VTEK300
Advanced Chess Clock

User Guide

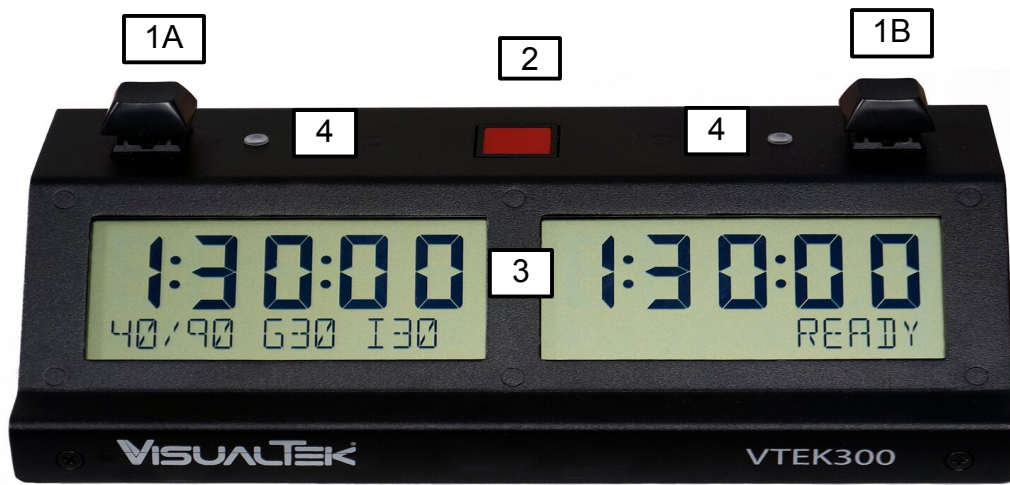Version 1.0

Made in the U.S.A.

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1. Product Description

1a) Left Button **(LB)** - Scrolling Down in a menu, or Decrease a value

1b) Right Button **(RB)** - Scrolling Up in a menu, or Increase a value

2) Center Button **(CB)** - Confirm / OK / Select

3) Crisp LCD displays

4) Multi-Color LED indicators for easy Mode recognition

LED Color Recognition
- Red - The game is paused
- Green - A game is in progress
- Blue - TD Mode
- Yellow - FIDE Tournament Mode on
- Cyan - US Chess Tournament Mode on

2. Basic Usage

2.1. Turning the VTEK300 Chess Clock On
To turn the VTEK300 chess clock on, press the **(CB)**. It will start in the top level menu, which allows you to navigate the menus to select a time control or change preferences.

2.2. Turning the VTEK300 Chess Clock Off
The VTEK300 chess clock can be turned off at any time by holding down the **(CB)** and pressing the **(RB)** three times.

2.3. Return / Cancel
You can go back up to a previous menu at any time by holding **(CB)** and pressing **(LB)**.

> **Quick Tip**
>
> You can turn on the clock with the last played time control ready to be played. To do this, hold the **(CB)** and press either the **(LB)** or **(RB)** and the clock will start in Ready Mode.

2.4. Start a Game
To start a game, first you must select a time control from either the Favorites, Recent Global List, Create New, or Last Game menus. Once you have a time control selected (by hitting the **(CB)**), you will be transferred to Ready Mode. To start the game, press either **(LB)** or **(RB)** to decide who goes first. The LED indicators will turn green to let you know whose turn it is.

2.5. Pause a Game
To pause an already ongoing game, press the **(CB)**. The LED indicators will turn red to let you know that you are in the Pause Mode. There will also be a text display indicating that you are in Pause Mode. To resume playing a game, press the **(CB)** again.

2.6. Reset a Game
To reset a game that has finished, hold down the **(CB)** and press the **(LB)** three times. To reset a game that is in progress, go into Pause Mode, hold down the **(CB)**, and press the **(LB)** three times. This will move you back to Ready Mode with the time control that was last played, ready to start again.

2.7. TD Mode

2.7.1. Adjustment During a Game:
To get to TD Mode during an ongoing game, pause the game. From Pause Mode, hold the **(CB)** until the LEDs turn blue, signifying that you are in TD Mode. TD Mode enables the Tournament Director (TD) or arbiter to add / subtract time from either player or adjust the move counter as needed. The TD can add or subtract time for either player, adjust the move counter for each player, and what phase they are currently in.

To proceed with adjustments, Press **(RB)** to add or **(LB)** to subtract time. Press **(CB)** to continue to the next stage of the menu. After the TD makes the time adjustments (move counter and phase number if applicable) press **(CB)** to proceed to the TD adjustments summary screen where the TD can review the time adjustments that they have made. To accept the adjustments and return to Pause Mode, hold down the **(CB)** until the LED indicator turns red, which means that the changes have been saved. If you want to cancel the adjustments and start over press **(CB)** again at the TD adjustment summary screen.

> ## *Quick Tip*
> You can adjust time more easily if you hold down the **(LB)** or **(RB)**, which will increase or decrease the time by 10 instead of 1.

2.7.2. Adjustment Before a Game:
TD Mode allows changes to the selected time control prior to the start of a game. To get into TD Mode, hold the **(CB)** until the LEDs turn blue, signifying that you are in TD Mode.
Proceed with making the adjustments as outlined above in the Adjustment During a Game section. This allows you to create uneven time controls before the start of the game.

3. Menus

3.1. Favorites
The Favorites List is a time control list that provides a convenient area to save a player's most popular, commonly used time controls. It is also where a player's custom time controls are also saved. The user may save up to 20 time controls at a time within the Favorites List. When you favorite a time control while your Favorites List is full, the clock will push out the least used one to make room for the new favorite time control.

To add a time control to the Favorites List, press **(LB)** and the **(RB)** buttons at the same time while selecting a time control in the Recent or Global control list. There are 2 types of favorite time controls, protected and unprotected.

> ## *Quick Tip*
> You can also save the current time control in favorites. While in Ready Mode, press the **(LB)** and the **(RB)** at the same time to save the time control into favorites.

To play a selected time control, press the **(CB)** to go into Ready Mode with your selected time control loaded in, ready to play.

3.1.1. Protected Time Controls

A protected time control is always shown on top of the Favorites List for fast and easy access. The order of the protected time control never change as long they are protected. There is a maximum of 5 protected time controls allowed. They are also never deleted when saving a new favorite time control.

To protect a time control,

- Select the time control in the Favorites List
- Press the **(LB)** and the **(RB)** buttons at the same time
- A prompt will ask you if you want to protect a time control
- Press the **(CB)** to confirm

The Locked Padlock Icon shows that a favorite time control is protected.

The Unlocked Padlock Icon shows that a favorite time control is not protected.

3.1.2 Unprotected Time Controls

Unprotected time controls are placed in the Favorites List behind the protected controls. A newly created time control or recently played time control is placed on the top of the unprotected time controls. Unprotecting a previously protected time control, also places the time control on the top of the unprotected time controls.

To unprotect a time control,

- Select the time control in the Favorites List
- Press the **(LB)** and the **(RB)** buttons at the same time
- A prompt will ask you if you want to unprotect a time control
- Press the **(CB)** to confirm

3.1.3 Deleting Time Controls

To delete a time control in the Favorites List,

- Select the time control in the Favorites List
- Press the **(LB)** and the **(RB)** buttons at the same time
- A prompt will ask if you want to protect/unprotect a time control
- Press either **(RB)** or **(LB)** to scroll to the "Delete?" option
- Press the **(CB)** to confirm

3.2. Time Controls

This menu will take you to other menus dealing with time controls. The menus underneath this menu are the Global List, Recent List, and the Create New menu.

3.2.1. Global List

The Global List is a global library of common time controls that comes automatically packaged into the VTEK300. These time controls are categorized and placed into folders for ease of access. Each time control has a number associated with it that you can see when selecting time controls. This number is displayed on the right LCD above the word global.

To play a selected time control press the **(CB)** to take you to Ready Mode with the selected time control loaded up and ready to play.

Category Name	Number of Presets	List Notation
Blitz Games	5	GL1-GL5
Short Games	12	GL6- GL17
Long Games	10	GL18- GL27
Multi-Phase Games	9	GL28- GL36

Bullet Games	Short Games	Long Games	Multi Phase
G/1	G/5	G/40 D5	30/90 G60 D5
G/2	G/5 D2	G/45 D5	30/90 G60 D10
G/3	G/7 D2	G/55 D5	40/90 G30 D5
G/3 D2	G/7 D3	G/60 D5	40/90 G30 I30
G/3 I2	G/10 D2	G/60 D10	40/100 20/50 G15 I30
	G/10 D3	G/75 D5	40/120 20/60 G15 I30
	G/15 D3	G/90 D5	40/120 G30 D5
	G/15 D5	G/90 I30	40/120 G60 D5
	G/15 I10	G/120 D5	40/120 G30 D10
	G/20 D5	G/120 I30	
	G/25 D5		
	G/30 D5		

3.2.1. Recent List

The Recent List includes the past ten time controls that the player has recently played. The Recent List is organized in a way so that the most recent time control is the first on the list, with older controls lower in the list.

To play a selected time control press the **(CB)** to take you to Ready Mode with the selected time control loaded up and ready to play.

3.1.2. Create New

The Create New Menu gives the player a series of questions that will generate a time control. These questions include how many phases the time control has, the time and moves you get in every phase and whether to include increment or delay time. At the end of the questions, the custom time control will be displayed on the text line. On the right LCD in the right corner there is a final question that will ask you if you want to edit, save, or play it.

When selecting edit, it will run you though the questions again so you can make any changes. When selecting save, it will save the time control into the Favorites List for later use. When selecting play, it will take you to Ready Mode with the custom time control ready to be played.

3.3. Preferences

The preference menu enable the player to adjust a multitude of options that change how you play the game with your clock. These options include play mode, display format, freezing the clock when a player's time has run out, turning the buzzer and flag alarm on/off, displaying information about the clock, and reseting the clocks settings.

3.3.1. Play Mode

FIDE - The clock will follow all FIDE Rules and requirements. This disables flag alarm, buzzer, the freeze function, and move counter display. This mode will only add in the next phase time after you have reached your move requirement and the last phase time has been expired in a multi-phase game. While FIDE mode is on, both multi-colored LEDs will turn Yellow while in Ready Mode prior to game start. It will also give you the increment time prior before the game start.

US Chess (USCF) - The clock will follow all US Chess rules and requirements. This includes disabling flag alarm, buzzer and freeze functions. This mode will enables the move counter display. While US Chess mode is on, it will add the next phase time as soon as move requirement is met while in a multi-phase game. While US Chess mode is on, both LED indicators will turn Cyan while in ready mode prior to game start.

Custom - This is the custom mode that the clock is in by default. The user can select any of the preferences and customize them how they want. When switching in between modes, your custom preferences are saved unless if you change them in the preferences menu.

> ## *Quick Tip*
> You can add or remove time or moves more easily if you hold down the **(LB)** or **(RB)**, this will increase or decrease the time by 10 instead of 1.

> ## *Quick Tip*
> If you select play and still want to save the time control, don't worry. You can save it from the Ready Menu if you press the **(LB)** and the **(RB)** at the same time.

3.3.2. Freeze

The Freeze option controls what happens when a player runs out of time. When turned on, the game stops when either player runs out of time. When turned off, the game continues even though one or both players are out of time.

3.3.3. Increment Mode

The increment preference will determine which increment mode the VTEK300 is in. Fisher increment will increment the time after a move. Bronstein increment is similar and will add time, but will not go beyond the starting time of the current move.

3.3.4. Time format

This menu allows the player to select when they want to see the tenth of a second format when playing the game. It will show you the preview of how it looks on the top of the right LCD. To disable the tenth of a second format all together, set this preference to zero.

3.3.5. Buzzer

The buzzer preference will determine if the buzzer is on or off. When the buzzer is on, whenever you press any of the buttons, the VTEK300 will let out a buzzer sound.

3.3.6. Flag Alarm

The flag alarm preference will determine if the flag alarm is on or off. When the flag alarm is on, the VTEK300 will let out a buzzer jingle when one of the player's time has expired.

3.3.7. About

The about section details information about your VTEK300. It displays the serial number on the first page. The second page displays company information and the website. The last page lists the model and the firmware version of your VTEK300.

3.3.8. Clear Lists

This function will restart the VTEK300. This will clear your Recent and Favorites Lists, but will maintain your current preferences.

3.3.9. Reset

This function will preform a factory reset of the VTEK300. This will reset all settings on the VTEK300 to factory settings.

Quick Tip

The Last Game feature will always show you the exact moment when a player ran out of time.

4. Last Game

The Last Game function displays the ending time display of the last game played on the clock. (including information regarding any TD adjustments made.) This function is used as a "photo finish" to help a TD determine the outcome of the last game played if necessary. This function may be used to restart a game if it was incorrectly interrupted. To restart a game, press the **(CB)** to load the last game. If the last game finished with a player with no time, it will reset the time control and move you to Ready Mode. If the last game was halted in the middle of the game, it was paused and then reset, then it will load the game back to when you reset it, paused, ready to resume playing.

5. How to Change the Batteries

While in Ready Mode, if the batteries are running low, the VTEK300 will alert the player that the clock is running low on battery power. This is done by a "Battery Low" message flashing across the text line. When the VTEK300 displays this warning, it is highly recommend to replace the batteries with 3 AA alkaline batteries. To find the batteries, turn the VTEK300 upside down and use a Phillips screwdriver to remove the four screws securing the battery compartment cover. Remove the old batteries and place the new batteries in the battery holder and secure the battery compartment cover back using the four screws. Although the VTEK300 is designed to operate 12+ game hours following the low battery warning, it is highly recommended to replace the batteries promptly, once the low battery warning is displayed.

The Batteries are estimated to last for 850 hours of game usage. When the clock is in idle mode, the batteries are estimated to last more than 2 years. It is also highly recommend to remove the batteries before storing the VTEK300 for long periods of time without use to prevent damage from battery leakage.

6. Maintenance and Cleaning

The Clock should not be exposed to high temperature in excess of its operating temperature or direct sunlight for extended period of time to avoid temporary LCD malfunction and possible damage.

To clean the clock, use only a slightly-moistened soft cloth. Do not use abrasive cleaners. Check on occasion the battery compartment to eliminate the possibility of batteries leaks or corrosion. If there is any corrosion, remove the batteries immediately and clean the battery compartment completely. It is recommended if you are not using the clock for long periods of time, to remove the AA batteries from the clock. This will extend the battery life of the batteries and avoids damage that can be caused by leaking batteries or corrosion.

7. Technical Specifications

Accuracy: Better than 1 second per hour
Display: Two LCD Displays that measure 4×8.4 cm
Weight: 541 grams including 3 AA batteries
Operating temperature for VTEK300 is 0°C to 50°C. Storage temperature for the
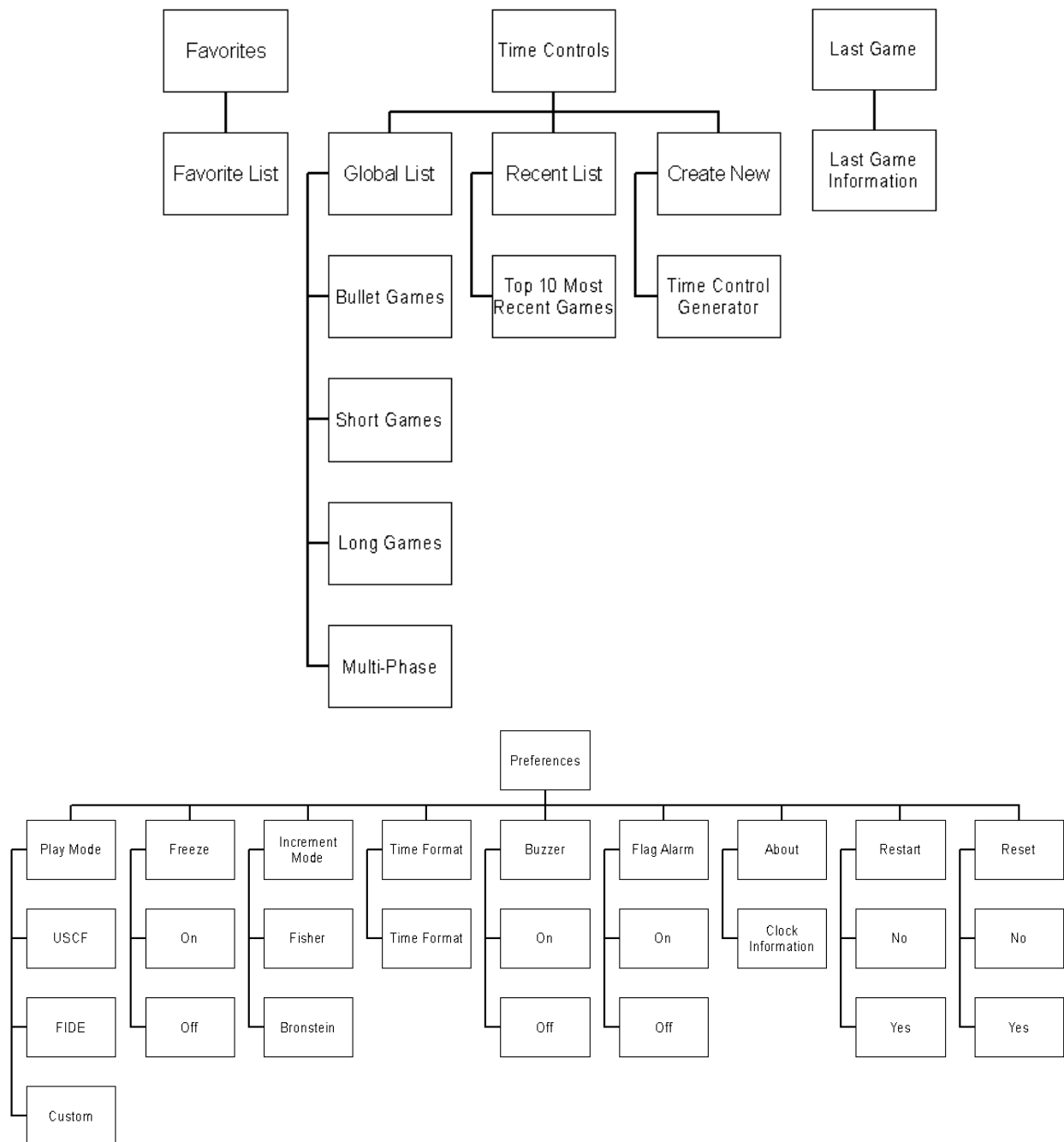VTEK300 is -10°C to 60°C. The VTEK300 is designed and built for indoor use.

8. Limited Warranty

VisualTek, Inc. warrants the Device against defects in materials and workmanship
under ordinary consumer use for one year from the date of original retail purchase.
During this warranty period, if a defect arises in the Device, and you follow the
instructions for returning the Device, we will at our option, to the extent permitted by
law, either (i) repair the Device using either new or refurbished parts, (ii) replace the
Device with a new or refurbished Device that is equivalent to the Device to be replaced,
or (iii) refund to you all or part of the purchase price of the Device. This limited warranty
applies, to the extent permitted by law, to any repair, replacement part or replacement
device for the remainder of the original warranty period or for ninety days, whichever
period is longer. All replaced parts and Devices for which a refund is given shall
become VisualTek's property. This limited warranty applies only to hardware
components of the Device that are not subject to accident, misuse, neglect, fire or other
external causes, alterations, or repair.

Choking Hazard- contains small parts, not suitable for children under 3 years

9. VTEK300 Menu Flowchart

```
  Favorites              Time Controls                Last Game
     |                         |                          |
 Favorite List   Global List   Recent List   Create New   Last Game
                                                          Information

                Bullet Games   Top 10 Most   Time Control
                               Recent Games   Generator

                Short Games

                Long Games

                Multi-Phase
```

```
                                    Preferences
    |          |          |          |          |          |          |          |          |
 Play Mode   Freeze   Increment   Time Format  Buzzer   Flag Alarm   About      Restart     Reset
                        Mode
  USCF        On       Fisher    Time Format    On         On       Clock        No          No
                                                                  Information
  FIDE        Off     Bronstein                 Off        Off                   Yes         Yes
  Custom
```

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