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Saitek™

Competition Game Clock

USER MANUAL

SAITEK COMPETITION GAME CLOCK
QUICK START

1. Remove the battery cover on the underside of the Game Clock and insert two C size batteries in the direction shown in the compartment. Replace the battery cover.
2. Slide the switch on the bottom of the unit from OFF to GO/SOUND OFF/LIGHTS OFF SOUND OFF.
3. Find the mode you want to use by pressing UP/DOWN on the Control Pad.
4. Press one of the Time Control Buttons on top of the Game Clock to start the game.

INTRODUCTION

The Saitek Competition Game Clock is a multi-function digital game clock, with three different game/mode types (Blitz, Tournament, and Game) and "Coach's Favorite" - a user defined setting.

With a total of 10 preset and one user's time settings, the Saitek Competition Game Clock is ideal for timing chess, draughts, Scrabble, or other board games.

Information on timer modes is shown on the mode chart printed on the underside of the clock and explained later in this guide.

POWERING UP

Remove the battery cover on the underside of the Game Clock and insert two C size batteries in the direction shown in the compartment. Replace the battery cover.

OFF / GO / SOUND OFF / LIGHT OFF SOUND OFF

When in the OFF position, all memory contents are preserved (including current game).

Switching to GO again will wake up the unit and return it to its previous state.

Switching to SOUND OFF mode will switch off the buzzer. Otherwise the clock operates normally.

Sliding the switch to LIGHT OFF SOUND OFF position turns the LED indicators OFF. The sound is also OFF in this position.

(When ACL is pressed or when batteries are removed for longer than 5 seconds, the previous memory will be cleared, including the user defined setting. If you press ACL or install new batteries the initial clock setting will default to Blitz Mode 1A).

FEATURES AND CONTROLS OF YOUR CLOCK

1 Time Control Buttons

The two lever Time Control Buttons on the top of the Saitek Competition Game Clock use colour banding to indicate the player's turn. The Time Control Buttons are used to start the clock after selecting a preset time setting, or after modifying the times or number of moves, and from PAUSE mode.

The lever plungers have a positive action so they are either up or down and each plunger has a green and red LED. Green indicates which player's clock is active and Red indicates when time has expired.

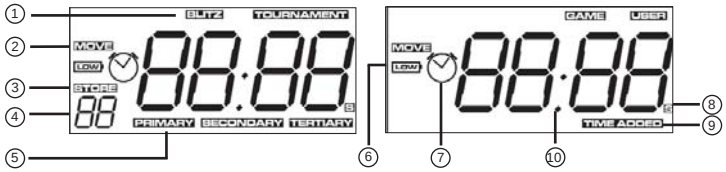
2 LCD Displays

The Competition Game Clock features two large LCD displays with wide viewing angle as well as two illuminated time control buttons on top of the unit, allowing players and audiences to easily see match information.

All mode and operation information is shown in the LCD displays, including:

- Game Type and specific Timer Mode
- Time remaining
- Time expired for each player
- The number of moves made by the two players (displayed by pressing MOVES).
- Battery-low warning. When the battery voltage drops to a low level, a battery-low symbol on the two LCDs will illuminate to indicate battery-low detection. This means that the batteries will last for a further 20 hours of operation only and should be replaced as soon as possible.

Display Graphics



1 Type of Game/Mode indicator (Blitz, Tournament, Game or User)

2 No of Moves (used in both display and programming modes). During a game, this is also an indicator to show if the required number of moves has not been reached in a phase.

3 Store indicator

4 Specific Timer Mode indicator, eg, Blitz 15 mins = 1B (see table on page 10)

5 Timer phase indicator (Primary, Secondary, Tertiary)

6 Battery Low indicator

7 Time expired indicator

8 Second indicator, appears when seconds are displayed (for times less than 20 minutes).

9 Time added indicator, appears when programming time modes or when reviewing a mode.

10 Hour/Minute/Second separator

The clock can be stopped temporarily and the time and/or number of moves can be modified if necessary (eg, following an illegal move) by pressing PAUSE. There is a slider switch on the underside of the clock for enabling or disabling the modification function.

3 Keys and Control Pad

The Saitek Competition Game Clock front panel includes four function keys as well as a 4-way control pad which selects up and down, left and right menu options on the LCD displays.

3.1 Function Keys

Function Keys are STORE, EDIT, MOVES, PAUSE/RESET

STORE

Used in EDIT mode to write the current settings to memory

When STORE is pressed, settings are automatically saved as "Coach's Favorite" (mode 4A).

EDIT

Used to enter/exit EDIT mode. In EDIT mode, timer settings and the number of moves for each phase can be adjusted before a game starts. Adjustments can also be made during the course of a game, if necessary (see section 4.2 for more information).

During a game the clock must be PAUSED before values can be EDITED. The MODIFY/LOCK switch must be set to modify. During a game only elapsed time and number of moves can be edited.

Time adjustments and cursor navigation are carried out with the 4-way Control Pad.

MOVES

Holding down this key during the course of a game will display the current number of moves on the left LCD.

Releasing the key will make the LCD return to displaying the clock.

The clock does not stop while displaying number of moves.

PAUSE/RESET

This is used to stop the clock temporarily, and the two LCD panels will flash to indicate that the clock is paused. To release from PAUSE state, either press PAUSE again, or press one of the Time Control buttons.

If the active clock Time Control button is pressed to release from PAUSE, the move ends.

If the non-active clock Time Control Button is pressed, then the clock resumes as if PAUSE had been pressed.

To RESET: Hold the PAUSE/RESET button down for 3 seconds to restart the current mode (the clock will beep if the sound is on), and then use the 4-way control pad to select another mode.

"Coach's Favorite" - EDIT and MOVES keys

You can select the user mode 4A Coach's Favorite when the clock is stopped by pressing the Edit and Moves buttons. If the clock is running, press and hold RESET for three seconds first. First press and hold Edit and then, while still holding down the Edit button, press and hold Moves button for two seconds. The user mode 4A will appear on the LCD screen.

3.2 4-Way Control Pad

The 4-way control pad is used to select the active timer preset mode and to edit the timer values. The different types of mode available are: BLITZ, TOURNAMENT, GAME, and USER

Pressing the 4-way Control Pad right moves the menu highlight right, and moving it left moves the menu highlight left. Default timer mode on power up is Blitz Mode 1A. As an example, to get from Blitz Mode 1A to Tournament Mode 2B, press the 4-way Control Pad, DOWN 4 times.

4 Slider Switches

There are two slider switches on the base of your Competition Game Clock.

OFF / GO / SOUND OFF / LIGHT OFF SOUND OFF

When in the OFF position, all memory contents are preserved (including current game).

Switching to GO again will wake up the unit and return it to its previous state.

Switching to SOUND OFF mode will switch off the buzzer. Otherwise the clock operates normally.

Sliding the switch to LIGHT OFF SOUND OFF position turns the LED indicators OFF. The sound is also OFF in this position.

MODIFY / LOCK

The second slider switch can lock the settings and number of moves to prevent them being modified accidentally during the course of a game.

ACL (All Clear)

There is also a small ACL reset "button" on the base next to the serial number. Pressing ACL with a paper-clip or similar item will reset all modes to factory default. This returns you to user mode 1A and clears any "coach's favourite" you may have set in mode 4A.

TIMER SETTINGS

1 Different types of game timing

The Competition Game Clock has three different types of timer mode:

BLITZ - each player has a certain amount of time to complete all his/her moves.

TOURNAMENT - each player has a certain amount of time to complete a fixed number of moves.

If a player fails to meet the required number of moves in the set time period, he or she has lost the game. (Note, a player can make more than the required number of moves within the given time period).

Some Tournament games have more than one "phase" for the players to complete. The amount of time and number of moves is normally different from one phase to the next.

The Competition Game Clock allows for up to three different time phases (called primary, secondary and tertiary).

GAME - there are actually three different modes within the Game category:

Word - each player has 30 minutes to complete all his/her moves. However, when a clock reaches zero, it does not stop, but starts to count up.

The time expired indicator appears on the first side to reach zero. The clock will be paused by the user at the game end, and the over-time is used to calculate a score. This mode is used in Word games where a fixed time is allowed, but extra time used is deducted from the final score.

Stopwatch - the clock simply counts the time taken by each player. (Clock counts upwards from 0).

5 seconds / move - each player has 5 seconds to complete their move.

2 Pre-set modes

Your Competition Game Clock comes with a number of common game timer settings already set up for you. Using these modes is really easy.

- Hold PAUSE/RESET for 3 seconds until the display shows you the start screen for the mode you are currently in (If sound is on, the clock will beep)
- Use the UP/DOWN arrows of the Control Pad to scroll through the settings. The two characters at the bottom left of the display tell you what mode you are in. e.g. 1C is a 15 minute Blitz game (see table below for all the pre-sets).
- When you reach the mode you want, simply PRESS one of the TIME CONTROL buttons to start the game.

1		**Blitz**		
A		3 minutes		
B		5 minutes		
C		15 minutes		
2		**Tournament**		
		Time/Min	Moves	Delay/sec
A		25	-	+5
B		60	-	+5
C	Primary	120	40	+5
	Secondary	60	20	+5
	Tertiary	30	All	+5
D	Primary	120	40	+5
	Secondary	60	All	+5
3		**Game**		
A		Word (with count up)		
B		Stopwatch (count from 0)		
C		5 Sec/move		
4		**User**		
A		Coach's Favorite mode		

HINT: as well as using the reference table above, the Competition Game Clock can also show you all the timer values in a particular mode (see section 2.1).

Example - 60 minute game with 5 second delay

To start a 60 minute game with 5 second delay, first switch on the Competition Game Clock. Default mode is 1A - Blitz 3 minutes.

Next, press the down arrow of the 4-way control pad once. This will take you to mode 1B.

Press the down arrow 3 more times to scroll through modes 1C and 2A, to mode 2B - 60 minute game with 5 second delay. To begin play, one of the players presses their time control button - the green light will indicate play has begun.

2.1 Displaying the settings of a preset mode

When viewing a time mode, the settings can be displayed by pressing the LEFT and RIGHT key. The display will cycle through the settings.

1) For example, in Tournament Mode 2C, the default display will show 2:00 | 40. This means 40 moves must be made in 2 hours for the PRIMARY time phase.

2) Pressing RIGHT will show -.-- | 0.05s. This means 5 seconds will be added per move in the PRIMARY time phase.

3) Pressing RIGHT again will show 01:00 | 20. The phase indicator changes to SECONDARY. This means 20 moves must be made in 1 hour.

4) Pressing RIGHT will show -.-- | 0.05s. This means 5 seconds will be added per move in the SECONDARY time phase.

5) Pressing RIGHT again will show 00:30 | 0. The phase indicator changes to TERTIARY. This means there are 30 minutes left and no minimum move requirements.

6) Pressing RIGHT again will show -.-- | 0:05s. This means 5 seconds will be added per move in the TERTIARY time phase.

Tournament Mode 2C is shown below:

Phase	Time Allowed in Phase	Moves Required	Delay Time
Primary	2:00:00 (hours:min:sec)	40	0.05 (mins:secs)
Secondary	1:00 (hours:min:sec)	20	0.05 (mins:secs)
Tertiary	0:30 (hours:min:sec)	0	0.05 (mins:secs)

2.2 Adjusting the Settings of a Preset Mode

All the Competition Game Clock preset modes can be edited to suit the user's game style.

1 Find the mode you want to change using UP/DOWN on the Control Pad.

2 Press EDIT to enter editing mode.

3 The left most digit on the left LCD will flash showing the position of the cursor.

4 In EDIT mode, the 4-way Control Pad changes function from mode selection to cursor movement and value adjustment.

5 Pressing UP or DOWN either increases or decreases the value at the cursor location.

6 Use the LEFT and RIGHT to cycle through the settings for the time mode. Each mode has a different number of settings available to adjust.

7 When the new settings have been entered, press EDIT to exit and press one of the Time Control Buttons on top of the Game Clock to start the game.

If you want to use the edited time control again, you can save it as your "coach's favourite" (see Section 3 for more information).

2.3 Example - Adjusting the settings of Preset mode 2C

The default settings for mode 2C are Primary: 40 moves in 120 minutes with a delay of 5 seconds; Secondary: 20 moves in 60 minutes with a delay of 5 seconds; and Tertiary: All moves in 30 minutes with a delay of 5 seconds. As an example, you would follow the steps below if you want to change Primary to 30 moves in 90 minutes with a delay of 5 seconds, and Secondary to 20 moves in 40 minutes with a delay of 5 seconds.

1) First select Tournament Mode 2C, the default display will show 2:00 | 40.

2) Press the Edit button to begin editing the mode.

3) Using the 4-way control pad to select and alter the mode values, change the time indicator to 01:00 | 30 (90 minutes).

4) Moving the cursor right, select the number of moves and decrease from 40 to 30.

5) Continue pressing the right button to edit the Secondary part of the mode.

6) When the Secondary indicator appears on the display, select the number of minutes and decrease from 60 to 40 minutes. You do not need to move the cursor right to select the Delay as for this example it remains at 5 seconds.

7) Press the Edit button once more to play a game with your edited mode or the Store button to save it to mode 4A (Coach's Favorite) for future use.
Congratulations - you have now changed mode 2C to: Primary to 30 moves in 90 minutes with a delay of 5 seconds, and Secondary to 20 moves in 40 minutes with a delay of 5 seconds.

3 Custom Mode - "Coach's Favorite"

The Saitek Competition Game Clock is supremely flexible and you can edit any of the values (time, number of moves, delays) in any of the presets to create your own favourite time control.

- Create your own preferred mode to suit your style of play
- Set up once, access it in seconds time and time again

Your edited preset will be saved to mode 4A, also called "Coach's Favorite".

3.1 How to set up your "Coach's Favourite"

- Hold PAUSE/RESET for 3 seconds until the display shows you default screen for your current mode (If sound is on, the clock will beep)
- Use the UP/DOWN arrows of the Control Pad to scroll through the settings. Find the setting which is closest to what you need.
- Press EDIT to change values
- Use the Control Pad LEFT/RIGHT to move through Hours, Minutes, Seconds, Number of Moves, etc. When a number is flashing, you can use Control Pad UP/DOWN to change its value.
- Press STORE to save your "favorite" to USER mode 4A. (The STORE indicator is highlighted briefly on the left LCD, and 4A appears as the highlighted mode on the left LCD).

Note: you can save one of the original presets as your favorite without editing it, this can save you scrolling through all the options when you want to play.

3.2 Using "Coach's Favorite"

You can access your coach's favorite timer setting quickly in two ways:

- Like any other pre-set, scroll UP/DOWN to mode 4A (see section 2.2. for step-by-step)
- Press and hold EDIT, then press and hold MOVES at the same time. After 1 second the clock will revert to your "coach's favorite" setting!
  HINT: be careful not to let go of EDIT before you press MOVES, this will take you into EDIT mode and the numbers will begin to flash. Press EDIT again to cancel if this happens.

Note:

a. You can only STORE one user-defined mode (your "Coach's Favorite"). You can EDIT any of the pre-set modes (change time allowed, number of moves, delays, etc).

b. When the time settings are being modified, the LCD panel will first display {Hour:Minute} for the user to adjust, after which the user will adjust the last digit of minute and press RIGHT. The display will then change to {Minute.Second} for the user to adjust the seconds digits. When Minutes.Seconds are displayed, the "**s**" indicator appears on the LCD.

c. The user can set different start times on the two sides except in Tournament e.g., in Blitz the clock can start with {1:30} on the left hand side and {2:35} on the right hand side.

4 Using the clock during a game

4.1 Pause

During a game, a player can stop the timer temporarily by pressing the PAUSE key. The LCD displays will flash.

a. You can start the timer on either side after PAUSE.

b. If the restarted timer is the same as the running side just before pause, the value of the number of moves will not change.

c. If the restarted timer (side A or B) is opposite to the running side just before pause, the value of the number of moves will add 1 ply (half move). Therefore, in case of take-back (1 ply), the user should pause the timer, reduce the number of moves by one, and then restart the opposite side timer.

4.2 EDIT (time / number of moves)

Having paused a game, a player can press the EDIT key to modify the time displayed and/or number of moves.

To modify the time and/or number of moves, the left hour digit on the left LCD screen will flash to show where the modification will be made. Use the LEFT/RIGHT to move focus and UP/DOWN to change values as before. After adjustment, press the Time Control button to start the appropriate timer.

The MODIFY / LOCK slider switch on the base of the Competition Game Clock unit controls this function. Sliding the switch to the LOCK position will prevent the user from modifying the time and number of moves during a game.

OTHER FEATURES

1 Viewing the number of moves

During the course of a game, you can check the number of moves by holding down the MOVES button. The number of moves of the player whose time is active will be displayed on the left LCD while the button is held down. The clock will continue running while the number of moves is being checked. When the MOVES button is released, the counting display will resume on the left LCD screen.

2 Time expired

When time has expired for either player, the expired symbol and LCD digits 00.00 on the expired side will flash and the Time Control button of the expired side will flash RED. If sound is ON, five short beeps will also be heard.

If the timing mode is Game, the user can still use one of the Time Control Buttons to start the other clock. When the clock symbol is not flashing it indicates Delay count down in Tournament mode.

3 Moves not reached within time limit

If the set number of moves is not reached within the time limit, MOVE will be displayed on both screens and the clock enters PAUSE state, with both LCD displays flashing. The clock can be restarted by pressing PAUSE or the Time Control button.

4 Sound effects

To distinguish between the pressing of the Time Control buttons, the Competition Game Clock unit will emit a low sound when the user presses the right-hand Time Control Button and a higher sound for the left-hand Time Control Button.

The OFF/GO slider switch under the bottom cabinet switches the sound ON and OFF.

5 Restarting the clock after finishing a game

After finishing a game, hold down PAUSE for 3 seconds and the clock will return to the timer presets selection stage. The timer setting that was just used will be displayed. The user can press one of the Time Control buttons to start a game using these same settings, or use Control Pad UP/DOWN to choose another mode.

TECHNICAL SUPPORT

Can't get your Game Clock to work - don't worry, we're here to help you!

If you experience any difficulty with this product, please first visit our website www.saitek.com. The technical support area will provide you with all the information you need to get the most out of your product and should solve any problems you might have.

If you do not have access to the internet, or if the website cannot answer your question, please contact your local Saitek Technical Support Team.

We aim to offer quick, comprehensive and thorough technical support to all our users so, before you call, please make sure you have all the relevant information at hand.

To find your local Saitek Technical Support Center, please see the separate Technical Support Center sheet that came packaged with this product.

Conditions of Warranty

1. Warranty period is 2 years from date of purchase with proof of purchase submitted.
2. Operating instructions must be followed.
3. Specifically excludes any damages associated with leakage of batteries.

   Note: Batteries can leak when left unused in a product for a period of time, so it is advisable to inspect batteries regularly.
4. Product must not have been damaged as a result of defacement, misuse, abuse, neglect, accident, destruction or alteration of the serial number, improper electrical voltages or currents, repair, alteration or maintenance by any person or party other than our own service facility or an authorized service center, use or installation of non-Saitek replacement parts in the product or the modification of this product in any way, or the incorporation of this product into any other products, or damage to the product caused by accident, fire, floods, lightning, or acts of God, or any use violative of instructions furnished by Saitek plc.
5. Obligations of Saitek shall be limited to repair or replacement with the same or similar unit, at our option. To obtain repairs under this warranty, present the product and proof of purchase (eg, bill or invoice) to the authorized Saitek Technical Support Center (listed on the separate sheet packaged with this product) transportation charges prepaid. Any requirements that conflict with any state or Federal laws, rules and/or obligations shall not be enforceable in that particular territory and Saitek will adhere to those laws, rules, and/or obligations.
6. When returning the product for repair, please pack it very carefully, preferably using the original packaging materials. Please also include an explanatory note.

IMPORTANT: To save yourself unnecessary cost and inconvenience, please check carefully that you have read and followed the instructions in this manual.

This warranty is in lieu of all other expressed warranties, obligations or liabilities. ANY IMPLIED WARRANTIES, OBLIGATIONS, OR LIABILITIES, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, SHALL BE LIMITED IN DURATION TO THE DURATION OF THIS WRITTEN LIMITED WARRANTY. Some states do not allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you. IN NO EVENT SHALL WE BE LIABLE FOR ANY SPECIAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF THIS OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED, WHATSOEVER. Some states do not allow the exclusion or limitation of special, incidental or consequential damages, so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

This symbol on the product or in the instructions means that your electrical and electronic equipment should be disposed at the end of its life separately from your household waste. There are separate collection systems for recycling in the EU.

For more information, please contact the local authority or your retailer where you purchased the product.

Information for Customers in the United States

FCC Compliance and Advisory Statement

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1 This device may not cause harmful interference, and;
2 This device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna;
- Increase the separation between the equipment and receiver;
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected;
- Consult the dealer or an experienced radio/TV technician for help.

Saitek Industries, 2295 Jefferson Street, Torrance, CA 90501, USA

Specifications

Battery:	2 x C size batteries.
Dimensions:	170 x 83 x 55 mm.
Weight:	TBD
Battery life:	In normal operation: Approx 600 hours.
When battery-low is detected:	Minimum 20 hours left.
Battery-Low detection voltage:	2.4 0.15 Volt.

Saitek Competition Game Clock

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