

**Using the G8 Game Timer for Timing
Volcano Tournaments**

The G8 game timer



G8 is trademarked and copyright © by Don Green. All rights reserved.

Programming the G8 game timer for Volcano Tournament

- 1) Turn the G8 on, if necessary.
- 2) Press the **MODE** button repeatedly until Mode 1 is selected.
- 3) Press the + key repeatedly to select the number of players.
- 4) Press the **MODE** button to select Mode 2.
- 5) Use the **CLOCK** and + buttons to set the player time to 15 minutes.
- 6) Press the **MODE** button twice. Mode 4 should now be selected.
- 7) Using the **CLOCK** button then the + button repeatedly to set the turn time to 1 minute.
- 8) Press the **MODE** button twice to select Mode 6
- 9) Press the **CLOCK** button then the + button repeatedly to set the total game time to 15 minutes times the number of players. For example, 30 minutes for 2 players, 45 minutes for 3 players, 60 minutes for 4 players, etc.
- 10) Press the **MODE** button to select Mode 7.
- 11) Use the **PAUSE** button to select the type of alert, between sound only (S), light only (L), light and sound (LS) or none.
- 12) Use the + and – buttons to increase or decrease the alert time, from 1 to 9 seconds, if desired. 5 seconds is the default.
- 13) Press the **MODE** button to select Mode 8.
- 14) Use the + or – buttons to select the desired memory location to store the game settings in.
- 15) Press the **CLOCK** button to save the settings.
- 16) If remote switches are not used, press the **MODE** button to select Mode 9. Press the + button to set the delay time between players to 10. This will allow players to pass the G8 from one player to the next player. The next player may not begin their turn until the delay time has elapsed. Use the **CLOCK**, +, and – buttons to adjust the delay time if necessary.
- 17) Press the **MODE** button repeatedly until Mode 0 is selected. The G8 game timer is now ready for use.

Using the G8 game timer during a game

- 1) If Mode 0 is not selected, press the **MODE** button repeatedly until it is. If at any time the G8 game timer is turned off, when it is turned back on, it will automatically switch to Mode 8 and select memory location A.
- 2) Press the – button, then the **CLOCK** button. This will suppress the display of the total elapsed game time and display the actual elapsed time, counting down. It is important to note that the G8 will not display the seconds until the turn time falls below 1 minute.
- 3) Press the **START/STOP** button to start the timer initially, then again each time a player completes his or her turn. If the delay time between players is set to anything other than 0, the colon (:) will flash indicating that the time delay is active. When the delay time has expired, several things may happen before the G8 continues timing the game, depending on the alert type set in Mode 7.

- If the alert type is set to Light and Sound (LS), the light will flash and the G8 will beep.
 - If the alert type is set to Sound only (S), the G8 will beep, but the light will not flash.
 - If the alert type is set to Light only (L), the light will flash but the G8 will not beep. This is not recommended as it requires the player to pay close attention to the G8.
 - If the alert type is set to none, there will be no indication that the delay time has expired other than the colon disappearing and the game timing continuing. This is not recommended as it requires the player to pay close attention to the G8.
- 4) When time runs out, the current player's turn ends regardless of whether or not he or she has made a move. Press the **START/STOP** button to start the next player's time.

To temporarily stop the G8 game timer

- 1) Press the **PAUSE** button. DO NOT use the **START/STOP** button to stop the timer as this will restart the timer for the next player.
- 2) Press the **START/STOP** button to restart the timer.

To permanently stop the G8 game timer

- 1) If the G8 game timer is running, press the **PAUSE** button. If it is not, press the **START/STOP** button to start the timer. It must be running in order to permanently stop the timer.
- 2) Press the + and – buttons simultaneously, then the **START/STOP** button, then the **CLOCK** button. This will stop and reset the timer. It WILL NOT erase settings in either memory location A or B.
- 3) Repeat step 1 (if necessary) and step 2 for each player.
- 4) To restart the timer, follow the instructions in the To reset the G8 timer for the next game section below.

To reset the G8 game timer for the next game (if necessary)

- 1) Press the **MODE** button repeatedly until Mode 8 is selected, if necessary.
- 2) Use the + or – buttons to select the appropriate memory location, A or B.
- 3) Press the **START/STOP** button, then the **CLOCK** button to load the game timing data.
- 4) Press the **MODE** button twice to select Mode 0. The G8 game timer is now ready for use.

To save a game for future play

- 1) Press the **PAUSE** button.
- 2) Press the **MODE** button repeatedly until Mode 8 is selected
- 3) Press either the + or – buttons to select the other memory location
- 4) Press the **CLOCK** button to save the data.

To resume a saved game

- 1) Press the **MODE** button repeatedly until Mode 8 is selected, if necessary.
- 2) Use the + or – buttons to select the appropriate memory location, A or B.
- 3) Press the **START/STOP** button, then the **CLOCK** button to load the game timing data.
- 4) Press the **MODE** button twice to select Mode 0.

The G8 game timer is now ready to resume the previous game.

To clear one or both memory locations

- 1) Make sure the G8 game timer is running.
- 2) Press the **PAUSE** button.
- 3) Press the + and – buttons simultaneously.
- 4) Press the **START/STOP** button.
- 5) Press the **MODE** button repeatedly until Mode 8 is selected.
- 6) Press the + or – buttons to select the memory location you wish to clear, if necessary.
- 7) Press the **CLOCK** button. The selected memory location is now clear.
- 8) If you wish to also clear the other memory location, press either the + or – button to select it then press the **CLOCK** button to clear it.

To clear both memory locations simultaneously, simply insert the end of a paper clip or pin into the reset hole located on the back of the G8. This will cause the G8 to clear all three memory locations and do a self-test.