

## Dear customer!

Congratulations on buying the „Silver“, a comfortable and accurate working chess timer. The handling of the timer is very easy and well structured, so that the information on the back of the timer will be sufficient to operate the „Silver“. The present manual describes all functions in detail and provides information on additional modulation. The capability characteristics and technical data are listed, the control buttons and useage of the batteries are explained. Please use only a clean damp cloth to clean the clock. Do not use any solvents on the clock or the displays. Store your timer in the delivered box.

Have fun with this modern product!

**EuroChessInternational-Team**

## Table of Contents

1.	Technical data.....	page	12
2.	Capability characteristics.....	page	12
3.	Control buttons.....	page	13
4.	Modes and programming of modes.....	page	14
5.	Select mode and start to play.....	page	15
6.	How to turn the clock on/off, stop the clocks, interrupt and reset game.....	page	16
7.	Edit modes 01 to 12.....	page	16
8.	Activate/deactivate player's-LEDs and Buzzer-signal.....	page	17
9.	Adjust new thinking time.....	page	18
10.	Waiting period 1h activation/deactivation.....	page	18
11.	Time penalty or thinking time credit.....	page	19
12.	Correction of move counter .....	page	19

## 1. Technical data

Dimensions	:	ca. 200 mm x 85 mm x 90 mm (length x wide x height)
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 $\mu$ A
Batteries	:	4 Mignon-batteries (typ AA, they are not delivered)
Battery life	:	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. Capability characteristics

- ◆ stable ABS - insulated housing, no-tip-over mounting with durch ergonomic foot,
- ◆ display of operating modes on large alphanumeric LC-Display (ca. 80 x 25 mm),
- ◆ 12 modes are preset, one editable USER-Mode,
- ◆ move counter for every mode to be activated with button (also when clock is running),
- ◆ thinking time can be edited dependent on number of moves,
- ◆ correction of time and moves als well as time penalties can be carried out (also seconds),
- ◆ waiting period of 1h for team competitions can be activated,
- ◆ secure, capable of blitz, player-buttons with deactivateable player's-LED,
- ◆ time control (expired thinking time) can be signalized by activating additional Buzzer,
- ◆ Low-Battery– display.

### 3. Control buttons

**O / I / Stop**-button, center button on topside of the clock

Turn ON/OFF of the clock and Stopp the running game

**Two player**- buttons with LED, on topside of the clock

Start the game, execute move, activate/ deactivate programmms,

Select digit that is to be edited in editable mode (right button),

Time- and move- specification in the editable mode (left button)

**MODE**-button, front of the clock, on the bottom left

Selection of modes 01 to 12, USER-Mode and activation/ deactivation

as well as selection of player's clock. Select digit when editing

**PROG**-button, front of the clock, on the bottom left

Start/confirm editing (time- and move- specifications of a selected mode

is edited to USER- Mode), add penalty time, correct thinking time/ move counter,

activate/ deactivate settings for new thinking time level

Show move counter (executed move) short press **PROG**-button when clock is running or stopped

**Note:** Long press PROG-button when clock is stopped will start PROG-Mode

#### 4. Modes and programming of modes

<u>Mode</u>	<u>game-parameters</u>	<u>description</u>
01	5 min.	Blitz (no limitation in moves)
02	5 min., 3 sec./ move with 3 sec./ m. extra, not added	Bronstein-Blitz-Mode. 5 min. per game (no limitation in moves), with 3 sec./ move extra, but not added
03	20 min.	Rapid (no limitation in moves)
04	25 min., 10 sec./m. added	FIDE Rapid (Fischer), 25 min./game with 10 sec./move added
05	30 sec.	Hourglas. The time used by a player, is credited to his opponent
06	2h/40 m. + 1h/20 m.+ 30min.	Normal game, two extensions of time
07	2h/40moves+ 1h	like mode 06, only one extension of time
08	2h/40 moves+ 30 min.	like mode 07, but 30 min for the rest of the game
09	3 min, 2 sec./ move	Fischer-Blitz-Mode. 3min per game (no limitation in moves), 2sec added per move. 2sec added additionally to the thinking time per move
10	100 min./40 m. + 50 min./20 m. + 10 min., 30 sec./move added	Fischer-Tournament-Mode. 100 min./40 moves+ 50 min./20 moves+ 10 min with additional 30 sec./move extra(recommendation of ACP). 30 sec. are added per move.
11	90 min./40 m.+30 min. with 30 sec./ m. extra	FIDE-Tournament-Mode (Fischer), 90 min./40 m.+30 min. with 30 sec./ m. added extra (FIDE Congress 2006) 30 sec. are added per move.
12	90 min. / 40 moves + 15 min. with 30 sec./ move extra added	FIDE-Tournament-Mode (Fischer). 90 min./ 40 moves + 15 min. with 30 Sek./ sec./ move extra added (FIDE Congress 2005) 30 sec. are added to the thinking time per move
<u>setting</u>		
13	USER nn	All modes 01 to 12 can be edited, press PROG-button Pre-set: 2 h/40 moves + 1 h/20 moves + 15 min. and 30 sec./move
14	LED-/+ BUZ+/-	Activate/deactivate LED and/or Buzzer signal Pre-set: LEDs on, Buzzer signal off
15	WAIT+/-	1 h waiting period – timer. Pre-set: deactivated
16	MOV -/+ MAN+/-	Thinking time can be switched (in)dependent from number of moves. Pre-set: thinking time independent from number of moves

## 5. Select mode and start to play

After starting the clock for the first time (putting the batteries in) **MODE 01** is started.

Press **MODE**-button to select game modes **01** to **12** and **USER**. Also select other settings on numbers 13 to 16 (page 5). Information are displayed ca. 2 sec. after selection. Times are displayed as follows:

- ◆ Thinking time more than 10 min. per player with **h:mm**,
- ◆ Thinking time less than 10 min. per player with **m.ss**.

Press either player's button and the clock is started, the LED next to the player's button is blinking (clock rate: seconds) and the opponent's time is running. Depending on the period of thinking time there will also be a „rotating cross“ (period 1), a „closed triangle“ (period 2) or a „filled and closed triangle“ (period 3). These are displayed when the clock is running as well as stopped. Activation of the buzzer (page 4) will cause a signal (ca. 1 sec.) when the clock is stopped.

All modes 01 to 12 and **USER** have a move counter that can be selected. It can be selected by short press of the **PROG**-button when the clock is running or stopped and also after the thinking time of one or both players is consumed. The move counter indicates the move that is to be done by the player.

**Note:** Long press **PROG**-button when clock is stopped will start **PROG**-Mode (page 4).

During a game the Low-battery- symbol may appear beneath the player's clock on the left. This suggests that the batteries be changed soon. To save energy the activated buzzer-signal (BUZ +), the LEDs (LED +) are deactivated. All activations/deactivations you made have to be repeated after changing the batteries, because changing the batteries resets all default settings. The running game can be finished without fail.

As long as no game has been started (by pressing either player's button) a new mode can be selected by pressing the **MODE**-button. If no mode is activated and no buttons are being pushed, the clock will turn off automatically to save energy after 60 minutes. All modifications are saved.

## 6. How to turn the clock on/off, stop the clocks, interrupt and reset game, end of game

Press **O / I / Stop** - button

- ◆ Turns the clock on,
- ◆ Stops the running game,
- ◆ Turns the clock off

When you stop the game by pressing the **O / I / Stop** – button, the remaining thinking time of both players is displayed and two triangles (one for each player's clock) indicate which player last made a move. Press the **PROG** – button to modify the remaining thinking time (penalty time etc.). If both player's clocks did not already run out of time you can continue the game by pressing either player's-button.

**Note:** The clock of the player whose turn it was before the clocks have been stopped will start running, no matter which player's button you press to continue the game.

When during a game one player's thinking time expires, the clock stops at 0.00 and a horizontal bar is displayed. The bar at the bottom „\_“ indicates which player first reached the time limit of this period. When both player's thinking time is expired the clocks are closed for all further moves.

## 7. Edit modes 01 to 12

On spot 13 **USER nn** (page 4) you can save any mode from 01 to 12 as edited mode.

Select the mode you wish to edit with the **MODE** – button. Press the **PROG** – button and start the editing. Press the **left player button** and edit the blinking digit for both clocks at once. Press the button once and the number will be altered by one. You can select the decadic-digits from 0 to 5 and the other digit from 0 to 9.

Press the **right player button** to select the digit for both clocks. Everytime you press the button the next digit is selected (h:mm + m:ss). If you want to set different a thinking time for each player you press the **MODE** – button to

change to the left clock and press again the **MODE** – button to change to the right clock. Press a third time to change to both clocks again. After the last digit you will get to the next level of display (thinking time, number of moves, extra time). Maximum adjustable time is **9 h. 59 min.** or **9 min. 59 sec.**, maximum adjustable number of moves is **99**.

When you have finished editing the thinking time the edited mode is saved as **USER nn** ( **nn** = number of the main mode e.g. **MODE 01** => **USER 01**) by pressing the **PROG** – button. Previously saved modes or default settings are deleted.

**Note:** Taking the batteries out will delete all modulations and will re-set all default settings.

You can save or leave the editing by pressing the **PROG** –button at any time. All data that has been edited so far will be saved as mode **USER**. This will also happen if you press the **O / I / Stop** – button, the clock is turned off as well. After turning the clock on again the mode that has been activated last will be started, here **USER nn**. Every mode **USER nn** can be edited by pressing the **PROG** – button.

## **8. Activate/deactivate player's-LEDs and Buzzer-signal**

Default settings: LED tuned on (**LED +**) and Buzzer-signal turned off(**BUZ -**).

Press the **MODE** –button to select the setting until **LED + BUZ –** is displayed.

The **left player button** will deactivate (**LED -**) or activate (**LED +**) the LED.

The **right player button** will activate (**BUZ +**) or deactivate (**BUZ -**) the buzzer-signal.

**Note:** These modulations will be saved after turning the clock off. But both activations will be turned of when the Low-Battery symbol is displayed.

## 9. Adjust new thinking time

Default setting is: thinking time adjustment independent from number of moves. Select the setting by pressing the **MODE** –button until MOV – MAN + is displayed.

Press the **left player button** to change between MOV – and MOV +. Select the mode MOV -, which is independent from the number of moves, and the expired clock will jump onto the next level of thinking time immediately. Select MOV + this will happen only when the time is checked (e.g. 40<sup>th</sup> or 60<sup>th</sup> move) with remaining thinking time. Use the interior move counter to check time and moves.

**Note:** The number of moves on the display and the number that has been executed does only match if after every move a player has made he pressed his button. When the thinking time has expired and you have noted more moves than shown on the display you can correct the number with the move counter.

The default setting of MAN+ means that the respective player's clock switches onto the next thinking time level after the former level is exceeded. You can switch between the levels by pressing the **PROG**-button. To do so you have to stop the clocks pressing **O/ I / Stop** – button and then long press **PROG**-button (2 sec.). Changing the level will add the time credit to the thinking time. Press the **right player button** to change from MAN + to MAN -. Setting MAN- will also (MOV – MAN +) change the clock that did not expire to the next thinking time level when the other player's clock exceeded the time limit.

## 10. Waiting period 1h activation/deactivation

Select the setting by pressing the **MODE** – button until WAIT – is displayed. Use the **right player button** to activate the waiting period (Wait +) or deactivate (Wait -). Select the mode of the game afterwards (only modes 06 to 08, 10, 12 or respective USER) or one you already selected by pressing the **PROG** - button (the activated waiting period is added). After displaying the thinking time (ca. 2 sec.) the waiting period is displayed: WAIT 0:59. When the waiting period is expired 0.00 is displayed and the clock is stopped.



## 11. Time penalty or thinking time credit

During a game you can edit the remaining thinking time. It is possible to deduct or credit thinking time to one or both players. Stop the clock by pressing the **O / I / Stop** – button (both player clocks are displaying the remaining time) Long press **PROG**-button (2 sec.) will display a blinking digit of the left player clock and you can edit the digit. Press the **MODE**-button and you can switch between right and left player clock. Press the **left player button** to select the new number (depending on the digit from 0 to 5 or 0 to 9) for the blinking digit. Press the **right player button** to save the digit (h:mm + m:ss). End editing of penalty time by pressing **PROG**-button. The game can be continued by pressing one of the player buttons.

**Note:** You can leave the editing by pressing the **O / I / Stop** -button at any time. All former modulations are saved.

## 12. Correction of move counter

You can correct the number of moves in all modes at any time.

First stop the clock by pressing **O / I / Stop**-button.

Long Press **PROG**-button (ca. 2 sec.) and then **MODE**-button (ca. 2 sec.). The move that is to be made is blinking on the display.

Press the **right player button** to count up, the **left player button** to count down.

**Note:** The remaining seconds are added when you change the display from m:ss to h:mm.