

# User Manual



SamTimer.com / **flip**

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 Boggle® Scrabble® Chess  
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## User Manual for the SamTimer/FLIP

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### **SamTimer™**

300 Salmon Falls Road  
El Dorado Hills, California  
95762 USA

Phone +1 (916) 933-5000

Fax +1 (916) 933-5222

(888) Sam-Timer

e-mail: [sam@samtimer.com](mailto:sam@samtimer.com)

SCRABBLE® is a registered trademark of Hasbro in the USA and Canada, and of JW Spear, a subsidiary of Mattel, elsewhere in the world.

Boggle® is a registered trademark of Hasbro, Inc.

This clock is neither affiliated with nor endorsed by these trademark holders.

# 1. Introduction

Congratulations! Proud Owner of the SamTimer/FLIP. This game clock is a high quality product, designed for ease of use and portability.

The SamTimer/FLIP features optimized timing modes for the game of Scrabble<sup>®</sup>, Boggle<sup>®</sup> or Chess.

Many times are preset, and for Scrabble<sup>®</sup> and Boggle<sup>®</sup> any time can be programmed.

Please read this user manual at least once to be aware of the numerous features of FLIP.

FLIP has the following features

## **Scrabble<sup>®</sup>:**

- Overtime indication, starting when the last second (indicated as 0.00) has passed to -0.01.
- Overtime penalty points display: For every minute, or fraction thereof, 10 penalty points are automatically added
- Preset times of 1, 3, 5, 10, 20, 22, 25 and 30 minutes
- Manual set of any time between 0 and 60 minutes, for each individual player

## **Boggle<sup>®</sup>:**

- Preset times of 1, 3, 5 and 10 minutes
- Manual set of any time between 0 and 60 minutes
- Automatic reload of playing time

## **Chess:**

- 5 Preset methods:
  - A: Game 25 w a 5s delay
  - B: Game 60 w a 5s delay
  - C: Game 120 w a 5s delay
  - D: 40/2:00, 20/1 G 30w a 5s delay
  - E: 40/1:55, 20/1 G 30w a 5s delay
- Flag visible during 5 minutes after each time control
- Beeps when approaching time control

- Period number visible in display

For Scrabble<sup>®</sup>, the hold period for word challenges can be made visible (see 11).

FLIP can be simply closed (folded) to suspend a game, and resume by simply opening (unfolding) it (see 3).

Additional information on this clock, expanded user manuals and tutorials, but also information on other SamTimer™ products can be found on


[www.samtimer.com](http://www.samtimer.com)








We wish you a lot of playing pleasure with your FLIP!

## ***2. Make your clock ready for use***

Pull the insulating sheet, marked with the word "PULL" out of the battery compartment on the bottom of FLIP and dispose it. Unfold the timer to switch it on.

## ***3. Switching on/off***

FLIP will automatically switch on when unfolded. You can switch FLIP off by pressing and holding the On/Off button  for 5 seconds.

If FLIP is on, and you want to start a new game or select a new program, just shortly push the On/Off button  (or any of the buttons   or  or  or  or  three times within 2 seconds.

## ***4. Halting and resuming a game***

If during a game, you close FLIP, it will stop running, remember all settings, and switch off. You can now safely store FLIP for long times. If you reopen FLIP, it will switch on and show all settings and times as when you stopped the game. Simply press one of the two user buttons to start the clock and resume the game.

## **5. Starting a game**

On first use FLIP is set to Scrabble<sup>®</sup> mode with 25 minutes for each player. The sound is set to OFF (see 7). Both triangular ◀ 18:88 ▶ signs blink to indicate that the clock ready for starting. To start playing, just press one of the players buttons. The other side clock now starts counting down.

After finishing the move, this player must shortly push his or her player button and the countdown of the other player will start or continue.

## **6. Temporarily pause the clock**

Count down of the clock can temporarily be interrupted by pressing the central Start/Stop button ▶ || or any other button. Press one of the two players buttons to resume the count down, either for the same player, or for the opponent. During the pause it is possible to change the use of the buzzer (also see 7).

## **7. Starting a new game**

Shortly press the on/off button or any of the central buttons 3 times within 2 seconds. Now the game is ended and the players times are reloaded to start a new game. You can now start the game (see 4.) or set a new program (see 8).

## **8. Sound signal**

You may switch the sound signal on or off when the clock is not running. So during setting a program, or before starting the clock or when the clock is paused, you can press the sound button 🎵 to toggle the usage of sound between ON and OFF. Sound OFF is indicated in the display by the icon 🎵. When sound is switched on, you will hear warning beep signals.

The beep is heard on these moments:

For Scrabble<sup>®</sup>: One short beep when entering OverTime

For Boggle®: two short beeps when 15 seconds are left, one long beep when time has passed  
For Chess: a short beep every second, when time is less than 5 seconds before a time control, a long beep during the last available second before a time control.

## **9. *Setting a specific program or manual set a time***

After switching FLIP on or starting a new game by pressing the on/off button 3 times (see 2), you can set a program step by step, by repeatedly pressing of the SET button and selecting an item. See below for detailed steps.

**Step 1:** Press SET and choose the game type

When you press SET, one of the three game type icons Boggle®, Scrabble® and Chess is blinking. Press buttons < or > or + or - until the desired game is blinking. Go to Step 2.

**Step 2:** Press SET and choose the preset amount of time, or manual set (manual set not available for Chess).

After pressing SET, one of the time values is blinking

Press buttons < or > or + or - until the desired amount of time is blinking. If M (Manual set) is selected, go to Step 4, otherwise go to Step 3.

Notice that for Chess, the presets can be selected from

A, B, C, D and E. See 9 for details.

**Step 3:** Now both triangles ◀ 18:88 ▶ are blinking. Simply press one of the two players buttons to start the clock of the opponent. If you want to change the setting, continue again with Step 1.

**Step 4:** Manual Set

Now press SET to make a manual setting of the time.

You can set any time between zero seconds and 59 minutes and 59 seconds, for both players identical or, for Scrabble<sup>®</sup> only, even for both players individual.

After pressing the SET button, you see the most right digit of both players displays blinking. Press and hold the **+** or the **-** button to increase or decrease the time. Notice that the time will initially change the seconds only, but after holding longer, the steps become larger and larger, allowing you to make large changes. When you are close to the desired time, or even made an overshoot, release the button and again press the **+** or the **-** button to correct in smaller steps. Practise this for a few times, then you will be able to set any time within seconds accuracy!

Individual setting of both players times (Scrabble<sup>®</sup> only)

If you want to set the time for both players individually, press the **<** or **>** button. The seconds figure of only the left respectively the right player now blinks, and the time can be set for that player only.

When the desired times are set, continue with step 5

**Step 5:** Press SET. Now the two triangular icons are blinking, indicating that the clock can be started by pressing any of the two players buttons.

## ***10. Chess presets A,B,C,D and E***

For Chess, three most popular timing systems are implemented, referred to with the letters A, B, C, D and E.

All systems feature a 5 second delay for every move. Up to 3 periods are available, detailed in the below list.

The practice at the game of Chess is to allot an amount of time for an agreed number of moves.



A popular setting can be the number D. This setting allots 2 hours for 40 moves, then 1 hour for the next 20 moves and additional 30 minutes for all remaining moves.

FLIP counts the playing time for each of the two players, and when one of the players used its 2 hours (in this example) FLIP adds the second period time (1 hour) to both players time. When now a player again reaches 0.00, FLIP adds the third period time (30 minutes) to both players. If after that, a player again reaches 0.00, that clock stops and a flag sign is shown.

*Notice that FLIP does not count the moves!*

### **The five preset options are**

A: one period game of 25 minutes for each player, with 5 seconds delay per move

B: one period game of 1 hour for each player, with 5 seconds delay per move

C: one period game of 2 hours for each player, with 5 seconds delay per move

D: Three period game: 2 hours for the first period, 1 hour for the second period and 30 minutes for the third period, all with 5 seconds delay per move

E: Three period game: 1 hour and 55 minutes for the first period, 1 hour for the second period and 30 minutes for the third period, all with 5 seconds delay per move

### **Hours/Minutes display:**

Note that when the time exceeds 59.59 or when the flag is shown in the display (as a minus sign), the time is displayed in hours and minutes, with a colon in between.

## **11. Word Challenge period display**


When the clock is paused, it is possible to see the duration of the pause, by pressing and holding the SET button. The small top central figures show the duration since entering pause. When the clock is started again, the value is reset to zero.

## **12. Battery replacement**

The SamTimer/FLIP is powered by one CR2032-3V button cell battery. When the voltage of this cell is too low, the LCD becomes dimmed or does not switch on at all. You should then place a new battery of the same type by unscrewing the security screw in the bottom battery cover and slide the battery cover in the direction of the arrow, then put in the battery with the + sign visible. Then place back the battery cover and security screw.

## **13. Technical specifications**

Batteries:	Button cell battery CR2032 (3V).
Service life:	Turned on with an average use of the sound signal: 4 years. Switched off 6 years.
Accuracy:	Better than one second per hour.
Cleaning:	Use a soft, almost dry cloth. Do not use abrasive cleaning agents.
Housing:	ABS synthetic material.

 SamTimer/FLIP complies with the regulations for electro magnetic compatibility 2004/108/EG.

## 14. Other SamTimer™ products

### SCRABBLE® rug

<http://www.samtimer.com/st-rugs.html>

This superior quality area rug was created by master craftsmen using thick plied fine yarns for longer wear. Colors are clear and true being created of the best dyes and dyeing methods. These strict standards result in a luxurious high quality finished rug.



# SCRABBLE® tiles

[www.samtiles.com](http://www.samtiles.com)

SamTimer, SamBoard and SmoothTiles have been chosen to be the official Timer, Board and Tiles of NASPA NSC09!

R<sub>1</sub> E<sub>1</sub> D<sub>2</sub> (ST) (O)

P<sub>3</sub> U<sub>1</sub> R<sub>1</sub> P<sub>3</sub> L<sub>1</sub> E<sub>1</sub> (ST) (O)

G<sub>2</sub> R<sub>1</sub> E<sub>1</sub> E<sub>1</sub> N<sub>1</sub> (ST) (O)

B<sub>3</sub> L<sub>1</sub> U<sub>1</sub> E<sub>1</sub> (ST) (O)

Y<sub>4</sub> E<sub>1</sub> L<sub>1</sub> L<sub>1</sub> O<sub>1</sub> W<sub>4</sub> (ST) (O)

G<sub>2</sub> R<sub>1</sub> E<sub>1</sub> Y<sub>4</sub> (ST) (O)

N<sub>1</sub> E<sub>1</sub> O<sub>1</sub> N<sub>1</sub> Y<sub>4</sub> E<sub>1</sub> L<sub>1</sub> L<sub>1</sub> O<sub>1</sub> W<sub>4</sub> (O) (O)

L<sub>1</sub> I<sub>1</sub> M<sub>3</sub> E<sub>1</sub> G<sub>2</sub> R<sub>1</sub> E<sub>1</sub> E<sub>1</sub> N<sub>1</sub> (O)

W<sub>4</sub> H<sub>4</sub> I<sub>1</sub> T<sub>1</sub> E<sub>1</sub> (O)

P<sub>3</sub> I<sub>1</sub> N<sub>1</sub> K<sub>3</sub> (O)

C<sub>3</sub> H<sub>4</sub> O<sub>1</sub> C<sub>3</sub> O<sub>1</sub> L<sub>1</sub> A<sub>1</sub> T<sub>1</sub> E<sub>1</sub> (O) (O)

G<sub>2</sub> R<sub>1</sub> E<sub>1</sub> Y<sub>4</sub> (O)

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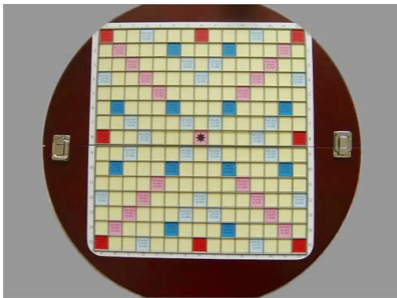
O<sub>1</sub> R<sub>1</sub> A<sub>1</sub> N<sub>1</sub> G<sub>2</sub> E<sub>1</sub> (O)

P<sub>3</sub> U<sub>1</sub> R<sub>1</sub> P<sub>3</sub> L<sub>1</sub> E<sub>1</sub> (O)

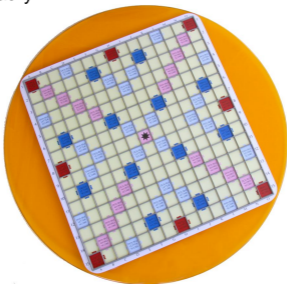
# SCRABBLE® boards

<http://www.samtimer.com/st-samboard.html>

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And the round board, in steel, wood or acrylic!  
Ultra-quiet strong bearing rotates and stops easily



For other products, visit the website

[www.SamTimer.com](http://www.SamTimer.com)

## 15. *Warranty card*

Before claiming warranty, please go to

**<http://www.samtimer.com/register>**

Date of purchase:

Customer name:

Address:

Email:

Daytime phone number:

Evening phone number:

Stamp of seller (or name + address):

How did you hear about FLIPtimer?



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