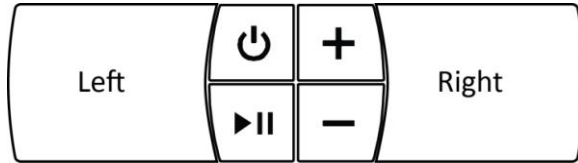# User Manual DGT1001 (English)

DGT1001 Timer Display Layout

Control Buttons

Introduction

Congratulations on your purchase of this high quality GameTimer from Digital Game Technology. This GameTimer brings extra excitement and dynamics to any game played between two players. With its four handy top buttons and large display, the DGT1001 is very easy to program and intuitive to use. It features a countdown and count-up timer and can be set between 1 second and 9 hours and 30 minutes. The clock switches from one player to the other player when one of the two levers is pressed.

Use the GameTimer 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 DGT1001 operates on one AA battery. If the GameTimer 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 GameTimer 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.

DGT1001 Timer Operation

Description of the buttons

⏻	This is the power button to switch the GameTimer on or off. To switch on or off, keep the button pressed down for 1 second.
✚	Use this button to increase the game time before starting a game. When this button is pressed longer than 0.5 seconds, its function will be repeated.
━	Use this button to decrease the game time before starting a game. When this button is pressed longer than 0.5 seconds, its function will be repeated.
▶❚❚	Use this button to start or stop the clock. Note that the clock can also be started by pressing the button "Left" or "Right".

How to set the DGT1001 GameTimer

- Press the ⏻ button. The display shows the last used setting. The ❚❚ icon is visible on the display to indicate that the GameTimer is not running.
- The game time can now be set to one of the pre-set time controls between 0:00:00 and 9:30:00 using the ✚ and ━ buttons.
- The clock can now be started either by pressing the ▶❚❚ button or by pressing "Left" or "Right". Pressing the ▶❚❚ 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 ▶❚❚ button pauses the GameTimer. The ❚❚ symbol is now displayed.
- To resume, press the ▶❚❚ button or button "Left" or "Right".
- When a player reaches zero, the beeper sounds and the corresponding flag is shown. The clock will now continue in the up-count mode.
- Restart the GameTimer for a new game by turning the power off and on using the ⏻ button.
- To start a game in up-count mode set the starting time to 00:00:00.

Setting the game time

At the start of a game each player receives the same amount of time. The GameTimer can be set to below starting times:

Game time for each player	Possible game time settings
Game time below 1 minute (intervals of 1 second)	Any time below 1 minute can be set. For up-count mode set 0 seconds.
Game time between 1 minute and 10 minutes (intervals of 30 seconds)	00:01:00, 00:01:30, 00:02:00, 00:02:30, 00:03:00, 00:03:30, 00:04:00, 00:04:30, 00:05:00, 00:05:30, 00:06:00, 00:06:30, 00:07:00, 00:07:30, 00:08:00, 00:08:30, 00:09:00, 00:09:30, 00:10:00.
Game time between 10 minutes and 2 hours (intervals of 5 minutes)	00:10:00, 00:15:00, 00:20:00, 00:25:00, 00:30:00, 00:35:00, 00:40:00, 00:45:00, 00:50:00, 00:55:00, 01:00:00, 01:05:00, 01:10:00, 01:15:00, 01:20:00, 01:25:00, 01:30:00, 01:35:00, 01:40:00, 01:45:00, 01:50:00, 01:55:00, 02:00:00.
Game time between 2 hours and 9 hours and 30 minutes (intervals of 30 minutes)	02:30:00, 03:00:00, 03:30:00, 04:00:00, 04:30:00, 05:00:00, 05:30:00, 06:00:00, 06:30:00, 07:00:00, 07:30:00, 08:00:00, 08:30:00, 09:00:00, 09:30:00.

Flag behaviour

On the side of the first player that passes zero, i.e., runs out of time, the flag will be displayed and the ✚ sign will appear indicating this clock is now counting up. When the second player passes zero, only the ✚ sign is shown and not the flag. This makes it possible to always establish which player reached zero first, i.e., ran out of time first. If zero time is set as the starting time the clocks will start in up-count mode displaying the ✚ sign on each side.

Beeper behaviour

The beeper can be switched on or off by keeping the ⏻ button pressed down for 2 seconds when turning on the GameTimer. 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. In the up-count mode the beeper does not sound.

Maintenance and cleaning

Your DGT1001 GameTimer 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 GameTimer.

Warranty conditions

Digital Game Technology guarantees that your GameTimer complies with the highest quality standards. If despite our care in selecting qualified components, materials, production and transport, your GameTimer 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 GameTimer.

The warranty is only valid if the DGT1001 has been used in a reasonable and prudent manner as intended to be used. The warranty is voided if the DGT1001 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
Battery life:	Approximately 2 years
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.

The DGT1001 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.

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

The DGT1001 complies with the regulation of the German "Der Grüne Punkt" Trademark of Duales System Deutschland GmbH.