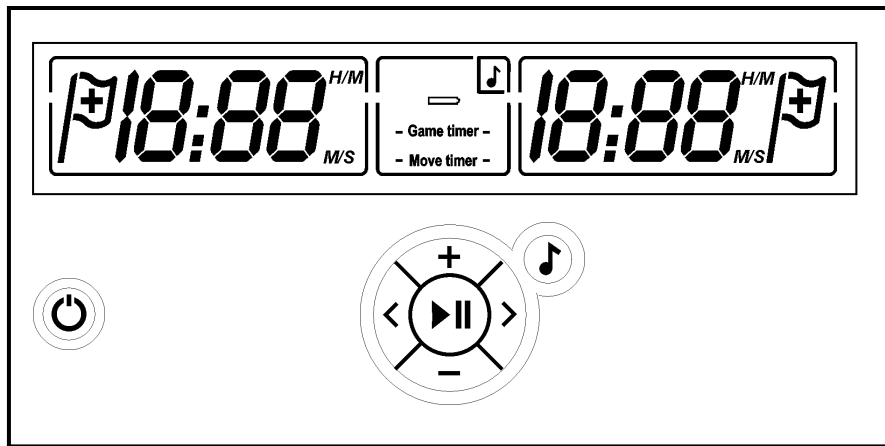


Fig. 1



English: Instructions for use of the *easy gametimer*

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


The ***easy gametimer*** was developed in the Netherlands by DGT, 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 ***easy gametimer***.


1 ***How to make your clock ready for use***

Take the ***easy gametimer*** out of the box and slide the battery cover open. Place 2 penlight batteries (AA, 1.5V) into the battery case. We would advise the use of alkaline batteries. Then close the battery cover.


When your batteries become exhausted, the battery symbol  in the display will show (see Fig. 1).

2 ***How do you play with the easy gametimer.***


Switch the ***easy gametimer*** on by pressing on the On/Off button . The first time this is done, the default mode of the ***easy gametimer*** will show the "Game timer" method in which both players have 5 minutes 'count down' reflection time (see 6 and 7). The sound is switched on (see 5).

Press briefly on the central start/stop  button. The clock of the player whose lever is in the 'up' position starts counting down. After the player has made his move, he should press his lever and the 'count down' on the clock of his opponent begins.


3 ***How to 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 8).

4 ***Starting a new game***

Press briefly on the On/Off button  and the ***easy gametimer*** is ready for a new game. The settings of the clock will be identical to the previous game.

5 ***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.

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

After the **easy gametimer** 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 a blinking area. By pressing on the Start/Stop button **▶||**, you could start the game, but you may also first change the settings.

You now could:

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 time-limit is 9 hours and 59 minutes.

Please note: When time-control 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 time-limit 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.

7 The time measuring modes of the easy gametimer.

The **easy gametimer** 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. There will appear a **+** sign 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. There will appear a **+** sign in the display. No flag is then shown in the display.

Technical specifications

Batteries: Penlight (AA, 1.5V), 2 pieces.
Alkaline type recommended.

Service life: By using 2 alkaline batteries and very regular use of your clock, you may count on a service life of at least 2 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 This DGT product complies to the regulations for electro magnetic compatibility 2004/108/EG.

Warranty conditions

DGT guarantees that your digital chess clock complies with the highest quality standards. If your DGT Easy – 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 DGT Easy, you should present the warranty card (Page 21) together with proof of purchase.

This condition of warranty is only validated if the DGT Easy 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.
