

MANUAL

ChessTimer „Silver“



Recommended by the European Chess Union



Dear customer !

Congratulations on buying **ChessTimer „Silver“**, a comfortable digital chesstimer with accurate timing functions.

You should read the entire manual first, before trying out the clock, so you get to know the advantages of this chesstimer and you will appreciate it.

The handling is very easy with a clear structure for adjustment in different cases like tournaments and competitions or just at home with friends.

Before the first putting into operation of the chesstimer put 4 mignon-batteries (typ AA) into the compartment, please make sure to observe the polarity. The batterie-cover is located on the back of the chesstimer and is to be removed by soft pushing the loop on the bottom of the clock.

It is marked inside the compartment how the batteries are to be inserted. Should one be inserted in the wrong direction, it will not damage the chesstimer, it is saved intern.

We do not deliver the batteries. We recommend to use batteries of high quality with a capacity of min. 1100 mAh, so your chesstimer will manage working a long period of time.

When the batteries are inserted correctly and the battery-cover is replaced, your chesstimer can be used right away and is already switched on.

Clean your chesstimer only with a damp cloth and do not use chemical agents, as these may cause damage.

Use the delivered box to store the chesstimer

Have great fun with this modern product!

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1. working conditions and technical data

- 0 stable ABS - synthetic body, tilt-saved putting-up by ergonomic base,
- 1 display status of work on alphanumeric LC-Display with big display (ca. 80 x 25 mm)
- 2 12 modes for Blitz-, Rapid-, Schnell- and Normal games, Fischer-/Bronstein- Modes, FIDE-Mode and USER-Mode (possibility of free edition)
- 3 with one key retrievable move-counter for each mode,
- 4 activate adjustment of thinking time that depends on the number of moves,
- 5 time- and move-corrections as well as time- penalty awards can be carried out,
- 6 1 hour waiting period-timer for team competitions or others can be added,
- 7 saved using, blitzt-suitable player-keys with player-LED that can be switched off optionally,
- 8 time control (expired thinking time) can be signalized by optional adding of the buzzer
- 9 clock works on 4 Mignon-batteries (typ AA or LR6) (they are not delivered),
- 10 Low-Batterie - display

Dimensions	:	ca. 200 mm x 85 mm x 90 mm (L x B x H)	
Need of current	:	a) work without Buzzer and without LED	ca. 1.2 mA
		b) work with Buzzer and LED	ca. 2.3 mA
		c) Standby (clock switched off)	ca. 90 (A
Battery life (min.)	:	1 year or ca. 900 h. with a) ca. 17 h./ week	
		1 year or ca. 500 h. with b) ca. 9 h. / week	
		1 ½ year keep of technical data with c) based on batteries with capacity of 1100mAh.	
climatic conditions	:	working: +5 ° C to + 40 ° C	
amicable electromagnetism	:	CE - conform	

2. keys

0 **O / I / Stop - key** , central on the top side of the body

- 1 stop the clocks in a current game,
- 2 switch the clock on and off.

0 **Two player- keys**, each one with an player-LED next to it

- 1 start the game and make the move,
- 2 activate/deactivate the player-LEDs and the signal sound-Buzzer,
- 3 time- and move handicaps in the edit- mode (left player's key),
- 4 choice of the place that is to be edited in the edit-mode (right player's key),
- 5 activate/deactivate of the thinking time change option (in)dependent on the move-number (right player's key).

0 **MODE - key**

- 1 choice of mode 01 to 12, USER and signaling,
- 2 thinking time change option (in)dependent on the move-number,
- 3 choice of the digit or clock that is to be edited in the edit-mode,
- 4 retrieve of the topical move that is to be done just that moment during the play

0 **PROG -key**

- 1 edition of handicaps for thinking time and moves in the different modes as USER- Mode,
- 2 add time and moves when time is controlled,
- 3 enter penalty-time,
- 4 pulled out rearrangement to new thinking time-level.

3. the play modes, portrayal and description

fixed conditions for thinking time and other possibilities of adjustment

<u>Mode</u>	<u>play-parameter</u>	<u>description</u>
01	5 min.	Blitz (no demarcation in moves)
02	10 min.	Rapid (no demarcation in moves)
03	20 min.	Rapid (no demarcation in moves)
04	30 min.	Rapid (no demarcation in moves)
05	30 sec.	Hourglass: the time used by a player, is credited to his adversary
06	2 h. + 1 h. + 30 min.	normal game with 2 extra times
07	2 h. + 1 h.	like Mode 06, but without 2 nd control
08	2 h. + 30 min.	like Mode 07, but 30 min. for remaining game
09	3 min, 2 sec./ move.	Fischer-Blitz-Mode. 3 Min. per game, no demarcation in add. moves, 2 sec. per move free and added.
10	80 min. + 40 min, 1 min./ m.. add.	Fischer-Turnier-Mode thinking time 80 min. basictime + 40 min. remaining time, and 1 min./move credit. 1 min is added to the thinking time before every move.
11	5 min. , 3 sec./ move	Bronstein-Blitz-Mode. 5 min. per game (no demarcation in moves), 3 sec. per move free
12	90 min. / game 30 sec. / move add.	FIDE-Turnier-Mode (Fischer) . Main thinking time 90 Min. (game) and 30 sec./ move extra time. 30 sec. are added to the thinking time before every move (since 01.05.2002).
USER nn LED-/+ BUZ+/-	mode can be edited signalizing	every mode 01 to 12 is freely editable. adjusted : 04 activate/deactivate player's- LEDs and/or Buzzer-signalizing
MOV -/+ MAN+/-	rearrange thinking time	adjusted: player's-LEDs on, Buzzer-signalizing off. thinking time change option in/dependent on the move-number choosable. adjusted: thinking time change independent on the number of moves
WAIT+/-	waiting period +/- activate	1 h waiting period-timer before start

portrayal of the play modes

The play modes are marked at the display with different symbols.

In the **Modes 01 to 04 (or equal USER)** a current clock is marked every second by a **rotating cross** next to the thinking time.

In **Mode 05 (or equal USER)** the current clocks are marked by a **hourglass- symbol** next to the thinking time.

In the **Modes 06 to 08 (or equal USER)** a current player's clock is marked every second by an **indicating arrow** next to the thinking time.

In the **Modes 09, 10, 12 (or equal USER)** a current player's clock is marked every second by an **indicating, filled triangle-symbol** next to the thinking time.

In **Mode 11 (or equal USER)** a current player's clock is marked every second by an **indicating, open triangle-symbol** next to the thinking time.

common functions for all modes

The thinking time is displayed ca. 2 seconds after choosing the mode (MODE with accompanying number) in the display.

Types of displayed thinking time:

- 0 when handicap in thinking time counts more than 10 min. per player display in **h:mm** ,
- 1 when handicap in thinking time counts less than 10 min. per player display in **m.ss** .

The clock is started by pressing a player's key and the adversary's time runs down.

All modes 01 to 12 and USER have a move-counter that can be retrieved. It can be retrieved

- by keeping the **MODE** - key pressed while the clocks run down, and
- after ending of both player's time. The move- counter shows the move, the actual player is doing.

The clock mustn't be stoped in this case.

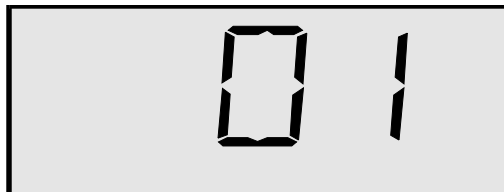
By activation of the player's-LEDs with the **MODE** - key the current clock is marked by an every second indicating LED next to the player's key. The activation of the Buzzer-signal sound causes a ca. 1 second long signal sound, whenever a clock has completely run down.

The Low-Batterie-Symbol may appeare under the left player's key during a game. That is a sign reminding you of changing the batteries as soon as possible. For saving current the activation of the Buzzer-Signal sound (BUZ +), on player's-LEDs (LED +) is switched off automatically. If the occasion of activation/deactivation arises, it has to be done manual after changing the batteries because the automatic adjusted conditions are rearranged. You can be sure to end the started game.

To save current the clock switches off automatically after 60 min., if it is not within a play-mode or any key is pressed. All adjustments are saved.

mode-selection and game start

After the first switch-on (put in the batteries) the adjusted **MODE 01** is started. The display shows always the mode with the corresponding Mode-Nr. first e.g.:



with the **MODE**-key now you can activate:

- the player's mode **01** to **12**, **USER**,
- the player's-**LEDs**,
- the **BUZZer**-signal sounds,
- MOV** - changing the thinking time (independent on the number of moves) and **MAN**ual pulling out
- the 1 hour waiting period-timer **WAIT** (for team competitions)

when you have clicked on every mode, it starts again with **MODE 01**.

When one **MODE** is chosen the readiness to start the game is automatically switched on after 2 sec. and both clocks show the corresponding thinking time. If the key is pressed within these 2 sec. again, a new **MODE** is chosen.

As long as the game is not started by pressing one of the player's key a new **MODE** can be chosen by pressing the **MODE** - key again.

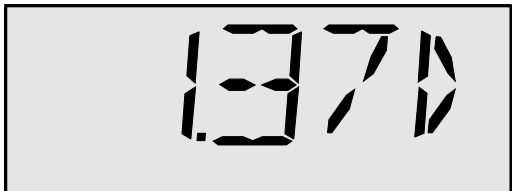
switch on/off, stop clocks, interrupt and continue game, end of game

By pressing the **O / I / Stop** - key

- 0 the clock is switched on,
- 1 the clock is stopped within a current game,
- 2 the clock is switched off in other cases.

When the game is stopped by the **O / I / Stop** - key, the remaining time of the players is marked by two arrows (one per player clock) they are directed to the last player's clock.

If the right player has to make a move and the clock is stopped, the display shows:



If both clocks are not completely run down so far, the game can be started again by pressing any player's key. Independent on which player's key has been pressed to start again it is always the clock of the last player to make a move that starts to count again.

If both clocks are completely run down you can switch off the clock by straightway pressing **O / I - Stop**-key.

When a game is stopped, you have the possibility to change remaining thinking time (add penalty times etc.) by pressing the **PROG**- key. See chapter 4 to get further information and other possibilities in adjustment.

MODE 01

5 min. Blitz

Choose Mode 01, and both clocks display readiness to start the game with a thinking time of 5:00 min. After pressing one player's key the clock is started and the adversary's time counts down. The display of the player who has to make his move shows this every second with a rotating cross.

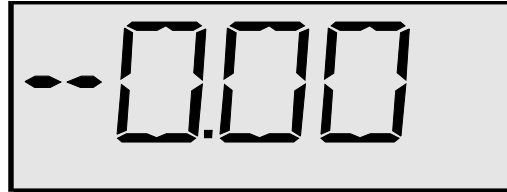
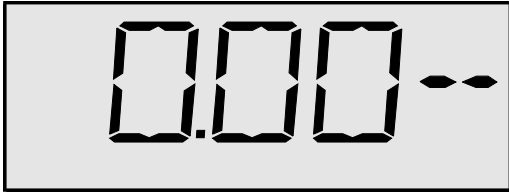


When a player's time is up during a current game, the expired clock stops at 0.00 and a horizontal stripe indicates if this clock is active.



notice : If one clock has past the thinking time it can be signaled by activation of the Buzzer- signal sound with **MODE LED / BUZ.**

If both clocks have past the thinking time, the clock is cut off for any further moves. With an activation of **LED / BUZ** - Mode this is shown with a short signal sound. The horizontal stripe does not indicate any more.



MODE 02 10 min. Rapid

Like Mode 01, but a thinking time of 10 Min. per player is adjusted.

MODE 03 20 min. Rapid

Like Mode 01, but a thinking time of 20 Min. per player is adjusted.

MODE 04 30 min. Rapid

Like Mode 01, but a thinking time of 30 Min. per player is adjusted.

MODE 05

30 sec. Hourglass

In Mode Hourglass (MODE 05) both players get 30 sec. thinking time each at the beginning of the game. After the start both clocks count like a hourglass. One is filled and the other one gets empty.

The thinking time of the player who has to make the move gets less and the thinking time of the one who pauses gets more.

This is displayed by a hourglass- symbol next to the thinking time. The hourglass- symbol shows a stripe at the top (empty) at the player's clock that has to do the move (right player's clock). The hourglass- symbol shows a stripe at the bottom (fill) at the player's clock that pauses (left player's clock).



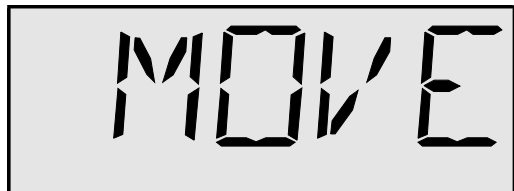
notice:

Has the thinking time past with one player, the chesstimer can be switched off by pressing **O / I / Stop** - key. Switching on again shows the old mode (here MODE 05).

MODE 06

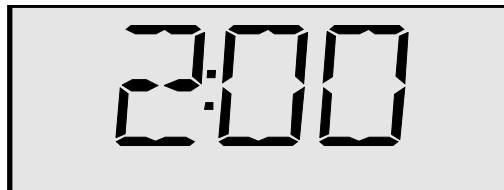
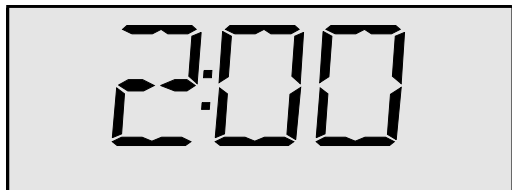
2 h./40 moves+1h./20 moves+ 30 min normal game

This mode and following MODE 07 and 08 are for the tournament-mode for normal games. It is played with a main thinking time of 2 h. for the first 40 moves (first time check). With independent move counting mode **MOV -** (adjusted) the expired clock switches onto the new thinking time- level automatically. With dependent move counting mode **MOV +** at the time check point, e. g. after the 40th or 60th move, when remaining time is available. Time- and move control by the intern move counter.

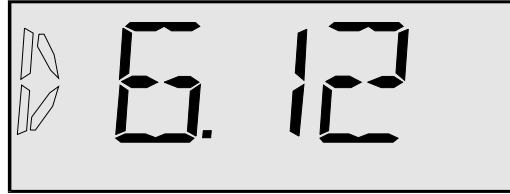
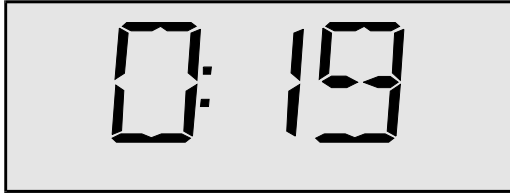


notice: The number of moves at the display only agree with the real done moves if every noticed move has been pressed on the key's at the clock. When the thinking time has completely run down and there are more moves noticed then the move counter shows you have the possibility to correct it. The adjustments are explained in chapter 4.

at the beginning of a game both clocks show:



The player who has to do his move is marked every second by an indicating arrow that is directed to his clock.



Next steps until the end of the thinking time as in MODE 01.

MODE 07 2 h. / 40 moves + 1 h. normal game

Like MODE 06, but without 2nd time control. The main thinking time consists of 2 h/ 40 moves, after this the game has to be finished with remaining time plus 1 h.

MODE 08 2 h. / 40 moves + 30 min. normal game

Like MODE 07, but only 30 min. are added after 40 moves.

MODE 09

3 min., 2 sec. per move added, Fischer - Blitzgame

The next modes MODE 09 to 12 appeared by the idea, making chess tournaments (OPEN, qualification tournaments, etc.) more attractive for competitors and audience.

The Fischer- MODE in MODE 09 and MODE 10 tell something about Blitz- and normal games, there every player gets extra thinking time next to the basic time.

At the beginning of the game the basic time and the extra thinking time are displayed.



The filled triangle indicates every second.

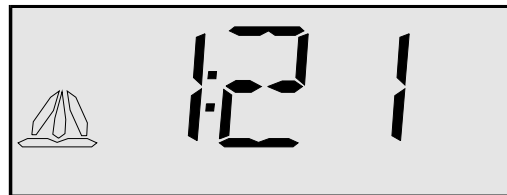
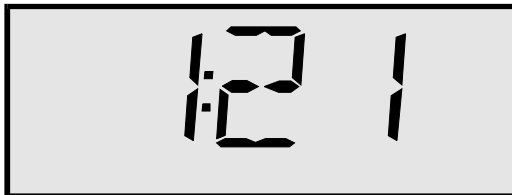
In MODE 09 every player gets a basic time of 3 minutes and 2 seconds extra thinking time for/before every move. When changing moves very fast, the credit in time of a player can get more, too.

MODE 10 80 min. + 40 min., 1 min. per move added normal game in Fischer-Mode

This mode allows playing of tournaments with Fischer-Mode. Here an extra thinking time per move is added, too. Within this tournament mode every player gets 80 minutes until the first time check, after this he gets 40 min. until the end of the game.

In MODE 10 the player gets 1 min extra thinking time per move. The credits in time can get more, too. As explained in MODE 06 the independence on moves with **MOV +/-** has the same effect.

If the game is started by pressing one of the player's key, an indicating, filled triangle is shown every second next to the thinking time.



MODE 11 5 min., 3 sec. per move free, Bronstein - Blitzgame

This Bronstein- Mode is for the Blitzgame, there every player gets basic time and free extra thinking time. In this MODE every player gets a basic thinking time of 5 min. for the game and 3 sec. free extra thinking time. But the free thinking time that is not used is not added to his basic time either. For the next move the player gets of course again the 3 sec. extra free thinking time.

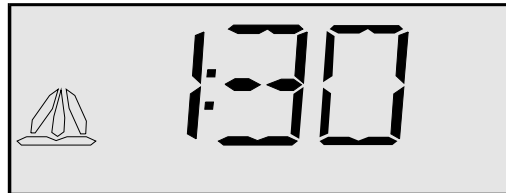
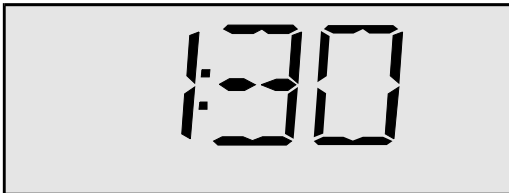
If the game is started by pressing one of the player's key, an indicating, open triangle is shown every second next to the thinking time.



MODE 12 FIDE-Mode 90 min. / game + 30 sec. / move, added (since 01.05.02)

In this tournament Mode every player gets 90 min basic thinking time for the whole game. And he gets 30 sec. extra thinking time per move. This mode is corresponding to the Fischer- Mode where the credits in time can get more, too.

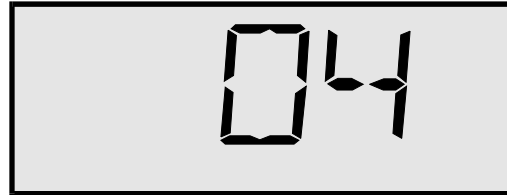
By pressing one of the player's key, an indicating, filled triangle is shown every second next to the thinking time.



USER nn

edition of the modes 01 to 12

In this mode one of the modes 01 to 12 can be stored up in an edited form. This mode allows the player to play a game modified without handicaps in the number of moves (MODE 01 to 05), with handicaps in the number of moves and time checks (MODE 06 to 08) or with Fischer and Bronstein (MODE 09 to 12) with changed time and/or move handicaps, dependent on the chosen basic mode. In the automatic adjustment the unmodified MODE 04 is stored up.



The Mode that has to be edited is to be chosen by pressing the **MODE** - key. By pressing the **PROG** - key the event is started

The modes with thinking time over 10 min. can first only be displayed in **h:mm-form**. For thinking times under 10 min. any adjustment in time under 10 min. can be chosen with **h:mm-form** and the edition event has to be repeated. It is only possible to edit in **m.ss -form** afterwards.

A Mode that is stored up in USER nn can be edited afterwards by pressing the **PROG** - key.

When the new thinking time is adjusted for both players it can be stored as edited Mode **USER nn** (**nn** = Nr. of the edited main Mode e. g. MODE 01 => USER 01) by pressing the **PROG** - key. An before adjusted mode, or the automatically adjusted **USER 04** is signed up.

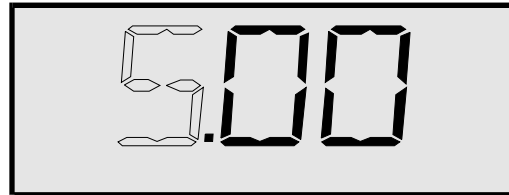
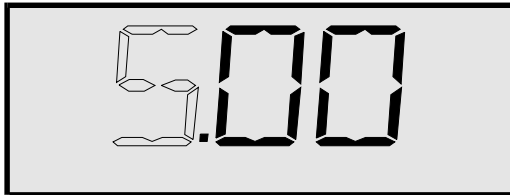
You can leave the edition Mode at any time by pressing the **PROG** -key. The edited adjustments are stored up in the USER Mode. This is also done when the **O / I / Stop** - key is pressed; the machine is switched off additionally. After switching on again the clock starts the last Mode, here USER nn.

edition of mode 01 to 05:

The timebasis for the edition depends on the automatic adjustments in the individual modes. That means the modes with thinking time under 10 min. can only be edited in **m.ss** - form, and modes with thinking time over 10 min. can be edited in **h:mm** or **m.ss** - form.

A player mode like MODE 01, 02, 03, 04 or 05 can be edited in this way:

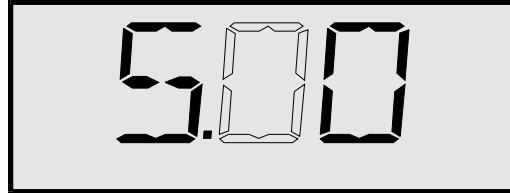
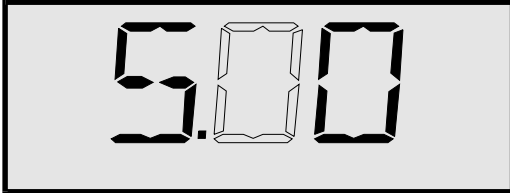
After pressing the **PROG** - key the left digits of both clocks indicate every second and allow the adjustment. For example we edit MODE 01. The display shows at the beginning:



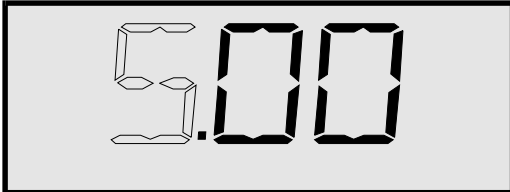
With the **left player's key** the first digit (here minutes) can be changed synchronly for both clocks by increase 1 minute each press. This adjustment rolls from 0 to 9 minutes with the time basis **m.ss- form** and 0 to 9 hours with the time basis **h:mm- form**.

With the **right player's key** the corresponding digit can be chosen synchronly. Every pressing the key causes the choice of the next number. The ten-minute-digit and ten-second-digit roll from 0 to 5 and the unit-digits roll from 0 to 9.

The time that can be adjusted in the different time basis maximumly is **9 h. 59 min.** or **9 min. 59 sec.**



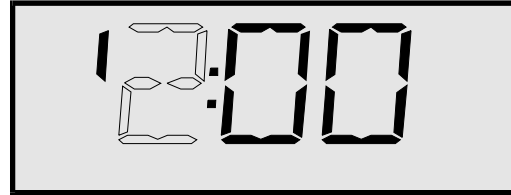
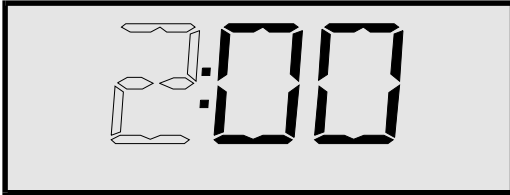
Do you want to adjust the clocks independent on one another (different thinking times for the players), you can change between the player clocks by pressing the **MODE** - key - first the left player's clock



pressing the **MODE** - key again the right player's clock, pressing again you change back to both player's clocks. For changing the times and individual digits you use the left and/or right player's key, as it is explained before.

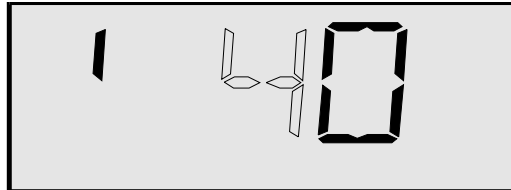
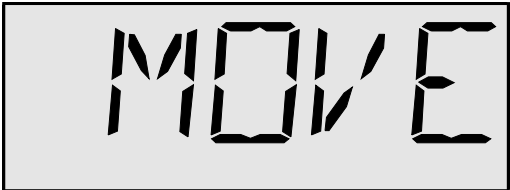
edit mode 06 to 08:

The adjustment of the time has to be done like in mode 01 to 05. Is the main thinking time adjusted the display shows after pressing the **PROG** -key:



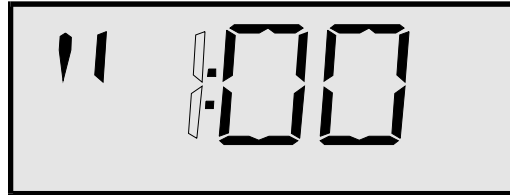
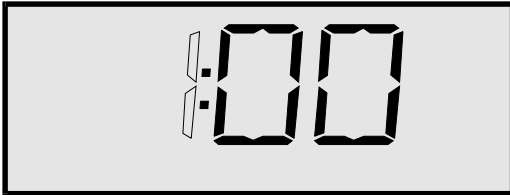
Both left sides do indicate. The main thinking time is marked by one vertical stripe. With the **MODE** - key both player clocks ore individual right or left player clock can be chosen.

Pressing the **MODE** - key again the adjustment changes to the handicaps in moves in the main thinking time. The ten-move-digit indicates.



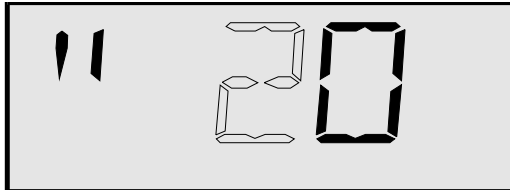
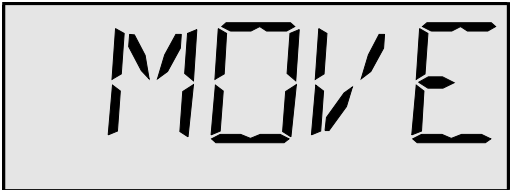
With the **left player's key** the number of the corresponding digit can be rolled from 0 to 9. The maximum handicap is 99 moves.

With the **right player's key** the digit that has to be edited can be chosen rolled. Pressing the **MODE** –key again changes to the next adjustment in thinking time level. This is marked by two horizontal stripes next to the thinking time.

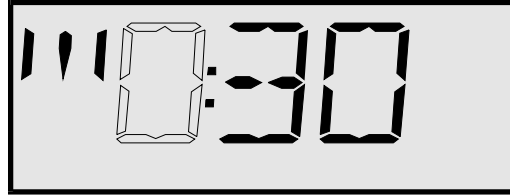
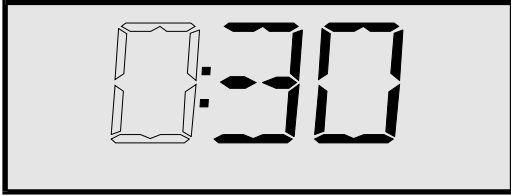


The adjustment has to be done as it is explained before.

Pressing the **MODE** –key again you reach the second level of thinking time with handicap in moves.



Pressing again the third level of thinking time is reached.



Another press of the **MODE** - key causes the adjustment of the main thinking time.
The adjustment of the handicaps has to be done with the right/ left player's key.

Pressing the **PROG** - key the edited mode is stored up as USER 06, 07 or 08 and the edition is complete.

notice: The mode MODE 06, 07 and 08 can basically be seen as the same. In MODE 07 and MODE 08 some corresponding parameters like number of moves and handicaps in time are equal with 0.

tip: Is no second time check necessary in the edited mode, all following parameters of the 2nd and 3rd thinking time level (move counter and time check) have to be set 0 (e.g. when MODE 06 is chosen as main mode) Therefore we recommend to choose MODE 07 or 08 as basis in such cases.

notice: In all modes with basic time over 10 min. you can only choose the **h:mm** – form. For thinking times less than 10 min. you have to repeat the edition in **m.ss** – form.

Edition of mode 09 to 12:

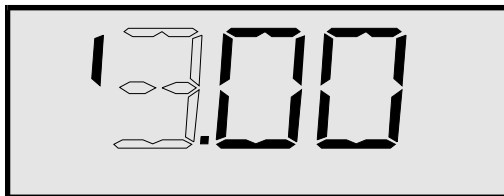
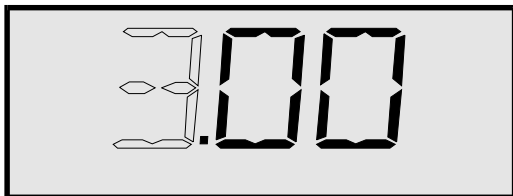
The Edition of MODE 09, 10, 11 and 12 is comparable to the adjustments of mode 06 to 08, but you have the opportunity to add adjustments of extra-free thinking time. But the 3rd time level and the 2nd time check is missing.

The MODE 09 to 12 have the same structure, even when MODE 09 and 11 the Blitz- and MODE 10 and 12 the normal mode (Fischer/FIDE and Bronstein) are.

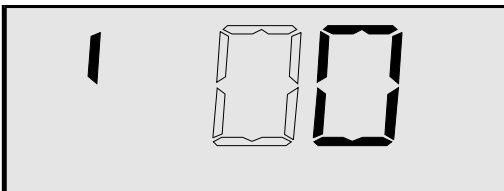
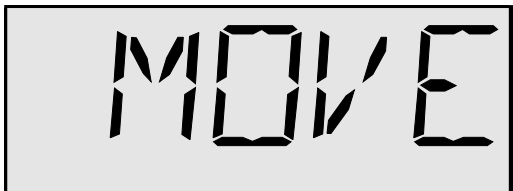
Therefore you only have to set the corresponding parameters 0.

The adjustment of time and moves has to be done as explained before. The left player's key adjusts the time, the right player's key changes between the several digits of the time. Pressing the **MODE** -key you can choose adjustments of thinking time, handicaps in moves and free thinking time.

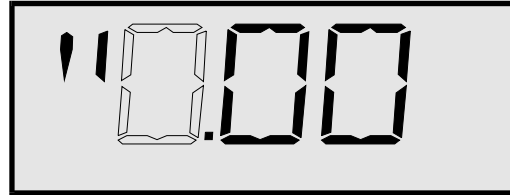
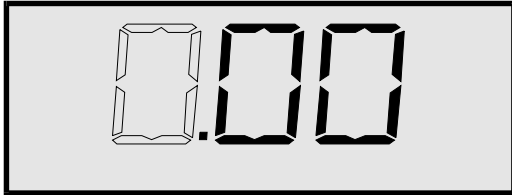
After pressing the **PROG** - key for MODE 09 is displayed:



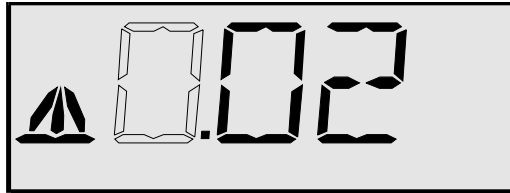
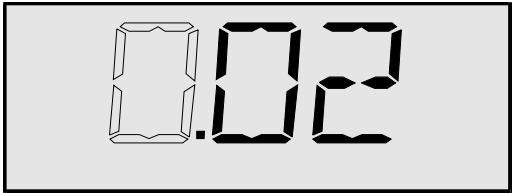
For handicaps in number of moves after pressing the **MODE** - key three times



After pressing the **MODE** - key again for the second time level is set



And after pressing the **MODE** - key three times again the adjustment of the extra thinking time follows.



This is displayed with a triangle left the right players clock.

The triangle is filled with Fischer-modes (MODE 09, 10 and 12), open with Bronstein-mode (MODE 11).

With the **PROG** -key the mode can be stored up as USER 09, 10, 11 or 12.

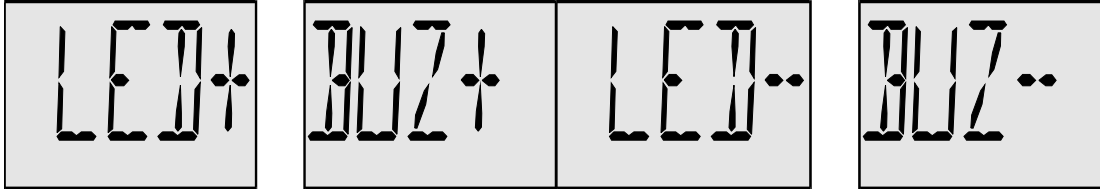
notice: The adjustment of the move counter e. g. for 40 moves as time control has only an effect corresponding with the Mode **MOV +** that is dependable on the move counter

tip: With this mode you can perfectly play a Blitz - or normalgame without extra and free thinking time. Therefore you should set the corresponding parameter 0.

notice: The modes with a thinking time over 10 min. you can only adjust in **h:mm** - form. For thinking time less than that the adjustment has to be repeated in **m.ss** - form

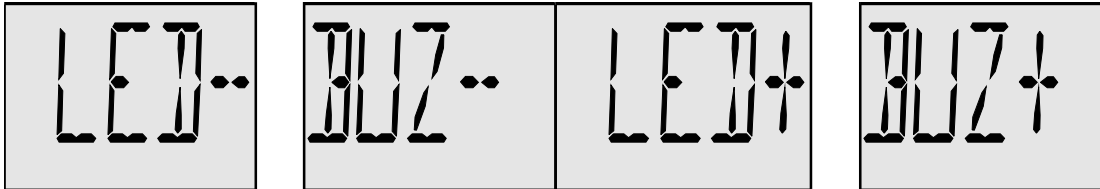
LED +/- ; BUZ +/- Activate/Deactivate of player's-LEDs, Buzzer-signal sounds

The automatic adjustment sets the player's LED on (+) and the Buzzer-signal sound off (-). After activating Buzzer- signaling **every** cross of time is shown with a ca. 1 sec. long signal sound. The signaling of the player LEDs shows which player has to do his move by the every second indicating LED of the player- key. You can choose the adjustment by pressing the **MODE** –key until **LED + BUZ -** is shown on the display.



With the **left player's** key the player-LED can be deactivated (-) or activated (+).

With the **right player's** key the Buzzer-signal sound can be switched on (+) or off (-).

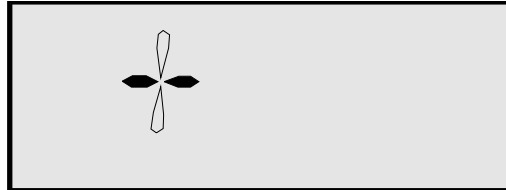
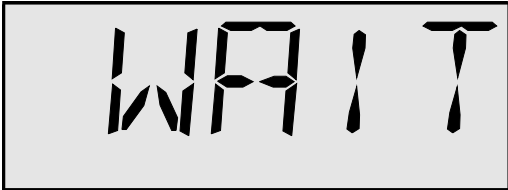


The adjustment keeps going after switching off, but both activations are deactivated with LOW- Battery because of saving current.

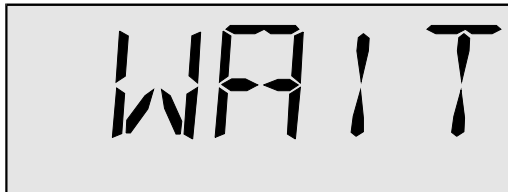
WAIT +/-

Waiting period 1h. activate/deactivate (only normal games)

The player's clock is activated by the adversary, if a player does not appear or appears late at the beginning of a tournament. The waiting time goes (and the thinking time too), has it expired the player loses the game without fight. Otherwise the game can be started normal (thinking time minus waiting time for the late player). The adjustment has to be done with pressing the **MODE** - key some times until **WAIT +/-** , by activating **(+)** or deactivating **(-)** the waiting time with the **right player's key**.



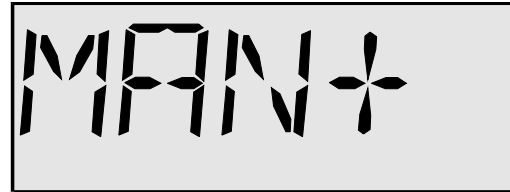
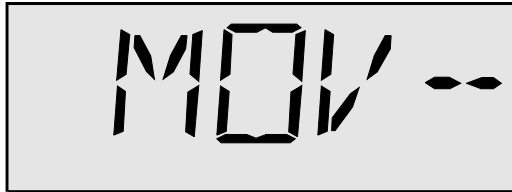
After this the playing mode (only modes 06 to 8, 10, 12 or corresponding USER) is chosen or an already chosen one is started with the **PROG** - key (take over of the activated waiting time). After display the thinking time for 2 sec. The display changes to the waiting time and shows after the start:



After the waiting time has expired the display shows 0.00 and the clock is stopped. It can only be prepared for a new game by pressing the **MODE** - key or switched off by pressing the **O / I / Stop** - key.

MOV -/+; MAN +/- activate/deactivate adjustment of thinking time that is independent on the number of moves

There are two different types of function if the thinking time is over or the number of moves is over in one thinking time level in mode 06 to 08, 09 to 12 and the corresponding USER. It is chosen by pressing the **MODE** –key some times. By pressing the **left player's key** the adjustment changes to activated (+) or deactivated (-). Automatically adjusted is thinking time that is independent on the number of moves:



With adjustment of thinking time that is independent on the number of moves the thinking time of a player changes first onto the next thinking time level when it has expired (e. g. 2 h.). By pressing the **right player's key** you can set up additionally whether the rearrangement of the thinking time after expired time on one clock should be taken over automatically to the other clock (take over of remaining time) (**MAN -**) or that this clock first changes after it's expired (**MAN+**). Here you can rearrange the other not rearranged clock manual to the new thinking time level (remaining time is taken over) by stopping the clock with **0 / I / STOP** - key and pressing **PROG** -key for ca. 2 sec. (see page 32, too).

An expired clock is first visible after crossing the whole thinking time.

With adjustment of thinking time that is dependent on the number of moves **MOV +** the thinking time is rearranged when reaching the corresponding number of moves for time check e. g. after the 40th or 60th move, if remaining time is available. Here time- and move corrections are possible. The adjustment **MAN+** or **MAN-** is not active.

4. other possibilities of adjustment correction of time and moves when time is controlled (only with MOV +)

Time- and move corrections are only possible in modes with normal games (MODE 06 to 08, 10, 12 and corresponding USER), provided that the rearrangement of thinking time that is dependent on the number of moves was adjusted with **MOV + before** a choice of a mode .

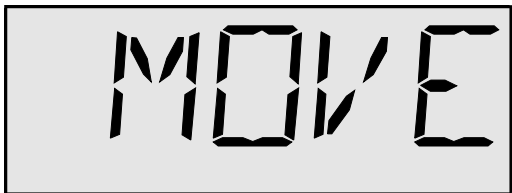
A correction maybe necessary, if a player's thinking time is expired although he has noted more done moves than the ones standing in the intern move counter.

Before the clock is stoped by pressing the **O / I / Stop** - key, the actual move can be retrieved by pressing the MODE- key.

example:

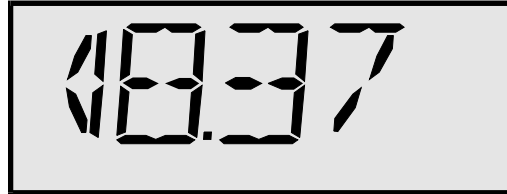
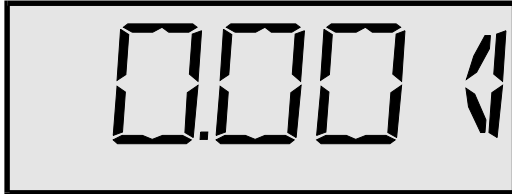
The players have done and noted 40 moves and the player doing his move does the 41st move (left player's clock).The adversary (right player's clock) makes a complaint that the left player's clock is expired. Retrieve the move counter shows the 38th move (against the notation).

The display shows the example of expired left player's clock and retrieving the move counter (move that is just to be done) by keeping MODE - key pressed

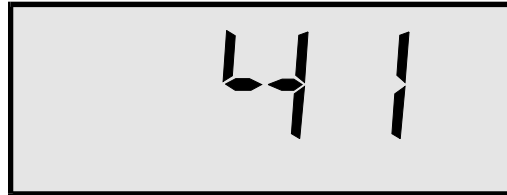
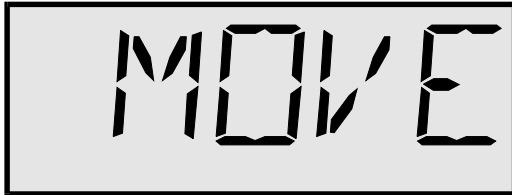


attention: The clocks are not stoped!

Now the clocks are stopped by pressing the **O / I / Stop** - key. The display shows



By pressing the **PROG** - key ca. 2 seconds the correction is started.
The display shows the move counter (before stopping in 38th move) now with the 41st move.



With the **right player's key** the move can be corrected up, with the **left player's key** down, but minimal to the 41st move. Time- and move corrections in the second level of thinking time are done the same way, but minimal down to the 61st move (with left player's key).

By pressing the **PROG** -key the action is completed and the thinking time shows for both players the next thinking time level (with take over of remaining time). The clock is still stopped and can be started again by pressing any player's key.

notice: The seconds of the remaining time are taken over from the m.ss- form to the h:mm- form.

pull out the adjustment of thinking time (only with MOV -)

If one player's thinking time is over (with a rearrangement of thinking time that is independent on the number of moves) and switched onto the next thinking time level, the other player is still on one level deeper and has got remaining time. His clock switches first when the time is over, that can cause the fact, that a player does actually not know how much remaining time he has all in all.

Before choosing MODE 06 to 08, 09 to 12 or corresponding USER the rearrangement of thinking time is explained under **MOV +/- MAN +/-** .

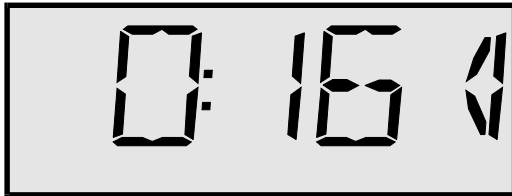
The automatic adjustment **MAN+** causes the rearrangement of the clocks after expired thinking time and the pulling out can be managed manual by pressing the **PROG** -key. Therefore the clocks have to be stoped by pressing the **O / I / Stop** -key and afterwards the pull out of thinking time of a player by pressing the **PROG** –key ca. 2 sec. So he gets the new thinking time and the credit from the last level. The clock is still stoped and can be started again by pressing any player's key.

In the other adjustment **MAN -** the other clock rearranges after expired time of one clock with taking over the remaining time to the next level of thinking time. With the **PROG** – key now impose of penalty times during a game are possible only.

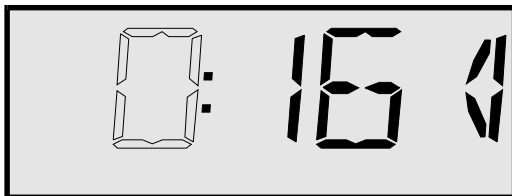
impose penalty times during a game

Remaining thinking time can be edited during a game. So penalty times for one player or both players can be imposed.

The clock can be stopped with the **O/I/Stop**-key (both clocks still show remaining time). The display shows e. g. following thinking times:



Is the **PROG**-key pressed for ca. 2 sec., the display generally shows the time basis in **h:mm-form** and shows with indicating hour-digit at the left clock the edit mode.

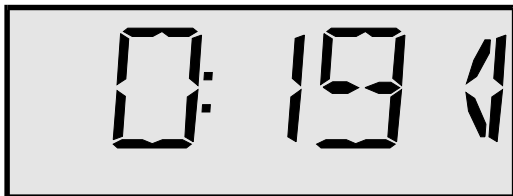


By pressing the **MODE**-key you can change between right and left player's clock. The digit to be edited indicates.

With the **left player's key** the new number (depends on digit from 0 to 5 or 0 to 9) of the indicating digit can be changed.

With the **right players key** the corresponding digit (hours or minutes) of the player's time can be adjusted.

By pressing the **PROG** -key the edition for the penalty times are finished. The display shows the new thinking times. The example shows 3 min. „plus“ for the left player, 3 min. „minus“ for the right player.



The game can be continued with any player's key.

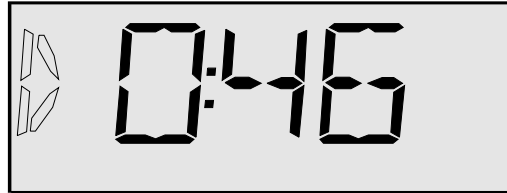
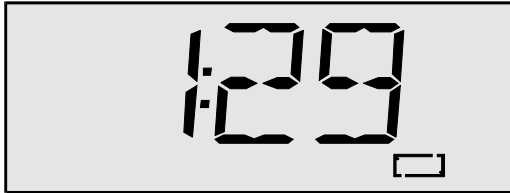
notice: Before impose of penalty times you should first do a possible time-/ move correction or a pull out to the next thinking time level.

notice: The FIDE-rules tell you the kinds of impose of penalty times dependent on the remaining time. In every case the penalty times should only be minutes.

notice: The edition- mode for penalty times can be interrupted at any time by pressing the **O / I / Stop** key. The old adjustments are stored up.

5. Low - batterie - display / change batteries

If the capacity of the batteries is over, it is shown by an rectangular symbol under the left player display. But you can be sure to end an already started game.



notice:
Buzzer,
may

When changing the batteries edited USER modes and activations/deactivations of LED, waiting time and rearrangement of thinking time that is dependent on the move counter rearranged to the automatic adjustments. All remaining time is lost, too.

6. quick start/short manual

Play modes and adjustment

MODE 01.... 5 min. Blitz
 MODE 02.... 10 min. Blitz
 MODE 03.... 20 min. Rapid
 MODE 04.... 30 min. Rapid
 MODE 05.... 30 sec. Hourglass
 MODE 06.... 2 h/40 m., 1 h/20 m. + 30 min., tournam.
 MODE 07.... 2 h/40 m. + 1 h., tournament
 MODE 08.... 2 h/40 m. + 30 min., tournament
 MODE 09.... 3 min.,2sec./m. Extra, Fischer-Blitz
 MODE 10.... 80 min+40 min., 1min./m. Extra, Fischer
 MODE 11.... 5 min,3sec./m. Free, Bronstein-Blitz
 MODE 12.... FIDE 90min./game+30sec./m. Extra
 USER edit Mode 01-12 -> PROG
 LED/BUZ+/- ... player LED/Buzzer on/off
 WAIT +/-.... 1 h. waiting timer on/off
 MOVE -/+ ... rearrangement of time,independent on
 moves on/off

Quick start and referee functions

clock on/off
 - press round key: O/I/Stop O/I/Stop- key
 choose program
 - press MODE key (several times) MODE- key
 time corrections/penalty times
 - stop clock, press round key O/I/Stop- key
 - start press 2 sec. PROG PROG- key
 - choose clock (right/left) MODE- key
 - choose h./m.-digit right-pl.-key
 - change time left-pl.-key
 - o.k. take over time PROG- key
 - mistakes - cancel O/I/Stop- key
 pull out arangements of thinking time
 - stop clock, press round key O/I/Stop- key
 - press PROG 2 sec. PROG- key
 continue game player- key