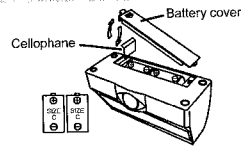# THE MEIJINSEN

QUICK START

Thank you very much for purchasing THE MEIJINSEN, the digital game clock.
QUICK START will help you start using THE MEIJINSEN instantly.

1

Open the battery cover at the bottom of the game clock and remove the cellophane slit between the battery and the battery contact.
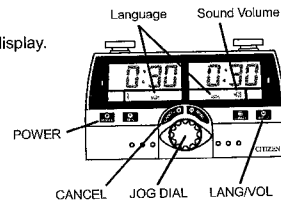
2

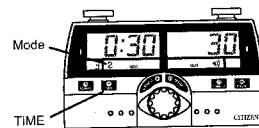Push the POWER button on the front panel, then the initial parameters will appear in the display.

3

First, you need to set up Language. Push the LANG/VOL button. Then turn around JOG DIAL in the center of the front panel until your desired language will appear in the display and push JOG DIAL. In case of setting error, push the CANCEL button to go back to the previous language setting. Second, you need to set up Sound Volume. Turn around JOG DIAL until your desired sound volume (silence, 1, 2, or 3) will appear on the display and push JOG DIAL.
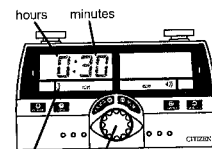
4

THE MEIJINSEN has time modes numbered from 1 to 5. The time mode will change repeatedly each time when you push the TIME button such as 1.Allotted time only → 2,Allotted Time + byoyomi per move → 3,Fischer Mode → 4, Allotted time + extra periods → 5,Three stage mode → 1, Allotted time only. Stop pushing TIME button when your desired time mode is on to select the mode and go to **5**.
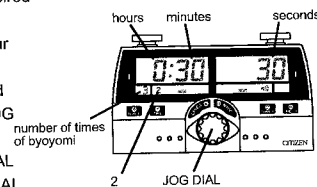
5

① Allotted time only (Simple)

· First, set up the parameter of hours (0~99). Turn around JOG DIAL until your desired hour shows up and push JOG DIAL.
· Next, set up the parameter of minutes (0~59). Turn around JOG DIAL until your desired minute shows up and push JOG DIAL.
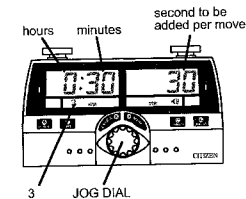
② Allotted Time + byoyomi per move (Byoyomi)

· First, set up the parameter of hours (0~99). Turn around JOG DIAL until your desired hour shows up and push JOG DIAL.
· Second, set up the parameter of minutes (0~59). Turn around JOG DIAL until your desired minute shows up and push JOG DIAL.
· Third, set up the length of byoyomi after consuming the allotted time. Turn around JOG DIAL until your desired parameter of seconds (1~60) shows up and push JOG DIAL.
· Forth, set up the parameter of number of times of byoyomi. Turn around JOG DIAL until your desired number of times of byoyomi (1~99) shows up and push JOG DIAL.
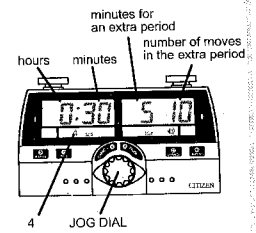
③ Fischer Mode

· First, set up the parameter of hours (0~99). Turn around JOG DIAL until your desired parameter is on and push JOG DIAL.
· Second, set up the parameter of minutes (0~59). Turn around JOG DIAL until your desired parameter of minute shows up and push JOG DIAL.
· Third, set up the parameter of seconds (0~99) to be added per move. Turn around JOG DIAL until your desired parameter of second to be added per move shows up and push JOG DIAL.
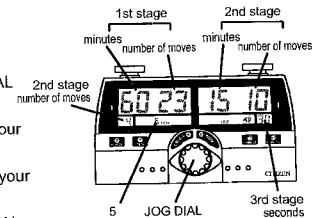
④ Allotted time + extra periods (Canadian Style)

· First, set up the parameter of hours (0~99). Turn around JOG DIAL until your desired parameter of hour is on and push JOG DIAL.
· Second, set up the parameter of minutes (0~59). Turn around JOG DIAL until your desired parameter of minute is on and push JOG DIAL.
· Third, set up the time parameter of an extra period. Turn around JOG DIAL until your desired parameter of minutes (1~60) for an extra period is on and push JOG DIAL.
· Finally, set up the number of moves (1~99) to be made in an extra period. Turn around JOG DIAL until your desired number of moves in the extra period is on and push JOG DIAL.

⑤ Three stage mode (Xiangqi - International)

· First, set up the time parameter in the 1st stage. Turn around JOG DIAL until your desired parameter of minutes (1~99) is on and push JOG DIAL.
· Second, set up the number of moves (1~99) in the 1st stage. Turn around JOG DIAL until your desired number of moves is on and push JOG DIAL.
· Third, set up the parameter of time in the 2nd stage. Turn around JOG DIAL until your desired parameter of minutes (1~99) in the 2nd stage is on and push JOG DIAL.
· Fourth, set up the number of moves in the 2nd stage. Turn around JOG DIAL until your desired parameter of moves (1~99) is on and push JOG DIAL.
· Fifth, set up how many times of the 2nd stage to be repeated. Turn around JOG DIAL until your desired times (1~99) are on and push JOG DIAL.
· Finally, set up the 3rd stage. Turn around JOG DIAL until your desired parameter of second(1~60) is on and push JOG DIAL.
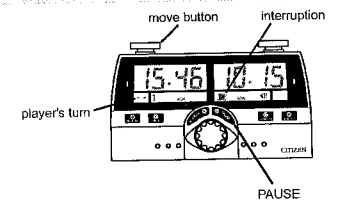
6

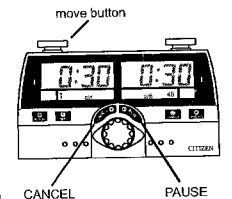Push the button on the top and on the side of the second player when a game starts.

7

Push the PAUSE button when you would like to interrupt a game. Push the PAUSE button again when you would like to restart the game. Which player's turn is shown in the small window of the display.

8

· In case of closing the game due to running out of time
Push the CANCEL button and then the settings will go back just before the game started. If you like to start another game in the same settings as before, push the button on the top and on the side of the second player. If you like to change the settings, then follow **4**. If you like to stop using the clock, follow **9**.

· In case that one player resigned the game before his time ran out
Push the PAUSE button to stop the clock. Then follow the operation as above in case of closing the game running out of time.

9

Push the POWER button for two seconds or so. Numbers and marks in the display will disappear. The settings when turning off the power will be reserved until turning on the power again. If you like to initialize the settings, remove the batteries out of the clock.