



# KAISSA

Quick User Guide  
V3 Rev 2 (June 2016)



First of all, thanks for purchasing our new Kaissa chess clock. It has been designed under the Design for All guidelines, in order to achieve a totally accessible product.

KAISSA Works Under two main modes :

- **PLAY MODE** : Normal playing situation.
- **PROGRAMMING MODE**. Program playing parameters.

KAISSA needs 4\*AA batteries to work. You'll find the battery holder at the bottom of the product.

## **PLAY MODE**

When powering ON (ON-OFF switch is located at the bottom of the device), Kaissa enters automatically in **PLAY MODE** and **GAME STOPPED**..

KAISSA will show you the remaining **TIME** for each player. (The remaining time depends on the actual **PLAYING MODE**, see Programming Mode for more information).

START GAME	Push <b>D</b> Key to start the game.
STOP GAME	Push and hold 2 seconds the <b>D</b> key.
SPEAK PLAYER 1	Push <b>A</b> Key to listen your time.
	Push <b>B</b> Key to listen opponent time.
SPEAK PLAYER 2	Push <b>F</b> Key to listen your time.
	Push <b>E</b> Key to listen opponent time.
CURRENT PLAYER	Pushing the upper side Lever.

## **PROGRAMMING MODE**

(Note : all the programming messages are sent via speech to player 1 ).

START PROGRAMMING MODE	When KAISSA is in GAME STOPPED mode , push and hold 2 seconds the C Key.
STOP PROGRAMMING MODE	When KAISSA is in PROGRAMMING MODE mode , push and hold 2 seconds the D Key.
GO TO NEXT PROGRAMMING PARAMETER	When KAISSA is in PROGRAMMING MODE mode , push C Key.

PROGRAMMING TIMES	<p>With the Lever position, we control the player whose time is being modified.</p> <p>A and B Keys : move the cursor to the right or to the left to select digits to change.</p> <p>E Key : decrement of the selected digit.</p> <p>F Key : increment of the selected digit.</p> <p>When you push the key <b>C</b> you can <b>program the moves</b>.</p> <p>E Key : decrement moves.</p> <p>F Key : increment moves.</p>
PROGRAMMING MODES  <i>Display example:</i>  061000                020040  PLAYING MODE                                06 FIRST CONTROL TIME                        1 BONUS MODE                                    0 BONUS    00  HOURS (1 <sup>ST</sup> CONTROL)                        02 MINUTES (1 <sup>ST</sup> CONTROL)                       04 MOVES    00	<p>Modes 0..7 fixed. No programmables.</p> <p>Modes programmables : 8..15.</p> <p><b>Lever at left position :</b>  Change of <u>Playing mode</u> (00..29), change of <u>control time</u> ( 1,2,3 ), <u>bonus mode</u> (0,1) (0: Increment bonus after move, 1 : Increment bonus before the move) and <u>Bonus</u> (Seconds).</p> <p><b>Lever at right position :</b>  Change of control time (Hours and minutes) and moves.</p> <p>A and B Keys : move the cursor to the right or to the left to select digits to change.</p> <p>E Key : decrement of the selected digit.</p> <p>F Key : increment of the selected digit.</p>
PROGRAMMING LANGUAGES Spanish – English – Russian and French	<p>Lever at left position : A and B keys select the Player 1 language.</p> <p>Lever at right position : E and F keys select the Player 2 language.</p>
PROGRAMMING VOLUME	<p>Lever at left position : A and B keys select the Player 1 volume.</p> <p>Lever at right position : E and F keys select the Player 2 volume.</p>
PROGRAMMING SOUND (SET BUZZER IN DISPLAY)	<p>A Key : Decrement</p> <p>B Key: Increment</p> <p>00 Sound off</p> <p>01 Sound on</p> <p>02 Activate moves info while playing</p>
BATTERY STATUS	Shows the Battery status.

## PROGRAMMING MODES

Modes 0..7 fixed. No programmables

**MODO 00** : *One time control.*

*01h:30m and Bonus increment of 30s after move.*

MODO	CONTROL	CONTROL BONUS	BONUS	HORAS	MINUTOS	JUGADAS
<b>00</b>	<b>1</b>	<b>0</b>	<b>30</b>	<b>01</b>	<b>30</b>	<b>00</b>
00	2	0	00	00	00	00
00	3	0	00	00	00	00

**MODO 01** : *Two times control.*

*First Control time : 01h:30m and Bonus increment of 30s after move.*

*Second Control time: 01h:00m and Bonus increment of 30s after move.*

MODO	CONTROL	CONTROL BONUS	BONUS	HORAS	MINUTOS	JUGADAS
<b>01</b>	<b>1</b>	<b>0</b>	<b>30</b>	<b>01</b>	<b>30</b>	<b>00</b>
<b>01</b>	<b>2</b>	<b>0</b>	<b>30</b>	<b>01</b>	<b>00</b>	<b>00</b>
01	3	0	00	00	00	00

**MODO 02** : *Three times control.*

*2h + 1h+ 30m*

MODO	CONTROL	CONTROL BONUS	BONUS	HORAS	MINUTOS	JUGADAS
<b>02</b>	<b>1</b>	<b>0</b>	<b>00</b>	<b>02</b>	<b>00</b>	<b>00</b>
<b>02</b>	<b>2</b>	<b>0</b>	<b>00</b>	<b>01</b>	<b>00</b>	<b>00</b>
<b>02</b>	<b>3</b>	<b>0</b>	<b>00</b>	<b>00</b>	<b>30</b>	<b>00</b>

**MODO 03** : *Two times control*

*First Control time : 01h:30m and Bonus increment of 30s after move.*

*Second Control time: 00h:15m and Bonus increment of 30s after move.*

MODO	CONTROL	CONTROL BONUS	BONUS	HORAS	MINUTOS	JUGADAS
<b>03</b>	<b>1</b>	<b>0</b>	<b>30</b>	<b>01</b>	<b>30</b>	<b>00</b>
<b>03</b>	<b>2</b>	<b>0</b>	<b>30</b>	<b>00</b>	<b>15</b>	<b>00</b>
03	3	0	00	00	00	00

**MODO 04 : Two times control**

100 minutes + 30 minutes with an increment of 30 seconds per move from move 1

MODO	CONTROL	CONTROL BONUS	BONUS	HORAS	MINUTOS	JUGADAS
04	1	0	30	01	40	00
04	2	0	30	00	30	00
04	3	0	00	00	00	00

**MODO 05 : Three times control**

2 hours + 1 hour + 15 minutes and 30 seconds per move in the last period

MODO	CONTROL	CONTROL BONUS	BONUS	HORAS	MINUTOS	JUGADAS
05	1	0	00	02	00	00
05	2	0	00	01	00	00
05	3	0	30	00	15	00

**MODO 06 : Three times control**

First Control : 02h:00m limited to 40 moves

Second Control: 01h:00m limited to 20 moves

Third Control : 00h:30m

MODO	CONTROL	CONTROL BONUS	BONUS	HORAS	MINUTOS	JUGADAS
06	1	0	00	02	00	40
06	2	0	00	01	00	20
06	3	0	00	00	30	00

**MODO 07 : Three times control**

First Control : 02h:00m limited to 40 moves

Second Control: 01h:00m limited to 20 moves

Third Control : 00h:30m and 30 seconds per move

MODO	CONTROL	CONTROL BONUS	BONUS	HORAS	MINUTOS	JUGADAS
07	1	0	00	02	00	40
07	2	0	00	01	00	20
07	3	0	30	00	30	00

### **MODO 08 : Two times control**

*First Control : 01h:30m limited to 40 moves Bonus 30s*

*Change to second control when one player arrives to 40 moves*

*Second Control: 00h:30m Bonus 30s*

MODO	CONTROL	CONTROL BONUS	BONUS	HORAS	MINUTOS	JUGADAS
08	1	2	30	01	30	40
08	2	0	30	00	30	00
08	3	0	00	00	00	00

Modes programmables : 9..15

### **MODO 09..15 :**

Up to three programmable time controls.

Every control programmable.

Lever at left position

Lever at right position

MODO	CONTROL	CONTROL BONUS	BONUS	HORAS	MINUTOS	JUGADAS
09	1	2	30	01	30	40
09	2	0	30	00	30	00
09	3	0	30	00	30	00

### **PLAYING MODE**

09 Playing mode

#### **CONTROL TIME**

- 1 First control time.
- 2 Second control time.
- 3 Third control time

### **BONUS MODE**

0 POSTINCREMENT .Increment bonus after moves

1 PREINCREMENT. Increments bonus before moves

2 POSTINCREMENT .Increment bonus after moves

3 PREINCREMENT. Increments bonus before moves

***Bonus mode 2 and 3 changes to the next time control when the player arrive the number of moves***

#### **BONUS**

00 a 59 seconds

#### **HOURS**

00 a 59 s Hours

#### **MINUTES**

00 a 59 m Minutes

#### **MOVES**

00 a 59 Moves to end the control time tiempo.

## **Example how to program the chess clock**

first time check: 90 minutes for 40 moves, 30 seconds bonus per move

second time check: 30 minutes for the rest, 30 seconds bonus per move

### **Step 1: basics**

head phones must be plugged in on the left side, lever must be left side down.

### **Step 2: start programming mode**

Hold down key C for 3 seconds. Then press C two times to go to 'programming mode'.

Note: the menu entries "programming time" and "... moves" are not used to modify a mode. Instead they are used for corrections during a running game E.g. when the lever was pressed too often.

### **Step 3: select the mode**

Press A to hear the current mode number, press B to go back to the mode selection. With E,F select a mode number.

### **Step 4: program first time check (first control)**

Press B until you hear "first control". With E,F you switch to "second control", "third control", and back. The details of the current control are listed.

So go to "first control", switch lever right side down.

Now you can select with A,B between the entries for "hours", "hour", "minutes", "minute", "moves", and "move".

With E,F change the values. If the entry ends on character "s" (like for "moves"), then steps have a size of 10.

In our case – 40 moves in 90 minutes – it means: with B go to "hour", press F once; with B go to "minutes", press F three times; with B go to "moves", press F 4 times.

Switch lever left side down to finish this step.

### **Step 5: set bonus for first control**

Press B until you hear "bonus seconds". Press F three times, resulting in an increase of 30 seconds.

### **Step 6: program second time check (second control)**

Press B until you hear "first control". Press F for "second control". Then analog to step 4 above (switch lever right side down).

Means in case of 30 minutes for the rest of the game: "moves" must be zero, "minutes" 30.

Switch lever left side down to finish the step.

### **Step 7: set bonus for second control**

Press B until you hear "bonus seconds". Press F three times, resulting in an increase of 30 seconds.

### **Step 8: if needed set third control**

In our example there's no third time check, therefore all values for this control must be zero.

So press B until you hear "second control", press F for "third control". Listen to the details of this control. If not all values are zero then approach like above to modify them.

### **Step 9: save the new mode**

Press D to save the new mode. Press D again to start a game in this mode. When switching off and on the clock it'll start in the previous mode, means here in the one we just created.

**WARNING :**

Use only 1.5V AA Batteries.

Take care of the batteries polarity when inserting new ones.

Don't leave the batteries on the device for long inactivity periods.

Indoor use.

Manufacturer : ILUNION ACCESIBILIDAD

Model : KAISSA

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