



## ENGLISH

### 1. Purpose

The DGT Pyramid is a timer for board or card games that have up to 4 players. The DGT Pyramid can provide a time limit per player for the complete game or for each player's turn. By applying time limits, playtime becomes easier to control. Using the Pyramid provides an extra challenge in playing various games.

#### Pyramid on line

Visit <http://www.dgtPyramid.com> or [www.dgtCube.com](http://www.dgtCube.com) for game tips and discuss how to use the Pyramid in your favorite games

### 2. Game Options

**Game:** Countdown per player for the entire game. The time counts down and will stop after a turn has ended. When a player passes 0.00, the display for this player will start blinking and the time will start counting up.

**Move:** Countdown per player per turn. After a turn has ended, the time will be reset to the initial value. When a player passes 0.00, the display will start blinking and the time will be stopped on 0.00 until the turn has ended.

**Move + save:** Countdown per player per turn. The remaining time that is not used for the current turn is saved for the next turn. By playing quickly one can increase the remaining time for subsequent turn(s).

**Up-count:** Count up time per player for the entire game. Set the initial time in "game" mode to 0.00 to activate this mode.

**Turn count:** Counts the number of turns or points per player. Set the initial to 0.00 in "move" or "move+save" mode to activate this mode.

### 3. Use

#### Switch on and start

The Pyramid is switched on by pressing any of the two buttons on the red side. The left hand button is called **SET** and the right hand is called **PLUS**.

The Pyramid will always start with the settings that were used in the previous session. These settings can be changed as described in the section **Change settings**. The Pyramid can now be started by pressing **PLUS** and placing it on its base with the color of the first player facing upwards. After about one second it will start counting, which is indicated by the non-blinking visibility of the ► symbol in the display.

#### Change turns

Change turns by taking the Pyramid out of its base, rotating the Pyramid with the color of the next player facing upwards and placing it back in its base. After one second, the time for this player will start counting.

#### Stop the time for all players

You can stop the time by taking the Pyramid out of its base and placing it with any face down on the table. The display of the player whose turn it was will start blinking, the other displays will not blink.

#### Switch off

Push the **SET** button for 2 seconds until the display is blank. The Pyramid has also a auto switch off function. When it has been stopped it will switch off after 4 hours without activity of a player. It will also switch off 4 hours after reaching 19:59 in up-count mode.

### 4. Change settings

You can only change the settings immediately after switching the Pyramid on. Use the buttons on the red side to do this.

#### Choosing a game option.


After switching on the Pyramid, press the **SET** button to enter **SET** mode. Then press **PLUS** to change the blinking option. After each press of the button, one of the 3 options **game**, **move**, or **move+save** will start blinking. Accept the blinking value by pressing on **SET**.

#### Changing the initial time


After choosing the game mode, the initial time can be set. Increase the blinking digit with **PLUS**. After reaching the highest possible value, a "0" will be shown again. Accept the blinking value with **SET** and the next digit will start blinking. The time set on the red side is copied to all other sides. The maximum initial time is 9 hours 59 minutes for **game** mode, and 9 minutes 59 seconds for **move** or **move + save** mode.


#### Sound on/off

After choosing the initial time the sound symbol will start blinking. You can choose from 3 sound options by pressing **PLUS** when the sound icon is blinking:

 The clock will beep shortly with every change of turn. In **game** mode it will beep shortly when there are 30 seconds left, at 10 seconds and then again at 5, 4, 3, 2, 1 seconds. A longer beep is heard at 0 seconds. In **move** or **move + save** mode it will beep at 10 seconds and at 5, 4, 3, 2, 1

seconds. A longer beep is heard at 0 seconds.

 The clock will beep shortly with every change of turn and beep longer when the time has reached 0.

 The clock will make no sound at all.

Accept the blinking value by pressing the **SET** button, and the ► symbol will start blinking. The clock can be started by pressing **PLUS** now. All settings will be saved for every separate game option even if the Pyramid is switched off. When the Pyramid is turned on again the last saved settings will be reloaded. All settings will be reset to factory values if the battery is removed and replaced again.

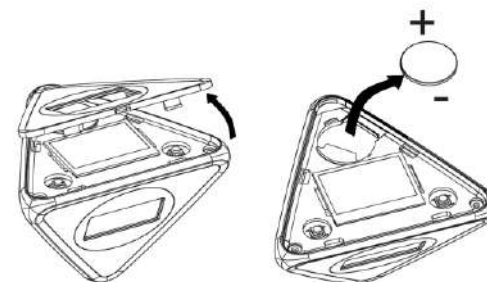
#### Start the Pyramid after a change of settings

After a setting has been changed you should press **SET** multiple times until you see the ► symbol blinking in the display. Push the **PLUS** button to start the clock and put it on its base, with the color of the first player facing upwards. After about 1 second the Pyramid starts counting.

During the game you can change the setting of the sound mode by pressing **PLUS** until the symbol of the desired setting is visible.

### 5. Replacing the battery

Replace the battery when the display contrast becomes low.



1. Remove the red side case cover with a flat object.
2. Remove the old battery.
3. Wipe off the new battery with a dry, soft cloth.
4. Place it into the unit with the positive(+) side facing up.
5. Replace the red side case cover.
6. Dispose of the old battery as prescribed in your country or region.
7. Non-rechargeable batteries are not to be recharged,
8. Do not use rechargeable batteries in the Pyramid,
9. Batteries are to be inserted with the correct polarity,
10. Exhausted batteries are to be removed from the Pyramid.
11. The terminals of the battery are



not to be short-circuited.

### 6. Warranty

DGT provides a warranty of 24 months on manufacturing and material defects of the Pyramid.

When applying for warranty, contact your retail vendor directly. You will need the warranty card and a proof of purchase to make a warranty claim.

These warranty conditions only apply when the Pyramid is used with care. Display fracture is excluded from the warranty.



Turn and move the Pyramid with care. Prevent impact between the glass displays and other objects

### 7. Technical specifications

Batteries:	1 Button cell CR2032 (3V)
Service life:	1000 hours of use on one set of batteries with capacity 100mAH
Accuracy:	Less than +/- 1 second offset per hour
Maximum values	9 hours 59 minutes initial time in game mode 9 minutes 59 seconds initial time in move and move+save mode 19 hours 59 min upcount time in game mode Maximum 999 turns in turn count mode
Cleaning:	Use a damp cloth without aggressive cleaning products



The DGT Pyramid meets the following EU directives:

EMC 2004/108/EG: EN 61000-6-3:2007 & EN 61000-6-1:2007  
Reduction of environmentally harmful material RoHS: 2002/95/EC  
Electric Toy Safety EN62115:2005

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