DGT960

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Thank you for buying this special electronic chessclock that can generate all the 960 starting positions of the so called Fischer random Chess. Fischer Random Chess or Chess960 was conceived and developed by the genius chessplayer Bobby Fischer. He presented his invention on the 19th of June 1996 in Argentina. By starting every game with a different starting position, the theory of openings should be of less importance, the players have to think again instead of remembering openingbooks. We wish you a lot of fun using this modern playing device.

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English:

Manual for the DGT960

We wish to congratulate you on your decision to buy the *DGT960*.

The *DGT960* was developed in the Netherlands by Digital Game Technology BV, the designers of the official match clock of the World Chess Federation FIDE.

All information as regards the various digital game clocks by DGT can be found on our website: www.dgtprojects.com.

We wish you a lot of playing pleasure with your DGT960.

1. Make your clock ready for use

Pull the insulating sheet, marked with the words PULL out of the battery compartment on the bottom of the DGT960. Open the timer to switch it on. The DGT960 is powered by a CR2032-3V button cell battery. When the voltage of this cell is too low, the low power symbol ⬚ will show in the display. You should place a new battery of the same type by sliding the battery cover open in the direction of the arrow, then put in the battery with the + sign visible.

2. Switching on/off

The DGT960 will automatically switch on when the timer is opened. It will switch off automatically when you close it. You can also switch the DGT960 off by pressing the On/Off button ⏻ for at least 1 second. You can switch it on again by pushing the On/Off button ⏻ briefly.

3. Time measuring with the DGT960

On first use the DGT960 is set to the time measuring method "Game Timer" with 5 minutes thinking time for both players (see 7 and 8). The sound is on (see 6). The triangular signs blink to indicate that the clock is in the setup mode.

To start playing, you should briefly push the central start/stop button ▶❚❚. The triangular markings will stop blinking to indicate that the timer of one of the players should be started. When you push one of the red player buttons, the opponent's timer will start the count down. After finishing his move, the player will push his red player button and the countdown of the other player will start or continue.

4. Temporarily pause the clock

Count down of the clock can be temporarily be interrupted by pressing the central Start/Stop button ▶❚❚. Press this button once more to restart the clock. During the pause the way the clock was set can be adapted (see 9).

5. Starting a new game

Press half a second on the On/Off button ⏻ and the *DGT960* is ready for a new game. The settings of the clock will be identical to the previous game.

6. Sound signal

You may switch the sound signal on or off at any time during the game by pressing the sound button ♪. When sound is switched on, you will hear warning beep signals during the last five seconds prior to falling of your flag.

7. Setting of the time measuring modes and time-controls

After the *DGT960* has been activated, you will notice the time-control and settings used during the last game. The time available to both players are surrounded by two blinking triangles. By pressing on the Start/Stop button ▶❚❚, you could start the game, but you may also change the settings first.

Change the time available to both players simultaneously

Press on the + and/or the — button until the desired time appears in both displays. When you keep pressing the + and/or the — button, the time will change at an increased speed. The maximum timelimit is 9 hours and 59 minutes.

Please note: When timecontrol exceeds 20 minutes, you will see hours and minutes in the display. When there are less than 20 minutes left, you will see seconds as well.

Change time available to only one of the players

Move with the < and/or the > button through the display until the area of only the player whose timelimit you wish to change is blinking. Press on the + and/or the — button until the desired time appears in the display.

Change the time measuring mode

Move with the < and/or the > button through the display until the area around the time measuring modes is blinking. Press on the + and/or the — button until the desired time measuring mode appears in the display.

Change the delaytime or the bonustime per move

Move with the < and/or the > button through the display until the area around the extra time is blinking. Press on the + and/or the — button until the desired time appears in the display.

8. The time measuring modes of the DGT960

The **DGT960** gives you the option of timing your game in various ways.

Move timer

Each player has a certain amount of time available for each separate move. When a player has completed his move, he gets the allotted time available for his next move. When a player has used up his time for a move, the flag will appear in the display.

Game timer

Each player has a certain amount of reflection time for the entire game; the player decides for himself how he divides the time available for the game. When a player has used up his time, the flag will

appear in the display. The clock will continue in the 'count up' mode. A ✚ sign will appear in the display.

Game timer count-up option

If you set the reflection time for both players on 0:00, then both times will at once switch to the 'count up' mode. After the clock is started, the time used by each player is recorded. A ✚ sign will appear in the display. Then no flag is shown in the display.

Game timer + delay

This mode is the same as the ' Game Timer' mode. But each time the clock is pressed, the count down of the player to move is only activated after the delaytime has been used up.

Please note: When a player has used up all his time, the flag appears. The clock does not switch to the 'count up' mode.

Game timer + bonus

This mode is the same as the 'Game Timer' mode. But each time the clock is pressed, the remaining reflection time of the player is increased with the bonus time.

Please note: When a player has used up all his time, the flag appears. The clock does not switch to the 'count up' mode.

9. Changing of the settings during the game

You may change the settings of the *DGT960* during a game. Interrupt the operation of the timecontrols by pressing the central Start/ Stop button ▶❚❚. Move with the ❮ and/or the ❯ button through the display until the triangles around the setting you wish to change are blinking. Press on the ✚ and/or the ➖ button until the desired time or the desired timecontrol mode appears in the display. Please note: When you change the reflection time in which the hours and minutes are shown, the seconds digits of this time-mode will automatically switch to zero, without you being able to notice.

Restart now the proceedings of the game by pressing the central Start/ Stop button ▶❚❚.

10. Chess960 position functions

With the (**960**) button you can hide or display the chess960 part of the display any moment

When you push the (**960**) button while the clock is not running, the dice-symbol will start to blink. Now you can:

- Let the timer choose a random start position by pushing the ✚ or ▬ button. The number of the start position will be displayed as well as the position of the chess pieces for this number.
- Choose with the ❮ and/or the ❯ button a digit of the position number to make it blink. With the ✚ or ▬ button you can change that digit and in this way you can set a specific position number with all three digits. The corresponding position of the chess pieces will be shown immediately.
- You can select one of the chess pieces with the ❮ and/or the ❯ button. You can choose a different piece by pushing the ✚ or ▬ button, all the pieces on the right side of the changed piece will be deleted. Choose the next piece with the ❯ button and choose one with the ✚ or ▬ button. When all positions are filled in, the corresponding chess960 number will be displayed.

When you push the (**960**) button again, the chess960 part of the display will be hidden and you can go on with the timer functions. However if you push Start/Stop button ▶❚❚ the chess960 functions will remain visible and you can set the timer functions then.

11. Adjusting the contrast

When the time is not running, you can adjust the contrast of the display. Press and hold the sound button ♪ and simultaneously push one or more times the ✚ or ▬ button to increase or to decrease the display contrast. This setting will be kept after switching off the clock until you remove the battery.

12. 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.

CE The DGT960 complies with the regulations for electro magnetic compatibility 2004/108/EG.

13. Warranty conditions

DGT guarantees that your digital chess clock complies with the highest quality standards. If your DGT960 – despite our care in choosing components and material, production and transport – nevertheless may show a defect during the first year after purchase, you should contact the agent who sold the appliance to you.
In order to qualify for this warranty on your new DGT960, you should present the warranty card (page 41) together with proof of purchase.

This condition of warranty is only validated if the DGT960 has been used in a prudential manner. Our obligations of warranty do not apply if attempts to repair the clock have been carried out without our explicit permission in writing.