

# DGT 2010

Official FIDE Chess Clock



User manual



Gebrauchsanweisung



Manuel d'utilisation



Руководство пользователя



Instrucciones de uso



Gebruiksaanwijzing



GENS UNASUMUS



Decrease the blinking number  
Enable / disable sound



Increase the blinking number  
Show move number



Run / Pause the clock  
Time correction after pushing for 3 seconds  
Step over manual set



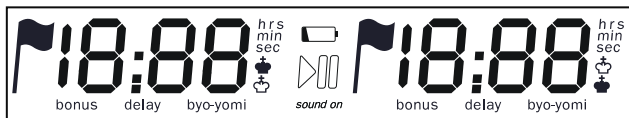
Activate the chosen option number  
Accept the desired blinking digit  
Check active option number

**ON / OFF**

(bottom of the clock)

Switch the clock on and off  
Reset the clock for the next game

## DGT 2010 Display



© Copyright 1994 -2025 Digital Game Technology BV

IJzersteden 8

7547 TB Enschede

The Netherlands

Version 1.4 June 2025

# DGT 2010

The Official FIDE Chess clock



- 4      User manual**
- 14     Gebrauchsanweisung**
- 25     Manuel d'utilisation**
- 35     Manual de usuario**
- 46     Gebruiksaanwijzing**
- 56     Руководство пользователь**

We spared no efforts to make sure that the information in this manual is correct and complete. However no liability is accepted for any errors or omissions. DGT 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 DGT.

At the end of life this product must be disposed of separately at an appropriate collection point and not be placed in the normal domestic waste stream.

Batteries should be recycled separately



GENS UNA SUMUS

# ENGLISH

|  |           |
|--|-----------|
| <b>Overview</b>  | <b>5</b>  |
| <b>Timing Functions</b>  | <b>5</b>  |
| <b>Introduction</b>  | <b>5</b>  |
| 1. Time – Rapid and Blitz Games (Options 1 – 3)  | 5         |
| 2. Time followed by Guillotine (Options 4 and 5)   | 5         |
| 3. 2 x Time followed by Guillotine (Options 6 and 7)   | 5         |
| 4. Time followed by Repeating Periods (Options 8 and 9)  | 6         |
| 5. Bonus (“Fischer” or “Incremental” Mode) Options (Options 10 – 21)                           | 6         |
| 5a. Time followed by Bonus (“Fischer”) (Options 10 – 12)                                       | 6         |
| 5b. 2 x Time followed by Bonus (“Fischer”) (Options 13 and 14)                                 | 6         |
| 5c. Bonus (“Fischer”) Single Period (Options 15 – 18)  | 6         |
| 5d. Bonus Tournament, up to 4 Periods with Bonus time per move (“Fischer”) (Options 19 and 21) | 6         |
| 6. Bronstein (Delay) (Options 22 to 25)  | 6         |
| 7. Time + professional byo-yomi (Options 26 – 28)  | 7         |
| 8. Time + Canadian byo-yomi (“Overtime”) (options 29 and 30)                                   | 7         |
| 9. Hourglass (Options 31 and 32)   | 7         |
| 10. Gong (Options 33 and 34)   | 7         |
| 11. Scrabble® (Options 35 and 35)  | 7         |
| <b>Operation of the DGT 2010</b>   | <b>8</b>  |
| 1. Batteries   | 8         |
| 2. Turning on the DGT 2010   | 8         |
| 3. Choosing an Option Number   | 8         |
| 4. Activating an Option Number   | 8         |
| 5. Starting a Game   | 8         |
| 6. Temporarily Stopping the Timer  | 9         |
| 7. Audible Signal  | 9         |
| 8. Time and Move Counter Correction  | 9         |
| 9. Manual Settings   | 9         |
| 10. Parameters that need to be programmed for manual settings.                                 | 9         |
| 11. Display Symbols  | 11        |
| 12. Time Display   | 11        |
| 13. Checking the Option Number   | 11        |
| 14. The Move Counter   | 11        |
| 15. Quick Setting Using Auto Repeat  | 11        |
| 16. Reloading Canadian Byo-yomi time   | 12        |
| 17. Adjusting the Time   | 12        |
| 18. Manual Settings  | 12        |
| 19. Care and Cleaning  | 12        |
| 20. Warranty conditions  | 12        |
| 21. Technical Specifications   | 13        |
| <b>List of option numbers</b>  | <b>70</b> |

## Overview

This DGT 2010 Game Timer has been designed to be used as game clock for various two-person board games, especially Chess, Go and Draughts. In this manual it will be referred to as the "DGT 2010."

The main features are:

- 14 different programmed functions covering all popular timing standards
- Additional manual programming functionality for all methods
- All 14 manual settings are stored in the clock's memory
- 22 pre-programmed options for quick and ease of use
- Move counter for all options
- Time and move counter correction option during a game
- Optional sound alert to warn for running out of time
- Low battery indication
- Extreme energy efficient



This product not suitable for children under 5 years old.

## Timing Functions

### Introduction

Time forms a part of every sport, especially sports such as chess, go, draughts, shogi and Scrabble®. The difference between the players is determined not only by the potential performance level of the individual players but also by the time a player needs in order to reach this level. The more a sport is seen as a measure of performance, the more important it is to limit the time a player needs to make a move. This must be done in a way which is most appropriate for the game and the sport concerned. The DGT 2010 offers 14 different methods for the timing of a game between two players. While several methods are well-known, others may be less familiar. Several of these methods have been in use for a long time; others are the result of the possibilities offered by modern electronics. Every method has its own charm and has an influence on the manner in which a sport is experienced. The traditional "blitz" game of 5 minutes per person is different from 3 minutes using "Delay" or "Bonus" in which every move attracts an extra 3 seconds of thinking time, although the total thinking time for a game may not be much different. We recommend players experiment with the various methods which the DGT 2010 offers. It can add an extra dimension to your favorite sport.

#### 1. Time – Rapid and Blitz Games (Options 1 – 3)

This is the simplest way to indicate time. Both players receive one period of time (i.e., there is a single period with no Delay or Bonus time) in which they must make all moves. The clock will show a blinking flag when one player used all off his time, but the other side will continue to count down when the turns are switched. This is possible in all options without extra time per move.

#### 2. Time followed by Guillotine (Options 4 and 5)

The first period is used to play a predetermined number of moves. The second period, the "Guillotine" (or "Sudden Death" as it is known in some countries) period, is used to complete the game. Time + Guillotine is similar to "Rapid" and "Blitz" but usually with a slower start. Notice that the guillotine time is added for both players when one player has used all the time in the first period (not after the completion of, e.g., 40 moves). The end of time behavior is similar to a single period time.

#### 3. 2 x Time followed by Guillotine (Options 6 and 7)

For an even calmer start, it is possible to play a game with two periods before the third Guillotine period. Notice that the second and guillotine times are added when one player passes zero (0:00) time.

#### **4. Time followed by Repeating Periods (Options 8 and 9)**

A quiet end to a game also has its advantages. The simple traditional (analogue) clock gives the players repeated one-hour periods in which to complete a subsequent number of moves. A digital clock can be set to any period of time for this repeating period.

#### **5. Bonus ("Fischer" or "Incremental" Mode) Options (Options 10 – 21)**

The Bonus method (also referred to as a "Fischer" or "Incremental" Mode) is a timing system in which bonus time is added for each separate move to the available time. The bonus time is added to the first move of the period in which bonus timing starts. This method always gives the players the possibility of continuing a game, even when a great deal of time has been spent on earlier moves. It is actually possible to obtain additional thinking time by completing a move in a time which is shorter than the extra time allowed. The total time increases in such a situation with the bonus time that is not used. Notice that, at the beginning of the game or period, the bonus time has already been added to the initial time. In all Bonus options: When a player has used up all the time in the final period, and no more time is added, the clock stops – for both players – and it is the end of the game. This behavior is different than in "Time" options.

##### **5a. Time followed by Bonus ("Fischer") (Options 10 – 12)**

When the time displayed reaches 0:00, the second period begins (the "bonus" period) and the time allotted for this second period is added for both players at the once. The bonus time is added when this period starts and after the completion of each move.

##### **5b. 2 x Time followed by Bonus ("Fischer") (Options 13 and 14)**

When the time displayed reaches 0:00, the second or third (the "bonus" period) period (as the case may be) begins and the time allotted for the each such period is added. The bonus time is added in the final period. It is added when this period starts and after the completion of each move.

##### **5c. Bonus ("Fischer") Single Period (Options 15 – 18)**

One period with bonus time. The bonus time is added to every move from the very outset of the game. When the clock starts, the bonus time is already added for the first move and will be added after the completion of each subsequent move.

##### **5d. Bonus Tournament, up to 4 Periods with Bonus time per move ("Fischer") (Options 19 and 21)**

As far as the time for thinking is regulated, the bonus tournament method is the most complex. It features up to four periods in which the bonus time is added for each move. When the time displayed reaches 0:00 during any period except the last one, the next period begins and the time allotted for the next period is added.

Option 21 (Bonus tournament, up to 4 Periods) allows the programming of 4 different periods, all with the same bonus time per move. For the first three periods, a move number can be programmed. If the move number is set to a non-zero number, the time for the next period is added when a player has finished the programmed number of moves for that period. If the move number is programmed to 0 (zero), the transition to the next period takes place when a player's display indicates 0.00 for both players at the same time.

*If a player does not finish the programmed (non-zero) number of moves for a particular period, when the display indicates 0:00, the blinking flag is shown and the DGT 2010 stops time counting for both players, indicating that the game has ended, with the player in question having lost the game on time. This means that the players have to stop the clock correctly after each move. Therefore the FIDE does not encourage this method of transition to the next period. The transition on zero time of one player is the preferred method.*

#### **6. Bronstein (Delay) (Options 22 to 25)**

The oldest proposal from the chess world for a solution to the problem of limited thinking time came from IGM David Bronstein. His method applies from the first move. Before this main thinking time starts counting down the player has a fixed amount of time to complete a move. It is not possible to increase the thinking time by playing more quickly as it is in the Bonus methods. The delay time is initially added to the main time.

The clock will not wait counting down until the delay time has been passed, but will add the used delay time back to the total as soon as the player has pushed the lever.

*For example the clock is set to 5 seconds delay and shows 57 seconds left. The player uses 4 seconds to complete his move (less than the delay time) and the clock shows 53, then the clock will jump back to 57 as soon as the lever is pressed. The player did not lose any time during this move. If he used 10 seconds however the clock will initially show 47 seconds but will add the 5 seconds delay time for the next move after pressing the lever, thus showing 52. The advantage of this method is that the players always see the exact time left for the game or time control.*


## **7. Time + professional byo-yomi (Options 26 – 28)**

From its very nature the game of Go lends itself naturally to allowing players extra time to complete a game. Traditionally, the byo-yomi method is used for this. Byo-yomi gives the player who has used up his thinking time a fixed amount of time for each subsequent move.

In normal games of Go the principal thinking time allowed is 1 1/2 to 2 hours, usually combined with a byo-yomi of 20 to 30 seconds. After the principal thinking time has been used the clock jumps to byo-yomi time. Each time a player completes a move the clock jumps back. If the player has not completed the move before the clock reaches 0 a flag appears in the display. For top matches the principal thinking time can be 9 hours which is followed by 5 byo-yomi periods of 1 minute each. At the end of the 9-hour period the clock jumps to 5 minutes. If the player completes a move before a time of 4 minutes is reached the clock jumps back to 5 minutes. If he completes a move after the 4-minute period has been exceeded, the clock reverts to 4 minutes. The clock thus reverts each time to the beginning of the current byo-yomi period.

*Note that the icon “byo-yomi” is shown in the display as soon as a player enters the byo-yomi phase. The flag sign is not shown yet, the flag sign is shown when a player reached zero, during byo-yomi. The game can go on, the flag is cleared when the players next turn starts.*

## **8. Time + Canadian byo-yomi (“Overtime”) (options 29 and 30)**

Canadian byo-yomi offers a simplified version of professional byo-yomi. It gives a player the extra time to complete a number (5 to 25) of moves instead of extra time per move. After passing the first period (TIME), the byo-yomi time is given, and the byo-yomi icon is shown in the display. When the agreed number of moves is made, the players clock can be reloaded with the byo-yomi time by pressing the  button for 1 second.

In the manual option 30 it is possible to set a number of moves after which the clock will automatically reload the byo-yomi time.

## **9. Hourglass (Options 31 and 32)**

A player's thinking time is gradually reduced whilst at the same time that of his opponent is increased. This way of playing is an exciting alternative to the traditional “quick-ie”. The clock stops when a player reaches zero, thus losing the game.

## **10. Gong (Options 33 and 34)**

Before the introduction of clocks with double timers, tournaments were often controlled with a gong. The gong was used to mark a fixed time for each move. Option 33 provides a fixed time of ten seconds alternately for first the left-hand player followed by the same amount of time for the right-hand player, and so on.


## **11. Scrabble® (Options 35 and 35)**

In Scrabble®, games have to be finished, even if a player exceeds the available thinking time. The more time a player uses after exceeding the available thinking time, the bigger the number of points that will be subtracted.

*You can use Upcount as an independent method by choosing manual settings (option 36) and set 1 second per player. The clock will not start when the time is set to .00 seconds.*

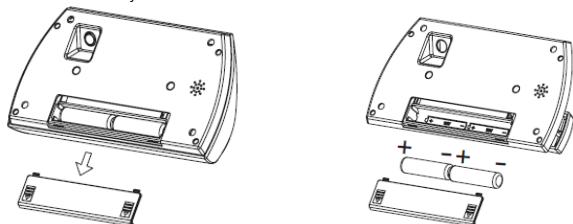
# Operation of the DGT 2010

## 1. Batteries

The DGT 2010 requires 2 AA (penlight) batteries. We recommend low self-discharging alkaline batteries which may last many years of normal use. If you do not plan to use your timer for a long period, we recommend that you remove the batteries to avoid damage caused by possible leaking of the batteries. If the Low Battery symbol  appears on the timer display, the batteries need replacement. When this message first appears, the batteries still contain enough energy to allow the current game to be completed. In case of a malfunction, first remove, then reinsert the batteries, this will reset the timer.

### Replacing the batteries:

Remove the battery cover and the old batteries



Insert the new batteries with the "+" side pointing as in the drawing

Place back the battery cover

Dispose of the old battery as prescribed in your country or region.





Non-rechargeable batteries are not to be recharged; rechargeable batteries are to be removed from the product before being charged; rechargeable batteries are only to be charged under adult supervision; different types of batteries or new and used batteries are not to be mixed; batteries are to be inserted with the correct polarity; exhausted batteries are to be removed from the product. the supply terminals are not to be short-circuited.




## 2. Turning on the DGT 2010

Switch the timer on and off with the ON/OFF button on the bottom of the timer. The ON/OFF button is placed on the bottom, recessed to avoid unintentional resetting of the clock.




## 3. Choosing an Option Number

When you switch on the timer, the display initially shows the option number that was last selected. Press the  or  button to cycle through the 36 options. After number 36 the display returns to 01. A numbered list of all options may be found on the bottom of the timer.

## 4. Activating an Option Number



When the option number you want appears on the display, select and activate it by pressing the  button. The display then shows the default starting time for that option. You can now begin your game. If you selected a manual set option refer to Section 9, Manual Settings.

## 5. Starting a Game


When you have selected an option with a pre-programmed setting, make sure that the lever is up for the player who will be white (or the side that is to begin the game). The player color is indicated with the / symbol on the display. Now start the game, and the timer, by pressing the  button in the middle. Starting the DGT 2010 at the beginning of the game with the proper player designated as white will keep an accurate record of the move numbers, something that may be especially important in the Bonus Tournament options











## 6. Temporarily Stopping the Timer

During the course of a game you can temporarily stop the timer by shortly pressing the  button. Restart the timer by pressing the  button again (pressing longer than 2 seconds starts the time correction procedure, see section 8 for this).

## 7. Audible Signal

The DGT 2010 can give audible signals near the end of a period. When this function is on, it will give a short beep 10 seconds before every period and also for each of the last 5 seconds of the period. At the last second before period, a full second beep sounds. However, the audible signal is given only when the "sound on" icon is visible on the display. The sound function can be switched on or off by pressing  button while the clock is stopped. The last 11 options have sound on by default, the others will not give a audible signal unless it is set on as described above.





## 8. Time and Move Counter Correction


During a game you can change the time that is currently displayed. Hold the  button for two seconds until the far left display digit starts blinking. Now the times of both players can be corrected, digit by digit. To change the blinking digit, press the  or  button. Press the  button to move to the next digit. After the player's time, the move counter can be corrected: decrease or increase by pressing the  or  button. When the value is correct, press . Now press  to restart the timer to resume the countdown based on the corrected times. See section 18, "Adjusting the time" for specific aspects of some options.

## 9. Manual Settings

Each timing method has an option number to allow manual setting of all the method parameters. After selecting a manual option number (e.g., option 05 for Time + Guillotine) the parameters for this method must be set, digit-by-digit.

First, the main period for each player must be set. The hours and minutes will appear first, after accepting these the seconds preceded by a period (".") can be set. After this, a number of parameters follow, depending on the selected option. See the table on the next page for the manual set parameters for all manual options.



Change the currently blinking digit with the  or  button. When the desired digit appears, press . This causes the next digit to start blinking. If you don't want to change a digit, just press .

When you have finished entering all the parameters the display will show the Pause symbol  and both players' clock times. Now the clock can be started: refer to Operation paragraph 5 for further instructions.



## 10. Parameters that need to be programmed for manual settings.


The zeros in list on the next page are displayed when the clock is not previously programmed or reset.

When setting the clock, first the hours and minutes are set, separated by a colon (:). After this the display will change to allow setting of the seconds preceded by a period (.) In this table hours:minutes.seconds are shown in one line as 0:00.00.

All these digits can be changed with the  or  button and will keep their value even after the clock is switched off or other options are chosen.

Notice that the main Period settings must be given in Hours, Minutes and Seconds

When manual set or time correction is chosen it is possible to skip the number-by-number entry of the values by pressing the  button when the first digit is blinking. The parameters stay unchanged and the clock will show  and is ready to be started.







When you quickly want to check the settings, the keep the  button pressed to see all parameters in a (very) quick way.

*Some tutorials of manual settings can be viewed as a video clip on [www.digitalgametechnology.com](http://www.digitalgametechnology.com) Navigate to the Support page and chose FAQ. Chose the "clocks" section and look for settings of DGT clocks*

| Option | Name   | Display Left                                   | Display Right  | Settings  |
|--------|--|--|--|---|
| 03     | Time   | 0:00.00  | 0:00.00  | Left-hand and right-hand player time, first hours:minutes, then seconds.  |
| 05     | Time f.b.Guillotine  | 0:00.00<br>2                                   | 0:00.00<br>0:00.00   | First Period left-hand and right-hand time, first hours:minutes, then seconds.<br>Guillotine Period for each player, first hours:minutes, then seconds.   |
| 07     | 2 x Time f.b.Guillotine  | 0:00.00<br>2<br>3                              | 0:00.00<br>0:00.00<br>0:00.00  | First Period left-hand and right-hand time.<br>Second Period time for each player.<br>Guillotine Period for each player.  |
| 09     | Time f.b.repeating Periods   | 2  | 0:00.00  | First Period left-hand and right-hand time.<br>Repeating Period time for each player.   |
| 12     | Time f.b. Guillotine with Bonus time per move ("Fischer")  | 0:00.00<br>2 bonus<br>2 bonus                  | 0:00.00<br>0:00.00 bonus<br>0.00 bonus                                       | First Period left-hand and right-hand time.<br>Second Period time for each player.<br>Second Period bonus time per move for each player.  |
| 14     | 2 x Time f.b.Guillotine with Bonus time per move ("Fischer")   | 0:00.00<br>2<br>3 bonus<br>3 bonus             | 0:00.00<br>0:00.00<br>0:00.00<br>0.00  | First Period left-hand and right-hand time<br>Second Period time for each player.<br>Third Period time for each player.<br>Third Period bonus time per move for each player.  |
| 18     | 1 period Bonus time per move. ("Fischer")  | 0:00.00<br>bonus<br>0.00<br>bonus              | 0:00.00<br>bonus<br>0.00<br>bonus  | Left-hand and right-hand time.<br>Bonus time per move for left-hand player and bonus time per move for right hand player.   |
| 21     | Up to 4 Periods, with Bonus time per move ("Fischer")<br><br>The bonus icon is displayed in all settings | 0:00.00<br><br>1<br>2<br>2<br>3<br>3<br>4      | 0:00.00<br><br>0.00<br>00<br>0:00.00<br>00<br>0:00.00<br>00<br>0:00.00       | First Period left-hand and right-hand time.<br>Bonus time per move for each player, all Periods.<br>Number of moves in the 1st Period.<br>2nd Period time for each player.<br>Number of moves in the 2nd Period.<br>Third Period time for each player.<br>Number of moves in the 3rd Period.<br>Fourth Period time for each player.   |
| 25     | Bronstein (Delay) up to 4 Periods<br><br>The delay icon is displayed in all settings                     | 0:00.00<br><br>1<br>2<br>2<br>3<br>3<br>4<br>4 | 0:00.00<br><br>0.00<br>0:00.00<br>0.00<br>0:00.00<br>0.00<br>0:00.00<br>0.00 | First Period left-hand and right-hand time.<br>First Period delay time per move for each player.<br>Second Period time for each player.<br>Second Period delay time per move for each player.<br>Third Period time for each player.<br>Third Period delay time per move for each player.<br>Fourth Period time for each player.<br>Fourth Period delay time per move for each player. |
| 28     | Go with byo-yomi   | 0:00.00<br>0.00<br>byo-yomi                    | 0:00.00<br>1<br>byo-yomi   | First period left-hand and right-hand time<br>Byo-yomi time for both players and number of byo-yomi periods.  |
| 30     | Canadian byo-yomi  | 0:00.00<br>2<br>byo-yomi<br>2<br>byo-yomi      | 0:00.00<br>0:00.00<br>byo-yomi<br>00<br>byo-yomi                             | First period left-hand and right-hand time<br>Byo-yomi time.<br>Number of moves to be played before reload.   |
| 32     | Hourglass  | 0:00.00  | 0:00.00  | Left-hand and right-hand time.  |
| 34     | Gong   |  | 0:00.00  | Gong period time.   |
| 36     | Scrabble®  | 0:00.00  | 0:00.00  | Left-hand and right-hand player time, first hours:minutes, then seconds.  |

## 11. Display Symbols

In addition to the digits the timer's display shows the following symbols:

| Symbol  | Meaning   |
|---|---|
|              | Indicates that the batteries must be changed.   |
| bonus   | Indicates that a Bonus period is active.  |
| delay   | Indicates that a Delay period is active.  |
| byo-yomi  | Indicates that a Byo-yomi period is active.   |
|              | The interim flag;<br>Indicates that this player has first gone to the next time period.<br>Disappears after 5 minutes.                      |
| <br>blinking | The (flashing) ultimate flag;<br>Indicates a player who has run out of time.  |
| hrs<br>min  | Indicates that the times displayed are in hours and minutes. A colon separates the hour and minutes digits (for instance 1:45 or 0:25).     |
| min<br>sec  | Indicates that the times displayed are in minutes and seconds. A dot separates the minutes and seconds digits (for instance 17.55 or 4.06). |
| sound on  | Indicates that the sound function is active, and the clock will beep when approaching zero time.  |
|              | Indicates that the clock is paused, either ready for the first start, or paused.  |
|             | Indicates that the clock is running.  |
|            | Indicates the player color.   |

## 12. Time Display




With 20 minutes or more remaining, the DGT 2010 displays hours and minutes. The icons "hrs" and "min" are visible. With less than 20 minutes remaining, the clock displays minutes and seconds, and the icons "min" and "sec" are visible.

The maximum displayable time is 9:59:59. Attempting to enter more time simply results in 9:59:59 being displayed.

## 13. Checking the Option Number

During a game, you may check the selected option number without interrupting any clock function. To do this press, the  button.


## 14. The Move Counter

The clock keeps track of the number of moves that have been completed. When starting a new game the move counter has the value 0 (zero). The move counter changes when the black player (see the /  icons on the display) has completed a move. When the clock is running or paused, you may see the move number by pressing the  button. The running clock is not interrupted by this action.

## 15. Quick Setting Using Auto Repeat

For fast operation, you can hold the ,  or  buttons. After a second, they will repeat their action in a rate of approximately 5 per second.

## 16. Reloading Canadian Byo-yomi time

During Byo-yomi in options 29 and 30, the byo-yomi time for the player whose clock is running can be reloaded by holding the  button down for 1 second. In manual setting option 30 this can be automated. The byo-yomi time will be reset after the desired number of moves is played.

## 17. Adjusting the Time

If you make a time correction while using an option with multiple time periods, normally the clock will assume that the same period that was being used before the correction is still in effect. So when, for example, during option 10, in period 2 (Bonus), the time is corrected to 3 minutes the bonus method will stay active.

Bonus tournament (option 21) however, offers the possibility to allot a number of moves for each period. If the move numbers for each period are programmed to a non-zero number then, during a time correction, the move number can be changed and the correct period is calculated from that point.

## 18. Manual Settings

Parameters are saved in every manual set option until you change them or the batteries are removed. If, after a manual set option, the game is ended and the same manual set option is selected again, the parameters from the previous setting are saved. See section 10 for a quick way to start the new game.

If in a multiple period setting, a period is programmed with zero period time, this period and the following periods are skipped during the game. When a period is programmed with a zero value for thinking time, no further parameters can be set for this and any subsequent periods.

*Manual setting option 21: Bonus tournament is the most advanced option. Notice that when the move number for a period is programmed zero, that period will end when a player runs through zero time. If zero moves are programmed for a period in option 21, all subsequent periods will also be set to zero moves automatically. These subsequent period move numbers cannot be set to non-zero value.*

## 19. Care and Cleaning

Your DGT 2010 is a durable, well-made product. If you treat it with reasonable care it should give you years of trouble-free performance. To clean the clock, use only a slightly-moistened soft cloth. Do not use abrasive cleansers.

## 20. Warranty conditions

DGT guarantees that your digital chess clock complies with the highest quality standards. If your DGT 2010— despite our care in choosing components and material, production and transport – nevertheless may show a defect during the first two years after purchase, you should contact the retailer who sold it to you.

For warranty coverage on your new DGT 2010, you should present the warranty card (page 69) together with proof of purchase. This condition of warranty is only valid if the DGT 2010 has been used in a reasonably prudent manner as it is intended to be used. This warranty shall not apply if the clock has been misused or if any unauthorized repair attempts have been undertaken without express written consent from the manufacturer.

## 21. Technical Specifications

|            |  |
|------------|--|
| Batteries: | Two AA-size (alkaline recommended; current consumption 2 uA when off, 10 uA when on (battery life approx. 10 yrs.) |
| Accuracy:  | within 1 second per hour   |
| Housing:   | ABS plastic  |
| Display:   | 2,5 x 13,5 cm  |
| Weight:    | 8.6 oz. (with 2-AA batteries installed)  |



The DGT 2010 complies with EN 50081-1:1991 and EN50082-1:1991 regulations. The product complies with the RoHS directive EU/2002/95/EC



This equipment is marked with the recycling symbol. It means that at the end of the life of the equipment you must dispose of it separately at an appropriate collection point and not place it in the normal domestic unsorted waste stream. This will benefit the environment for all.