

KAISSA

Quick User Guide V1 Rev 2 (September 2012)



First of all, thanks for purchasing our new Kaissa chess clock. It has been designed under the Design for All guidelines, in order to achieve a totally accessible product.

KAISSA Works Ander two main modes:

- PLAY MODE : Normal playing situation.
- PROGRAMMING MODE. Program playing parameters.

KAISSA needs 4*AA batteries to work. You'll find the battery holder at the bottom of the product.

PLAY MODE

When powering ON (ON-OFF switch is located at the bottom of the device), Kaissa enters automatically in PLAY MODE and GAME STOPPED..

KAISSA will show you the remaining TIME for each player. (The remaining time depends on the actual PLAYING MODE, see Programming Mode for more information).

START GAME	Push D Key to start the game.
STOP GAME	Push and hold 2 seconds the D key.
SPEAK PLAYER 1	Push A Key to listen your time.
	Push B Key to listen opponent time.
SPEAK PLAYER 2	Push F Key to listen your time.
	Push E Key to listen opponent time.
CURRENT PLAYER	Pushing the upper side Lever.

PROGRAMMING MODE

(Note: all the programming messages are sent via speech to player 1).

START PROGRAMMING MODE	When KAISSA is in GAME STOPPED mode, push and hold 2 seconds the C Key.
STOP PROGRAMMING MODE	When KAISSA is in PROGRAMMING MODE mode, push and hold 2 seconds the D Key.
GO TO NEXT PROGRAMMING PARAMETER	When KAISSA is in PROGRAMMING MODE mode, push C Key.

PROGRAMMING TIMES	With the Lever position, we control the
	player whose time is being modified.
	A and B Keys: move the cursor to the
	rigth or to the left to select digits to
	change.
	E Key: decrement of the selected digit. F Key: increment of the selected digit.
	1 Key . merement of the selected digit.
	When you push the key C you can
	program the moves.
	F. V
	E Key: decrement moves. F Key: increment moves.
PROGRAMMING MODES	Modes 07 fixed. No programmables.
I ROOKAWIWII VO WODES	Modes programmables : 815.
Display example:	2.2000 programmacios i onito.
	Lever at left position:
061000 020040	Change of <u>Playing mode</u> (0029), change
DI AVING MODE	of control time $(1,2,3)$, bonus mode $(0,1)$
PLAYING MODE 06	(0: Increment bonus after move, 1:
FIRST CONTROL TIME 1 BONUS MODE 0	Increment bonus before the move) and Bonus (Seconds).
BONUS 00	<u>Bonus</u> (Seconds).
Borres	Lever at right position :
HOURS (1 ST CONTROL) 02	Change of control time (Hours and
MINUTES (1 ST CONTROL) 04	minutes) and moves.
MOVES 00	
	A and B Keys: move the cursor to the
	rigth or to the left to select digits to change.
	Change.
	E Key: decrement of the selected digit.
	F Key: increment of the selected digit.
PROGRAMMING LANGUAGES	Lever at left position: A and B keys select
	the Player 1 language.
	Lever at right position: E and F keys
	select the Player 2 language.
PROGRAMMING VOLUME	Lever at left position: A and B keys select
	the Player 1 volume.
	Lever at right position : E and F keys
	select the Player 2 volume.
PROGRAMMING SOUND	A Key: Decrement
(SET BUZZER IN DISPLAY)	B Key: Increment
	00 Sound off
	01 Sound on
	02 Activate moves info while playing
BATTERY STATUS	Shows the Battery status.

PROGRAMMING MODES

Modes 0..7 fixed. No programmables

MODO 00: One time control.

01h:30m and Bonus increment of 30s after move.

MODO	CONTROL	CONTROL BONUS	BONUS	HORAS	MINUTOS	JUGADAS
00	1	0	30	01	30	00
00	2	0	00	00	00	00
00	3	0	00	00	00	00

MODO 01: Two times control.

First Control time: 01h:30m and Bonus increment of 30s after move. Second Control time: 01h:00m and Bonus increment of 30s after move.

MODO	CONTROL	CONTROL BONUS	BONUS	HORAS	MINUTOS	JUGADAS
01	1	0	30	01	30	00
01	2	0	30	01	00	00
01	3	0	00	00	00	00

MODO 02: Three times control.

2h + 1h + 30m

MODO	CONTROL	CONTROL BONUS	BONUS	HORAS	MINUTOS	JUGADAS
02	1	0	00	02	00	00
02	2	0	00	01	00	00
02	3	0	00	00	30	00

MODO 03: Two times control

First Control time: 01h:30m and Bonus increment of 30s after move. Second Control time: 00h:15m and Bonus increment of 30s after move.

MODO	CONTROL	CONTROL BONUS	BONUS	HORAS	MINUTOS	JUGADAS
03	1	0	30	01	30	00
03	2	0	30	00	15	00
03	3	0	00	00	00	00

MODO 04: Two times control

100 minutes + 30 minutes with an increment of 30 seconds per move from move 1

MODO	CONTROL	CONTROL	BONUS	HORAS	MINUTOS	JUGADAS
		BONUS				
04	1	0	30	01	40	00
04	2	0	30	00	30	00
04	3	0	00	00	00	00

MODO 05: Three times control

2 hours + 1 hour + 15 minutes and 30 seconds per move in the last period

MODO	CONTROL	CONTROL BONUS	BONUS	HORAS	MINUTOS	JUGADAS
05	1	0	00	02	00	00
05	2	0	00	01	00	00
05	3	0	30	00	15	00

MODO 06: Three times control

First Control: 02h:00m limited to 40 moves Second Control: 01h:00m limited to 20 moves

Third Control: 00h:30m

MODO	CONTROL	CONTROL	BONUS	HORAS	MINUTOS	JUGADAS
		BONUS				
06	1	0	00	02	00	40
06	2	0	00	01	00	20
06	3	0	00	00	30	00

MODO 07: Three times control

First Control: 02h:00m limited to 40 moves Second Control: 01h:00m limited to 20 moves

Third Control: 00h:30m and 30 seconds per move

MODO	CONTROL	CONTROL	BONUS	HORAS	MINUTOS	JUGADAS
		BONUS				
07	1	0	00	02	00	40
07	2	0	00	01	00	20
07	3	0	30	00	30	00

Modes programmables: 8..15

MODO 08..15:

Up to three programmable time controls. Every control programmable.

Lever at left position

Lever at right position

MODO	CONTROL	CONTROL BONUS	BONUS	HORAS	MINUTOS	JUGADAS
08	1	0	00	02	00	40
08	2	0	00	01	00	20
08	3	0	30	00	30	00

PLAYING MODE

08 Playing mode

CONTROL TIME

- 1 First control time.
- 2 Second control time.
- 3 Third control time

BONUS MODE

0 POSTINCREMENT .Increment bonus after moves

1 PREINCREMENT. Increments bonus before moves

BONUS

00 a 59 seconds

HOURS

00 a 59 s Hours

MINUTES

00 a 59 m Minutes

MOVES

00 a 59 Moves to end the control time tiempo.

WARNING:

Use only 1.5V AA Batteries.

Take care of the batteries polarity when inserting new ones.

Don't leave the batteries on teh device for long inactivity periods.

InDoor use.

Manufacturer: FUNDOSA ACCESIBILIDAD

Model: KAISSA