

GETTING STARTED WITH YOUR PERSONAL 60-MINUTE VISUAL TIMER

Congratulations on the purchase of your new Personal 60-Minute Visual Timer.

We hope that it helps you make every moment count!



For premium access to the Time Timer® App, scan the QR code on the package insert with your product and follow prompts.

1

INSTALL ONE AA BATTERY

The battery cover is located on the back of the timer. Simply lift battery cover up from the bottom edge to insert AA battery into compartment. Close battery compartment by pressing closed until you hear a “click”.



2

CHOOSE YOUR SOUND PREFERENCE

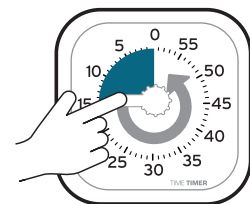
The timer itself is quiet—no distracting ticking sound—but you can choose whether to have a low volume or high volume alert when time is complete. Simply use the low/high switch on the back of the timer to control audio alerts.



3

SET YOUR TIMER

Turn the center knob on the front of the timer counter-clockwise until you reach your chosen amount of time. Immediately, your new timer will begin to countdown, and a quick glance will reveal the time left thanks to the brightly colored disk and large, easy-to-read numbers.



When the timer is complete, the alert will sound. The alert will get progressively faster and sound for one minute. Simply press the Alert Off button on the top of the timer to stop the alert.



BATTERY RECOMMENDATIONS

We recommend using high-quality, name-brand alkaline batteries to ensure accurate timing. You may use rechargeable batteries with Time Timer, but they may deplete more quickly than traditional batteries. If you do not plan to use your Time Timer for an extended period of time (several weeks or more), please remove the battery to avoid corrosion.



scan for additional
battery information

PRODUCT CARE

Our timers are manufactured to be as durable as possible, but like many clocks and timers, they have a quartz crystal inside. This mechanism makes our products quiet, accurate and easy to use, but it also makes them sensitive to being dropped or thrown. Please use with care.