bonus" displayed in the upper, setting range of 0~59s (if 0, it means there is no award), is shown in the following figure:



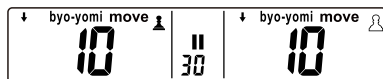
- (Limited moves) modification interface with "move" displayed in the upper, setting range of 0~999 moves (if 0, it means infinite steps), is shown in the following figure:



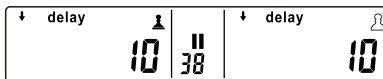
- (Time of byo-yomi) modification interface with “byo-yomi” displayed in the upper, setting range of 0~9 hours 59 minutes 59 seconds (if 0, it means there is no function of byo-yomi), is shown in the following figure:



- (Limited moves of byo-yomi) or [times of byo-yomi]modification interface with “byo-yomi move” displayed in the upper, setting range of 0~999 steps for [limited moves of byo-yomi] and setting range of 0~99 times for [times of byo-yomi] (the parameter fails to be changed as 0), is shown in the following figure:



- (Time delay) modification interface with “delay” displayed in the upper, setting range of 0~59s (if 0, it means there is no delay), is shown in the following figure:



## VI. Explanation to timing rules:

### Class 1 (01-06): General countdown without other auxiliary parameter.

The player running out of all the time first fails, while the other player may still move for the rest time.

- |                |                 |
|----------------|-----------------|
| 01. 5 minutes  | 04. 60 minutes  |
| 02. 25 minutes | 05. 90 minutes  |
| 03. 45 minutes | 06. 120 minutes |

### Class 2 (07-18): the time award is given for each move.

The player running out of all the time first fails, while the other player may still move in the rest time.

07. 3 minutes + 2 seconds/move (award)  
2 seconds will be awarded for each moved step.

08. 5 minutes + 3 seconds/move (award)  
Both sides will be added with 3 seconds if the rule takes into effect. And 3s will be awarded for each move.
09. 10 minutes + 5 seconds/move (award)  
5 seconds will be awarded for each move.
10. 15 minutes + 10 seconds/move (award)  
Both sides will be added with 10 seconds if the rule takes into effect. And 10s will be awarded for each move.
11. 20 minutes + 10 seconds/move (award)  
Both sides will be added with 10 seconds if the rule takes into effect. And 10s will be awarded for each move.
12. 30 minutes + 10 seconds/move (award)  
10 seconds will be awarded for each move.
13. 45 minutes + 10 seconds/move (award)  
10 seconds will be awarded for each move.
14. 45 minutes + 30 seconds/move (award)  
30 seconds will be awarded for each move.
15. 50 minutes + 10 seconds/move (award)  
10 seconds will be awarded for each move.
16. 60minutes + 20 seconds/move (award)  
20 seconds will be awarded for each move.
17. 75 minutes + 30 seconds/move (award)  
Both sides will be added with 30 seconds if the rule takes into effect. And 30s will be awarded for each move.
18. 90 minutes + 30 seconds/move (award)  
Both sides will be added with 30 seconds if the rule takes into effect. And 30s will be awarded for each move.

### class 3 (19-22): timing for multiple stages, limited moves, award.

19. stage 1: 90 minutes/40 moves(limited moves)+30 seconds/move (award)  
stage 2: 30 minutes+30 seconds/move (award)  
Both sides will be added with 30 seconds if the rule takes into effect. And 30 seconds will be awarded for each moved step.

- The player who does not complete the specified number of moves in the first time interval fails, while the other player may still move in the rest time;  
At this time the number of the moves for one player stops to be accumulated, while the number of the moves for the other player continues to be accumulated.  
If the player completes the specified number of moves in the first time interval and there is still time remaining, timing continues (the next time interval does not start) and the number of moves continues to be accumulated. When the player runs out of time, the player enters the next stage individually.  
The player running out of all the time first fails, while the other player may still move in the rest time.
20. Stage 1: 100 minutes/40 moves(limited moves)+30 seconds/move (award)  
Stage 2: 50 minutes/20 moves(limited moves)+30 seconds/move (award)  
Stage 3: 15 minutes+30 seconds/move (award)  
Both sides will be added with 30 seconds if the rule takes into effect. And 30 seconds will be awarded for each moved step.  
The player who does not complete the specified number of moves in the current time interval fails, while the other player may still move in the rest time.  
At this time the number of the moves for one player stops to be accumulated, while the number of the moves for the other player continues to be accumulated.  
If the player completes the specified number of moves in the first time interval and there is still time remaining, timing continues (the next time interval does not start) and the number of moves continues to be accumulated. When the player runs out of time, the player enters the next stage individually.  
The player running out of all the time first fails, while the other player may still move in the rest time.  
Note: If the “number of moved steps” for the current time interval exceeds the “number of limited moves”, the extra part will be added to the “number of limited moves” for the next stage. For instance, the number of limited moves for the first stage is 40 moves, but actually it is 50 moves, with 10 moves extra. Therefore if the number of limited moves for the second stage is 20 moves, the player only needs to move 10 steps.
21. Stage 1: 120 minutes/40 moves(limited moves)  
Stage 2: 60 minutes/20 moves (limited moves)  
Stage 3: 15 minutes + 30 seconds/move (award)

- After limited moves is completed, and 60 moves are completed (40 moves + 20 moves), 30 seconds are awarded for each move, starting from the “61st move”.  
The player who does not complete the specified number of moves in the current time interval fails, while the other player may still move in the rest time.  
At this time the number of the moves for one player stops to be accumulated, while the number of the moves for the other player continues to be accumulated.  
If the player completes the specified number of moves in the first time interval and there is still time remaining, timing continues (the next time interval does not start) and the number of moves continues to be accumulated. When the player runs out of time, the player enters the next stage individually.  
The player running out of all the time first fails, while the other player may still move in the rest time.
22. Stage 1: 120 minutes/40 moves(limited moves)  
Stage 2: 60 minutes/20 moves(limited moves)  
Stage 3: 30 minutes  
The player who does not complete the specified number of moves in the current time interval fails, while the other player may still move in the rest time.  
At this time the number of the moves for one player stops to be accumulated, while the number of the moves for the other player continues to be accumulated.  
If the player completes the specified number of moves in the first time interval and there is still time remaining, timing continues (the next time interval does not start) and the number of moves continues to be accumulated. When the player runs out of time, the player enters the next stage individually.  
The player running out of all the time first fails, while the other player may still move in the rest time.  
If the “number of moved steps” for the current time interval exceeds the “number of limited moves”, the extra part will be added to the “number of limited moves” for the next stage.

#### **Class 4 (23-31): byo-yomi**

23. 60 minutes + 20 seconds/move (byo-yomi)  
If one player runs out of 60 minutes, the countdown of 20 seconds starts.  
If the player moves one step within 20 seconds, the player will be awarded with 20 seconds again. While the player who does not finish one step within 20 seconds fails, while the other player will move in the rest time.

24. 60 minutes + 30 seconds/move (byo-yomi)
25. 120 minutes + 30 seconds/move (byo-yomi)  
Note: the timing rules of [24] and [25] is the same as those of [23], only with the difference in time parameter.
26. 60 minutes + 5 minutes/10 moves (byo-yomi)  
If one player runs out of 60 minutes, the countdown of 5 minutes/10 moves starts.  
If the player moves one step within 20 seconds, the player will be awarded with 5 minutes/10 moves again. While the player who does not finish 10 steps within 5 minutes fails, while the other player will move in the rest time.
27. 60 minutes + 5 minutes/20 moves (byo-yomi)
28. 60 minutes + 5 minutes/30 moves (byo-yomi)
29. 20 minutes + 15 minutes/25 moves (byo-yomi)  
Note: the timing rules of [27], [28] and [29] is the same as those of [26], only with the difference in time parameter.
30. 30 seconds/move + 1 minute/10 times (byo-yomi with the reminding of sound))  
One player who finishes one move within 30 seconds will be awarded with 30 seconds.  
If one player does not finish one move within 30 seconds, byo-yomi stage of "1 minute" will start, with the times of byo-yomi of 10 times.  
If one player finishes one move within 30 seconds, the player will be awarded with 30 seconds again, with times of byo-yomi deducted this time.  
If one player finishes one move within 30 seconds, the next byo-yomi stage of "1 minute" is the same as that for the last byo-yomi stage, with times of byo-yomi deducted this time. The player running out of 10 times fails, while the other player still moves in the rest time.
31. 160 seconds/move-1 minute/5 times (byo-yomi with the reminding of sound)  
The player who runs out of 160 minutes will enter the byo-yomi stage of 1 minute/5 times.  
The player who finishes one move within 1 minute will be awarded with 1 minute, without deduction of times of byo-yomi.  
If one player does not finish one move within 1 minute, next stage of "1 minute" will start, with deduction of times of byo-yomi.  
The player running out of 5 times fails, while the other player still moves in the rest time.

### Class 5 (32-35): time limited for each move.

The player moving one step within the time of each move will be awarded with the time set.

The player who does not move one step within the time set fails, while the other player still move in the rest time.

32. 30 seconds/move      34. 2 minutes/move

33. 1 minute/move      35. 5 minutes/move

### class 6 (36-40): timing for multiple stages, limited moves, time delay.

36. Stage 1: 120minutes/40 moves + 10 seconds/move (time delay)

Stage 2: 30 minutes + 10 seconds/move (time delay)

After timing starts, 10 seconds will be delayed for each move when timing is made for the player.

If the player moves one step within 10 seconds, the basic time will be unchanged; and if the player does not move one step within 10 seconds, countdown will start for the basic time.

The player who does not complete the specified number of moves in the first time interval fails, while the other player may still move in the rest time.

At this time the number of the moves for one player stops to be accumulated, while the number of the moves for the other player continues to be accumulated.

If the player completes the specified number of moves in the first time interval and there is still time remaining, timing continues (the next time interval does not start) and the number of moves continues to be accumulated. When the player runs out of time, the player enters the next stage individually.

The player running out of all the time first fails, while the other player may still move in the rest time.

37. Stage 1: 110minutes/40 moves + 10 seconds/move (delay)

Stage 2: 30 minutes + 10 seconds/move (delay)

Note: the timing rules of [37] are the same as those of [36], only with the difference in time parameter.

38. 60 minutes + 10 seconds/ move (delay)

39 30 minutes + 10 seconds/ move (delay)

40. Stage 1: 100minutes/40 moves + 30 seconds/move (delay)  
 Stage 2: 40minutes/20 moves + 30 seconds/move (delay)  
 Stage 3: 40minutes + 30 seconds/move (delay)  
 After timing starts, 10 seconds will be delayed for each move when timing is made for the player. If the player moves one step within 30 seconds, the basic time will be unchanged; and if the player does not move one step within 30 seconds, countdown will start for the basic time.  
 The player who does not complete the specified number of moves in the first time interval fails, while the other player may still move in the rest time.  
 At this time the number of the moves for one player stops to be accumulated, while the number of the moves for the other player continues to be accumulated. If the player completes the specified number of moves in the current time interval and there is still time remaining, timing continues (the next time interval does not start) and the number of moves continues to be accumulated. When the player runs out of time, the player enters the next stage individually.  
 The player running out of all the time first fails, while the other player may still move in the rest time.
41. 22 minutes countdown: when the timer countdown to 0, It will count-up with "-".
42. Count-up from 0.
- F. Mode of parameter storage  
 Prior to timing start, if any timing parameter in [01-41] is modified, the modification will be stored automatically in [F] mode. Only the last modified parameter can be stored each time, and the parameter newly modified may cover the parameter modified last time. The parameter will be stored permanently. For instance, the parameters in the [01] rule is modified to be saved as [F01], which indicates that the parameters stored are from the parameters modified in the [01] rule.
00. Parameter customized mode  
 The rule includes 4 stages of timing parameters totally, and the parameters to be set for each stage contain the basic time (hour, minute and second), limited moves, award for each move.  
 The range of basic time setting: 0-9 hours 59 minutes 59 seconds. If all the parameters are 0, it means the current time interval is not in the mode of running.  
 The range of limited moves setting: 0-999 moves. If all the parameters are 0,

it will means infinite moves. The range of award setting: 0-59 seconds. If all the parameters are 0, it means there is no award.

When the rule is set as "multiple time intervals + limited moves":

The player who does not complete the specified number of moves in the current time interval fails, while the other player may still move in the rest time.

At this time the number of the moves for one player stops to be accumulated, while the number of the moves for the other player continues to be accumulated. If the player completes the specified number of moves in the first time interval and there is still time remaining, timing continues (the next time interval does not start) and the number of moves continues to be accumulated. When the player runs out of time, the player enters the next stage individually.

The player running out of all the time first fails, while the other player may still move in the rest time.

Note: If the " number of moved steps" for the current time interval exceeds the "number of limited moves", the extra part will be added to the "number of limited moves" for the next stage.

When the rule is set as each move coming with award:


A: If the first stage comes with award, the award will be added to both sides firstly, then the award will be added to each moved step.


B: When there is no award for the previous stages, but there are awards for the last stage:

If "white side" enters award interval firstly, the award will be added to both sides firstly, then the award will be added to each moved step.

If "black side" enters award interval firstly, the award will be added to both sides firstly, then the award will be added to each moved step after the white side is awarded doubly.

## VII. How to change the batteries?

When lack of power, the display frame will become dim and vague, and it will appear "  " in the screen. So when lack of power, please replace with the new batteries.

1. Press the lid of batteries, pull and open the batteries according to the direction of "  ".
2. Getting out the used batteries, fit on the new batteries according to the right positive and negative electrode.