User Manual Backgammon Timer (English)

Introduction

Congratulations on your purchase of this high quality Backgammon Timer from Digital Game Technology. This Backgammon Timer brings extra excitement and dynamics to any game played between two players. With its handy top buttons and large display, the Backgammon Timer is very easy to program and intuitive to use. It features a one period countdown Timer and has the option to add a fixed amount of delay time before each move during which the clock will not count down to each player. The clock switches from one player to the other player when one of the two levers is pressed.
Use the Backgammon Timer with a wide variety of games such as Chess, Draughts, Checkers, Poker, Scrabble™, Lost Cities, Party & Co, Dominoes, Boggle, Settlers, Carcassonne, Trivial Pursuit, Monopoly or any other two-player game. Just switch it on, set the play-time as desired and start the clock. Let the game begin!

Battery

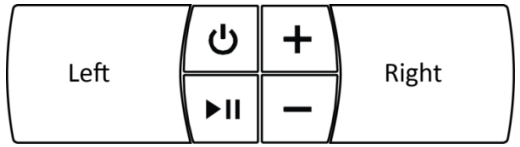
The Backgammon Timer operates on one AA battery. If the Backgammon Timer will not be used for a long period, we recommend removing the battery to avoid possible damage caused by a leaking battery. When the battery symbol is shown in the bottom right corner of the display, the Backgammon Timer can still be used for several long games though it is recommended to replace the battery by a new one.

Important:

- The battery included is non-rechargeable and should not be recharged.
- Do not use rechargeable batteries in this product.
- Place the battery in the battery compartment with the correct polarity.
- A dead battery should be removed from the product immediately.
- Never short circuit the battery.

Backgammon Timer Operation

Control Buttons



⏻	This is the power button to switch the Backgammon Timer on or off. Press twice to set delay. To switch off, keep the button pressed down for 1 second.
+	Use this button to increase the game time or the delay time before starting a game. Keep pressed down for quick setting.
−	Use this button to decrease the game time or the delay time before starting a game. Keep pressed down for quick setting.
▶II	Use this button to start or stop the clock. Note that the clock can also be started by pressing the button ''Left'' or ''Right''.

Display layout

How to set the Backgammon Timer

- Press the ⏻ button. The display shows the last used game time setting. The II icon is visible on the display to indicate that the Backgammon Timer is not running.
- The game time or delay time can be set by using the + and − buttons. Press the ⏻ button again to display the last used delay time setting.
- If a delay time greater than zero seconds is selected the letter **D** will be displayed. If a delay time of zero seconds is selected the letter **D** will not be shown.
- At the start of each turn the game time will not start countdown until the delay time has passed. During the delay time the letter **D** and the colons will blink.
- The clock can now be started either by pressing the ▶II button or by pressing ''Left'' or ''Right''. Pressing the ▶II button will start the left clock (indicated by flashing colons). Pressing the lever on either side will start the clock for the opposite player.
- The ▶ symbol appears indicating that the clock is running.
- Pressing the ▶II button pauses the Backgammon Timer. The II symbol is now displayed.
- To resume, press the ▶II button or button ''Left'' or ''Right''.
- Restart the Backgammon Timer for a new game by turning the power off and on using the ⏻ button.
- The Backgammon Timer will remember the last used game time and delay time setting.

Setting the game time

At the start of a game both players receive the same amount of time. The game time can be set as per below time intervals.

Game time per player	Game time interval options:
Below 1 minute	Intervals of 1 second
Between 1 and 10 minutes	Intervals of 30 seconds
Between 10 and 30 minutes	Intervals of 1 minute
Between 30 minutes and 2 hours	Intervals of 5 minutes
2 hours and 9 hours and 30 minutes	Intervals of 30 minutes

Note: Below 1 minute, the delay time can be set with intervals of 1 second. Between 1 minute and 9 minutes and 50 seconds it can be set with intervals of 10 seconds.

Flag behaviour

On the side of the first player that reaches zero, i.e., runs out of time, a blinking flag will be displayed and his clock will stop. When the second player reaches zero, the clock will stop counting but no flag is displayed This makes it possible to always establish which player reached zero first, i.e., ran out of time first.

Beeper behaviour

The beeper can be switched on or off by keeping the ⏻ button pressed down for 2 seconds when turning on the Backgammon Timer. The ♪ symbol is displayed when the beeper is activated. With sound activated, there is a short beep when 10, 5, 4, 3 and 2 seconds remain and a longer beep when 1 second remains until zero is reached.

Maintenance and cleaning

Your Backgammon Timer is a durable well-made product. When treated with care it will give you many years of trouble-free performance. To clean the clock a slightly-moistened soft cloth should be used. Do not use abrasive cleaning liquids. Be aware that sunlight may cause discoloration of the Backgammon Timer.

Warranty conditions

Digital Game Technology guarantees that your Backgammon Timer complies with the highest quality standards. If despite our care in selecting qualified components, materials, production and transport, your Backgammon Timer nevertheless shows a defect during the first 24 months after purchase, you should contact the retailer where you obtained the product. To claim the warranty you may be asked to present proof of purchase. When a defective product is returned, please give a detailed description of the problem and the serial number of the Backgammon Timer.
The warranty is only valid if the Backgammon Timer has been used in a reasonable and prudent manner as intended to be used. The warranty is voided if the Backgammon Timer has been misused or if any unauthorized repair attempts were undertaken without prior written consent from Digital Game Technology.

Technical specifications

Battery	One AA (penlight) battery
Time deviation	Less than 1 second per hour
Housing	ABS plastic (various colors)
Display	115 x 17 mm
Size	155 x 60 x 42 mm
Weight	105 gram (including battery)

Disclaimer

We have spared no efforts to make sure that the information in this manual is correct and complete. However there shall be no liability for any errors or omissions. Digital Game Technology reserves the right to change the specifications of the hardware and software described in this manual without prior notice.
No part of this manual may be reproduced, transmitted or translated in any language in any form, by any means, without the prior written permission of Digital Game Technology.

CE The Backgammon Timer complies with the directives: 2004/108/EC and 2011/65/EU.

This product is marked with the recycling symbol indicating that at end of its life, the product must be disposed separately at an appropriate waste collection point according local regulations. Do not dispose the product in the normal domestic unsorted waste stream.

0-3 This product is not suitable for children of 0 – 3 years of age. Includes small parts. Choking hazard.

The Backgammon Timer complies with the regulation of the German "Der Grüne Punkt" Trademark of Duales System Deutschland GmbH.

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