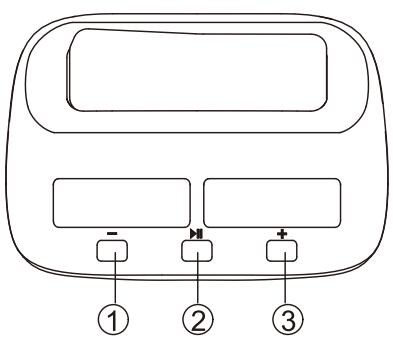
User's Guide
使用説明書

KK9908 Operations Manual

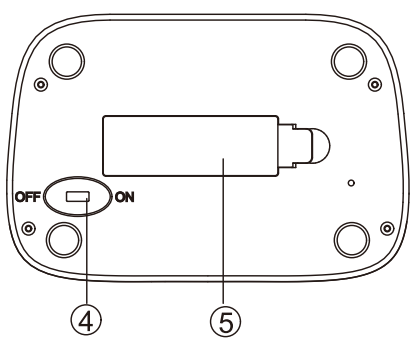
Features

- FIDE Approved
- Simple to operate
- Only one battery required
- Colour on lever indicates side to move, visible from 10 meters
- 37 pre-programmed settings to cater for all types of games
- Special user “00” setting with 4 separate time periods
- Special user “99” to keep your alterations of the 37 settings
- Easy to change time during game
- All user parameters kept when battery removed for short time
- Move counter operational in all settings

Key Description



Digital display descriptions



Bottom of clock

① Decrease / minus flashing digit

② Run / Pause / Set (hold 3s)

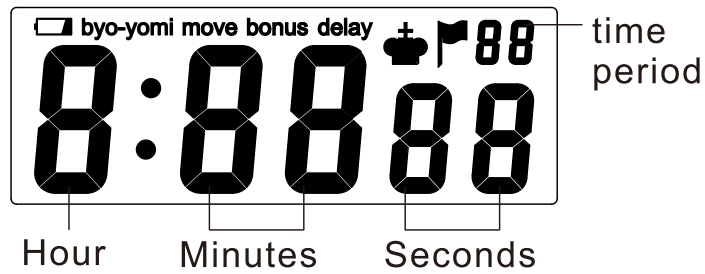
③ Increase / add to flashing digit

④ ON / OFF switch

⑤ Battery compartment

Digital Display Descriptions

byo-yomi mode active if displayed
move = display move number
bonus = displays number of seconds to increment
delay = US delay mode active when displayed.
♔ 1st player / ♚ 2nd player
⚑ lost on time (flashing)
⚑ indicates first player to cross over into next time period
▭ low battery (flashing)



Operation procedures

1. Selection of time control

When switched on, the middle digits on the left panel of the clock will be flashing. The right panel shows the parameters for this setting(if more than one period then it will cycle through if you wait). Choose your desired setting using the “- / +” keys and then press “▶II” to select and clock is ready to begin a new game.

To create your own time settings you press the “-/+” key until you reach user mode “00” (this is placed next to setting no.1 and you can reach it by pressing“ -”). For instructions on the procedures please see section below.

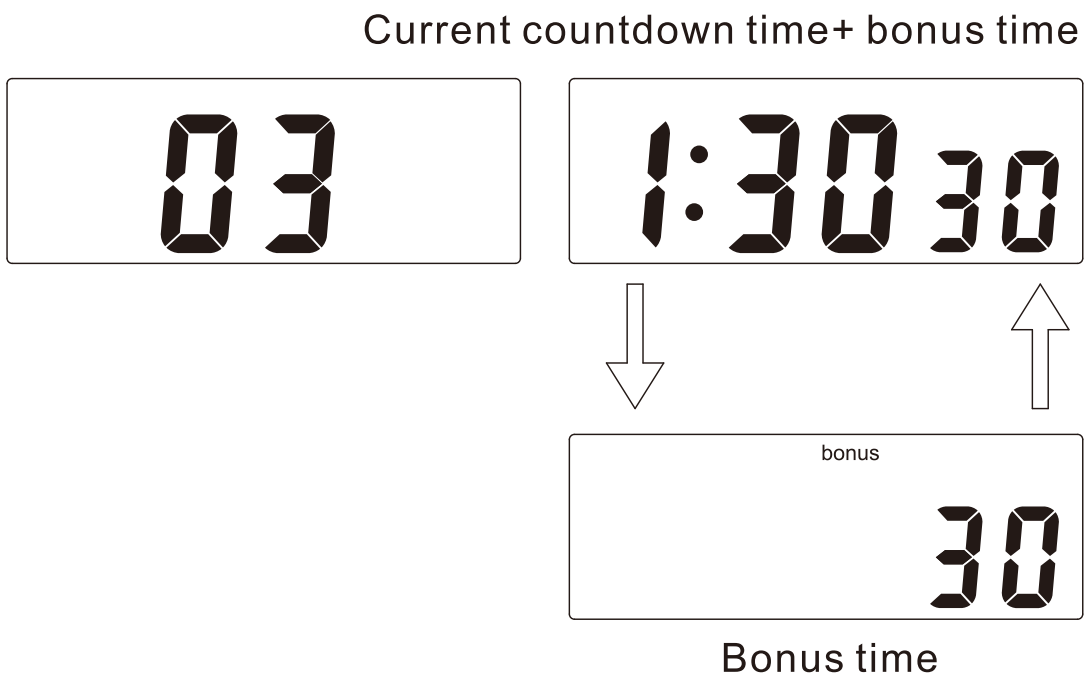
To amend any time settings and to make it your desired special setting “99” before starting a game press and hold “▶II” for 3 seconds to go into manual setting mode.

To amend any time settings and to make it your desired special setting “99” before starting a game press and hold “ ▶II ” for 3 seconds to go into manual setting mode. Make your changes then when finished, press and hold for “ ▶II ” 3 seconds to return to the ready mode. By doing this, your new setting goes to user setting “99” and will stay there until replaced or reset.

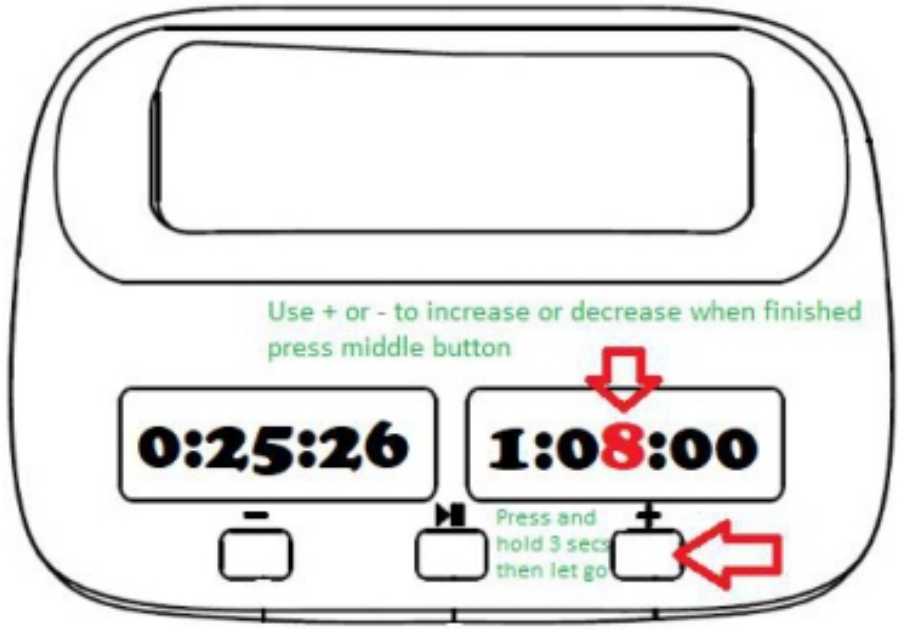
As you scroll through the preset settings the left and right panel will indicate the following legend.

Example:

This is setting number 3 shows 90 minutes for the whole game with 30 seconds increment from move no.1



2. Penalty Time Setting

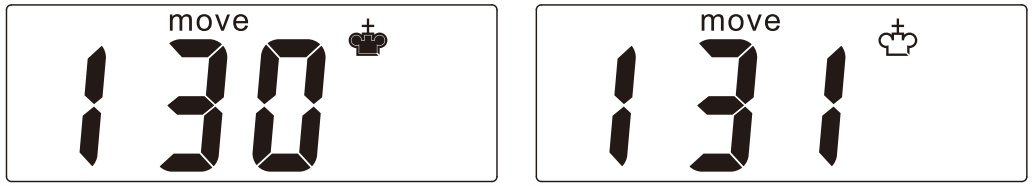


The above diagram shows how to implement the time penalty to the right side of the clock. The same operation can be performed on the left side if required by pressing the “-” button.

Press the appropriate button and hold for 3 seconds then let go. The minute digit will start flashing. Using the – or + buttons the user may increase or decrease the time. When penalty has been correctly completed, press the middle button to put the clock in a “Ready to Start” mode.

3. Adjusting the move counter

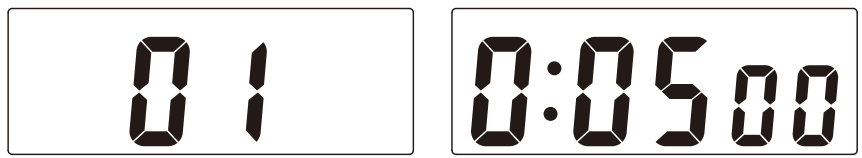
Press both “+” and the “–” key and hold for 3 seconds. The move number for the left side of the panel will flash, use the “- / +” keys to change this number. When finished with the left side of the panel press the “ ⏯ ” key to change the move number on the right side of the panel. Press after the last digit to complete this procedure.



4. The instruction for the modes choosing as below:

a. Single period countdown【01. 02. 14. 15. 16. 29】, restricted time mode【25. 26. 27. 28】:

In choosing status, the left screen will show the model No. (flashing),the right screen will show the countdown time as below:

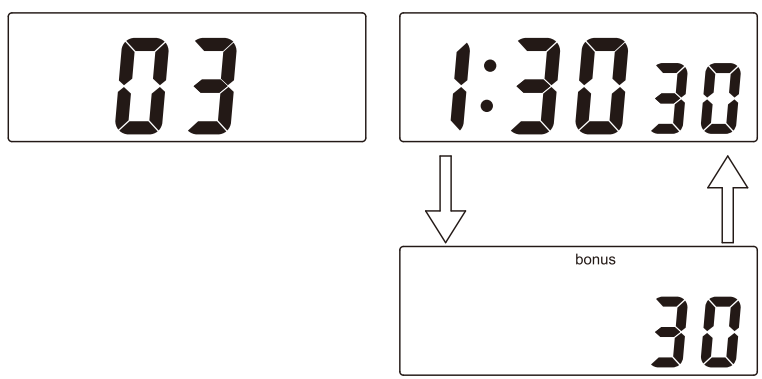


b. Single period countdown (time added after entering this mode)+ Bonus for each move mode 03.08.09.10.11.12.13】:

In choosing status, the mode No. is flashing continuously in the left screen.

The right screen will show “countdown time” and “ bonus” alternately by 2 seconds as below.

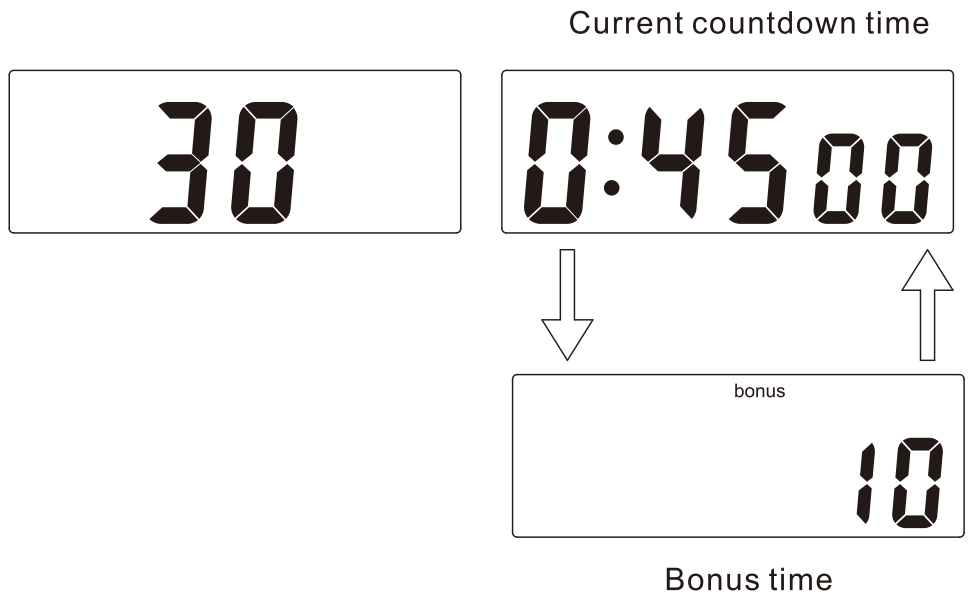
Current countdown time+ bonus time



Bonus time

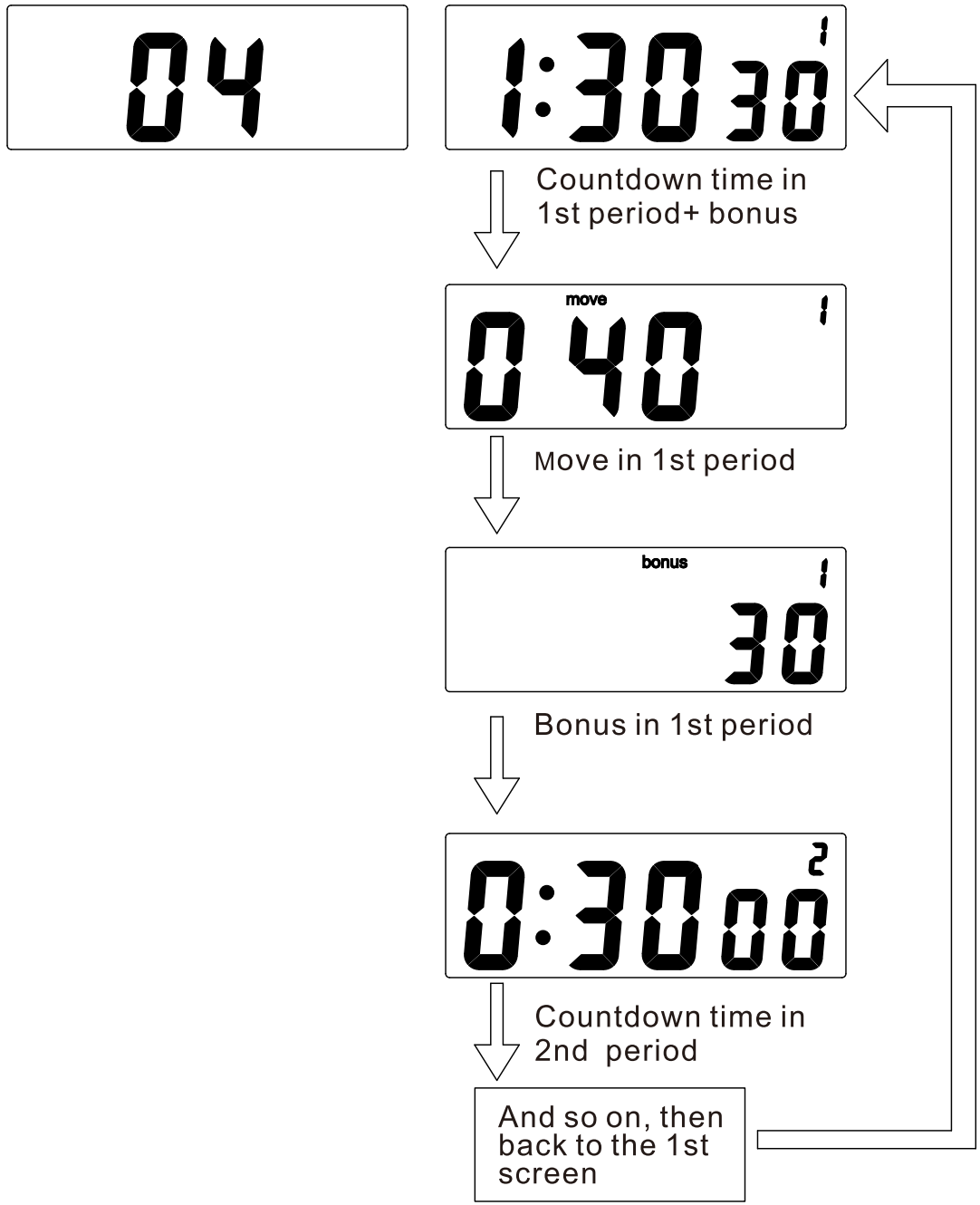
c. Single period countdown+ bonus for each move【30.31.32】：

In choosing status, the mode digit is flashing continuously in the left screen. The right screen will show “countdown” and” bonus” alternately by 2 seconds.



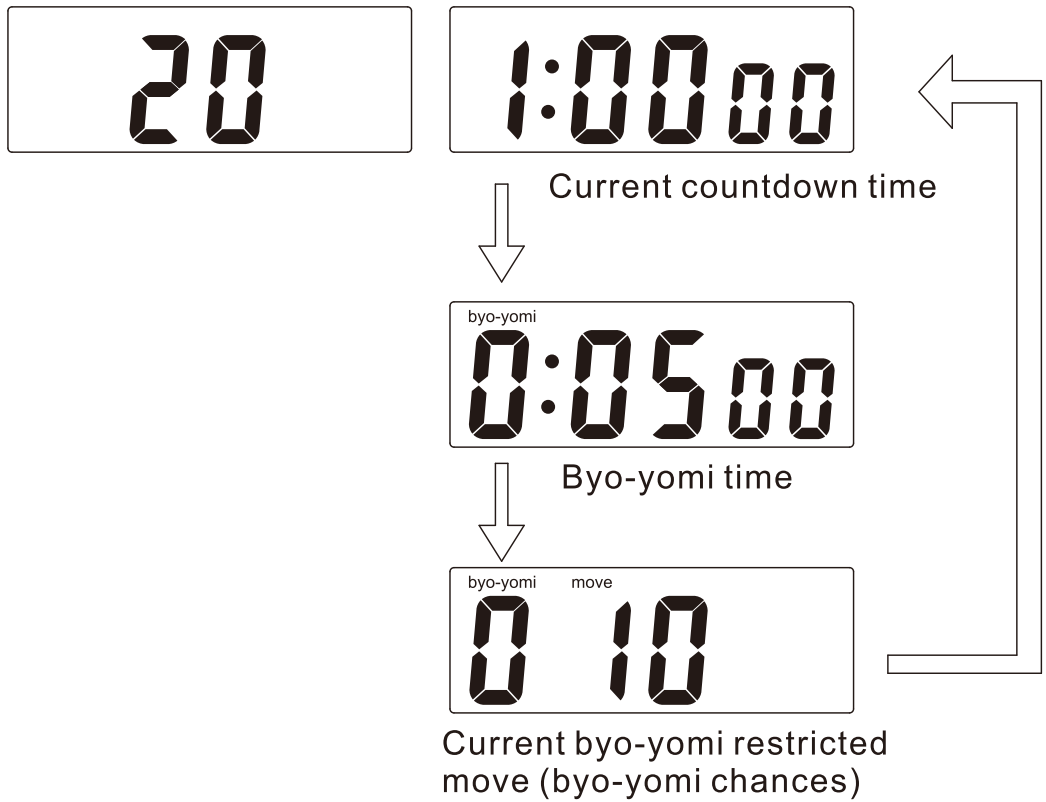
d. multi-countdown + restricted steps+ bonus for each move【04.05.06.07】:

In choosing status, the mode digit is flashing continuously in the left screen. The right screen will show “countdown”, “restricted steps” “bonus”, alternately by 2 seconds. The top corner of the right hand will show the period (If there is no bonus or restricted steps, the screen will not show bonus or restricted steps) as below:


04
1:30 30
1
Countdown time in
1st period+ bonus
move
0 40
1
Move in 1st period
bonus
30
1
Bonus in 1st period
0:30 00
2
Countdown time in
2nd period
And so on, then
back to the 1st
screen

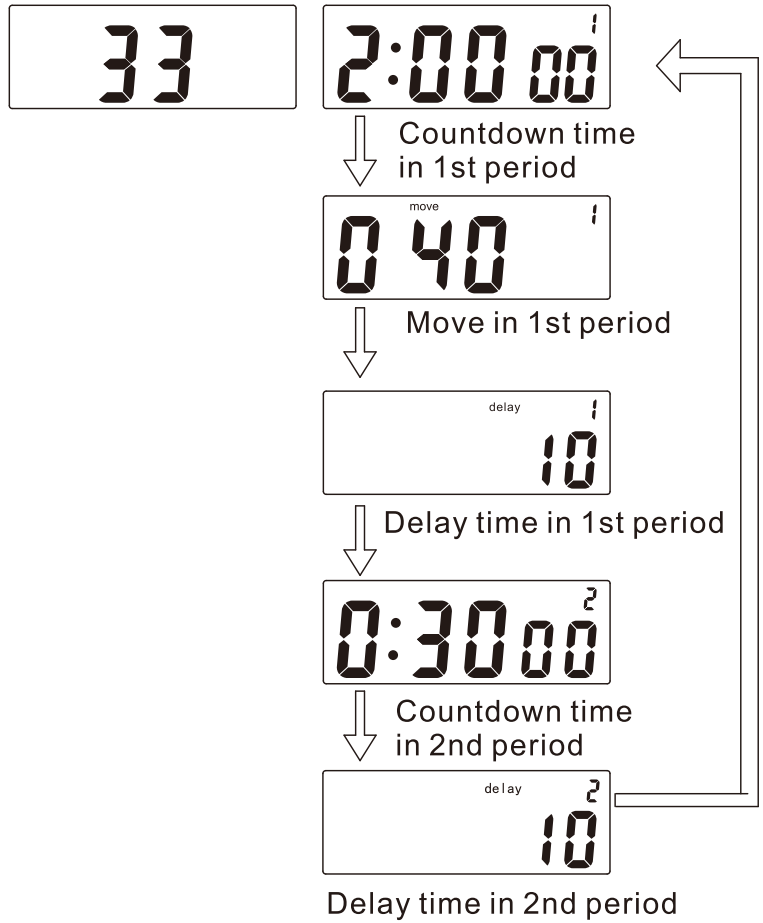
e. byo-yomi mode【17.18.19.20.21.22.23.24】:

In choosing status, the mode digit is flashing continuously in the left screen. The right screen will show “countdown”, “ byo-yomi time”, “ byo-yomi + restricted steps/ byo-yomi times”, alternately by 2 seconds.(if there is no bonus or restricted steps, the screen will also not show these).



f. Bronstein mode【33. 34. 35. 36. 37】:

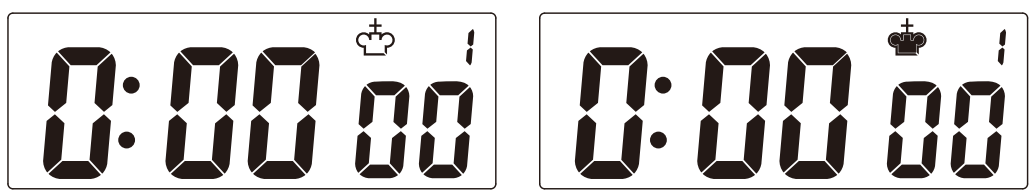
In choosing status, the model No. is flashing, The right screen will show “move ”,“ delay ”alternately by 2 seconds.(if there is no countdown time, restricted steps , delay time, the screen will also not show these).(The period will show on the top corner of right hand if it is multi periods. The period will not show if it is single period) as below:



5. The screen for parameter setting will show as below:

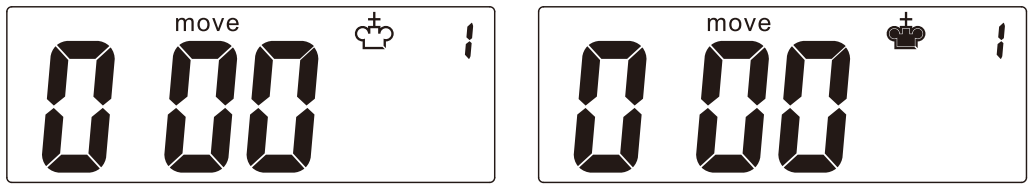
a.【countdown】. Setting from 0 to 9 hours 59 minutes 59 seconds.

Note: the time period will not be shown on top of right corner when time is under single period.



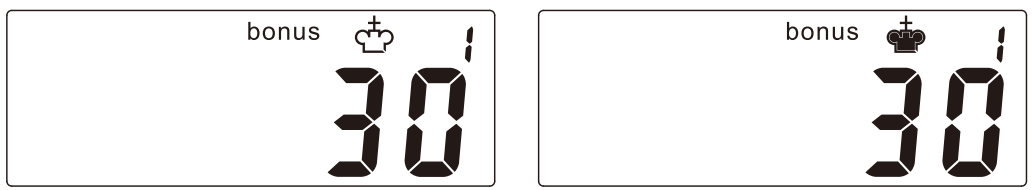
b.【restricted moves】

Entering【restricted moves】, “move” will show on the top corner of the right. You can set from 0−999 moves. If you set it to be “0”, it means there is no restricted move.



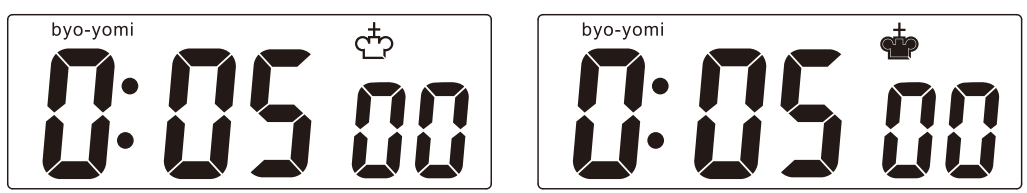
c.【bonus】setting as below:

Entering 【bonus】, “bonus” will show on the top of the screen. You can set from 0 to 59 seconds. If you set it to be “0”, it means no bonus.



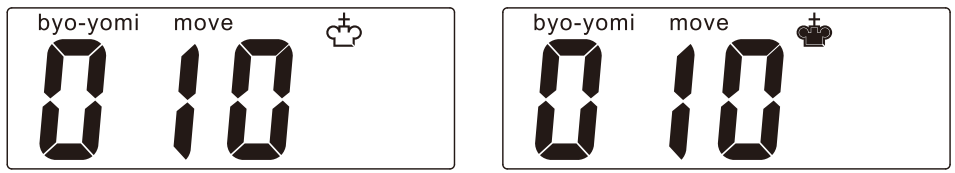
d.【byo-yomi time】setting as below:

After you enter byo-yomi time, there is “byo-yomi” on the screen.(the period will not be shown on the top of the right hand.) You can set the time from 0-9 hours 59 minutes 59 seconds. If set it to be “0”, it means there is no byo-yomi.



e.【byo-yomi restricted moves】or 【byo-yomi chances】setting as below:

Entering “byo-yomi restricted moves” or “byo-yomi chances”, there is “byo-yomi move” on the screen. Byo-yomi moves (byo-yomi chances) can be set from 1-999 steps(times).

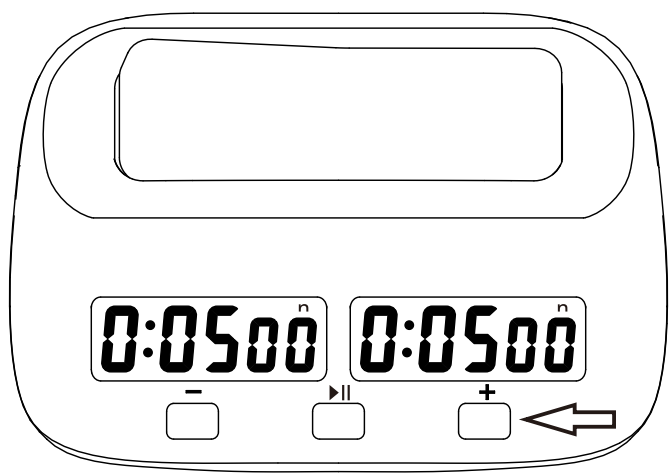


f.【Bronstein】setting as below:

After you enter bronstein mode, there is “delay” on the screen. You can set the time from 0-9 hours 59 minutes 59 seconds. If set it to “0”.it means there is no delay time.

6. Clock freeze function

When one side uses all the time allowed in the final time period the clock will freeze i.e. stop the time counters in line with FIDE directives. To allow the clocks to run after one side has used up all the allocated time please follow these instructions.



Before starting a game

Press the “+” button and hold for 3 seconds then let go. The symbol “n” will appear. This means that the clocks will continue running after one side has reached zero time.

To remove this setting do the same operation again and the “n” will disappear.

NOTE: This function is retained even when clock is switched off

7. User “00” setup instructions

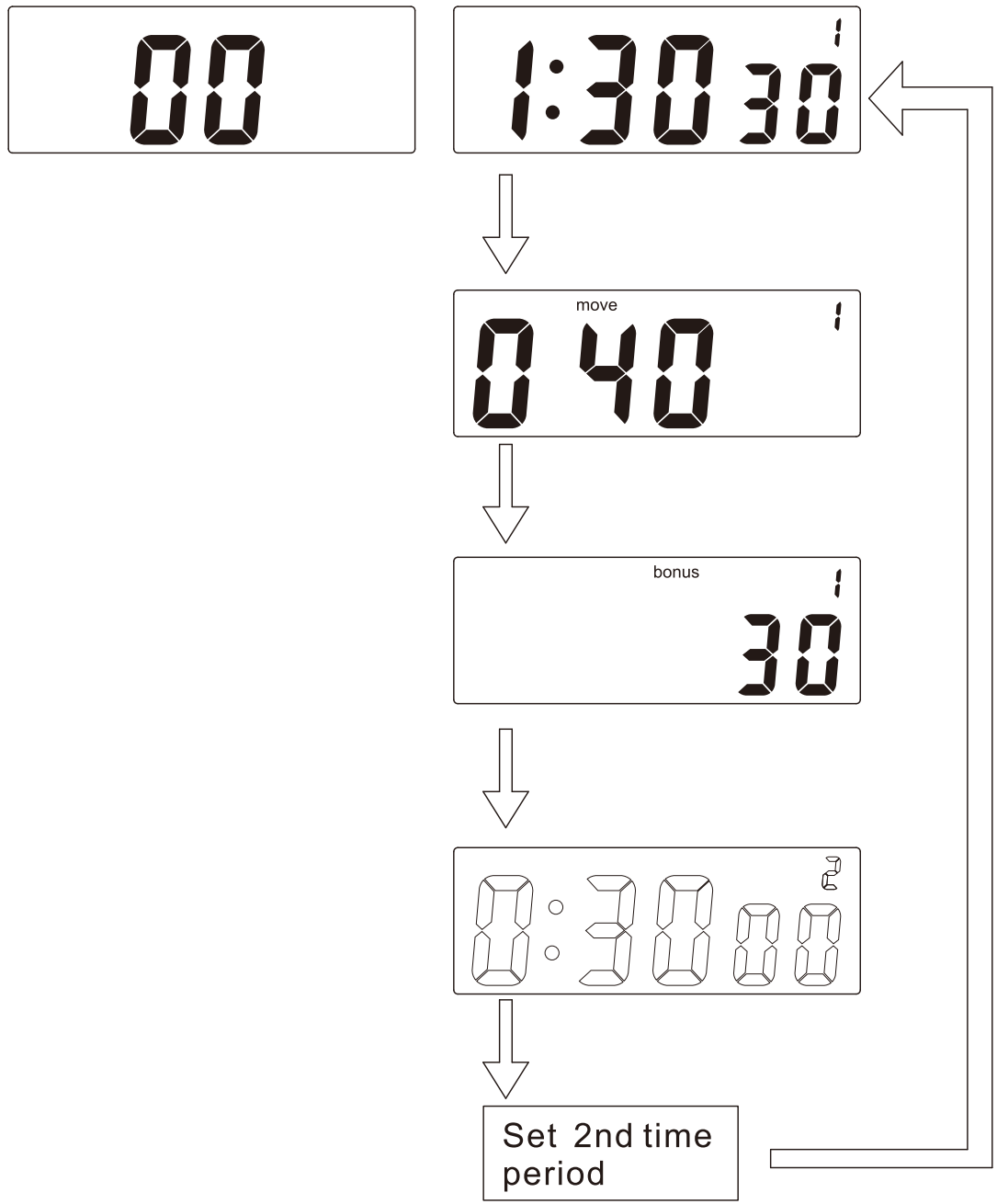
Select 00 by scrolling through using “ - / +” keys. If starting from 01 just press the “-” key then you will see 00 flashing. Press “ ⏯ ” to go into setting mode, please note that all digits must be changed in sequence from left to right.

NOTE: You may set up to 4 time periods each with their own time, moves & bonus.

Example – to set 3 time periods

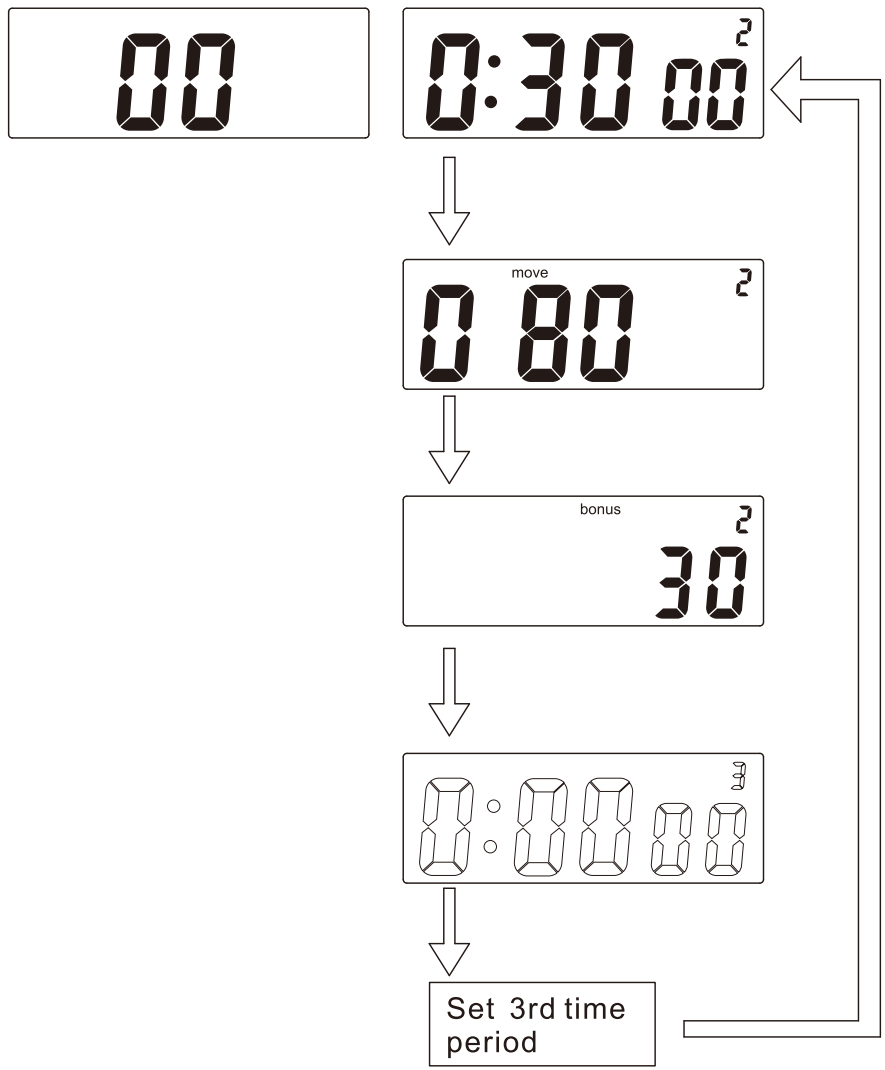
a. 90 minutes for 40 moves with 30 seconds increment per move

Press “ ⏯ ” to advance through all the flashing digits


00
1:30
30
move
0 40
bonus
30
0:30
00
Set 2nd time
period

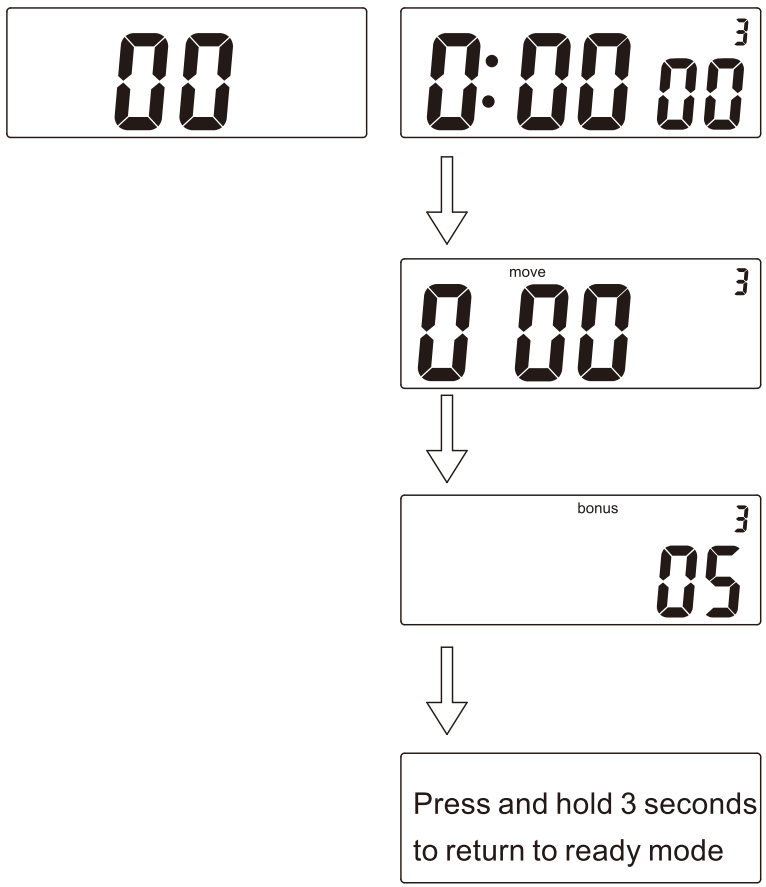
b. 30 minutes for next 80 moves with 30 seconds increment per move (120 minutes of normal time control).

Press "▶II" to advance through all the flashing digits and set them exactly as shown.



c. After 120 moves are made it changes to 5 seconds increment per move.

Press "▶II" to advance through all the flashing digits and set all digits to "0" and only set the bonus to "05".



NOTE: If any time period is set with all zeros there will not be a next time period to adjust since the clock will go into ready mode for a game.

Example: 1st period – 150 minutes to finish the game with no increment. 2nd period set to all zeros then 3rd & 4th period setting will not be available.

FIDE Time Controls

Setting numbers 3 to 10 follow FIDE's recommended treatment on the expiry of the 1st control period (or the 2nd if there are 3 time control periods).

When one of the clocks goes to zero time for the first time period, 30 minutes is added to BOTH clocks. For the side which completed the first time control a check on the number of moves made is performed. If 40 or more moves had been made then a white flag " ⚐ " is shown on this clock. However, if 40 moves were not made then a black flag " ⚑ " will show. This flag will stay lit for 5 minutes.

When one side loses on time i.e. time expired without further time periods, the black flag " ⚑ " flashes and the clock freezes. (To disable this, see **6. Clock freeze function**)

Brief description of all time settings

Setting Number	Time Control			Remarks
	First period	Second period	Third period	
1	5 minutes – blitz			No time increments
2	25 minutes – rapid			No time increments
3	90 minutes – standard			30 seconds increment from move 1
4	90 minutes /40 moves – standard	30 minutes to finish		After 1st time control expire and 40 moves made add 30 minutes for 2nd period, 30 seconds increment from move 1
5	100 minutes /40 moves – standard	50 minutes for next 20 moves	15 minutes to finish	100 minutes for first 40 moves, 50 minutes for the next 20 moves followed by 15 minutes to finish, 30 seconds increment from move 1
6	120 minutes/40 moves – standard	60 minutes /20moves	15 minutes to finish with 30 seconds added per move	No time increments for 1st and 2nd time period but starting from move 61 there is 30 seconds added per move
7	120 minutes/40 moves – standard	60 minutes /20moves	30 minutes to finish	No time increments

8	3 minutes – blitz			2 seconds increment from move 1
9	5 minutes – blitz			3 seconds increment from move 1
10	15 minutes – rapid			10 seconds increment from move 1
11	20 minutes – rapid			10 seconds increment from move 1
12	50 minutes – rapid			10 seconds increment from move 1
13	75 minutes – standard			30 seconds increment from move 1
14	60 minutes – standard			No time increments
15	90 minutes – standard			No time increments
16	120 minutes – standard			No time increments
17	60 minutes	20 seconds byo-yomi for every move		60 minutes of playing time then a 20 seconds countdown for every move
18	60 minutes	30 seconds byo-yomi for every move		60 minutes of playing time then a 30 seconds countdown for every move
19	120 minutes	30 seconds byo-yomi for every move		120 minutes of playing time then a 30 seconds countdown for every move
20	60 minutes	5 minutes for every 10 moves		Canadian byo-yomi, after 60 minutes of play, 5 minute countdown for every 10 moves
21	60 minutes	5 minutes for every 20 moves		Canadian byo-yomi, after 60 minutes of play, 5 minute countdown for every 20 moves

22	60 minutes	5 minutes for every 30 moves		Canadian byo-yomi, after 60 minutes of play, 5 minute countdown for every 30 moves
23	20 minutes	15 minutes for every 25 moves		Canadian byo-yomi, after 20 minutes of play, 15 minute countdown for every 25 moves
24	30 seconds byo-yomi + 1 minute byo-yomi (10 chances)			Classical GO time control
25	30 seconds countdown for every move			If lever not pressed within time control game stops
26	60 seconds countdown for every move			If lever not pressed within time control game stops
27	2 minutes countdown for every move			If lever not pressed within time control game stops
28	5 minutes countdown for every move			If lever not pressed within time control game stops
29	45 minutes to finish			No time increments

30	45 minutes to finish			10 seconds added after every move
31	45 minutes to finish			30 seconds added after every move
32	60 minutes to finish			20 seconds added after every move
33	120 minutes / 40 moves – standard	30 minutes to finish		10 seconds time delay for every move
34	110 minutes / 40 moves – standard	30 minutes to finish		10 seconds time delay for every move
35	60 minutes to finish – standard			10 seconds time delay for every move
36	30 minutes to finish – rapid			10 seconds time delay for every move
37	100 minutes / 40 moves–standard	40 minutes for next 20 moves	40 minutes to finish	30 seconds time delay for every move
99				Set by altering any fixed setting between 1 and 37. Automatically saved here and may be selected from startup. But no changes are allowed to be made here.
00	1st period - User set	2nd period – User set	3rd period – User set	Please follow instructions in manual on how to set each of the 4 time periods.
			4th period – User set	

Notes

1.Avoid immersing or exposing it to water,steam,and other corrosive materials;

2.Keep away from corrosive liquids and sharp hard objects;

3.The battery should be replaced at once when it becomes depleted.

The Executive Standard No.: GB/T22778–2008
The warranty period is one year , battery and physical damage is excluded.

Contact us

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