OPERATING INSTRUCTION

INTRODUCTION
The electronic Game Timer is perfect for timing participants in a variety of games such as Trivia, Chess and Checkers. With the help of Game Timer, you can ensure that each player receives an equal amount of time when answering questions, or making a strategic game move. Once you program the time period, an audible alarm will sound to let each player know that his or her time is up. And, because the Game Timer lies flat on the table surface, operation is quick and easy. Also included is a memory function so you don't have to reset the time period for each player's turn.

SETTING SECONDS AND MINUTES
1. If you wish to set the Timer for 2 minutes and 30 seconds, press the Second Button and keep it depressed. This will activate the rapid advancement function. When you approach the 30 second mark, stop the rapid advancement. Press the Second Button so the seconds increase one at a time, until you reach 30 seconds.
2. Push the Minute Button until 2 minutes is shown in the display.
3. Push the Start/Stop Button once to begin the countdown.

WHEN TIMING PERIOD IS COMPLETED
When the Timer counts down to 00 minutes and 00 seconds, a beeping alarm will sound. It will continue for 60 seconds. To turn off the alarm, press the Start/Stop Button.

TO STOP TIMER DURING COUNTDOWN
If it is necessary to stop the timing, press the Start/Stop Button once. The letters M and S will stop flashing and remain steady. When you are ready to resume timing, press the Start/Stop Button again and the countdown will continue. Where it left off. Or, if you want to clear the Timer to zero, press both the Minute and the Second Buttons simultaneously.

MEMORY FUNCTION & RECORDING THE OVERELAPSED TIME
Set the time period and begin the countdown. For example, set 01 min 30 sec. When the pre-set time countdown to 00:00, the alarm sounds, and the timer counts up like 00:01, 00:02, 00:03, ..., 00:10, ..., RECORDING THE OVERELAPSED TIME. Press the Start/Stop Button, the timer will stop auto-mating and stop counting up.

Ex. display shows 01'40"; it means total elapsed time is 1 minute 40 seconds. More 10 sec elapsed. Press START/STOP Button again display shows the originally pre-set time 01'30". Press the START/STOP Button once more, the timer begins to countdown again.

1-SEC. STOPWATCH (COUNT UP FUNCTION):
If Timer display 00:03, press START/STOP key, the timer will count up from 00:03 to 00:04, 00:05, 00:06, ..., till you press START/STOP button, it will stop counting up. Display show the time elapsed. Press START/STOP key again, it will continue counting up.

RESET (CLEAR):
Press MIN/SEC two buttons simultaneously. Timer will return to 00:00.

BATTERY INFORMATION
To replace the battery in your Timer, use a standard Phillips screwdriver to remove the screw on the back side of the Timer. Remove the battery cover and exhausted button battery. The battery fits snugly inside the Timer for safe and secure placement as well as to make good contact. Rap the backside of the Timer against the palm of hand several times to dislodge battery. If battery does not fall out, use a rigid, narrow tipped tool, such as a time of a meat fork, to lift battery out. DISCARD BATTERY IMMEDIATELY KEEP AWAY FROM CHILDREN. Insert new 1.5 V AA size button cell battery into opening making sure the positive (+) side is facing up. NEVER PLACE BUTTON BATTERY IN MOUTH FOR ANY REASON AS IT IS SMALL AND CAN BE SWALLOWED INCIDENTLY. ALWAYS KEEP BATTERY OUT OF THE REACH OF CHILDREN. Replace the battery cover battery, making sure it is secure and tighten screw into position.