Saitek™
Competition Pro Game Clock

USER MANUAL

INTRODUCTION

The Saitek Competition Pro Game Clock is a multi-function digital game clock, with seven timer presets (Hour-glass, Blitz, Tournament, Fischer, Bronstein, Game and User) and one user defined setting. Timer modes have their own sub-selections with a total of 22 sub-preset timer modes and up to 3 USER time settings.

The timer mode is selected by pressing and holding PAUSE for 3 seconds, then pressing the 4-way Control Pad LEFT or RIGHT to select the timer mode (Hour Glass, Blitz etc). The timer mode sub-category is then selected by pressing the 4-way Control Pad button UP and DOWN. The current mode is displayed at the bottom left of the LCD screen.

Information on time modes is shown on the mode chart printed on the underside of the clock or at the end of this manual.

The Competition Pro Game Clock features two large LCD displays with wide viewing angle as well as two illuminated time control buttons on top of the unit, allowing players and audiences to easily see match information.

POWERING UP

Remove the battery cover on the underside of the Game Clock and insert two C size batteries in the direction shown in the compartment. Replace the battery cover.

To turn the unit on, slide the switch on the bottom of the unit from "OFF to GO / SOUND OFF /SOUND AND LIGHTS OFF.

When the unit is switched to OFF, all memory contents are preserved. Switching the unit to GO again will return to the previous state before OFF.

Selecting SOUND OFF will disconnect the buzzer and all other functions will remain the same as in the GO mode.

Selecting LIGHTS OFF AND SOUNDS OFF turns off the LED operation, and also the buzzer.

(When ACL is pressed or when batteries are removed for longer than 5 seconds, the previous memory will be cleared, including the user defined settings. If you press ACL or install new batteries the initial clock setting will default to Hourglass Mode 1a).

FEATURES

Time Control Buttons

The two lever linked Time Control Buttons on the top of the Saitek Competition Pro Game Clock have 10mm travel and use green colour banding to visually indicate the player's turn. The Time Control Buttons are used to start the clock after selecting a preset time setting, or after modifying the times or number of moves, and from PAUSE mode.

The lever plungers have a positive action so they are either up or down and each plunger has a red and green LED. Green indicates which player's clock is active and Red indicates time expired.

LCD Displays

All mode and operation information is displayed in the LCD displays, including:

- Timer Mode and sub-selections
- The number of moves made by the two players (displayed by pressing MOVES).
- Time remaining
- Time expired for each player
- Battery-low detection. When the battery voltage drops to a low level, a battery-low symbol on the two LCDs will illuminate to indicate battery-low detection. This means that the batteries will last for a further 20 hours of operation only and should be replaced as soon as possible.
- 3 user programmable memory settings, for custom timer modes

LCD DISPLAY GRAPHICS
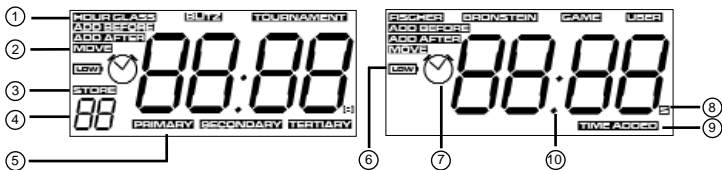
1 Timer Mode Indicator

2 Add before/Add after indicator

   No of Moves (used in both display and programming modes) During a game, this is also an indicator to show if the required number of moves had not been reached in a phase.

3 Store indicator

4 Timer Mode indicator, e.g. Hourglass/10mins = Mode/Cell 1B

5 Time stage indicator

6 Battery Low indicator

7 Time expired indicator/ first person to run out of time in the current phase.

8 Second indicator (appears when seconds are displayed - for times less than 20 minutes)

9 Time added indicator, appears when programming time modes or when reviewing a mode.

10 Hour/Minute/Second separator. This flashes at 1Hz, on the active clock display.

The clock can be stopped temporarily and the time and/or number of moves can be modified if necessary (eg, during an illegal move) by pressing PAUSE. There is a slider switch on the underside for enabling or disabling the modification function.

KEYS

The Saitek Competition Pro Game Clock front panel includes four function keys as well as a 4-way control pad which selects up and down, left and right menu options on the LCD displays.

Function Keys

Function Keys are STORE, EDIT, MOVES, PAUSE/RESET

EDIT

Used to enter/exit EDIT mode. In EDIT mode, move numbers and timer settings for each stage can be adjusted before a game starts. Adjustments can also be made during the course of a game, if necessary. During a game the clock must be PAUSED before values can be EDITED. The MODIFY/LOCK switch must be set to modify. During a game only elapsed time and number of moves can be edited.

Time adjustments and cursor navigation are carried out with the 4-way control pad.

STORE

Used in EDIT mode to:

- Enable choosing of the USER memory storage location
- Write the current settings to memory after the memory location in selected.

When STORE is pressed, the memory location indicator flashes.

Pressing UP and DOWN on the 4-way Control Pad selects the memory location to store the current setting, options are: --, 7A, 7B and 7C.

Pressing STORE again stores the settings in the selected memory slot. When the memory location is confirmed, the reference location is continuously displayed eg, 7A. The Saitek Competition Pro Game Clock beeps for 0.5 seconds and then exits back to 'ready' mode, waiting for the first press of one of the Time Control buttons.

To exit STORE mode without saving, press STORE when -- is displayed.

PAUSE/RESET

This is used to stop the clock temporarily, and the two LCD panels will flash to indicate that the clock is paused. To release from PAUSE state, either press PAUSE again, or press one of the Time Control buttons.

If the active clock Time Control button is pressed to release from PAUSE, the move ends. If the non-active clock Time Control Button is pressed, then the clock resumes as if PAUSE was pressed.

To RESET: Hold the PAUSE/RESET button down for 3 seconds to restart the current mode, and then use the 4-way control pad to select another mode.

MOVES

Holding down this key during the course of a game will display the current number of moves on the left LCD.

Releasing the key will make the LCD return to displaying the clock.

The clock does not stop while displaying number of moves.

4 WAY CONTROL PAD

The 4-way control pad is used to select the active timer preset mode and to edit the timer values. The different modes available are:

HOURGLASS, BLITZ, TOURNAMENT, FISCHER, BRONSTEIN, GAME, and USER

Pressing the 4-way Control Pad right moves the menu highlight right, and moving it left moves the menu highlight left. When a top level mode category on the menu is highlighted, moving the 4-way control pad UP or DOWN selects menu sub-modes and, when scrolling through sub-options, moving the 4-way Control Pad left or right can select further settings, depending on which top level mode selected.

To choose another top-level mode, the user must first scroll up to the top level, before pressing LEFT or RIGHT to select.

Default timer mode on power up is Hourglass Mode 1a. As an example, to get from Hourglass Mode 1a at power up, to Tournament Mode 3b, press the 4-way Control Pad, RIGHT, RIGHT, DOWN, DOWN.

MODE NAVIGATION CHART

Hour Glass	Blitz	Tournament	Fischer	Bronstein	Game	User
1A	2A	3A	4A	5A	6A	7A
1B	2B	3B	4B	5B	6B	7B
	2C	3C	4C			7C
	2D	3D	4D			
	2E	3E				
		3F				
		3G				
		3H				
		3I				

MODE SELECTION NAVIGATION

UP
During TIMER MODE selection: Scrolls UP through the list of Timer Mode sub-settings.

In EDIT mode: Increases the value at the cursor.

DOWN
During TIMER MODE selection: Scrolls DOWN through the list of Timer Mode sub-settings.

In EDIT mode: Decreases the value at the cursor.

LEFT
During top-level MODE selection: Scrolls LEFT through the list of Timer Modes.

When in a MODE sub-menu: Scrolls LEFT through the selected mode's settings.

In EDIT mode: Moves the cursor LEFT.

RIGHT
During top-level MODE selection: Scrolls RIGHT through the list of Timer Modes.

When in a MODE sub-menu: Scrolls RIGHT through the selected mode's settings.

In EDIT mode: Moves the cursor RIGHT.

SLIDER SWITCHES

MODIFY / LOCK
A slider switch on the base of the Game Clock unit can lock the display time and the number of moves to prevent them being modified during the course of a game.

STOP / GO / SOUND OFF / LIGHTS OFF/SOUND AND LIGHTS OFF
The second slider switch on the base of the Saitek Competition Pro Game Clock is used to switch the unit to OFF, GO, SOUND OFF, LIGHTS OFF, SOUND AND LIGHTS OFF

When in the OFF position, all memory contents are preserved.

Switching to GO again will wake up the unit and return it to its state before being turned to STOP.
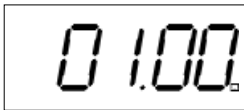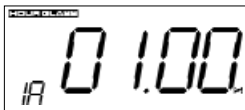
Switching to SOUND OFF mode will switch off the buzzer and the other functions in the same way as the GO mode.

Sliding the switch to SOUND AND LIGHTS OFF position turns the LED indicators OFF. The sound is also OFF in this position.

SELECTING THE MODE

Turn the clock ON

For example, assume the timer mode is 1a (Hour Glass, 1minute)

Display for mode 1a, Hourglass Mode, 1 minute.

Click the 4-way Control Pad LEFT and RIGHT to select the required MODE. For example, to choose Tournament Mode 3A - FIDE 1, press RIGHT, RIGHT and TOURNAMENT should be displayed. The mode

reference indicator should display - and the LCD screens should display --:-- | --:-- when in the Top Level of the mode menu in Tournament and User modes.

Press DOWN again and the mode reference indicator should display 3A, which is the desired mode. The display should appear as follows:
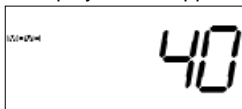
Display for DELAY, Tournament mode 3A

To start the game, press one of the Time Control Buttons on top of the Competition Pro Game Clock.

Note: The game clock displays {Hour:Minute}. When there are 20 minutes or less remaining in the time, the display will change to display {Minute.Second} and the {s} seconds indicator is also displayed at the bottom right of the time.

Displaying the settings of a preset mode

When viewing a time mode, the settings can be displayed by pressing the LEFT and RIGHT key. The display will cycle through the settings.

For example, in FIDE 1 (mode 3A), the default display will show 2:00 | 40. This means 40 moves must be made in 2 hours for the PRIMARY time phase.

Pressing RIGHT again will show -.-- | 0.00s. This means 0 seconds will be added per move in the PRIMARY time phase.

Pressing RIGHT again will show 01:00 | 20. The phase indicator changes to SECONDARY. This means 20 moves must be made in 1 hour.

Pressing RIGHT again will show -.-- | 0:00s. This means 0 seconds will be added per move in the SECONDARY time phase.

Pressing RIGHT again will show 00:30 | 0. The phase indicator changes to TERTIARY. This means there are 30 minutes left and no minimum move requirements.

Pressing RIGHT again will show -.-- | 0:00s. This means 0 seconds will be added per move in the TERTIARY time phase.

A table of FIDE - Mode 3B is shown below:

Phase	Time Allowed in Phase	Moves Required	Time Allowed per move
Primary	2:00:00 (hours:min:sec)	40	0.00 (mins:secs)
Secondary	1:00 (hours:min:sec)	20	0.00 (mins:secs)
Tertiary	0:30 (hours:min:sec)	0	0.00 (mins:secs)

Adjusting the Settings of a Preset Mode

1   To adjust a preset mode, first select the mode required using the 4-way Control Pad up, down, left and right controls.

2   Press EDIT to enter editing mode.

3   The left most digit on the left LCD will flash showing where the cursor is focussed.

5   In EDIT mode, the 4-way Control Pad changes function from mode selection to cursor movement and value adjustment.

6   Pressing UP or DOWN either increases or decreases the value at the cursor location.

7   Use the LEFT and RIGHT to cycle through the settings for the time mode. Each mode has a different number of settings available to adjust.

8   When the new settings have been entered, press EDIT to exit and press one of the Time Control Buttons on top of the Game Clock to start the game.

Storing Custom Timer Settings in User Memory

1   Adjust the settings for a given mode as described above.

2   Remain in EDIT mode.

3   Press STORE to tell the computer you wish to select a user memory bank location.

4   The STORE indicator is highlighted on the left LCD, and the Timer Mode Indicator displays - flashing.

5   Pressing the UP or DOWN key cycles through the user memory bank locations. Please note that for some edited modes, two user settings can be saved and for others three.

6   Pressing DOWN repeatedly makes the display cycles through --, 7A, 7B, (and 7C for some modes) and back to --.

7   When the required memory location is displayed press STORE again to write the values to memory. The memory is updated and the clock is ready to start in the new mode once one of the Time Control Buttons on top of the Game Clock is pressed.

8   To exit without storing, highlight -- and press STORE to exit back to EDIT mode.

Notes:

a. Only three user defined setting can be stored at a time although the user can define custom time settings for all six timer modes.

b. When the time settings are being modified, the LCD panel will first display {Hour:Minute} for the user to adjust, after which the user will adjust the last digit of minute and press RIGHT. The display will then change to {Minute.Second} for the user to adjust the seconds' digits. When minutes:seconds are displayed, the s indicator appears on the LCD.

c. The user can set different start times on the two sides except in Tournament eg, the clock can start with {1:30} on the left hand side but {2:35} on the right hand side in Blitz.

LED Indication

There are two green LEDs housed in the Time Control Button on top of the Competition Pro Game Clock to indicate the activated clock. One of them will light up to indicate the activated side.

If a player goes over time, a red LED lights up to show which player's time ran out. The LEDs can be turned off by setting the switch on the base of the unit to LIGHTS OFF

Pausing the timer and adjustment of time / number of moves

During a game, a user can stop the timer temporarily by pressing the PAUSE key. The LCD displays will flash. The user can press the EDIT key to modify the time displayed and/or number of moves; or just press one of the Time Control Buttons to restart the opponent's timer.

To modify the time and/or number of moves, the left hour digit on the left

LCD screen will flash to show where the modification will be made. The adjustment process is the same as that described above. After adjustment, the user can press the Time Control button to start their opponent's timer.

The MODIFY / LOCK slider switch on the base of the Competition Pro Game Clock unit controls this function. Sliding the switch to the LOCK position will prevent the user from modifying the time and number of moves during a game.

Please note the following points on restarting the timer:

a. A user can start the timer on either side after pause.

b. If the restarted timer (side A or B) is the same as the running side just before pause, the value of the number of moves will not change.

c. If the restarted timer (side A or B) is opposite to the running side just before pause, the value of the number of moves will add 1 ply (half move). Therefore, in case of take-back (1 ply), the user should pause the timer, minus the number of moves by one, and then restart the opposite side timer.

d. Whichever timer is restarted after pause, the displaying time will not change (although the number of moves may be modified in another stage in the Tournament clock).

Viewing the number of moves during a game

During the course of a game, a user can check the number of moves by holding down the MOVES button. The number of moves will be displayed on the left LCD while the button is held down. The clock will continue running while the number of moves is being checked. When the MOVES button is released, the counting display will resume on the left LCD screen.

Time expired

When time has expired for either player, the expired symbol ⬡ and LCD digits 00.00 on the expired side will flash as well as the LED on the Time Control button. If sound is ON, five short [BEEP] sounds will also be heard.

If the timing mode is Game, the user can still use one of the Time Control Buttons to start the opponent's clock.

Moves not reached within time limit

If the set number of moves is not reached within the time limit, MOVE will be displayed on both screens and the clock enters PAUSE state, with both LCD displays flashing. The clock can be restarted by pressing PAUSE or the Time Control button.

Passing time limit flag indicator

The time expired symbol, ⏱ appears on the LCD screen on the side that first passes into the next time phase, for example when the first player passes from Primary to Secondary. The icons and LCD side are updated for the first clock to pass from Secondary to Tertiary phase.

Restarting / re-selecting the clock after finishing a game

After finishing a game, hold down PAUSE for 3 seconds and the clock will return to the timer presets selection stage with the setting of the time just used displayed. The user can press one of the Time Control buttons to start the opponent's clock, or select a different time setting following the procedures above.

Sound effects

To distinguish between the pressing of the Time Control buttons, the Competition Pro Game Clock unit will emit a low sound when the user presses the right-hand Time Control Button and a higher sound for the left-hand Time Control Button.

The STOP / GO / SOUND OFF / SOUND AND LIGHTS OFF slider switch under the bottom cabinet switches the sound ON and OFF.

SELECTING A TIMING OPTION

When you have selected your preferred timing option, simply decide who will move first. If you are the first to move, press your opponent's Timing Control button to start your clock. An LED lights up on the appropriate Timing Control button to remind you which side is playing. Press your Timing Control button as soon as you have completed your move.

It is now your opponent's turn. (Reverse this procedure if your opponent moves first.) Continue the game with each player pressing his/her Timing Control button after making a move. To check the current number of moves, press and hold the MOVES button. To stop the clocks temporarily

at any time, press PAUSE. Press either of the Time Control Buttons to restart the clocks from Pause without adding free time or extra time (for the next stage).

As soon as one side runs out of time, 00.00 flashes on the corresponding LCD, along with the relevant LED on that side's Time Control Button. If the sound is on, you will also hear a sequence of beeps to remind you that the time is up. The winner is the player who still has time on the clock.

To play again, press and hold PAUSE for 3 seconds or more. You can then choose whether to play a game with the same timing option or choose another timing option. To select another timing option, use the Timing Option Keys. Whoever plays first simply presses the opponent's Time Control Button to start the clock. If the Low Battery Symbol appears at any time, we recommend that you replace the batteries (see the **Powering Up** Section).

TIMING MODES

HOURGLASS

In a game using the hourglass timing method, your opponent's thinking time increases as your own thinking time is being used up. This makes for a doubly exciting game where you have to make your best moves in the quickest times possible to avoid giving more time to your opponent. If your count goes down to zero, you have lost the game.

BLITZ

If you are happy to play a game using the Blitz timing method, simply press the opponent's Time Control Button to start the clock. In a game of Blitz, each player has a certain number of minutes to complete all his/her moves. Under Blitz you have a choice of 5 preset timer modes with varying time to complete moves. The preset modes are listed below:

The first display you see shows 5 minutes on each clock. To choose another of the preset timer options, press DOWN on the 4-way Control Pad to scroll through the timing modes. The amount of time you have on the clock for each timing option will appear on the LCDs. As soon as you have decided which option to choose, press the appropriate Time Control Button to start either your own or your opponent's clock, depending on who is playing first.

TOURNAMENT

When using the Tournament modes, each player has a certain amount of time to complete a fixed number of moves. If a player fails to meet the required number of moves in the set time period, he or she has lost the game. (Note, a player can make more than the required number of moves within the given time period).

Tournament games have more than one stage for the players to complete. Some games have up to three time periods (primary, secondary and tertiary) in which they must play a certain number of moves against the clock (see below for details on preset timer options):

FISCHER

The Fischer method allows the chess players' performance to be successfully measured, without having to either adjourn the game, or rely on the guillotine method as a means of ending the game in one session. It does this by providing the players with an amount of time to complete all the moves plus an amount of bonus time (free time) for each individual move. Your remaining time for the whole game is only reduced if you go over the free time allocation for each individual move.

Players can also gain more overall thinking time by completing a move faster than the time allowed for each move. You can decide how much extra time will be added to your overall time for the whole game by programming the Competition Pro Game Clock before you start the game. The time is then either added "before" or "after" (explained below).

When the LCD screens show ADD BEFORE the free time for each individual move (x) will be added to your opponent's clock as soon as you have made your move and pressed your Timing Control button ie, before your opponent makes a move. If your opponent then makes a move in less than the allocated free time per move, he or she will make a net gain in time on the clock.

When the LCD screens show ADD AFTER the time available for each individual move (x) will be added to your clock as soon as you have made your move and pressed your Timing Control button ie, after you have made a move. If you make a move in less than the allocated free time per move (x), you will make a net gain in time on the clock.

BRONSTEIN

The Bronstein method is similar to the Fischer method, in that you are given a fixed amount of time at the beginning of the game and the time remaining decreases as you think. Maximum free time is allocated after each move is made, and it is only if the time used to make a move is equal to or more than the maximum free time that the maximum free time is added to the remaining time after the move has been made. However, unlike the Fischer method it is not possible to increase the time remaining by playing each move more quickly than the free time. If the time used for a move is less than the maximum free time, only the exact time used for the move will be added to the remaining time after the move has been made. This means that the remaining time will be the same as before the move was made if the time used was the same as or less than the free time.

With the Bronstein timing method, time is always added after. This means that the free time for each move (y) will be added to your clock as soon as you have made your move and pressed the Time Control Button ie, after you have made a move. However, unlike with the Fischer method, you cannot gain maximum free time (x) (ie, because y is less than or equal to x):

Suppose that (x) = 10 seconds (maximum free time):

Player A thinks, makes a move and presses the Time Control Button in 5 seconds. Only 5 seconds is added to player A's countdown clock after the move has been made.

OR

Player A thinks, makes a move and presses the top button in 10 seconds or more. Only 10 seconds is added to player A's countdown clock after the move has been made.

GAME + DELAY

Each player is given a delay time that counts down before the player clock starts to count down. So the default setting will be 30minutes game time, with 5 seconds Delay. When it becomes the player's turn, their timer counts down the delay time before starting the countdown of the player's time. Unused delay time cannot be accumulated. The during the delay

count down, the display should show the delay time counting down on its own and then switch to the remaining game time if the delay time is used up. There is delay time for every move.

This mode variation should also be stored in a user memory.

GAME + WORD
In this mode, there is a fixed game time, 30 minutes, but when the clocks reach zero, the time expired indicator appears on the first side to reach zero, but the clock then starts to count UP. The clock does not stop but keeps going. The clock will be paused by the user at the game end, and the over-time is used to calculate a score. This mode is used in Word games where a fixed time is allowed, eg, 30 minutes, but extra time used is deducted from the final score. This mode variation should also be stored in a user memory.

USER
To create your own personalized time mode, select one of the Timing Option keys (HOUR GLASS, BLITZ, TOURNAMENT, FISCHER, BRONSTEIN, GAME) after the clocks have been reset (by pressing PAUSE for 3 seconds or more).

Press the 4-way Control Pad for the option you have chosen (eg, TOURNAMENT) repeatedly to cycle through the preset timer options. The amount of time you have on the clock (and moves if any) for each preset timer option appears on the LCDs.

As soon as you have decided which Preset Timer option to choose, follow the Edit and Store procedures described above to create and save your own personalized modes.

TIMER MODES
Mode 1: Hour Glass

1	Fixed amount of time is specified, and the time control expires when the difference between the two clocks reaches that amount.	
1	a)	1 minutes.
1	b)	10 minutes.
1	*)	Custom defined time control in User defined setting

Mode 2: Blitz

2	Count down clock for the following durations.	
2	a) Blitz	5 minutes.
2	b) Rapid	15 minutes.
2	c) PCA Active	25 minutes.
2	d) US Active	30 minutes.
2	e) Action	60 minutes.
	*) Custom defined time control in User defined setting	Custom Blitz Setting 1 (time)

Mode 3: Tournament

3	With primary, secondary and tertiary time phases.			
		Primary	Secondary	Tertiary
3	a) DELAY	40 moves in 120 minutes +5 seconds delay	20 moves/ 60 minutes +5 seconds delay	All moves in 30mins +5 seconds delay
3	b) FIDE	40 moves in 90 minutes, +30 seconds per move ADD BEFORE	15 minutes +30 seconds per move ADD BEFORE	
3	c) ECU	40 moves in 100 minutes, +30 secs per move, ADD BEFORE	All moves in 50 minutes, +30 secs per move, ADD BEFORE	
3	d) Standard	40 moves in 120 minutes	All moves in 60 minutes	
3	e) Amateur/ Guillotine	30 moves in 90 minutes	All moves in 60mins	

3	f) Traditional	40 moves in 120 minutes	20 moves in 60 minutes (repeating).	
3	g) Club	30 moves in 30 minutes (repeating).		
	*) Custom defined time control in User defined setting	Custom Tournament 1 (moves/ available time/ time added per move: before/after)	Custom Tournament 2 (moves/ available time/ time added per move: before/after)	Custom Tournament 3 (moves/ available time/ time added per move: before/after)

Mode 4: Fischer/Bonus

4	Time will be add to the player's clock when it is activated (add before) or after completed the move and activated the opponent's clock (add after).
4	a)	3 minutes + 2 seconds / move (add before).
4	b)	50 minutes + 2 seconds / move (add before).
4	c)	1 minutes + 1 minute / move (add before).
4	d)	1 minutes + 1 minute / move (add after).
	*)	Custom defined time control in User defined setting

Mode 5: Bronstein

5	Similar to Fischer but the time added will not exceed the time used by the user in the previous move. Therefore, the remaining time of a user will never larger than the initial time. The time added will always be added after.
5	a)	5 minutes, 3 seconds / move free.
5	b)	20 minutes, 10 seconds / move free.
	*)	Custom defined time control in User defined setting

Mode 6: Game

6	a)	Game and Delay / Blitz and Delay, 30 mins / 5 secs delay
6	b)	Word (Default time is 30 mins)
	*)	Custom defined time control in User defined setting

Mode 7: User

7	User can recall the "user defined setting" from 3 memory locations.	
7	a)	User Memory setting 1	
7	b)	User Memory setting 2	
7	c)	User Memory setting 3	Non-FIDE style mode?
	*)	Cold start default setting is FIDE (Item 3.b1)	

TECHNICAL SUPPORT

Can't get your controller to work - don't worry, we're here to help you!

Nearly all the products that are returned to us as faulty are not faulty at all - they have just not been installed properly.

If you experience any difficulty with this product, please first visit our website www.saitek.com. The technical support area will provide you with all the information you need to get the most out of your product and should solve any problems you might have.

If you do not have access to the internet, or if the website cannot answer your question, please contact your local Saitek Technical Support Team. We aim to offer quick, comprehensive and thorough technical support to all our users so, before you call, please make sure you have all the relevant information at hand.

To find your local Saitek Technical Support Center , please see the separate Technical Support Center sheet that came packaged with this product.

Conditions of Warranty

1. Warranty period is 2 years from date of purchase with proof of purchase submitted.

2. Operating instructions must be followed.

3. Specifically excludes any damages associated with leakage of batteries.

   Note: Batteries can leak when left unused in a product for a period of time, so it is advisable to inspect batteries regularly.

4. Product must not have been damaged as a result of defacement, misuse, abuse, neglect, accident, destruction or alteration of the serial number, improper electrical voltages or currents, repair, alteration or

maintenance by any person or party other than our own service facility or an authorized service center, use or installation of non-Saitek replacement parts in the product or the modification of this product in any way, or the incorporation of this product into any other products, or damage to the product caused by accident, fire, floods, lightning, or acts of God, or any use violative of instructions furnished by Saitek plc.

5. Obligations of Saitek shall be limited to repair or replacement with the same or similar unit, at our option. To obtain repairs under this warranty, present the product and proof of purchase (eg, bill or invoice) to the authorized Saitek Technical Support Center (listed on the separate sheet packaged with this product) transportation charges prepaid. Any requirements that conflict with any state or Federal laws, rules and/or obligations shall not be enforceable in that particular territory and Saitek will adhere to those laws, rules, and/or obligations.

6. When returning the product for repair, please pack it very carefully, preferably using the original packaging materials. Please also include an explanatory note.

IMPORTANT: To save yourself unnecessary cost and inconvenience, please check carefully that you have read and followed the instructions in this manual.

This warranty is in lieu of all other expressed warranties, obligations or liabilities. ANY IMPLIED WARRANTIES, OBLIGATIONS, OR LIABILITIES, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, SHALL BE LIMITED IN DURATION TO THE DURATION OF THIS WRITTEN LIMITED WARRANTY. Some states do not allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you. IN NO EVENT SHALL WE BE LIABLE FOR ANY SPECIAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF THIS OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED, WHATSOEVER. Some states do not allow the exclusion or limitation of special, incidental or consequential damages, so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

This symbol on the product or in the instructions means that your electrical and electronic equipment should be disposed at the end of its life separately from your household waste. There are separate collection systems for recycling in the EU.

For more information, please contact the local authority or your retailer where you purchased the product.

Information for Customers in the United States

FCC Compliance and Advisory Statement

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1   This device may not cause harmful interference, and;
2   This device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

•   Reorient or relocate the receiving antenna;
•   Increase the separation between the equipment and receiver;
•   Connect the equipment into an outlet on a circuit different from that to which the receiver is connected;
•   Consult the dealer or an experienced radio/TV technician for help.

Saitek Industries, 2295 Jefferson Street, Torrance, CA 90501, USA

Specifications

Battery:	2 x C size batteries.
Dimensions:	170 x 83 x 55 mm.
Weight:	TBD
Battery life:	In normal operation: Approx 600 hours.
When battery-low is detected:	Minimum 20 hours left.
Battery-Low detection voltage:	2.4 0.15 Volt.