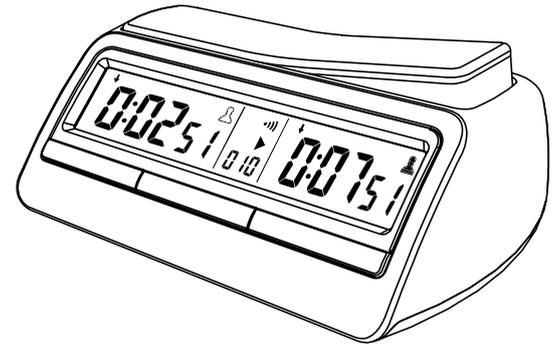


Digital Chess Clock

# 1688

INSTRUCTION MANUAL

棋钟用户手册



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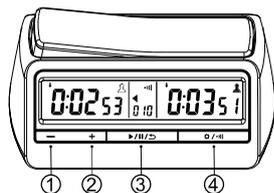
# ENGLISH

## I. FEATURES:

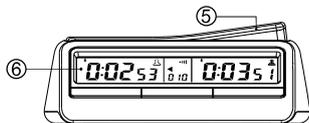
- This is a digital Chess Clock, suitable for Chess, Chinese Chess, I-Go games and other games.
- It is powered by DC 3V voltage (two pieces of No.5 batteries)
- There are 8 types (42 pcs) of timing rules totally including countdown for single stage/multiple stages, award, time limited, time delay, Byo-yomi, 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

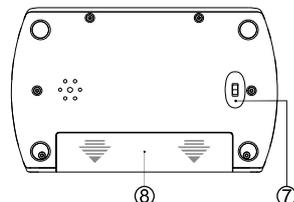
- ① Decrease
- ② Increase
- ③ Start / Stop  
Confirm / Reset
- ④ Sound / Set



- ⑤ Timing control key
- ⑥ LCD Screen

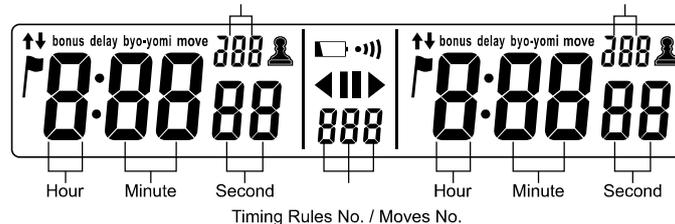


- ⑦ ON/OFF
- ⑧ Battery cover



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 " $\oplus$ " or " $\ominus$ " 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 " $\oplus$ " or " $\ominus$ " key to shift the rule number rapidly.
- Upon the completion of rule setting, press " $\triangleright/\text{II}/\triangleleft$ " once to confirm the selected rules, at this time the rule number stop twinkling.

### 4.3 Start or close sound prompt:

- When " $\otimes/\text{III}$ " key is pressed, the sign of "•))" appears in the middle of the screen, which indicates that the sound prompt is started; then press the " $\otimes/\text{III}$ " 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" " $\triangleright/\text{II}/\triangleleft$ " at the top of the device to select black/white side firstly, and the player (white side) with the sign of " $\Sigma$ " appearing take a move firstly.

### 4.5 Start the match timing:

- Upon the completion of confirmation, press " $\triangleright/\text{II}/\triangleleft$ " 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 " $\triangleright/\text{II}/\triangleleft$ " to suspend timing with the sign "||" appearing in the middle.
- Press again " $\triangleright/\text{II}/\triangleleft$ " 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 " $\ominus$ " to switch between the "moved steps" and the current "rule No."

### 4.9 Reset:

- Mode I: During the running or pause of timing, press " $\triangleright/\text{II}/\triangleleft$ " 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 " $\triangleright/\text{II}/\triangleleft$ " key when the rule number is twinkling. After the rule number stops twinkling, press " $\otimes/\text{III}$ " 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 " $\oplus$ " or " $\ominus$ " key to adjust the value, or press and hold the key to rapidly modify the value.

### 5.3 Switch the twinkling parameter value:

- Press " $\otimes/\text{III}$ " key to switch to the next digital twinkling, also press " $\oplus$ " or " $\ominus$ " 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 " $\otimes/\text{III}$ " 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 " $\otimes/\text{III}$ " key to confirm and exit from setting.
- Mode II: During the modification, if you'd like to only modify one parameter, you can press " $\triangleright/\text{II}/\triangleleft$ " 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 “▶/||/S” 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 “▶/||/S” key to confirm and exit from the setting, and press “▶/||/S” 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:

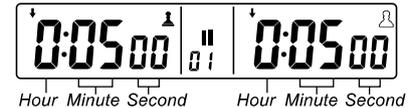
- If limited moves occurs for the current time interval, the interface for limited moves will display; and if not, they will not be displayed.
- When modification is made in multiple stages, the current “time interval number” can display automatically in the right upper corner of the screen.
- There 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):

### 8. Count-up (41):

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

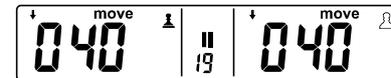
- (Countdown) modification interface, with the setting range of 0~9 hours 59 minutes 59 seconds, is shown in the following figure:



- (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:



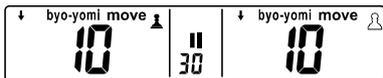
- (Limited moves) modification interface with “move” displayed in the upper, setting range of 0~999 moves (if 0, it means infinite steps), is shown in the following figure:



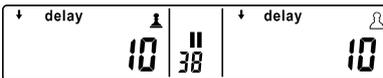
- (Time of byo-yomi) modification interface with “byo-yomi” displayed in the upper, setting range of 0~9 hours 59 minutes 59 seconds (if 0, it means there is no function of byo-yomi), is shown in the following figure:



- (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.