

The SISTEMCO Digital Chess Clocks
DICHESS XT, Novo and Tempus NC Models

Contents

1. Foreword
2. Technical Description
3. Functions
4. Starting
5. Technical specifications
6. Warranty
7. **Special Functions for DICHESS XTA**

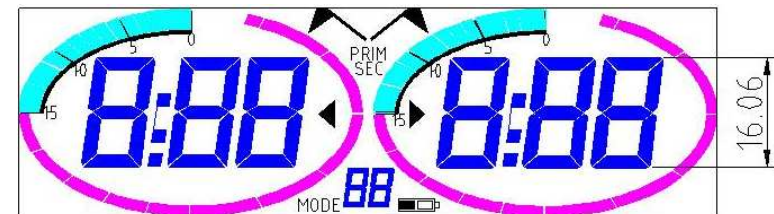
Oct 05
Version 5.4
(in revision)

1.- Foreword

For more than a century chess clocks have been used as a means of controlling the tempo of play for a game of chess. Today's chess players can benefit from the precision and exactitude of digital electronic technology. The need for digital chess clocks is seen every day with the proliferation of tournaments of varied time controls. The technology used for the SISTEMCO digital clocks, the **DICHESSXT**, **Novo** and **Tempus** models, meet all the varieties of tournament and informal competition.

F.I.D.E. (Fédération Internationale Des Echecs), the World Chess Federation, has encouraged the use of Digital Clocks issuing a number of specifications about the main features. The DICHESSXT models have been specially designed to meet these norms.

A new presentation of player's time using analogical information is included in this model.



Around the digits there are two rings, with enough segments to represent 1 hour time. In the last quarter, each minute is represented with an individual segment (except the 15-14 and 13-12 interval with a segment each). Among that, a rule is presented for helping to confirm the remaining time allotted

2. Technical Description

2.1 Components

As seen in figure 1, the clock features:

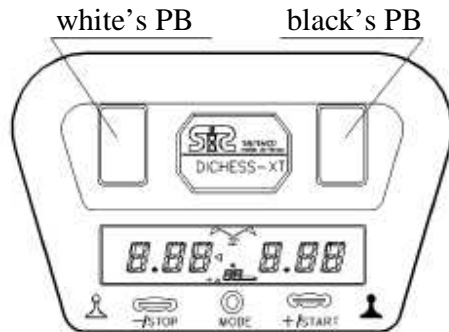


Figure 1: mode button, push buttons

- **Two Slide push buttons on the Top:** By pushing down the push-button on the right side of figure one, the playing time for the white player starts. By pushing down the left push-button the white player's time is stopped and the black player's time starts.

- **On the front, three buttons named**

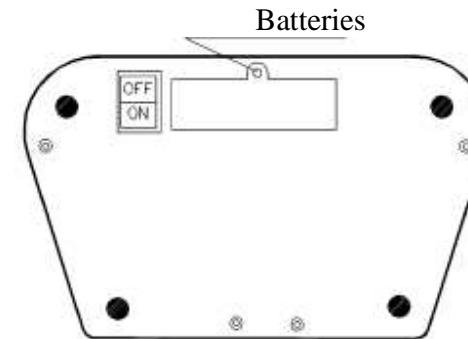
- / STOP The left button on the face of the clock is used for Stopping the timers or adjust any parameter in setting

Mode The center button on the face of the clock, the mode button, is used for setting the modes of play.

+ / START The right button on the face of the clock is used for starting the timers or adjusts any parameter in setting.

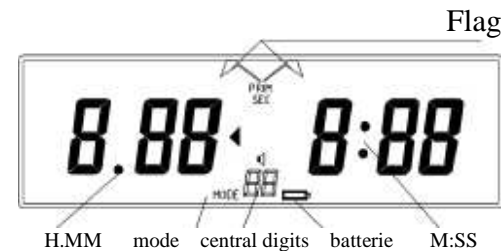
- **One power switch on the back of the clock**

The power switch turns the clock on and off thus conserving the power in the batteries.



Batteries

- **LCD screen:** The LCD screen displays up to 8 digits, which show the remaining time for each player. Other information for mode settings is explained in point 3 below.



The LCD screen is divided into two groups of three characters each showing the remaining time in hours and minutes or in minutes and seconds for each player.

There are two central indicators (◀ ▶) between the player's times. This is the **move indicator**, which shows what player is on turn.

Δ Signal that time has been changed with Manual or Penalty option.

4:59 ◀ 5:00

◀ is the white's **move indicator** and means that white's playing time is decreasing and that it is his turn to play. The time on the left side of the display should be counting down.

▶ The move indicator now means that black's playing time is decreasing and right side display should be counting down.

The **Time Forfeit symbol, Flag**, appears in a player's display when that player's time has expired. It means that he or she has lost the game on time.

On starting appear a flag, informing which player is playing WHITE, depending on the Pushbuttons position on top.

2.2. Batteries

Two batteries type AA, 1,5 volts are required. Alkaline batteries are recommended to achieve longer duration (over two thousand hours working time).

Access to the batteries housing is through a small plate on the base of the clock. **Changing of batteries must be done with the power switch in the off position.** A screwdriver is required.

When the LCD bat indicator is empty on starting, this indicates that the batteries must be replaced or recharged soon as their power is low.

2.3. Encasement

All the elements just described are mounted on an ABS Case finished in red color.

3. Functions

The **DICHESS XT** chess clock feature **26** different time controls, or rather **modes** of play, each of them adapted with manual adjust to the needs of players. The 26 basic modes are selected by using the **Mode Button**, which is the center button on the face of the clock below the LCD display.

Blitz

- **5 minutes (Mode 1):** Commonly known as "blitz" chess. Each player is given 5 minutes for making all his or her moves in one game. This is the default mode when turning the clock on for the first time.
- **10 minutes (Mode 2):** Each player is given 10 minutes for making all his or her moves in one game.
- **25 minutes (Mode 3):** Each player is given 25 minutes for making all his or her moves in one game.
- **1 hour (Mode 4):** Each player receives one hour for making all his or her moves.
- **2 hour (Mode 5):** Each player receives two hour for making all his or her moves.

Tournament

- **1 hour 45 minutes, with one additional 15 min after First Time Control (Mode 6).** Start time and additional time, can be changed with Manual Adjust.
- **2 hours, with one additional hour after First Time Control (Mode 7).** This is an official FIDE time control for tournament play.

- **2 hours, with one additional hour after First Time Control, followed of a last 30 min period (Mode 8).**
- **2 hours, one additional hour after First Time Control followed of two periods of 1 hour each (Mode 9).**

Fischer

- **Bonus time mode, 3 min plus 2 sec/move (Mode 10):** This is the time control, which Robert J. Fischer made famous. Each player receives an amount of time – a bonus, usually in the seconds – for each move played (Both start time 3min, and bonus + 2 second can be changed with manual adjust)
- **25 min plus 10 seconds per move (mode 11)**
- **1 hour 30 min plus 30 seconds per move (mode 12)**
- **1 hour 15 min for 40 moves, followed of a period of 15 min, with 30 seconds/move during all the play (mode 13)**
- **1 hour 40 min for 40 moves, followed of 30 min, with 30 seconds/move during all the play (mode 25)**
- **1 hour 30 min for 40 moves, followed of 15 min, with 30 seconds/move during all the play (mode 26)**
- **2 hours, with one additional 10 min period plus 30 sec/move, after First Time Control (Mode 17).**
- **2 hours, with one additional 1 hour period and a last 15 min period plus 30 sec/move, after Second Time Control (Mode 18).**

Bronstein

- **Time delay mode, 5 min, delay 3 sec (Mode 14):** This time control was made popular by David Bronstein. A player has a 3 second grace period for making each move without having any time subtracted from his total. Different from the bonus time mode, a player cannot increase his total time by moving in less than 3 seconds. For example if a player moves and presses his clock in 2 seconds, 1 second would not be added to their time. The grace time is always present in the central digits.
- **25 min, delay 10 sec (Mode 15)**
- **1 hour 55 min, delay 5 sec (Mode 16)**
- **1 hour 30 min, with one additional hour after First Time Control, delay 5 sec (Mode 26)**

Special Modes

- **DICHESS mode (Mode 19):** This is a unique time control devised by the manufacturers, **Sistemco**. It is a combination of blitz and bonus time play. In this mode of play, each player begins with 3 minutes for the game and the game begins in usual blitz mode, until a player is down to his or her final 10 seconds. Once a player reaches their final ten seconds, that player plays the rest of the game in bonus time receiving two extra seconds per move made.
- **Go 1hour & 30sec/move (Mode 20):** after the guillotine, the player receive 30 sec/move.
- **Othello 25 min plus 2 min/move (Mode 21)**

- **Hourglass mode (Mode 22):** Each player has an initial period of 1 minute. While a player is thinking his time decreases and while his opponents time increases by the same rate.

- **Gong mode (Mode 23):** First introduced as “**rapid-transit chess,**” each player gets ten seconds for making his or her move. If a player doesn’t make his move within these 10 seconds, he or she losses.

- **Modes 24 to 26 are reserved for future implementation**

- **Manual Mode (Mode 0).** When a Manual change is done, all the information related to this new mode is saved automatically in mode 0. This mode can be selected in the same way all the other modes.

Basic Play Modes:

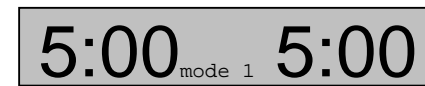


	0 - 9	10 - 19	20 -
0	Manual	3 min + 2 s/move	1 h & 30 s/move
1	5 min	25 m + 10 s/move	25 min + 2 m/move
2	10 min	1h30m + 30 s/move	Hourglass 1 min
3	25 min	1h15m + 15m 30s/m	Gong 10 seconds
4	1 hour	5 min, delay 3 sec	1h30m + 1h delay 5 sec
5	2 hours	25 min, delay 10 sec	1h40m + 30m, 30 s/move
6	1 h 45 m + 15 m	1h55m, delay 5 sec	1h30m +15m, 30 s/m
7	2 h + 1 h	2h & 10m+30 sec/mov	Reserved
8	2 h + 1 h + 30m	2h +1h & 15m+30s/mov	Reserved
9	2 h + 1 h + 1h	3min & 2 sec/move	Ver 5.4 12.10.05

Selecting Mode of Play:

After turning on the clock, wait for a few seconds. Then briefly push down the **Mode button**. This will produce a icon “**mode**” between the times of the clock stating the current mode of play. The central digits between the times on the clocks should show one of the basic modes of play listed above. The scale will be between 0 and 26.

What you can see directly on display is :



So you can start playing with 5 minutes per player, which is the rate on **Basic Mode 1**.

Once you have ascertained which mode of play the clock is currently set for, you can change the mode of play in two ways:

- By briefly pressing the right push-button **+/start** shown in figure one, the current mode of play is moved forward on the above scale. Example: If, after turning on the clock, it is in mode **1**, by briefly pressing the right push-button the mode is moved forward to mode **2**.

- By briefly pressing the left push-button **- /stop** the mode of play is moved backwards on the above scale. Example: if the clock is in mode **3**, by briefly pressing the left push-button, the clock goes to mode **2**.

Once the desired mode of play has been selected, briefly press down the central Mode Button. This action will cause the Mode indication figure to disappear from the display **leaving**

only the times showing. The game is ready to start by pressing **+ /start** followed either the right or left player push-button.

Stopping the timer, resetting

To stop the clocks at any moment, **hold down briefly - /stop push-button.** When the clock is stopped in this fashion, **the move indicator disappears** and only the times of play remains. The game can restart by pressing **+ /start** push-button, which will cause the move indicator to re-appear and the game to continue.

Manual Setting:

The manual setting mode allows you to set or modify the rate of play for each digit on the LCD screen. Changing the settings of the clocks can be done at any moment.

To manually set the clock after a game has begun, press down the **- /stop** push-buttons (this stops the times from ticking). This causes the display to keep former times for each player. This action will cause a 'Hd' to appear – indicating the clock is ready to be reset manually. Now, the first digit on the left will start flashing. This digit can be increased by pushing the **+ /start** push-button, or decreased by pushing the **- /stop** push-button. Once the desired time for this digit is reached, push the mode button again. Now the digits to the right are ready to be changed. **These digits will now flash.**

As before press the push buttons to increase or decrease these digits. Once the LCD screen of the left side (white player) is completed, press the mode button again. The first digit for the right side (black player) will start to flash. Change this digit as before by using the push buttons. Once the first digit has been set, press the mode button once. Then

press the push buttons to set the other digits for the black player.

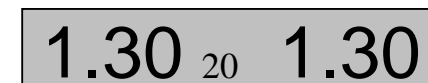
After all the digits have been satisfactorily set, push the mode button once more. The display will show flashing the central digits'. This means that an extra period of play (or bonus time, when that is possible) for the game is ready to be set – if desired. Once the time control for the mode of play is set, briefly push the mode button a final time and the central digits, will disappear leaving the set times on the clock.

Pressing **+ /start** and one of the top push buttons now begins the game.

Example: You would like to play mode 12, Fischer 90min + 30sec/move. Then pressing **- /stop** push buttons, causing the 'Hd' to appear.

Pushing Mode Button you travel through minutes, and repeat the operation on Black's timer. Pushing again Mode Button the flashing the central digits appears. Now pressing one of the **+ OR -** pushbuttons will change **into** the seconds scale (0-99). Continue to press the push button until the 20 appears

The two central digits on your clock should now read '**20**' In fact the LCD screen should read

The image shows a rectangular LCD screen with a grey background. It displays the text "1.30 20 1.30" in a black, sans-serif font. The "20" is centered between two "1.30"s. The "20" is slightly smaller than the "1.30"s.

This screen means that the clock is set to game 1hour 30 minutes, with a secondary time control of 20-second bonus per move.

If you are satisfied that this is the time control you want, push the mode button a final time. The two central digits will disappear leaving only the times:

1.30 1.30

The game will now be ready to be played with 1hour 30minutes plus 20seconds bonus per move made.

By using the special selection **On Start settings (Ver 5.18) ,** you are able to set your clock to 42 different, sensible time controls. Using the Manual setting expanding possibilities are open (table M www.sistemco.com/manuals.html)

Experiment with how the different modes of play can be combined to create intriguing time controls for your games

4. Starting

Getting started is quite easy.

1. Place two 1.5v batteries in their housing, using a screwdriver.
2. Turn the power switch on
The screen should display 5 minute default setting (mode 1)
3. Push one of the push buttons to select white's player.
4. Push +/-start
5. If another time control is preferred, see point 3.

5. Technical specifications

Accuracy better than a second per hour

Case ABS

Batteries Two 1,5 v size AA batteries

Manufacturer Sistemco

Fermín Caballero 64 ,2C

28034 Madrid, Spain

6. Warranty

The manufacturer, SISTEMCO, provides a TWO year guarantee from the date of purchase covering any material or component fault. Mishandling or mechanical shock is not covered. This warranty includes labor and materials. For the warranty to be activated, the enclosed yellow form must be returned to the manufacturer by post within twenty days of purchase.

7. Special Functions:

If you have the DICHESSXT model clock ver5.4, you can set special features like that:

If you push down the Mode button, the number of moves played will be displayed on the side of timer running. Among this information, the last flag fallen (if any) and the increment time is presented.

If you **need to change this counter**, maintain pushed this Mode button till move indicator disappear. Then using the + or - pushbuttons will change into the moves scale (0-99). Push mode to exit change.

If you prefer to view always the seconds of player in turn, push briefly (3 sec.) during play the +/-start button, and the seconds information of player in turn appears. To disable this option push again +/-start.

Basically for helping arbiter's activity, we have added a **penalty option**.

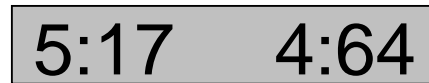
Prior to enter, both timers must be stopped with the - /stop push-button. Confirm there is no move indicator present on display and push briefly the Mode button.

This action will cause a ' PE ' to appear – indicating the clock is ready to make the Penalty action, adding to the desired player 1 minute. Pushing the corresponding pushbutton +/-start or -/stop, increase a minute to Black or white player. Maintained push produce decreasing of the corresponding player's time.

To exit from this option push again Mode button.

We wish that each clock has an ownership feel. For that, all our clocks have his own serial number, which can be easily known.

If after turning on the clock, briefly push down the Mode button, this will produce a number in central digits stating the current mode of play. Pushing down - /stop & +/-start Buttons, appears on display:



5:17 4:64

1764 is the serial number exclusive for your Clock.
The **5.4** (minutes) indicate the soft version.