

## **The ChessCentral Analog Game Clock**

Game clocks are unique because they have two timers built into one unit - one for each player. The two clocks never run simultaneously, but rather keep track of each player's total used time. This separate tracking keeps the game moving at your desired pace, since both players will have a set number of minutes to complete the game.

### To Set the Analog Clock

First make sure both buttons on the top of the clock are even and the clock is not running. Then go to the back of the clock and find the time setting knobs which are located in the middle of each clock display. Watch the front face of the clock as you turn this knob. You will notice the hour and minute hands are moving and now can be set. To set the clock for a one hour game (30 minutes for each player), watch the face of the clock as you set, first one side to 5:30, and then the other side to 5:30. The time of 5:30 has been selected so that when 30 minutes on each side have expired the clock will read 6 o'clock. This is the proper ending time for a game.

- \* On the back of the each clock you will see a key to wind that clock.
- \* Gently wind the clock by twisting the key a few times 360 degrees.
- \* Do not over wind the clock.

Once both clocks have been wound, you are ready to start the timers and begin play. The player who is to go first waits until his opponent presses the button on his own (your opponent's) side of the clock. That will start the first player's clock going and so his turn begins. When the first player has made his move he will then press the button on his side of the clock, which will start his opponent's clock running.

### Game Over

The ChessCentral Analog Game Clock features a real clock face, and therefore counts upward. The signal that a player's time has expired is a small red flag found near the 11:00 position. As the minute hand approaches the 12:00 position this small red flag will rise, and when it reaches precisely 12:00 the flag falls. In a competition, the player whose "flag has fallen" loses the game because his time has expired.