Wholesale Chess Advanced Digital Timer

User Manual

## Wholesale Chess Advanced Digital Timer

The Wholesale Chess Advanced Digital Timer is a reliable game timer that is easy to setup and use. We know that not everyone loves to read their user manual so in addition to the instructions below we have a video tutorial on our website which will demonstrate everything needed to operate the timer.

https://www.wholesalechess.com/wholesalechessadvanceddigitaltimer

Key Features

- Easy to set up and use
- Contrast color on bottom of [Turn Lever] is visible from a distance
- 38 Pre-programmed popular timing modes
- Ability to create and save a custom timing mode
- Supports multiple period timing modes (up to four unique time periods)
- Bonus/Increment (Fischer), Delay, Byo Yomi
- Ability to check number of moves in all timing modes
- Audible alarm can be turned on or off

Button Description
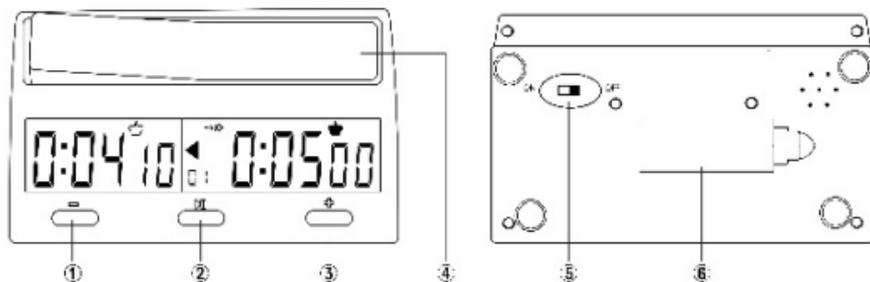
① **[-]** When timer is in setting mode pressing this button one time will decrease the value of the flashing field by 1. In play mode pressing this button for three seconds will show the number of moves played.

② **[>||]** When timer is in play mode pressing this button one time will start or pause the current timing mode.

When timer is in play mode pressing this button for three seconds will enter setting mode.

When timer is in setting mode pressing this button once will move between fields (i.e., hours, minutes, seconds, etc.) on the timer to allow the user to change the game time, bonus, delay and alarm settings.

③ **[+]** When timer is in setting mode pressing this button one time will increase the value of the flashing field by 1. In play mode pressing this button for three seconds will show the number of moves played.

④ [Turn Lever] – When one side of the lever is depressed the timer on the opposite side will count up or down.

⑤ On/Off Switch – Slide switch to turn timer on or off and to reset for a new game.

⑥ Battery Cover – Remove battery cover to install two AA batteries (not included)

Display
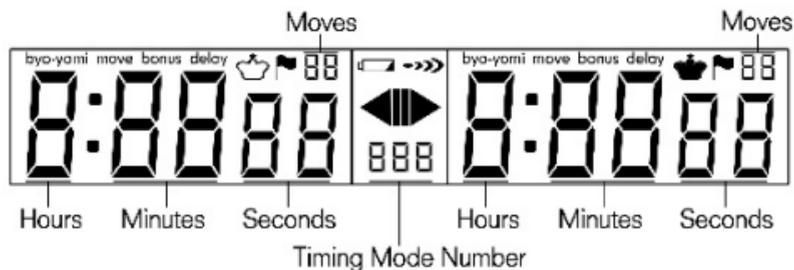
♣♔ : Indicates which player is white and which player is black

Byo-Yomi: Displayed when Byo-Yomi time is active

Move: Displays the number of moves

Bonus: Displayed when bonus time is enabled

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Delay: Displayed when delay time is enabled

⬛ : Low Battery

•⟫ : When displayed sounds are turned on

▶ : Indicates the timer is paused

◀ : Indicates the left side of the timer is running

▶ : Indicates the right side of the timer is running

⚑ : When displayed the player's time has expired

⚐ : When displayed the player has moved to the next timing
period (disappears after five minutes or five moves)

Quick Start

1) Install two new AA batteries.
2) Turn the On/Off switch on the bottom of the timer to on.
3) When the timer is turned on the timer mode option will be flashing in the middle of the display. Use either the **[+]** or **[-]** buttons to scroll through the 38 pre-programmed modes. Timing modes are listed on the bottom of the timer and in this manual. Once you have found the correct timing mode press the **[>||]** button to enter that timing mode.
4) Adjust the [Turn Lever] to set the correct side for the player with the white pieces who will play first.
5) If you want to enable the audible alarm press and hold the **[-]** button for three seconds. You will notice that the alarm indicator ❰❰• is now displayed. To turn off the

alarm press and hold the **[-]** for three seconds again.
(Note: the alarm can only be turned off and on before the
game starts and not during the game.)

6) Press the **[>||]** button to start the timer.

7) To pause the game press the **[>||]** button. Pressing the
button again will restart the game.

8) To check the number of moves during a game press and
hold either the **[+] or [-]** button for three seconds. The
number of moves will be displayed.
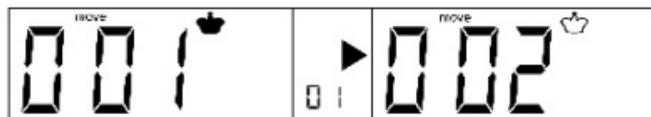
The first digit on each side of the timer is the number of the current timing period.   If you are playing with a single timing period this will be 0. The next two digits are the number of moves made for the player on that side of the timer.

9)   To adjust the move number press and hold both the **[+]** and **[-]** button for three seconds. Use the **[>||]** to cycle between the variables and the **[+]** or **[-]** to make the desired changes. When changes are completed press and hold the **[>||]** button for three seconds to return to play mode and then press the **[>||]** button again to start the timer.

10)   To adjust the game time during a game press the **[>||]** button to pause the timer.   Then press and hold the **[>||]** button for three seconds. The hour field on the left side of the timer will be flashing. Use the **[>||]** button to scroll

between the hours/minutes/seconds on both sides of the timer and the **[+]** or **[-]** to make the desired changes. When changes are completed press and hold the **[>||]** for three seconds to return to play mode and then press the **[>||]** button again to start the timer.

Settings Mode

To change the time for any of the 38 pre-programmed modes first turn on the timer and use the **[+]** or **[-]** buttons to scroll to the timing mode you want and press the **[>||]** button to select that timing mode. Once you have selected the timing mode you want to use press and hold the **[>||]** button for three seconds to enter the setting mode. The first digit on the left side of the timer will be

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flashing. Use the **[+]** or **[-]** buttons to increase or decrease that value and then press the **[>||]** button 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 to move to the first digit on the right side of the timer. 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 timer you can use the **[>||]** button to quickly move through the hours, minutes and seconds without making changes. If the timing mode you started with has delay or bonus time you will be given the ability to change those values using the same steps above.   Once all the variables have been changed for the timing mode you selected the timer will automatically return to play mode. At this point you will press the **[>||]** button to start the timing mode.

Bonus versus Delay

> **Bonus Time:** When enabled bonus time will be added to the timer for each player at the beginning of their turn. For example, if a player has 0:05:00 on their timer and a 10 second bonus is enabled, at the beginning of their turn 10 seconds will be added to their game time and the timer will start to count from 0:05:10.

> **Delay Time:** When enabled a delay 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. Unlike bonus time, no time is added to the game time with the delay option. The total amount of game time will never increase with the delay

option. When the delay time is enabled and the game is started the player whose turn it is will see a count down on their side of the timer. The countdown is their delay time and once it has expired or they complete their turn their game time will then display on their side of the timer.

Both bonus time and delay time can be set to different values for each player if desired. Bonus time and delay cannot be set at the same time.   If you set a delay time the bonus time will be disabled for that game and vice versa.

Pre-programmed Timing Modes

[01] 0:05:00 (5 Minute game)

[02] 0:25:00 (25 Minute game)

[03] 1:30:30 +30s/M (90 Minute game with 30 seconds of bonus time added per move)

[04] {1:30:00/40m+30s/m} {0:30:00+30s/m} **Multi Time Period Game (**First time period is 90 minutes in which at least 40 moves must be played plus 30 seconds of bonus time added per move. After the 90 minutes have passed (assuming each player has played at least 40 moves) the second time period will start which is 30 minutes plus 30 seconds of bonus per move.)

[05] {1:40:00/40m+30s/m} {0:50:00/20m+30s/m} 0:15:0+30s/m} **Multi Time Period Game (**First time period is 100 minutes in which at least 40 moves must be played plus 30 seconds of bonus time added per move. After the 100 minutes have passed (assuming each player has played at least 40 moves) the second time period will start which is 50 minutes in which 20 moves must be played plus 30 seconds of bonus time added per move. After the 50 minutes have passed (assuming each player has played at least 20 moves) the third time period will start which is 15 minutes to complete the game plus 30 seconds of bonus time added per move.)

[6] {2:00:00/40m} {1:00:00/20m} {0:15:00+30s/m}
Multi Time Period Game (First time period is 120
minutes in which at least 40 moves must be played.
After the 120 minutes have passed (assuming each player
has played at least 40 moves) the second time period will
start which is 60 minutes in which 20 moves must be
played. After the 60 minutes have passed (assuming each
player has played at least 20 moves) the third time period
will start which is 15 minutes to complete the game plus
30 seconds of bonus time added per move.)

[7] {2:00:00/40m} {1:00:00/20m} {0:30:00} **Multi Time
Period Game** (First time period is 120 minutes in which
at least 40 moves must be played. After the 120 minutes
have passed (assuming each player has played at least 40
moves) the second time period will start which is 60

minutes in which 20 moves must be played. After the 60 minutes have passed (assuming each player has played at least 20 moves) the third time period will start which is 30 minutes to complete the game.)

[8] 0:03:00+2s/m (3 Minute game with 2 seconds of bonus time added per move)

[9] 0:05:00=3s/m (5 minute game with 3 seconds of bonus time added per move)

[10] 0:15:00+10s/m (15 minute game with 10 seconds of bonus time added per move)

[11] 0:20:00+10s/m (20 minute game with 10 seconds of bonus time added per move)

[12] 0:50:00+10s/m (50 minute game with 10 seconds of bonus time added per move)

[13] 1:15:00+30s/m (75 minute game with 30 seconds of bonus time added per move)

[14] 1:00:00 (60 minute game)

[15] 1:30:00 (90 minute game)

[16] 2:00:00 (120 minute game)

[17] 1:00:00 – 20s/m(by) (Game time is 60 minutes - when the game time counts down to zero the players have 20 seconds per move)

[18] 1:00:00 – 30s/m(by) (Game time is 60 minutes. When the game time counts down to zero the players have 30 seconds per move)

[19] 2:00:00 – 30s/m(by) (Game time is 120 minutes. When the game time counts down to zero the players have 30 seconds per move)

[20] {1:00:00} {0:05:00/10m (by} (Game time is 60 minutes. When game time counts down to zero the players have 5 minutes to make 10 moves. After 10 moves the 5 minutes restart.)

[21] {1:00:00} {0:05:00/20m (by} (Game time is 60 minutes. When game time counts down to zero the players have 5 minutes to make 20 moves. After 20 moves the 5 minutes restart.)

[22] {1:00:00} {0:05:00/30m (by} (Game time is 60 minutes. When game time counts down to zero the players have 5 minutes to make 30 moves. After 30 moves the 5 minutes restart.)

[23] {0:20:00} {0:15:00/25m (by} (Game time is 20 minutes. When game time counts down to zero the players have 15 minutes to make 25 moves. After 25 moves the 15 minutes restart.)

[24] 0:00:30/m (by) + 0:01:00/10 chances (by) (Players have 30 seconds to make each move. If no move is made within 30 seconds the player is then given 1 minute. Both players have 10 chances to be given the extra minute)

[25] 2:40:00 + 0:01:00/5 chances (by) (Game time is 160 minutes. When game time counts down to zero the player is given 1 minute to make each move. If no move is made within 1 minute the player is then given another 1 minute. Both players have 5 chances to be given the extra minute)

[26] 0:00:30/m (Each player has 30 seconds to make their move. If no move is made within 30 seconds the game stops)

[27] 0:01:00/m (Each player has 1 minute to make their move. If no move is made within 1 minute the game stops)

[28] 0:02:00/m (Each player has 2 minutes to make their move. If no move is made within 2 minutes the game stops)

[29] 0:05:00/m (Each player has 5 minutes to make their move. If no move is made within 5 minutes the game stops)

[30] 0:45:00 (Game time is 45 minutes)

[31] 0:45:00+10s/m (Game time is 45 minutes plus 10 seconds of bonus time added per move)

[32] 0:45:00+30s/m (Game time is 45 minutes plus 30 seconds of bonus time added per move)

[33] 1:00:00+20s/m (Game time is 60 minutes plus 20 seconds of bonus time added per move)

[34] 40/2,SD/30 d10 **Multi Time Period Game** (First time period is 120 minutes in which 40 moves must be played with a 10 second delay per move. The second time period is 30 minutes with a 10 second delay per move)

[35] 40/110,SD/30 d10 **Multi Time Period Game** (First time period is 110 minutes in which 40 moves must be played with a 10 second delay per move. The second

time period is 30 minutes with a 10 second delay per move)

[36] G60 d10 (60 minute game with a 10 second delay per move)

[37] G30 d10 (30 minute game with a 10 second delay per move)

[38] 40/100, 20/40, SD/40 d30 **Multi Time Period Game** (First time period is 100 minutes in which 40 moves must be played with a 30 second delay per move. Second time period is 40 minutes in which 20 moves must be played with a 30 second delay per move. Third time period 40 minutes to finish the game with a 30 second delay per move)

[F##] The user is able to modify the time in any of the 38 pre-programmed settings listed above. When this is done the new times are automatically saved to position **[F##]** for future use. When another time setting is changed it will overwrite any previous times saved in position **[F##]** so that only the most recent change is saved.

For example.   If you want to play a 10 minute quick game with no delay or bonus time you will notice that there is not a pre-programmed option for this time control. However, if you scroll to **[01]** (5 minute game) and go into settings mode you are able to change the time from 5 to 10 minutes. Once you have saved the change to 10 minutes you will notice that the timer has left the **[01]** timing mode and you are now in the **[F01]** timing mode. These changes have automatically been saved to the **[F01]**

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position.   You can turn off the timer and come back to that timing mode later by selecting **[F01]** when you turn the timer back on.   However, if you customize another timing mode in the future, it will overwrite the timing mode you had previously saved at **[F01]**. Only the most recent change will be saved.

[00] The user can create and save their own custom timing mode (with up to 4 periods) at this location. To do this:

1) Select **[00]** mode when the clock is turned on and press the **[>||]** button to confirm.

2) Press and hold the **[>||]** button for three seconds to enter the settings mode

3) The very left digit of the first time control period will be flashing.   Use the **[+]** or **[-]** button to increase or

decrease the value (in this case the hours) and then press the [>||] button to move to the next digits (minutes). Use the [>||] button to move between digits until you have set the hours, minutes and seconds for the left side of the timer. When you press the [>||] button again you will be taken to the first digit of the right side of the timer. Your time settings will be automatically copied over from the left side. If you would like to keep the time the same for both sides press the [>||] button to scroll through the hours, minutes and seconds on the right side of the timer. 4) After the time has been set and you press the [>||] button you will have the option to set the number of moves that must be played in that time period. If there are no restrictions use the [>||] button to scroll through leaving all 0s.

5) Next you will have the ability to set the bonus time for that time period if any. Use the **[>||]** button to scroll through the digits and the **[+]** or **[-]** buttons to increase or decrease any digit. (There is not an option to set a delay time in the **[00]** mode. To create a custom time control with delay, select one of the pre-programmed delay time modes (**[34] [35] [36] [37] [38]**) and edit and save at positon **[F##]** as described in the section above.)

6) After you have set the bonus time (if any is desired) and press the **[>||]** button you will be taken back to the time setting section and will notice 2 in the display. You can now set the second time control following the same steps listed above. You will then have the option to set a 3rd and 4th time control for you game if desired. Once you have finished setting all of the time controls for your game press and hold the **[>||]** button for three seconds to

go back to play mode. You are now ready to use your custom time mode and it has been saved at position **[00]**. You can access it in the future by turning on the clock and using the **[+]** or **[-]** buttons to scroll to position **[00]**.

Maintenance & Warranty

Use two new alkaline batteries only. Replace the batteries when ⊏▭◢is displayed on the timer. When the timer will not be used for a long period of time (several weeks or more) remove the batteries to avoid damage from a leaking battery.

Do not allow the timer to get wet. If needed the timer case may be cleaned with a slightly damp cloth. The display should only be cleaned with a dry, soft cloth.

Avoid prolonged exposure to sunlight or high temperatures.

Wholesale Chess offers a one-year manufacturer warranty on this timer from the date of purchase. Damage due to batteries or physical damage (dropped clock, cracked display, etc.) are not covered under warranty.

For warranty work please send the timer and a copy of your invoice to:

Wholesale Chess Warranty Coverage
695 N 900 W #5
Kaysville, Utah 84037
USA

Please allow 3 to 4 weeks for your timer to be repaired or replaced.

If you need a copy of your invoice or have any questions about your timer you can email us at info@wholesalechess.com or call us at 1-888-582-4377.