

# *G8™ Game Timer Operating Instructions*



## Disclaimer

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To turn the power on or off press the ON/OFF key for 3 seconds. If nothing happens, the battery may need replacing. The G8 can be tested by inserting a paper clip into the RESET / TEST hole in the back of the case. A test routine is executed and after 10 minutes the G8 will turn off. DO NOT TEST WHILE PLAYING AS ALL GAME MEMORY INFORMATION IS DELETED, including information in memory A and B. To improve the viewing angle lean the G8 against a book using the ridge on the back to prevent slipping. The remote start / stop switch is sold separately.

### Battery

The G8 has one 3 Volt (CR2032) battery installed at the time of manufacture. The display area will dim when the battery needs to be replaced. You do not have to pause your game, just insert the new battery into the empty battery slot BEFORE removing the old battery to preserve memory information. CAUTION - be very careful to not short the 3 inner negative battery contacts with the 2 positive contacts when installing the battery as it will cause all your settings and game times to be deleted. It won't harm the timer. You will notice that a white plastic circle separates the contacts and reduces this possible problem.

### Setup

The G8 has two areas of operation: setup and play. During setup, (Modes 1-9) users enter information required to run the G8 during a game. During play (Mode 0) the G8 executes turns for each player based on the information entered in the setup. In all modes, a key press is confirmed by a single LED flash and or Beep as selected in Mode 7. The G8 is designed with 3 blocks of memory. All the initial settings you make are saved in block "C". During a game the data in this block is altered. 2 Other memory blocks "A and B" are used to save initial settings or a game in progress for later use.

- A. Press the **MODE** key to switch between modes.
- B. The + and - keys increase and decrease the selected hour, minute, and second digits or press at the same time to zero the selected digit.
- C. Press the **CLOCK** key to confirm each.

*Mode 1 - Set the number of players. (Required)*

The **MODE** key is pressed until a "1" is displayed above the word **MODE** on the LCD. Press the + or - key to select the desired number of players, displayed above the word **PLAYER**. Players can be added and deleted during a game.

*Mode 2 - This mode sets the same total time limit for each player to complete all their turns, up to 9 hours, 59 minutes and 59 seconds. After a player has nearly used up all their combined turn times the G8 will indicate this by flashing the LED and emitting a sound as set in Mode 7. A time must be set in this mode for the G8 to operate. If this time is not important to you just set 9 hours. This mode cannot be adjusted once a game has begun. The hours digit will flash inviting the user to enter or modify the hours. See Setup B & C to modify the hours, minutes and seconds.*

*Mode 3 - Adjust one or more of the player times set in Mode 2 for handicap purposes or to correct an error made in game play. Press the **PAUSE** key to select the desired player and see Setup B & C to modify.*

*Mode 4 - Set a maximum turn time that applies to all players. (up to 99 minutes) The G8 will flash the LED and emit a sound as set in Mode 7 and the words **TURN TIME** will flash when this time limit is approached. See Setup B & C to modify. To display turn time in the large digits press the "-" key while in Mode 0 and again to switch back. This mode is optional and if left at zero a turn limit will not apply. This mode cannot be adjusted once a game has begun.*

Mode 5 - Adjust the individual player maximum turn time set in Mode 4 to handicap players. Press the PAUSE key to switch between players. See Setup B & C to modify the time.

Mode 6 - Set a maximum time to complete an entire game.

This optional setting keeps track of the total time used by all players, excluding pause time, and a warning as set in Mode 7 plus the word STOP flashes as this time limit approaches. Play can be continued after this time limit by pressing the START/STOP key. This can be done for instance to allow all players to have an equal number of turns. This time limit can be reset during a game.

Mode 7 - Selecting sound and light warning options.

Press the PAUSE key to select between light and sound warning options. These are displayed as L or S. • L - Light only • S - Sound only • LS - Light and Sound • If no option is displayed, neither the LED nor the sound will function during the last seconds of a turn or game. Press the + and - keys to change the number of seconds for the warning from 1 to 9. Adjust the sound volume in Mode 0.

Mode 8 - Memory Locations A and B.

Save all your startup settings and/or mid-game times for later use. The delay setting, the selected warning options and the next player to play is also saved. To save a game in progress press PAUSE to stop the timer. Select Mode 8, Player 1 is displayed with the word MEMORY A. If nothing has been saved then only the appropriate zeros are displayed. Press the (+) key to alternate between memory A and memory B. Pressing the PAUSE key scrolls through the players. Press the CLOCK key to transfer the game memory data ( block C ) to the memory A or B position, whichever is selected. Any existing data in the selected memory will be over written. The word Memory disappears leaving just the A or B to indicate that the information has been transferred to the

selected memory. To view data in game memory ( block C ) select Mode 0 and scroll through it by pressing the PAUSE key.

To start a game using settings stored in memory A or B, select A or B and press the START/STOP key. When playing a game the letter A or B will show if the game is started with data from either memory. This is just to help you select the memory you desire if you still don't finish your game and wish to re-save your game.

Mode 9 - Delay time (up to 59 seconds)

Set a time delay that occurs before turns in Mode 0. Chess players might like 5 seconds, but often it is easier to allow the maximum of 59 seconds before the next players time starts counting down since you don't have to wait for the entire delay period to finish. When a delay is counting down in Mode 0, indicated by a flashing colon (:) between the hour and minute digits, you can start the next player immediately by just pressing the start/stop key.

The end of the delay is indicated by a single LED flash or Beep as set in Mode 7. See Setup B & C to modify the time.

Mode 0 - The game mode.

### SEQUENTIAL TURN BASED TIMING

Press the START/STOP key to stop a player's turn and start the next player after the delay time set in Mode 9. After the last player's turn, the G8 cycles back to the first player. If a player's set turn time or game time expires, the G8 will pause until the START/STOP key is pressed again, at which time the next player's turn is begun.

### NON - SEQUENTIAL TURN BASED TIMING

- Press the PAUSE key to select the player to start. Press the START/STOP key to start the selected players turn. When that player is finished his/her turn press the PAUSE key to stop that

- players turn and press it again as required to select the next player to play. Press the *START/STOP* key to start that players turn.
- Use the *CLOCK* key to display increasing or decreasing *Mode 3* time for both the active and previous player.
  - The *PAUSE* key pauses the *Q8* when first pressed and switches between players for subsequent presses.
  - The *-* key is used to switch between displaying turn time and the total time for all your turns in the large digits.
  - If the *Q8* is paused, pressing the *+* and *-* keys together sets the selected player's game time to zero and they are omitted from the cycle. Pressing the *+* key cycles through the *3* volume levels.
  - To modify a player's total game time remaining, for example, if the player has made an error, the *PAUSE* key is pressed to pause. Press the *MODE* key to select mode *3*. Press the *PAUSE* key to select the appropriate player's time to adjust and adjust as in Setup B and C. Press the *MODE* key to return to mode *0* and the *Q8* will be ready to start with the last active player. Changes to individual turn times only take affect on the next turn. The *START/STOP* key is pressed once to start the player's turn.

The display automatically turns off to save power after ten minutes if either a turn or game time has elapsed and no further activity has occurred, or the *PAUSE* key has been pressed in mode *0*. Press any key to reactivate. It is a good idea to adhere to chess rules that state; "A player must stop his clock with the same hand as that with which he made his move. It is forbidden for a player to keep his finger on the button or to 'hover' over it."

### Limited Warranty

This *Q8* Game Timer, excluding the battery, is warranted by Dream Green to be free from defects in material and workmanship under normal use for a period of one year from date of purchase. During this warranty period return (postage paid) the *Q8* Game Timer to Dream Green with proof of

purchase and repair or replacement will be made. A \$6.95 fee for handling and insurance applies in the US. Foreign residents should contact us prior to returning merchandise.

This warranty does not cover damage caused by misuse, abuse and accident including but not limited to battery leakage. No responsibility is assumed for any incidental or consequential damages from the use of this product.

This warranty gives you specific rights, and you may have other rights which vary from state to state.

Register your G8 by e-mailing us your name, address and date of purchase to: [support@123oy.com](mailto:support@123oy.com)

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