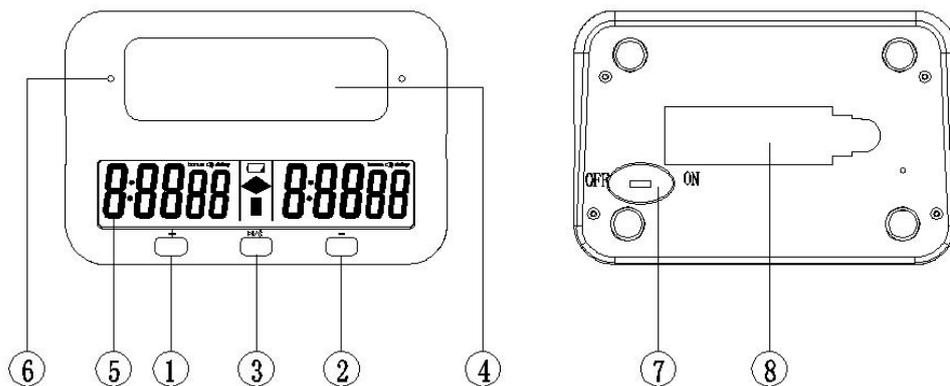


Manual of HQT101 Digital Chess Clock

Product function

1. There are 4 kinds of timing rules, such as positive timing, countdown, reward per step, delay per step, etc.
2. Different basic time and auxiliary parameters can be set on the left and right sides
3. During the game, you can modify the timing parameters of both parties.
4. Turn it off and then on (non-power off), keep the last used rule parameters before shutting down
5. Can set mute or alarm prompt, 1.5V power supply (1 AA battery)

Product icon and button description



① [+] button: In the setting state, each time you press it, the value is increased by 1. In other states, the button is invalid.

② [-] button: In the setting state, each time you press it, the value is reduced by 1. In other states, the button is invalid.

③ 【▶||⏸】 : Start/Pause/Set button:

a. When the time is working, each time you press, the timing starts or pauses.

b. When the time is working (or pause state), press and hold for 2 seconds to enter the setting state (timed automatic pause)

c. In the setting state, each time you press, the switching value flashes, time → minute → second cycle switching

d. In the setting state, press and hold for 2 seconds to exit the setting state and return to the timing state.

④ 【Start】 button: After the timer starts, the button is lifted (the indicator light is on) and the party starts timing. And there are arrows showing the player side.

⑤ Display

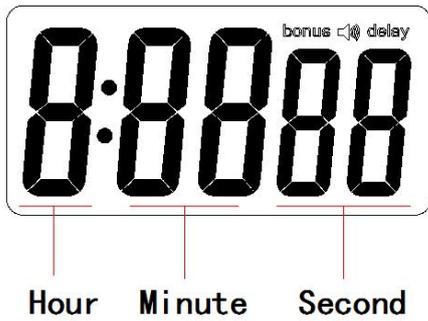
⑥ The indicator light

⑦ 【ON/OFF】 button : Used to turn on/off the chess clock

⑧ Battery cover

Product display

Full display effect picture (the same on both left and right sides)



Delay delay indicator: lit indicates that the current delay screen

Bonus Reward Logo: Lights up to indicate the current reward screen

 Annoyed logo: lit indicates that the current alarm is activated

Operating instructions

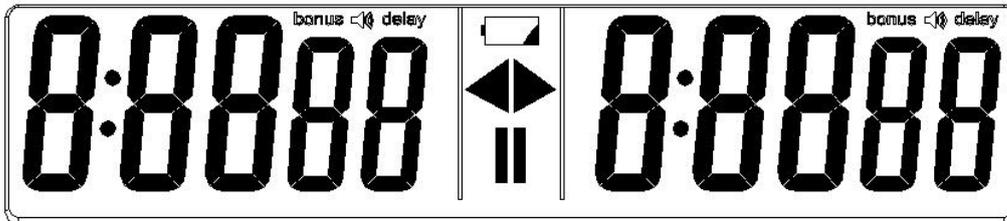
1. On/Off

After loading the battery, turn the ON/OFF switch on the bottom of the product to turn it on or off.

(non-power-off) ,Keep the parameters (and alarm status) set before the shutdown.

Each time you reload the battery and turn it on again, the screen will be fully displayed first. After 1 second, the "Tick" sound will be sounded at the same time, and the initial screen will be displayed.

The alarm will be off by default. (As shown below)



2. Parameter setting

After turn on, before the start of the timer (or pause), press and hold the  key for 2 seconds to enter the setup state.

Remark: During the running process, press and hold the  key for 2 seconds to enter the setting state. The timing is automatically paused, but the modified parameters are only temporarily modified. After shutdown, the power is restored to the parameters set before starting.

2.1, Set the timing

In the initial screen (0:00:00) state or when the time is set to 0, the default is set to straight time , just set to turn the alarm on or off. The setting screen for the "Reward" or "Delay" will not be displayed.

2.2, Set the countdown

After entering the setting, the "hour" value on the left starts to flash. Each time you press the [+] or [-] button, the flashing value is incremented or decremented by 1. Each time you press the  key, the next value is flashed and you switch: Time → minute → second → reward → delay → alarm. Time setting maximum: 9 hours, 59 minutes and 59 seconds. When switching to the "hour" value on the right, the parameters that have been set on the left are automatically synchronized first. If you want to set different parameters on the right, you can continue to press the  key to switch the values down.

2.3, Set the reward time

When the countdown to the right is set, switch to the "Reward Time" setting screen again (the "bonus" character is displayed at the top of the screen). The bonus time is set to a maximum of 59 seconds. If the time is set to 0, it means no bonus function.

2.4, Set the delay time

When the right bonus is set, switch to the "Delay Time" setting screen again (the "delay" character is displayed at the top of the screen). The delay time is set to a maximum of 59 seconds. If the time is set to 0, it means there is no delay function.

Remarks: "Reward" and "Delay" special instructions:

The initial value of reward and delay is 0. Only one mode can be run during use. When the reward is enabled, the delay is turned off. When the delay is enabled, the reward is turned off. Therefore, in the actual setting process, when the bonus setting is greater than 0, the delay automatically becomes 0. Similarly, when the delay setting is greater than 0, the reward automatically becomes 0.

2.5, Set the alarm

When the delay time on the right is set, continue to switch down to enter the "Beep" setting screen (the "" character is displayed at the top of the screen)

"0" means: the alarm function is turned off, and after the setting state is exited, the alarm is not displayed.

"1" means: Turn on the alarm function, and after exiting the setting state, the alarm will be displayed.

When the alarm function is turned on, when one party dies, it emits a "drip" sound that lasts for 3 seconds.

(Note: The alarm is turned on or off only after entering the settings)

2.6, Return settings

During the setting process, each time you press the [] key, the cycle is cycled: Countdown → Reward → Delay → Alarm.

To exit, press and hold the [] key for 2 seconds on any setting screen to exit the setting state.

3. Starting Count up

After exiting the parameter setting, press the [] key, the [Go] key is lifted (the light is on), and the time is stopped. Press the [] key again to pause the time.

(The timing rules are described below).

3.1, run the "positive timing" rule:

In the initial screen (0:00:00) state or when the time is set to 0, when the default is set, press the [] key to start the timing, and the party that reaches 9 hours, 59 minutes and 59 seconds first will stop and stop timing. The other party has the remaining time to continue counting.

3.2, run the "countdown" rule:

(When the bonus/delay is set to 0, only the countdown function is run.) After the timer starts, the party with the full time is used to stop and stop the timer, and the other party has the remaining time to continue counting.

3.3. Run the "Countdown" + "Every Step Reward" rule:

(In this mode, the "bonus" character is displayed at the top of the screen)

After the time starts, the timed party adds one bonus. After one step, press the [springboard] button to switch the opponent to start timing and add a reward.

The party who used the time first will stop and stop timing, and the other party will have time remaining to continue counting.

3.4, run the "countdown" + "every step delay" rule:

(In this mode, the "delay" character is displayed at the top of the screen)

After the timing starts, the timed party runs a delay time first, and then runs the countdown after the delay time is used up. After one step, press the [springboard] button to switch the other party to start

timing.

The party who used the time first will stop and stop timing, and the other party will have time remaining to continue counting. When the timer is paused, the screen displays the current countdown time of both parties.

4. Parameter modification instructions during operation

4.1. During the running process, when the modification parameter is paused, only the parameter screen that is being used in the current mode is displayed. For example, when the positive/countdown rule is run, the modification is paused, and only the "positive/countdown" + "alarm" screen is displayed. When running the reward rule, pause to enter the modification, only display the "countdown" + "reward time" + "alarm" screen; when running the delay rule, pause to enter the modification, only display "countdown" + "delay time" + "ring" "Alarm" screen.

4.2. During the timing of the delay rule, enter the parameter modification. The modified "delay time" is only the temporary adjustment. After one step, the "delay time" is restored to the parameter before adjustment.

4.3. When one party counts down or both parties are negative, the parameter modification cannot be entered.

5. The Move number

5.1. To view the move number

Press both the "+" and "-" hold for 3 seconds, the display showed the move number.

5.2. Adjusting the move number

Press both "+" and "-" key and hold for 3 seconds, the display showed the move number. The move number for the left side of the panel will flash, use the "+" or "-" key to change the number. Press  key with short time, when finished with the left side of the panel, press  to change the move number on the right side of the panel. Press  after the last digit to complete this procedure. and return to show run time. or press both "+" and "-" key and hold for 3 seconds, it will be return to show run time too.

Out of reset, the timing is paused, press the  key again to continue timing.

6. Maintenance

1. Keep away from hot sun or high temperature to avoid the displays turning black.
2. Do not approach high-static objects such as fluorescent screens, as this may cause damage to the chess clock.
3. Keep away from corrosive liquids and sharp hard object impacts.

The product is guaranteed for one year from the date of purchase (battery and human error are not covered by the warranty)