



INSTRUCTION MANUAL

BUTTONS (front and top): SET: to set the clock and to move to next 'blinking' digit. +1: blinking digit goes up. -1: blinking digit goes down. OK: confirms setting shown on that LCD (clock). Pause: Stops/ starts clock during game. Player's buttons on top: to start opponent's clock and to stop own clock.

SWITCHES (bottom): ON/OFF-switch with Sound-option. LED-switch with Light-option. RESET-switch to switch both LCDs back to zero.

Instructions on how to use the DiGi-Blitz:

- (1) Insert three AA (penlight) alkaline batteries in battery compartment (bottom) for a minimum of 1,500 hours of operation. Clock can now be set (see 3) after switching clock on.
- (2) Turn the clock on using the ON/OFF-switch on the bottom. Also select sound on/off with the same switch. There is a separate switch for option with/ without LED-indicator, i.e. to show who is at move during the game. Important: LED-indicator 'ON' consumes much more battery power, 'sound' just a bit more. To save batteries, play WITHOUT LED or 'Sound' options. (for more details about the function of the ON/OFF-switch, please consult (6) 'memory'.)
- (3) Set the 'default' playing time with the 'SET' buttons. The two clocks are set in turn. For right LCD (= clock), press right 'SET' button, then change blinking digit with either -1 or +1 until (in sequence) desired seconds, tens of seconds, minute, tens of minutes and hours have been set. To switch to next digit, press 'SET' once more. When the desired time is set for this LCD, complete setting by pressing 'OK'.
Proceed with left LCD in same manner. After confirming time of left clock with 'OK', you are ready to play the game. If a mistake was made, you can correct it by pressing the respective 'SET' button once more and reset the time (see above). (for more details about recalling and changing the 'default' playing time, please consult (6) 'memory'.)

(4) Start the clock by pushing one of the players' buttons on the top. The other clock will start. Once the player made his move, he uses the same hand to press his player's button in order to stop his clock and start his opponent's clock.

(5) To interrupt the game, press the 'Pause' button. To restart the game, press the 'Pause' button once more.

(6) Special features: a. Memory: The programmed playing time (time-control) is stored in the memory. It is activated the first time the clock is set and it is called the 'default' time. It will be reloaded every time the clock is switched on. There are two ways that the 'default' time can be recalled: (i) by switching the ON/OFF-button on the bottom (a minimum of 3 seconds) to OFF and then ON again'; or (ii) by pressing the 'OK' button 4-5 seconds.

A new 'default' time can be set by pressing the 'RESET' switch firmly, or (alternatively) by removing one of the batteries for 3 seconds.

This feature is ideal during school- and weekend- competitions where setting of clocks often is an issue due to lack of arbiters and man-power.

b. In longer games, a Second (and even a Third) time-control can be set after stopping the clocks. This is done by pressing the 'Pause' button. The arbiter is to be called, who will then set the new time-control, just like with traditional chess clocks. Write down the time left for each player, then add the additional time for the new time-control by using the 'SET' buttons - see above under (3).

c. The arbiter may have to give a penalty during the game for various reasons. To avoid disputes and to settle differences of opinion, please stop the clocks first by using the 'Pause' button. Then call one of the arbiters without fail during the game to settle the issue. It is their job.

Latest and updated information at www.dgtprojects.com and www.schachuhr.com

=====