



Game Timer 960-Multi-functional Chess Clock Manual

MODEL: GT960 ☐
MODEL: GT960USB ☐

Contents

| | |
|---|---|
| I. Overview | 1 |
| II. Timing Functions | 2 |
| Introduction | 2 |
| 1. Time- Blitz and Rapid Games (Options 01~12) | 2 |
| 2. Time + Guillotine (Options 13 and 14) | 2 |
| 3. 2 x Time + Guillotine (Options 15 and 16) | 3 |
| 4. Time + Time Repeating (Options 17 and 18) | 3 |
| 5. Bonus (“Fisher” or “Incremental” Mode) options (Options 19~31) | 3 |
| 5a. Time + Bonus (“Fisher”) (Options 19~21) | 4 |
| 5b. 2 x Time + Bonus (“Fisher”) (Options 22 and 23) | 4 |
| 5c. Bonus (“Fisher”) Blitz and Rapid (Options 24~28) | 4 |
| 5d. Bonus Tournament up to 4 Periods with Bonus time per move (“Fisher”) (Options 29~31)..... | 4 |
| 6. Bronstein (Delay) (Options 32~35) | 5 |
| 7. Time + Professional byo-yomi (Options 36~38) | 6 |
| 8. Time + Canadian byo-yomi (“overtime”) (Options 39 and 40) | 6 |
| 9. Hourglass (Options 41 and 42)..... | 7 |

| | |
|--|----|
| The Manual Set Parameters for All Manual Options | 14 |
| 10. Display Symbols | 19 |
| 11. Time Display | 21 |
| 12. Move Counter and Checking the Option Number | 21 |
| 13. 960 Chess Clock Operation and Display | 21 |
| 14. Care and Cleaning | 22 |
| 15. Technical Specifications | 23 |
| V. The Functions & Operation of the GT 960 USB | 23 |
| VI. List of Option Numbers | 24 |
| VII.The Control Buttons & Display | 30 |
| 1. The Control Buttons | 30 |
| 2. The Display | 31 |

| | |
|---|----|
| 10. Gong (Options 43 and 44) | 7 |
| 11. Descending Time (Options 45~47) | 7 |
| 12. Time Delay (Options 48 and 49) | 8 |
| 13. 2 x Time + Delay free (Options 50 and 51) | 8 |
| 14. 3 x Time + Delay free (Option 52) | 8 |
| 15. Scrabble® (Options 53 and 54) | 8 |
| 16. Time Restrict (Options 55~58) | 8 |
| III. 960 Chess Clock | 9 |
| IV. Operation of the Chess Clock..... | 9 |
| 1. Batteries | 9 |
| 2. Turning on the Chess Clock | 10 |
| 3. Choosing an Option Number | 11 |
| 4. Activating an Option Number | 11 |
| 5. Starting a Game | 11 |
| 6. Temporarily Stopping the Timer | 11 |
| 7. Audible and Visible Signals..... | 12 |
| 8. Time and Move Counter Correction | 12 |
| 9. Manual Setting | 12 |

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| I. Overview |
| Game Timer 960 Chess Clock have been designed to be used as game clock for various two-person board games, especially Chess, Go, Draughts and Chinese Chess. Additionally ,The Game Timer 960 USB has the function of display the current game times on computer by USB, unlike the standard “Game Timer 960 Model” |
| The main features are: |
| ● 20 different set functions covering all popular timing standards. |
| ● Additional manual programming functions. |
| ● All 20 manual settings are stored in the clock's memory. |
| ● 38 pre-set options for quick and easy use. |
| ● Move counter for all options |
| ● Optional sound and light alerts to warn when player is running out of time. |
| ● 960 Chess(Fischer Random Chess) on display. |
| ● Display the current game time on computer by USB (GT 960 USB ONLY) |
| ● Low battery indication on display |
| ● Extremely energy efficient |

II. Timing Functions

Introduction

Time is a part of every sports, especially like chess, go, draughts, Chinese chess, shogi and Scrabble®. The difference between the players is determined not only by the potential performance level of the individual players but also the time a player needs in order to reach this level. This clock offers 20 different methods for the timing of a game between two players. Every method is unique and has an influence on the manner in which a sport is experienced. We strongly hope players can experience excellent joy by choosing various methods the clock offer.

1. Time- Blitz and Rapid Games (Options 01~12)

- This is the simplest way to indicate time. Both players receive one period of time (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 up the time, and the signal still shows “◀” or “▶”, when the turns switch, the other player will continue to count down.
- This is possible in all options without extra time per move.

2. Time + Guillotine (Options 13 and 14)

- The first period is used to play a preset number of moves. The second period, the “Guillotine” (or “Sudden Death”) period, is used to complete the game.
- Time + Guillotine is similar to “Rapid” and “Blitz” but usually with a slower start.
- Note:** The guillotine time is added for both players when one player used up the time in the first period (not after the

-2-

completion of, e.g. 40 moves). The end time is similar to the first period time.

3.2 x Time + Guillotine (Options 15 and 16)

- For an excellent game condition, it is much better to play a two periods game before the third Guillotine period.
- Both player's second period time and guillotine times are added when one player passes zero (0:00) time.

4. Time + Time Repeating (Options 17 and 18)

- For an excellent game condition, players can choose repeated 1 hour periods to complete a subsequent number of moves.
- The clock can be set to any period of time for this repeating period.

5. Bonus ("Fisher" or "Incremental" Mode) options (Options 19~31)

- The Bonus (also referred to as a “Fisher” or “Incremental” Mode) means under normal time working condition, bonus time is added in every applicable move.
- The bonus time is added to the first move of the period in which bonus time 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 when a player does not use all of their bonus time.
- **Notice:** *at the beginning of the game or period, the bonus time has already been added in the initial time.*
- 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

-3-

and displays the symbol off “◀||” or “||▶”, it means game over. This is very different from “Time” options.

5a. Time + Bonus ("Fisher") (Options 19~21)

- 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 the second period starts and after each move finished.

5b. 2 x Time + Bonus (“Fisher”) (Options 22 and 23)

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

5c. Bonus ("Fisher") Blitz and Rapid (Options 24~28)

- 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 (“Fisher”) (Options 29~31)

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

-4-

pressed. The player did not lose any time during his move. However, If he used 9 seconds, the clock will initially show 50 seconds but will add the 5 seconds delay time for the next move after pressing the lever, thus showing 55. The advantage of this method is that the players can always see the exact rest time for the game or time control.

7. Time + Professional byo-yomi (Options 36~38)

- 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 ½ 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 after the 4-minute period has been exceeded, the clock reverts to 4 minutes. The clock reverts each time to the beginning of the current byo-yomi period.
- Note:** the icon "byo-yomi" is shown in the display when 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 39 and 40)

- Canadian byo-yomi offers a simplified version of professional byo-yomi. It gives the players the extra time to

-6-

period begins and shows the setting time.

- Option 31 (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 set. 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 set number of moves for that period. If the move number set to zero, the transition to the next period takes place when a player's display 0.00 for both players at the same time.


Note: If a player does not finish the set (non-zero) number of moves for a particular period, when the display 0:00, the blinking flag is shown and display the symbol of “◀” or “▶”, the clock stops time counting for both players, means the game over and a player lost the game. 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 when the time of one player reaches zero is much more common

6. Bronstein (Delay) (Options 32~35)

- The Oldest Solution in the chess world for 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 continue counting down until the delay time has been passed, but it will add the used delay time back to the total once the player has pushed the lever.
For example, the clock is set to 5 seconds delay and shows 59 seconds rest. The player uses 3 seconds to complete his move (less than the delay time) and the clock shows 56, and then the clock will jump back to 59 as soon as the lever is

-5-

complete a number (5~25) 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 LCD.
- When the agreed number of moves confirmed, the player's clock can be reloaded with the byo-yomi time by pressing the  button for 1 second. In the manual option 40 it is possible to set a number of moves after which the clock will automatically reloaded the byo-yomi time.

9. Hourglass (Options 41 and 42)

- A player's thinking time is gradually reduced. Oppositely, the other player's is increased at the same time. This way of playing is much more exciting than traditional "quickie".
- The clock stops when a player reaches zero, thus losing the game.

10. Gong (Options 43 and 44)

- 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 43 provides a fixed time of 10 seconds alternately for first the left-hand player followed by the same amount of time for the right-hand player, and so on.

11. Descending Time (Options 45~47)

- If the time for each move does not exceed the set time, the timing will reset automatically. While, if the time for each move exceeds the set time, the player will lose the game, and the flag will display.
- Press the timing button of the player who reached zero and the time will jump back to the set time, and the other players turn will start.

-7-

- 12. Time Delay (Options 48 and 49)**
- The preset delay time will start to count when the move starts, if the move is finished within the delay time, the basic time will not change.
- 13. 2 x Time + Delay free (Options 50 and 51)**
- It has two timing periods, with each period each move delay the time and start to count. When one player's first period time displays 0:00, the second period starts counting, and the time allotted to the second period will be added to both players.
- If the option 51 delay time be set at zero, it means this period timing does not have delay time.
- 14. 3 x Time + Delay free (Option 52)**
- It has three timing periods. If one period delay time to be set at zero, it means this period timing does not have delay time.
- 15. Scrabble® (Options 53 and 54)**
- In Scrabble®, games have to be finished, even if a player exceeds the available thinking time. When one player's time reaches zero, the flag and symbol "+" display, it means it's counting the time.
- If the option 54 is set to be zero, it means counting up, and displays "+".
- 16. Time Restrict (Options 55~58)**
- Option 55 and 56, every step will have time restriction. If one step exceeds the time restrict, it means abstention and it


- Option 57 and 58, every step will have time restrict. If one step exceeds the time restrict, it means this player lose the game. If both player's every step does not exceed the time restrict, the side which uses up the basic time will lose the game.

III. 960 Chess Clock

Besides the 58 timer rules, The GT 960 and GT 960 USB chess clocks also have the 960 chess layout functions. Chess 960 (also called Fisher Random Chess) was created and developed by the genius chess player Bobby Fisher. He presented his invention on the 19th of June 1996 in Argentina. By starting every game with a different starting position, the theory of openings should be of less importance, the players have to think again instead of remembering opening books. We wish you a lot of fun using this chess clock which has the function of pieces layout.

IV. Operation of the Chess Clock

1. Batteries

- ①. Batteries and volume
- This chess clock uses two AA batteries. We recommend low self-discharging alkaline batteries which may be helpful for long time use. If you do not use this clock for a long period time, we recommend removing the batteries to avoid the damage caused by possible leaking of the batteries.
 - If the low battery indicator “” appears, it means the batteries needs to be replaced. When this message first appears, the batteries still contain enough energy to complete the current game.

- In case of malfunction and the low battery, we recommend first remove the batteries, then reinsert, this will reset the clock. If the low battery indicator “” appears, we suggest to replace the batteries for use.

②. Replace the batteries:

Remove the battery cover and the old batteries. Insert two new AA batteries correctly to "+" and "-" sides. As Fig. A display, place back the battery cover, and dispose the old battery as prescribed in your country.

Note: Non-rechargeable batteries are not allowed to be recharged. Rechargeable batteries need to be removed from the clock before being charged, and it must be recharged under adult supervision. It is not allowed to mix use for different types of batteries or new and old batteries. The batteries need to be inserted with correct polarity, and the exhausted batteries must be removed from the clock. This will prevent the terminal from being short-circuited.

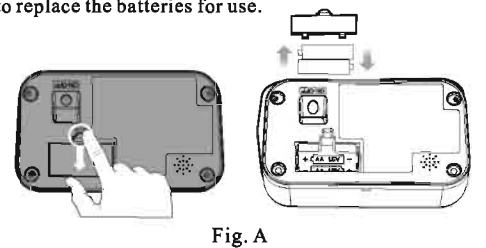


Fig. A

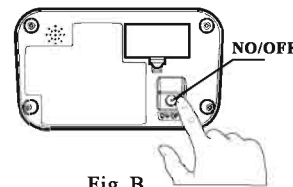


Fig. B

2. Turning on the Chess Clock

- Switch ON or OFF the chess clock with the ON/OFF button at the bottom of the clock. As Fig. B
- The ON/OFF button is located on the bottom of the clock, to avoid the unintentional resetting of the clock.





3. Choosing an Option Number

- When you switch on the clock, the screen middle place will initially show the option number which was selected last time. Press **+** or **-** button to cycle display among the 58 options. After the number 58, it will return back to 01.
- You can find all the options listed on the bottom of the clock.


4. Selecting an Option Number


- When the option number you want appears, press to select and confirm. The display then will show the default starting time for that option. Then, you can begin the game.
- If you select the manual set option, then refer to Section 9, Manual Settings.

5. Starting a Game



- After you choose an option with a pre-set setting, make sure the white side's lever is up for the player. The player color is displayed with the crown symbol  / .
- Press   button to start the game, and the white side starts timing.
- To keep an accurate record of the move numbers, designating the proper player as white side, this may be especially important in the Bonus Tournament options.

6. Temporarily Stopping the Timer

- During the game, you can shortly press  button to temporarily pause the clock, press the button again it will continue the clock.

Note: Press the  for 2 seconds, to start the time correction, (see section 8).









7. Audible and Visible Signal

- The clock can give audible and visible signals at the end of the period. When the functions are on, it will offer a short beep 10 seconds before every period ends, the light on. This is also for each of the last 5 seconds of the period. At the last second before the period, a full second beep sound, and the light will on for 1 second.
- The audible signal is given only when the symbol  is visible on the display, and the visible signal is given only when the symbol  is on the display.

- When the clock is stopped, press to turn on or off the sound function, and press to turn on or off the light function.

Note: Options 36~58 default with sound and light functions on. For other options, you need to turn on the sound and light as described above.

8. Time and Move Counter Correction

- You can change the current displayed time during the game. Hold  button for 2 seconds until the far left display digit blinking. Then, the time for both players can be corrected. Press  or  to change the blinking digit, and press  button to confirm and move to the next digit.
- After the player's time, the move counter can be corrected press  or  to increase or decrease the move number. When the value is correct, press  to confirm.
- Press  to restart the clock after corrected the time and move numbers.

9. Manual Setting

- Each timing method has an option number to allow manual setting of all the method parameters. After choosing an

- option number (for example, option 14 for Time + Guillotine) the parameters must be set digit by digit.
- First, each player's main periods must be set. The hours and minutes will appear first, the display of "**h:m.s**" will show **h:m**. Seconds can be set after setting the hours and minutes, with the display shows **.s**. Then after this, other selected option's parameters can be set. Please check the table on the next page for the manual set parameters for all manual options.
 - Press **[+]** or **[-]** to change the current blinking digit, long-press for fast setting. Press **[✓]** to confirm the digit wanted, and at the same time it will move to the next digit for blinking. If you don't want to change the digit, just press **[Back]** to confirm.
 - After setting the left player's parameter, pressing **[>]** will make the right player's parameter to be the same as left. If you don't want to change the digit, just press **[✓]** to confirm.
 - When setting the right-hand player's parameter, if you want to modify the left player's parameter, press **[<]** to move left and the first digit of the left-hand player start blinking. Then, you can press **[+]** or **[-]** to modify the left-hand player's parameter.
 - When you have finished setting all the parameters, the display will show the Pause Symbol **⏸** or **⏹**. Now the clock can be started, please refer to Operation Paragraph 5 for further instructions.

| The Manual Set Parameters for All Manual Options | | | | | |
|--|-------------------------------------|---------------------------|----------------------|---------------------------------------|--|
| Option | Name | Display Left | Display Middle | Display Right | Settings |
| 12 | Time | 0:00.00 | 12 | 0:00.00 | Left-hand and right-hand player time, first hours : minutes, then seconds |
| 14 | Time + guillotine | 0:00.00 | 14.1 14.2 | 0:00.00 | First period: left-hand and right-hand time, first hours : minutes, then seconds Guillotine period for each player, first hours : minutes, then seconds |
| 16 | 2xTime + guillotine | 0:00.00 | 16.1 16.2 16.3 | 0:00.00 0:00.00 0:00.00 | First period: left-hand and right-hand time Second period time for each player Guillotine period for each player |
| 18 | Time + Time Repeating | 0:00.00 | 18.1 18.2 | 0:00.00 0:00.00 | First period: left-hand and right-hand time Repeating period: time for each player |
| 21 | Time+guillotine with per move Bonus | 0:00.00 bonus bonus | 21.1 21.2 21.2 | 0:00.00 0:00.00 bonus 0.00bonus | First period: left-hand and right-hand time Second period: time for each player Second period bonus time per move for each player |

-14-

| Option | Name | Display Left | Display Middle | Display Right | Settings |
|--------|---|---|--|---|---|
| 23 | 2 x Time + Bonus(“Fischer”) | 0:00.00 bonus bonus | 23.1 23.2 23.3 23.3 | 0:00.00 0:00.00 0:00.00 bonus 0.00 bonus | First period: left-hand and right-hand time Second period: time for each player Third period: time for each player Third period bonus time per move for each player |
| 28 | 1 period Bonus time per move (”Fischer”) | 0:00.00 bonus 0.00 bonus | 28 28 | 0:00.00 bonus 0.00bonus | Left-hand and right-hand time Bonus time per move for left-hand player and bonus time per move for right-hand player |
| 31 | up to 4 Periods with Bonus time Per move(” Fischer”), The bonus icon is displayed in all settings | 0:00.00 bonus bonus bonus bonus bonus bonus bonus | 31.1 31 31.1 31.2 31.2 31.3 31.3 31.4 | 0:00.00 bonus 0.00bonus 00 bonus 0:00.00 bonus 00 bonus 0:00.00 bonus 00 bonus 0:00.00 bonus | First period: left-hand and right-hand time All periods: bonus time per move for each player Number of moves in the 1st period 2nd period time for each player Number of moves in the 2nd period 3rd period time for each player Number of moves in the 3rd period 4th period time for each player |

-15-

| Option | Name | Display Left | Display Middle | Display Right | Settings |
|--------|--|--|--|--|--|
| 35 | Bronstein (Delay) up to 4 Periods, The delay icon is displayed in all settings | 0:00.00 delay delay delay delay delay delay delay delay | 35.1 35.1 35.2 35.2 35.3 35.3 35.4 35.4 | 0:00.00 delay 0.00 delay 0:00.00 delay 0.00 delay 0:00.00 delay 0.00 delay 0:00.00 delay 0.00 delay | First period left-hand and right-hand time First period delay time per move for each player Second period left-hand and right-hand time Second period delay time per move for each player Third period left-hand and right-hand time Third period delay time per move for each player Fourth period left-hand and right-hand time Fourth period delay time per move for each player |
| 38 | Go with byo-yomi | 0:00.00 0.00byo-yomi | 38 38 | 0:00.00 1 byo-yomi | First period left-hand and right-hand time Byo-yomi time for both players and number of byo-yomi periods |
| 40 | Canadian byo-yomi | 0:00.00 byo-yomi byo-yomi | 40 40 40 | 0:00.00 Byo-yomi time 0:00.00byo-yomi 00 | First period left-hand and right-hand time Byo-yomi time Number of moves to be played before reload |
| 42 | Hourglass | 0:00.00 | 42 | 0:00.00 | Left-hand and right-hand time |
| 44 | Gong | | 44 | 0:00.00 | Gong period time |

-16-

| Option | Name | Display Left | Display Middle | Display Right | Settings |
|--------|--|--|--|---|--|
| 47 | Descending Time | 0:00.00 | 47 | 0:00.00 | Left-hand and right-hand time |
| 49 | 1 period time delay | 0:00.00 delay 00 delay | 49 49 | 0:00.00 delay 00 delay | Left-hand and right-hand time Delay time for left-hand and right-hand player (displayed on the top right corner separately) |
| 51 | Up to 2 periods with delay time per move, the delay icon is displayed in all setting | 0:00.00 delay delay delay | 51.1 51.1 51.2 51.2 | 0:00.00 delay 00 delay 0:00.00 delay 00 delay | First period: left-hand and right-hand time First period: Delay time per move for each player (displayed on the top right corner) Second period: left-hand and right-hand time Second period: Delay time per move for each player (displayed on the top right corner) |
| 52 | Up to 3 periods with delay time per move, the delay icon is display in all setting | 0:00.00 delay delay delay delay | 52.1 52.1 52.2 52.2 52.3 52.3 | 0:00.00 delay 00 delay 0:00.00 delay 00 delay 0:00.00 delay 00 delay | First period: left-hand and right-hand time First period: Delay time per move for each player (displayed on the top right corner) Second period: left-hand and right-hand time Second period: Delay time per move for each player (displayed on the top right corner) Third period: left-hand and right-hand time Third period: Delay time per move for each player (displayed on the top right corner) |









-17-

| Option | Name | Display Left | Display Middle | Display Right | Settings |
|--------|-----------------------|---------------------------------|----------------|---------------------------------|--|
| 54 | Scrabble® | 0:00.00 | 54 | 0:00.00 | Left-hand and right-hand player time, fist hours : minutes, then seconds |
| 56 | Time restrict(exceed) | 0:00.00 restrict 00 restrict | 56 56 | 0:00.00 restrict 00 restrict | Left-hand and right-hand player time Restrict time for left-hand and right-hand player (displayed on the top right corner separately) |
| 58 | Time restrict (Limit) | 0:00.00 restrict 00 restrict | 58 58 | 0:00.00 restrict 00 restrict | Left-hand and right-hand player time Restrict time for left-hand and right-hand player (displayed on the top right corner separately) |

-18-

10. Display Symbols

Besides the digits, the clock displays the following symbols :

| Symbol | Meaning |
|--|---|
|  | Low battery indicator, means the batterics must be changed. |
|  | Indicates a Bonus period is active. |
|  | Indicates a Delay period is active. |
|  | Indicates a Restrict period is active. |
|  | Indicates a Byo-yomi period is active. |
|  | The interim flag. Indicates the player has first gone to next time period. It will disappear after 5 minutes. |
|  blinking | The ultimate flag (flashing). Indicates the player who has run out of time. |
|  | Indicates the player time is counting up. |
| h : m | Indicates the time displayed is in hours and minutes. A colon is used to separate the hour and minute digit. (for example: 1:30 or 0:30) |
| m. s | Indicates the time displayed is in minutes and seconds. A dot is used to separate the minute and second digit. (for example: 15.00 or 5.10) |
| s | Indicates the time displayed is second. |

-19-

| Symbol | Meaning |
|----------|---|
| | Indicates the sound function is active, and the clock will beep when approaching the end of the period. |
| | Indicates the light function is active, the side with light-on is timing . The light will flash before the end of every option, and it will flash slowly for the side with flag flashing. |
| | Indicates the clock is paused, ready for the first start or pause. |
| | Indicates the clock is running. |
| / | Indicates the player's color. |
| blinking | Indicates the clock starts for the pieces layout. |
| | Rook |
| | Knight |
| | Bishop |
| | Queen |
| | King |

Note: The Display Middle place is the option number. And the number following the dot “.” after the option number means the timing period.

11. Time Display
-When the time remaining for 20 minutes or more (including 20 minutes), the clock will display hours and minutes, with the icon “h:m” visible.
-When the time remaining less than 20 minutes(not including 20 minutes), the clock will display minutes and seconds, with the icon “m.s” visible.
-The maximum displayable time is 9:59.59, and the maximum setting time is 9:59.59.
-When the time remaining for 20 minutes or more, press /s to display the left player's total remaining time **h:m.s** hours, minutes and seconds. Press /s to display the right player's total remaining time **h:m.s** hours, minutes and seconds. Release the button, it will display the **h:m** hours and minutes again.

12. Move Counter and Checking the Option Number
- The clock will track the number of moves that have been completed. When starting a new game, the move counter will display the value 000. The value will add the move one by one when the black player (see the / icons on the display) has completed a move.
- When the clock is running or paused, you can see the option number change to move counter by pressing button. The running clock will not be interrupted by this action. The display will change back to option number by releasing the button.

13. 960 Chess Clock Operation and Display
● **Operation**
-When the clock is not running or when clock is paused or the option number is flashing (when choosing the timing

options) or setting the options, press , the dice symbol will start to blink, the other blinking on the display will stop.
①. Press or buttons to choose a random start position layout, and confirming the layout by pressing button. The clock will exit the blinking and the dice symbol will disappear.
②. Press /s or /s to move left or right, the layout number will blinking caused by the dice’s blinking change, and the dice will still display, and press or buttons separately to change the blinking digit. At the same time, the chess layout will change accordingly. If confirm the chess layout by choosing numbers, press to confirm. The clock will exit the blinking and the dice symbol will disappear.
③. Press /s or /s to move left or right, the transverse line below the pieces will start blinking caused by the change of the clock layout numbers. Press or buttons, and choose the clock pieces of that place among the five pieces of Rook, Knight, Bishop, Queen, and King. After setting all the 8 places, press to confirm the layout. The clock will exit the blinking and the dice symbol will disappear.
● **Display / Hide the layout**
- When the clock displayed the current layout, you can press button to hide the layout. When the current layout is hided, you can press button to display the current layout.

14. Care and Cleaning
①. This clock is NOT water-resistant, please keep it away from water, and keep it dry.
②. Please store and use this clock within the temperature -5° ~ +50℃. Extreme temperatures will shorten the life of electronic components, and destroy the battery and some of the plastic parts.
③. Keep the chess clock in good condition with normal use and safe storage. The PCB will be damaged if the clock is broken.
④. Please clean the clock with wet duster cloth, do NOT use chemical solvents or coarse cloths to clean the clock.

15. Technical Specifications
- Batteries: 2 AA batteries (we recommend alkaline batteries)
- Accuracy: better than ± 1 second per day
- Temperature: -5°~ +50℃
- Humidity: <95%
V. The Functions & Operation of GT 960 USB
-Besides all the functions of GT 960, TheGT 960 USB function of display the current game times on computer by USB.
-At the back of the GT 960 USB, there is the USB jack. When connecting with the computer by USB, the clock electricity is supported by the computer and the batteries of the clock are in the status of reserve.
-Install the CD software, supplied together with the clock. or download the software from the website <http://www.OmcorChess.com>. Double click the “Chess960.exe” program (please extract, if it is WinRAR document). Once installed the computer will display the current interface as the LCD of the clock, so that you can check all the displayed data from the computer.

VI. List of Option Numbers

| Option | Clock Type | Basic Time / Extra Time |
|--------|------------|-------------------------|
| 01 | Time Blitz | 3 min |
| 02 | Time Blitz | 5 min |
| 03 | Time Blitz | 10 min |
| 04 | Time Rapid | 15 min |
| 05 | Time Rapid | 20 min |
| 06 | Time Rapid | 25 min |
| 07 | Time Rapid | 30 min |
| 08 | Time Rapid | 45 min |
| 09 | Time Rapid | 60 min |
| 10 | Time Rapid | 90 min |

| Option | Clock Type | Basic Time / Extra Time |
|--------|-----------------------------|-----------------------------------|
| 11 | Time Rapid | 120 min |
| 12 | Time | manual set |
| 13 | Time + Guillotine | 2 hours f.b. 30 min |
| 14 | Time + Guillotine | manual set |
| 15 | 2 x Time + Guillotine | 2 hours f.b. 1 hour f.b. 30 min |
| 16 | 2 x Time + Guillotine | manual set |
| 17 | Time + Repeating 2nd period | 2 hours f.b. 1 hour (repeating) |
| 18 | Time + Repeating 2nd period | manual set |
| 19 | Time + Bonus (“Fisher”) | 25 min f.b. 5 min + 10 sec/move |
| 20 | Time + Bonus (“Fisher”) | 2 hours f.b. 15 min + 30 sec/move |
| 21 | Time + Bonus (“Fisher”) | manual sct |

