DUEL TIMER CHAMPION

Player A Button   **Player B Button**
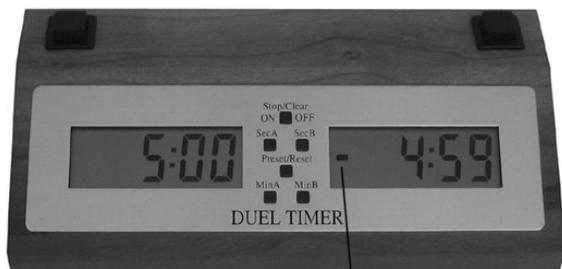
Player Indicator
Player A Timer   **Player B Timer**

ON: Push the ON button.
OFF: while cleared, push the OFF button.
STOP: while playing, push the Stop/Clear button.
CLEAR: while stopped, push the Stop/Clear button.
ADD MINUTES: push the MinA or MinB buttons.
ADD SECONDS: push the SecA or SecB buttons.
SUBTRACT TIME: Stop the Duel Timer, then push Min or Sec buttons and Preset/Reset button together.
START: push the Player A or Player B button. Player indicator shows the active Player Timer.
RESTART from stopped game: push Player A or Player B button or push the Preset/Reset button.
RESET to the previous game setting: Clear the Duel Timer and then push the Preset/Reset button.
PRESET: Set the Player B Timer and then push the Preset/Reset button. Presets available are given in the GAME SELECTION TABLE in this manual.
SUPERSET: Set the Player A Timer to 1, 2, 3 or 4 and push Preset/Reset button. See Superset in the GAME SELECTION TABLE and in this manual.
MOVE COUNT: while playing, push the MinA or MinB button, move count displays in minutes digits.
PERIOD COUNT: while playing, push the SecA or SecB button, period count displays in seconds digits.
BEEP ON: Start the Duel Timer with the Preset/Reset button held down. Beep On ▲ indicator is displayed. See Beep On, in this manual, for more information.

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GAME SELECTION TABLE

Set **Player B Minutes**, push Preset/Reset button
One Period (Minutes)
 1:00 **30**
  2:   **45**
  3:   **60**
  4:   **90**
  5:   **120**
  6:   **150**
Two Period (Moves/Minutes + Minutes)
  7:   15 / **45** + **30**
  8:   20 / **60** + **30**
  9:   30 / **90** + **30**
 10: 40 / **120** + **30**
 11: 15 / **45** + **60**
 12: 20 / **60** + **60**
 13: 30 / **90** + **60**
 14: 40 / **120** + **60**
Three Period (Moves/Minutes + Minutes)
 15: 40 / **120** + 20 / **60** + **30**
 16: 50 / **120** + 25 / **60** + **60**
Bonus Time (Moves/Minutes + Bonus Time)
 17: **3** + 2 Sec Bonus/ Move
 18: **5** + 10 Sec Bonus/ Move
 19: **60** + 20 Sec Bonus/ Move
 20: **90** + 30 Sec Bonus/ Move
 21: 40 / **90** + 15 + 30 Sec Bonus/ Move
 22: 40 / **100** + 20 / **50** + 15 + 30 Sec Bonus/ Move
Repeating Period (Moves/Minutes)
 23: 30 / **30** Repeat
 24: 40 / **120** + 20 / **60** Repeat
 25: 40 / **90** + 20 / **30** + 10 / **10** Repeat
Hourglass
 26: **1** Minute
Count Down+Up
 27: **25** Minutes + Count Up
Go with Byoyomi Overtime
 28: **30** Minutes + 30 Sec Byoyomi
 29: **90** Minutes + 60 Sec Byoyomi

Gong Set **Player B Seconds** only, push Preset/Reset button

Delay Set Seconds with Preset 1-16, push Preset/Reset button
 1:05 **30** Minutes + 5 Second Delay

SuperSet Set **Player A Minutes**, push Preset/Reset button
 1:00 **25** Minutes + 5 Second Delay (Initial Values)
  2:   **55** Minutes + 5 Second Delay
  3:   **85** Minutes + 5 Second Delay
  4:   40 / **115** + **60** + 5 Second Delay

The Duel Timer Champion

Welcome to the pleasure and excitement of gaming with timed play. The Duel Timer that you hold is the perfect companion for timed games, complementing the beauty of game boards and pieces.

Care for the Duel Timer by keeping it clean and dry. Use the cloth carry bag to clean the faceplate and displays. To enhance the wood finish, use wax or oil polish sparingly on all exposed wood surfaces. You will be rewarded for your care and attention with beauty and reliability.

Duel Timer Start

The Duel Timer, when first turned on, sets to five minutes per player [5:00 5:00] on the display. You can then start the game by pushing a players' button [- 4:59 5:00]. Players' indicator (-) is shown when timer is running.

The Duel Timer displays minutes and seconds for each player and can be set to a maximum of 180 minutes (three hours) per player. Additionally, there are preset options for more timed games in the Game Selection Table.

At any time during a game, you can stop the Duel Timer by pushing the Stop/Clear button once. Begin playing again by pushing a players' button or pushing the Preset/Reset button. Using the Preset/Reset button to restart does not affect a players' move count. Clear the Duel Timer by pushing the Stop/Clear button again.

To add or subtract time to either players' timer, push the Min or Sec buttons to increment the timers. Pushing the Preset/Reset button with the Min or Sec buttons decrements the timers.

To turn the Duel Timer Off, first stop and clear the timers using the Stop/Clear button [:00 :00], then push the Off button.

Duel Timer Tournament Setting

The Duel Timer meets tournament standards that do not allow audible or visual alarms. See Beep Off below. For multi-period games, each period counts down to zero and then the next period is begun. One, two or three period games may be selected and each period may be modified.

Time allowance per move (Delay) may be selected and modified with one, two and three period games. Game Presets are in the Game Selection Table. If the Preset does not exactly meet your needs, you may modify the Presets by Superset. See Preset and Superset functions by game type in this manual.

Time addition per move (Bonus) may be selected and modified. Bonus Game Presets may be modified and stored with Superset. See Preset and Superset in this Manual.

Duel Timer Champion Features

Beep Off - The Duel Timer normally has the Beep Off (disabled) and counts down to zero and, in multi-period games, begins the next period. This meets most U.S. and E.C. tournament requirements.

Beep On ▲ - To play with Beep On (enabled), turn on the Duel Timer with Preset/Reset button held down. The Duel Timer will beep once and displays Beep On indicator ▲. Beeping occurs in games to alert the players that time or move controls have occured and automatically add the next time period. Restart a game without affecting the move count by pushing the Preset/Reset button. This will prevent the move counter from incrementing after being stopped.

With Beep On, the Duel Timer beeps twice on reaching move count and then automatically adds the players next time period. If the Duel Timer reaches zero the player loses. This feature should not be used in tournament play, but in games when you wish the Duel Timer to track moves and signal game over. When the timer reaches zero, the Duel Timer beeps three times signaling game over for that player. Some game types have additional audible alarms.

Move Count - To display the Players' Move Count (number of moves in a game by a player), push and hold either MinA or MinB button during the game. The move count is shown in the minutes display [08:57 -09:44]. When you release the buttons, the display returns to normal. The move count increments up to 199 moves and then begins to count up from zero. When stopped, to restart a game without affecting the move count, push the Preset/Reset button. If the game is restarted by pushing a players' button, the move count may be incremented.

Period Count - To display the Players' Period Count (periods in multi-period games) push and hold either SecA or SecB button during the game. The period count is the number shown in the seconds display [34:01 - 48:02]. When you release the buttons, the display returns to normal.

Power Save - The Duel Timer will automatically turn Off, if no buttons have been pushed after six hours, to save battery charge. Supersets will not be affected.

Presets - Presets include many tournament games for Chess, Backgammon, Go, and Scrabble®. Presets for Chess include multi-period settings for US and EU tournaments. See Game Selection Table and Preset in this manual.

Superset - Superset allows setting game times, movecount, or bonus time, and stores the modified game time for easy setting. See Superset in the Game Selection Table and in this manual.

Duel Timer Preset

The Duel Timer, when first turned on, shows [5:00 5:00]. To use Presets, clear the Duel Timer [:00 :00] by pushing the Stop/Clear button once. If the timers are running, first stop and then clear the Duel Timer by pushing the Stop/Clear button twice.

Presets allow you to easily set the Duel Timer for many different timed games. Use the Game Selection Table to determine the Presets for a specific timed game.

For example, to set the timers to a single period game of 45 minutes, push the MinB button twice [:00 2:00] then push the Preset/Reset button to display the first period [45:00 45:00]. Once the Duel Timer is preset, you may still add or subtract time.

Modify the displayed time of a Preset using the Min and Sec buttons. This initial setting is saved and can be reset. Reset the Duel Timer to play the same game, by clearing and then pushing the Preset/Reset button.

The Game Selection Table has the full list of settings, common for chess and other games. Please select the Preset from the Game Selection Table and review game function below.

Chess (1, 2 or 3 period) is a common tournament game, requiring multiple periods of play. This may require a number of moves in each period. A player will lose if the required moves are not made within the required time. Normally, it is the responsibility of the players to call a loss on moves. The last period, also called Sudden Death, is the final period of time. When a player runs out of time, they lose.

The Presets available can be found in the Game Selection Table. After selecting the preset, time may be added to the first period prior to play. This new value of the first period is stored and can be reset. To modify the second and third period or the move count settings, see Superset below.

To set a common tournament game, (40/120+60), set the right display with MinB button to display [:00 14:00] and push the Preset/Reset button. Both clocks are now set and show the First period [120:00 120:00] with 40 moves and 60 minute Sudden Death. With Beep Off, 40 moves will not add time to the timer, see Beep Off above.

For games having more than one period, at the end of each period, the next period is displayed and begins to count down. For more than three periods, one can stop the Duel Timer and add the additional time to the timers. If the game is not among the presets, you may add or deduct time from the display after setting or use the Superset function, see below.

With Beep On, upon reaching move count, the Duel Timer beeps twice and automatically adds the next time period. At the end of the final period, the Duel Timer beeps three times.

Chess with Delay allows players to move within an allotted time without sacrificing time. Set Chess with Delay with the MinB and SecB buttons. To set Delay time, use the SecB button (1-59 seconds) and using the MinB button (1-16), select a chess preset.

To set a common tournament game (40/120+60) with 5 second Delay, set the display to show [:00 14:05]. Push the Preset/Reset button to display the setting [~120:00 ~120:00]. Notice that while playing, time is not counted down, instead the timer display shows the mark [~] until the delay is over and then the displayed time is counted down. Delay can be added to one, two or three period game, with delay active in all periods.

Bonus Time adds up to a minute with each move from the beginning of the game. Bonus time is added prior to move being made. Use preset to select the Bonus time. If the timer reaches zero, the game is lost. Modify Bonus Time through Superset.

Repeating Period repeats a preset overtime. With Beep On, when move count is reached, the overtime is automatically reset.

Hourglass adds time to one players time and subtracts it from the second players time, until the timer reaches zero. Hourglass is set to one minute per player, but may be modified.

Count Down+Up has 25 minutes of Count Down, followed by Count Up. Note the colon (:) at the player indicator is displayed when in Count Up mode. Count Up adds time to players time and counts up to the maximum of 180 minutes.

Go with Byoyomi provides Basic time and Byoyomi settings. The first period, in minutes, can be set to a maximum of three hours [180:00 180:00].

Byoyomi is the second period and may be set to a maximum of 60 seconds. Byoyomi allows players to move within the allotted time without sacrificing that time period. Byoyomi periods are preset to five (5) periods can be modified (1-9) see Superset below.

Use the Game Selection Guide to determine the value for a specific timed game. To select a game of 90 minutes with 60 second byoyomi, set the display with the MinB button [:00 29:00] and press the Preset/Reset button. Both clocks are now set and display the basic time [90:00 90:00] with 60 second byoyomi selected.

Basic time can be modified by using the Set buttons to increment or decrement the timers. This new value of Basic time is stored and can be reset. Once started the Duel Timer counts down, and upon reaching zero, beeps twice and begins byoyomi. The byoyomi period (9-1) is shown in the first digit of the players display [- 5_:19 5_:60].

During byoyomi, with Beep On, the Duel Timer beeps at interval 5, 4, 3, 2, and 1 second. On zero, the Duel Timer beeps twice and begins the next byoyomi period. In the last byoyomi period when zero is reached the Duel Timer beeps three times signaling game over.

Gong allows players to move within the allotted time without sacrificing that time period. Gong can be set using the SecB button [:00 :10]. Push the Preset/Reset button to display the Gong setting [~ :10 ~ :10]. This setting allows ten seconds per move and the display counts down the time. If more than the allotted time is used for a single move, the game is lost.

Duel Timer Supersetting

Supersetting provide a means to select, modify and store Presets. Supersetting can be used to modify a Preset prior to play, but the Preset is not stored to Superset1-4 unless selected. See the examples below for selecting and storing Presets as Supersets.

Duel Timer Supersets1-4 (1, 2, 3 & 4)

Superset1-4 are fully programmable and once modified to meet special game requirements, is saved when the Duel Timer is Off.

Superset1-4 are initially set to the values shown in the Game Selection Table. For example, to select and display the Superset1, set [1:00 :00] and push the Preset/Reset button [~25:00 ~25:00].

To store a Preset in the Superset1-4 for quick access, select the Preset and Superset and press the Preset/Reset button. For example, if Preset16 is used frequently, move it to Superset1 by setting the display to [1:00 16:00] and press the Preset/Reset button [~120:00 ~120:00]. Reset the Superset1 as shown above.

In the US, it is common to use 5 second Delay with a reduced basic time in tournament play. To modify Superset2 for 75+5, select Superset2 [2:00 :00] and push the Preset/Reset button [~55:00 ~55:00]. Push the Preset/Reset button again to modify Superset2 [2A:-- 55:05]. Change to a 75 minute game by pressing the MinB button until [2A:--   75:05] is displayed. Press the Stop/Clear button [~75:00 ~75:00] and the timed game can be started and Superset2 is stored. Exit the Superset by pushing the Stop/Clear button.

To Superset3 to 25 / 75 + 25 + 5 Sec. Delay, (Two Period game with Delay), set the display [3:00 8:05]. Push the Preset/Reset button once, moving into Superset3, the Preset8 with 5 Second Delay. The display shows [~ 60:00 ~ 60:00] and then push the Preset/Reset again to go to Superset3 display [3A:20 60:05]. Set to 25 moves and 75 minutes by pressing the SecA and MinB buttons until display is [3A:25 75:05].

Push the MinA button once, the second period [3b:-- 30:05] is shwon. Use the buttons to decrement the display [3b:-- 25:05] and then push the Stop/Clear button [~ 75:00 ~ 75:00]. The game can be started and Superset3 is stored.

Go presets have the following form.
[A:Periods   Basic Time:Byoyomi   ]
Chess and all other presets have the following form.
[A:Moves   Minutes:Bonus(Delay)*   ]
[b:Moves   Minutes:Bonus(Delay)*   ]
[c:Moves   Minutes:Bonus(Delay)*   ]
*Delay must be used with Preset 1-16. See Chess with Delay. Superset1-4shows1A(b,c)2A(b,c)3A(b,c)4A(b,c). Step between A, b, and c using the MinA button. A, b, and c values are displayed only if in selected Preset. Modify the displayed values as usual. Digits with double dashes (--) cannot be modified. Once finished setting the various values, push the Stop/Clear button. The Superset game is ready to play.

Upon finishing a game, you may reset normally or to select the Superset1-4 game, set the Player A Timer to 1, 2, 3 or 4 and push Preset/Reset button. Superset is stored while the Duel Timer is Off.

Game Type Display

Usually, only a few game types are used and it is not necessary to utilize this chart. However, if you wish to review the Superset prior to play, this chart will allow you to distinguish game type.

The Chart below displays the Superset game type. This allows review of the Superset for game type, prior to play. The Superset shows special marks [~ - :] with settings to distinguish game type.

Game	Type	Display	Preset
[ ]	Chess (1, 2, or 3 Period)	[A:15 45:--]	7:
[~]	Chess with Delay	[A:15 45:05]	7:05
[÷]	Bonus Time	[A:40 ÷75:30]	21:
[:]	Repeating Period	[A:30 : 30:--]	23:
[—]	Hourglass	[A:-- — 1:--]	26:
[~]	Count Down+Up	[A:-- ~ 25:--]	27:
[_]	Go with Byoyomi	[A:5_ 30:30]	28:

Duel Timer Battery

Battery will last approximately 4000 hours. If the battery power is low, the displays will dim. The Duel Timer will continue to function, but replace the battery as soon as possible.

The Duel Timer will automatically turn Off, if no button has been pushed after six hours, to save battery charge.

Remove battery by pushing metal release tab at edge of battery holder. Insert one (CR2450) coin lithium battery into the battery holder in the base. Battery orientation is positive side (+) out.

Remove the battery to reset the Duel Timer or if you plan to store the Duel Timer for more than one year. When the battery is removed, the Superset1-4 sets to initial values.

Duel Timer One Year Warranty

The Duel Timer Champion has been manufactured to precise standards. It is guaranteed against defective workmanship or materials for one full year from date of purchase. Within the warranty period, we will repair or replace the Duel Timer returned with dated proof of purchase. This warranty does not cover batteries or damage caused by batteries. This warranty does not apply if the Duel Timer has been damaged by accident or abuse, including impact and liquid damages. For repairs or returns, contact us through our website <www.DuelTimer.com>.

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