

# PQ9923

## chess clock

### User Manual

ID: 67060

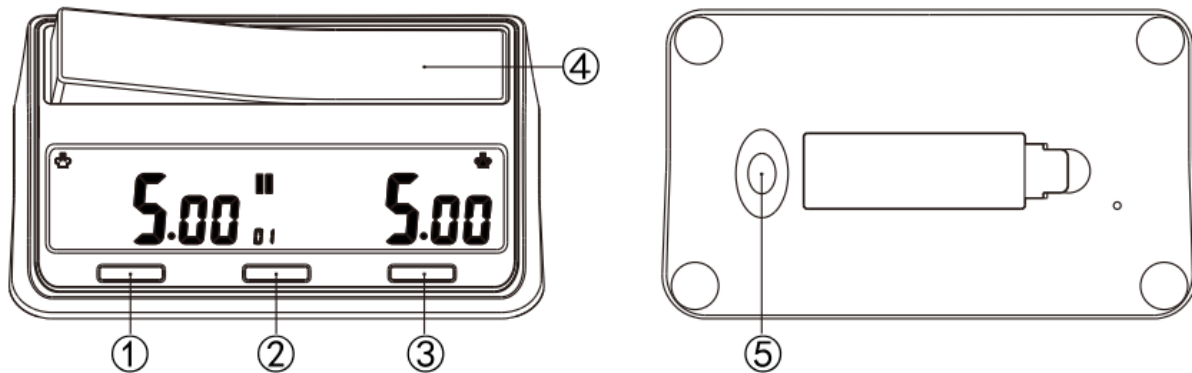
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## I. Features

- Easy to set up and use.
- Supports count up, count down, bonus/increment and delay.
- Auto switching to count-up when running out of countdown time. Can be turn on/off this feature before time start if no need.
- Preset-table countdown timer, maximum 10 hours.
- Create and save a custom timing mode for each player, easy to change time during games.
- When the timer is turned back on after being turned off, the last timing mode used automatically comes up.
- Audible alarm can be turned on or off.
- Large LCD display, power supply: 1pc AA battery (not included).
- Product size: 142 x 92 x 54 mm.

## II. Key Description



1) (-/ 🔊) Alarm on or off when touch and holding the button for three seconds. Before time starts, press it to scroll through the 3 pre-programmed modes. When timer is in setting mode, pressing it one time will decrease the value of the flashing field by "1".

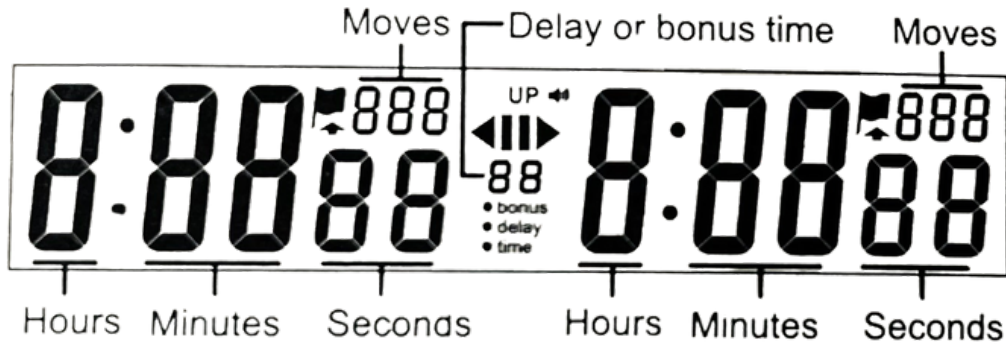
2) (▶️/clock) Pressing this button one time will start of pause the current timing mode. Touching and holding if for three seconds will enter setting mode.

3) (+/UP) Before time start, press this button to scroll through the 3 pre-programmed modes. Touch and hold it for three seconds to turn on or off "UP". When timer is in setting mode, pressing this button one time will increase the value of flashing field by "1".

4) (Lever) When one side of the lever is depressed, the timer on the opposite side will count up or down.

5) (ON/OFF) Located at the bottom of the clock. Turn timer on or off and to reset timer for new game.

### III. Display



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- 🚩 When displayed the player's time has expired
- ⬆️ Displayed when count up time is active
- ◀️ Indicates the left side of the timer is running
- ▶️ Indicates the right side of the timer is running
- || Indicates the timer is paused
- bonus Displayed when bonus time is enabled
- delay Displayed when delay time is enabled
- time Displayed when count down time is active
- UP Auto switching to count-up time from countdown is active
- 🔊 When displayed the alarm is turned on

### IV. Operating Instruction

#### 1) On/Off

After installing an AA battery, press the ON/OFF button on the bottom of the timer to turn on. When the timer is turned off and the battery remains installed, the timer will save the last used timing settings and will start with those settings.

When battery is removed and reinstalled, the timer will beep.

When turned on and the timer will return to the default factory setting displayed with no delay or bonus and the alarm is turned off.

#### 2) Alarm on/off

Press and hold button (1) for three seconds to turn on or off alarm. When sound is activated, the sound icon is shown in the display and a beep will be heard at 10 seconds and each second of the last 5 seconds of a period. There will be a long beep for two seconds when the time is out.

#### 3) Choose preset (time/bonus/delay) time rules

Before time start, use the (3) button or (1) button to scroll to the timing mode you want.

When choose (time) mode, the time is only basic 5 minutes count down, no delay and no bonus on this mode. When choose (bonus) mode, the display will show 30 minutes game

with 5 seconds of bonus time added per move. When choose (delay) mode, the display will

show 30 minutes game with 5 seconds of delay time added per move.

#### **4) Time start or pause**

After select a time mode, press (button 2) to start the time. The time will count down first from the side of raised lever. When both sides complete their each move, the number of moves on each wide will be shown on top corner of right. Pressing the (button 2) to pause/restart the time during game.

Notice: If change the Lever key during pause, the "Error" will be displayed. The time can go on smoothly only switching back the Lever key.

#### **5) Restart**

Turn off the (ON/OFF) button on the bottom of the timer and switch on it again.

#### **6) Settings mode**

Before time start, to set or change the time, press and hold the (Button 2) for three seconds to enter the settings mode. The first digit on the left side of the timer will be flashing. Use the (Button 3) or (Button 1) to increase or decrease that value and then press the (Button 2) to move to the next digit. Follow these steps to set the hours, minutes and seconds on the left side of the timer and then press the (Button 2) to move to the first digit on the right side of the clock. You will notice that the times set on the left side of the timer are automatically copied to the right side. If you are using the same time for both sides of the clock, you can use the (Button 2) to quick move through the hours, minutes and seconds without making changes. After all setting, press the (Button 2) to exit the setting mode or press and hold the (Button 2) for three seconds to exit setting mode during setting.

##### **Setting sequence as below:**

Game time (hour/minute/second) on the left side - game time (hour/minute/second) on the right side - bonus time or delay time.

##### **Time setting range:**

Game time: 0 - 9h59min59sec. Bonus or delay time: 0 - 99sec.

##### **Notice:**

During pause the time, also can set or change the time by pressing and holding the (Button 2) for three seconds. But only the basic game time can be changed, the bonus and delay time can't be changed.

#### **7)Description of all time settings**

##### **7.1. (Time) or count down mode**

When one player uses up time, the black flag will be shown on top corner and the other player can continue the moves until time over. To use this mode, please make sure the game time is more than 0.

##### **7.2. (Bonus) or count down + bonus**

After game time start, the bonus time be added to the timer for each player at the end of their turn. The black flag will be shown on top corner when one player uses up time firstly and the other player can continue the moves until time is over. To use this mode, please make sure the game time and bonus time is more than 0.

##### **7.3. (Delay) or count down + delay**

After game time start, the delay time will count down for each player before any game time is used. If the player makes their turn before the delay time has expired. No game time will be used. If their delay time has expired then display on their side of the timer. The black flag will be shown on top corner when one player uses up time firstly and the other player can continue the moves until time is over. To use this mode, please make sure the game time and delay time is more than zero.

#### **7.4. (UP) Auto count upwards after count down**

The icon "UP" will be shown on middle top display after turn on this feature. When count down time runs to zero then turns to count up mode automatically. Meanwhile the icon "arrow" will be shown on top of corner on each side. (The black flag will be shown on top corner when one player uses up time firstly.) The time counts up from zero to end at 9 hours 59 minutes 59 seconds.

Note: Bonus and delay time will be active only on countdown time mode, no active on count up mode.

#### **7.5. (Count up) mode**

If is required that the game time starts to 0:00:00 count up to 9 hours 59 minutes 59 seconds at the beginning without any countdown mode. Please choose (time) mode first. Turn on (UP) feature by pressing and holding (Button 3) for three seconds. Then change the game time of both sides into zero. Press the (Button 2) to count up time.

### **V. Maintenance**

1. Avoid prolonged exposure to the sun or high temperature to avoid turning black.
2. Avoid contact with water or corrosive liquids to avoid damage, this product is not water resistant.
3. Keep it away from high static objects, high magnetic field source, such as the screen, speakers and so on, to make sure not to cause damage or failure of the product.
4. Please replace a new AA battery when the display is dim. Meanwhile please make sure the battery will be installed correctly.

### **VI. Contacts**

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