

Chess Timer & Chess Timer Plus

BUTTONS (front and top):

L./R. Time ADJ.: To set the clock and to move to next "blinking" digit.

UP: Blinking digit goes up.

DOWN: Blinking digit goes down.

SET: Confirms set shown on that LCD (clock)

PAUSE: Stops/starts clock during game.

BUTTONS ON TOP: To start opponent's clock and to stop own clock.

SWITCHES (bottom):

OFF-Switch to choose between standard and delay option (excluding Bonus Timer)

LED-switch with light option

RESET: Used to cancel programming. In other words, if you want to go from Standard Mode to Delay Mode or vice versa you MUST press on reset first.

Instruction on How to use the Chess Timer+ Digital Clock:

(1) Insert three AA alkaline batteries in battery compartment (bottom). Clock can only be set after switching clock on.

(2) Turn the clock on by moving the off switch to either Standard or Delay mode. There is separate switch for the LED lights (i.e. to show who is to move during the game). LED indicator on consumes more battery power. To save batteries, play WITHOUT LED.

(3) Set the default playing time with the SET button. The two clocks are set in turn. For right LDC (clock), press right «R.TIME ADJ» button, then change blinking digit with either UP or DOWN until (in sequence) desired seconds, ten of seconds, minute, tens of minutes and hours have been set. To switch to the next digit, press «R.TIME ADJ» once more. When the desired time is set for this LCD, complete setting by pressing «SET».

Proceed with left LCD in the same manner. After confirming time of left clock with «SET», you are ready to play the game. If a mistake was made, you can correct it by pressing the respective «L./R.TIME ADJ» button once more and reset the time (see above).

(4) Start the clock by pushing one of the players' buttons on the top. The other clock will start. Once the player made his move, he uses the same hand to press his player's button in order to stop his clock and start his opponent's clock.

(5) To interrupt the game, press the «PAUSE» button. To restart the game, press the «PAUSE» button once more.

(6) Special Features:

(a) Memory:

The programmed playing time (time control) is stored in memory. It will be reloaded every time the clock «SET» button is held for 4-5 seconds. A new «default» time can be set ONLY by pressing the «RESET» (bottom) firmly or alternatively, by removing all three batteries.

(b) Delay: (Chess Timer + Only)

The delay mode adds incremental time to each side of the clock. If one player takes 5 seconds or more it will add 5 seconds to the player's time after he or she has made their move. If a player takes less than 5 seconds to make their move, then it will simply add the number of seconds taken by the player. This is an excellent feature and the advantage of an analog clock over a digital clock as it allows a game to finish

based more on position rather than simply running out the clock. **IMPORTANT:** The only way to switch from Standard Mode to Delay Mode or vice versa is to first press the «RESET» button and then choose which mode you want.

- (c) In longer games, a Second (and even Third) time-control can be set after stopping the clocks. This is done by pressing the «PAUSE» button. The arbiter is to be called, who will then set the new time-control. Write down the time left of each player, then add the additional time for the new time-control by using the «L./R. TIME ADJ» buttons-see above under (3).
- (d) The arbiter may have to give a penalty during the game for various reasons. To avoid disputes and to settle differences of opinion, please stop the clocks first by using the «PAUSE» button. Then call one of the arbiters immediately to settle the issue. It is their job.
- (e) If the clock is idle for 10 minutes, it will shut off automatically to conserve battery life. Simply press the «SET» button and the clock will be ready to play according to the default time control.