# CHESS EVOLUTION

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Introduction

Thank you for purchasing one of the most prestigious FIDE approved digital timers for board games with two players. Chess Evolution Classic clock is the first digital timer with revolutionary features for two players, which opens a new era in various board games. Chess Evolution Classic clock divides the thinking time between two players in numerous combinations of known methods used in official tournaments and friendly games. Chess Evolution Classic clock can also be connected to the ceBoard from which the displayed times can be sent to the ceSoftware which allows tournaments to be broadcast live. All timing methods that can be used with the Chess Evolution Classic clock are described in this user manual.

Connecting the Chess Evolution Classic clock with the ceBoard and ceSoftware opens many extra options, which are described in detail in the ceSoftware Manual.

We have tried our best to ensure that all the information given in this user manual is correct and complete. However, no liability is accepted for any errors or omissions. Chess Evolution reserves the right to change the specifications of the hardware and software described in this manual without prior notice.

On/Off button

You can turn on the clock by pressing the button on the base of the clock. At the end of use, you can turn it off by pressing this ON/OFF button as below .

ON/OFF BUTTON   ceBoard connector
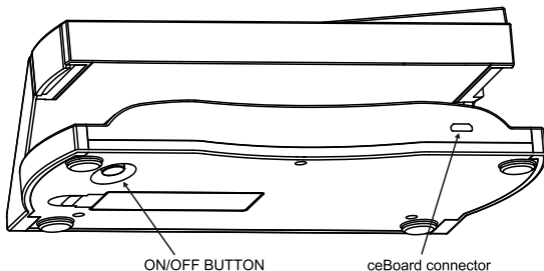
Starting Screen Explanation
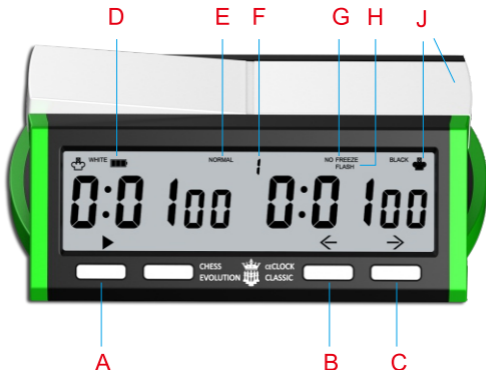
When the Classic clock is first turned on, this will be the first screen that you will see. You may use these 2 buttons B&C to change the option selection to any of the 30 offered.

SPECIAL NOTICE: When in game playing mode, button C mirrors the button A and can be used to Start or Pause the clock.

A start or pause the clock
B changes the option setting to a lower value
C changes the option setting to a higher value
D battery indicator (when very low this will flash and you must put in new batteries)
E indicates the **NORMAL** option (please see options list for explanation)
F **NORMAL** mode number 1 option
G **NO FREEZE** means that clock continues running after one side reaches zero
H warning indicators flash (this can be changed to **NO FLASH**)
J the lever is down here indicating the Black will play from this side

When you have selected the desired option setting the symbol ❚❚ will flash. Press either A or C to start a game.

Description of the main LCD panel
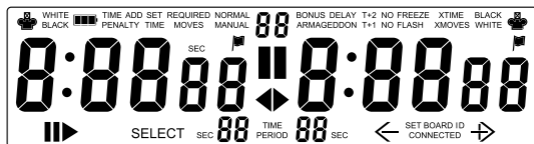
WHITE BLACK	Before the start of any game this colour is decided by where the lever is.
▰▰▰	This is the battery level indicator. When low this symbol will flash until batteries are changed. ▭▭▭
TIME ADD	To be used in Manual Setup to determine how much time to add.
TIME PENALTY	This is used in "How to modify clock data" to add time penalty to the offending side during a game Usually we add 2 minutes.
SET TIME	Used for setting the time value in a time control period.
REQUIRED MOVES	Used for setting the number of moves that must be made in a time control period.
NORMAL	Only one can be displayed along with the selected Option Setting number in the top middle of the LCD panel.
MANUAL	**MANUAL** mode can contain the other types
BONUS	See **NORMAL** above for explanation.
DELAY	See **NORMAL** above for explanation.
ARMAGEDDON	See **NORMAL** above for explanation.
T+2 T+1	**T+2** indicate that the extra time awarded for each time control is automatically added to both clocks. **T+1** is the default setting for the Classic clock adding to one side only.

NO FREEZE	Each option setting comes with a default FREEZE setting. If ON then both clocks are stopped when one side reaches zero time.
NO FLASH	Many symbols and digits flash as and when the situation requires. You may switch the FLASH to off.
XTIME	FIDE regulation on games without move counter for any time control period adds the extra time when any side runs out of time for that period. If T+2 is active then the extra time will be added to both clocks at once.
XMOVES	This is the FIDE regulation regarding the move counter feature. When White makes 40 moves in the first time period the extra time awarded for the next time control is added. If time expires without making 40 moves the clock will display zeros until the 40th move is made. A flag will appear showing who defaulted first.
SELECT	When this appears on the clock you may modify the clock information by pressing and holding the button for 3 seconds.
TIME PERIOD	The digits to the left and right shows the time periods active. For the option settings without time periods and/or with delay this does not display.
SET BOARD ID	When connected to a CE Electronic Board you may use this to set the required identification number.
CONNECTED	This indicates if an electronic board is attached to this clock.
❚❚	When displayed the clock is paused.
◀	Indicates the left side is to move.
▶	Indicates the right side is to move.
⚑	This flag will appear on the side that has exceeded the time control. When there are more than 1 time period this flag will disappear after 5 minutes into the next time period.

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Manual option settings

How to set the "MANUAL" time control settings

We have 5 manual programs available. In this example we shall modify the setting of MANUAL 1

How to set **MANUAL** 1

Use the arrow buttons ← and → to move to the digits that you wish to change press **SELECT** and then use buttons **-** and **+** to adjust to what you wish. When done press **SELECT** to continue.
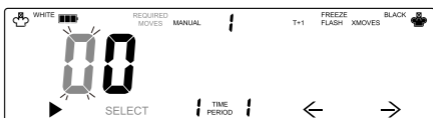
Now we may set the number of moves for the 1st time control. If we do not put any number here then the XTIME feature will be effective and when first time control expires, the extra time for the next time control will automatically be added.

Here you can set the bonus time if you wish.

Here you can set the delay time if you wish.
NOTE: If both BONUS and DELAY time are set only the BONUS setting will be effective.

There are 4 features that you may modify for your special needs. Use the ⇐ and ⇒ buttons to move to the feature you want to change then press **SELECT** button. Then use the **–** and **+** to modify.

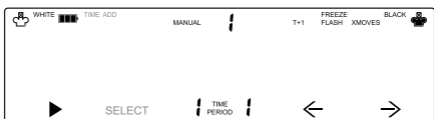**TIME ADD** allows you to control if extra time is added to just one side OR to both sides.

FREEZE can be changed to **NO FREEZE** so that clocks continue to run even when one side has zero time.

FLASH can be changed to **NO FLASH** if you do not wish the messages to flash.

XMOVES is for games using the move counter. You may change this to **XTIME** which ignores the move counter and adds extra time upon expiry of the time allocated.

After you have confirmed the features you will be presented with the 2nd time control and you may set any time parameters you want.
Continue until you have made all the modifications that you wish and press the ▶ button to finish and ⏸ will flash. You can start a game using the changes that you have just made.

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How to modify any option setting and put into MANUAL 5

Start clock.

Choose the option setting that you wish to modify.

Press ▶ and ⏸ will flash. Press the **SELECT** button and hold for 3 seconds. Make your changes and press ▶ to finish. You will be ready to play using this option setting which will become **MANUAL** 5.

NOTE: When you switch off this clock this setting will be retained until you remove the batteries. The next time you switch on this clock you will see your changes in **MANUAL** 5.

How to modify clock data / Add time penalty

You may change any data on the clock after the game has begun. Pause the clock then press **+** hold **SELECT** for 3 seconds.

a   **TIME PENALTY -** to add time penalty in minutes, press **SELECT** and you may only add minutes to either side using the buttons. Press ▶ to finish and continue the game.

b   **SET TIME -** you may adjust the times on both sides of the clock as you wish using the buttons. Press ▶ to finish and continue the game.

c   **MOVES -** you may adjust the number of moves played using the buttons. Press ▶ to finish and continue the game.

How to set electronic board ID number for this clock
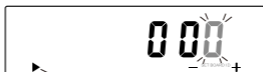
Before game start

Press and hold for 3seconds

Clock paused

Press and hold for 3seconds

After setting, press this button to exit

Extra time or losing on time

The setting depends on whether we have time increment (bonus time) or not. If there is no increment and somebody runs out of time, the clock will show 00.00 and a flag will appear on his side, and if he presses the lever, the clock of his opponent will operate (this can be modified in the manual time-control settings). If the opponent also runs out of time, the flag will not appear on his side because the flag always shows who ran out of time first. If there are several time-controls and one of the players has failed to complete the number of moves required for the time-control in question and his opponent has not claimed victory, and they have also reached the required number of moves, extra time will be added to both clocks.

In the case of increment and if there is one single time control, or there are several time-controls and we are in the last one, when the flag falls then the clock stops, or 'freezes' (despite pressing the lever, it will not work - it will not change. This can also be modified in the manual time-control settings, which we will talk about later). If there are several time-controls and somebody's flag falls but not in the last time control, his clock will show 00.00 with a flag at his side, and if the opponent does not see this and does not claim victory and they reach the time control, extra time will be added and the game will continue.

Extra time will be added to the clock of the player who makes his time-control move. That is the case with every pre-programmed time-control setting.

Description of pre-programmed settings

Options with one single time-control (without extra time, bonus time or delay time):

We have six pre-programmed time-controls. In all options, if one of the players runs out of time and reaches 00.00 a flag will show on his side. However, if he presses the lever, his opponent's time continue running. When the second player reaches 00.00, the flag will stay on the side who has flagged first.

Normal 1: Both players have 1 minute to complete the game.
Normal 2: Both players have 3 minutes to complete the game.
Normal 3: Both players have 5 minutes to complete the game.
Normal 4: Both players have 15 minutes to complete the game.
Normal 5: Both players have 25 minutes to complete the game.
Normal 6: Both players have 1 hour to complete the game.

Options with more than one time-control (without bonus time or delay time) :

We have three pre-programmed time-controls. In all options, both players have a certain amount of time to complete a required number of moves. When the player completes the required number of moves, he automatically enters to the second time-control (TC1 turns to TC2) and gets a certain amount of extra time. (In case of flagging, please see chapter 'Extra time or losing on time')

NORMAL 7: Both players have 2 hours to complete 40 moves after which they receive 30 minutes to finish the game.
NORMAL 8: Both players have 2 hours to complete 40 moves after which they receive 1 hour to finish the game.
NORMAL 9: Both players have 2 hours to complete 40 moves after which they receive 1 hour to complete 20 moves. After successfully doing so, they enter 'TC3' and both sides receive 30 minutes extra time to finish the game.

Options with bonus time (increment) with one single time-control:

Here we have seven pre-programmed time-controls. In this playing format, a certain amount of time will be added to the player after completing each move. If players use less time per move than the set bonus time, then the time on the clock will be higher after the player has *finished the move than at the start of the move. (In case of flagging, please see chapter 'Extra time or losing on time')*

BONUS 1: Both players start the game with 3 minutes (Main time) and 2 seconds (Bonus time). After each completed move, the player gets 2 seconds bonus time.

BONUS 2: Both players start the game with 5 minutes (Main time) and 3 seconds (Bonus time). After each completed move, the player gets 3 seconds bonus time.

BONUS 3: Both players start the game with 10 minutes (Main time) and 5 seconds (Bonus time). After each completed move, the player gets 5 seconds bonus time.

BONUS 4: Both players start the game with 10 minutes (Main time) and 10 seconds (Bonus time). After each completed move, the player gets 1 second bonus time.

BONUS 5: Both players start the game with 15 minutes (Main time) and 10 seconds (Bonus time). After each completed move, the player gets 10 seconds bonus time.

BONUS 6: Both players start the game with 25 minutes (Main time) and 10 seconds (Bonus time). After each completed move, the player gets 10 seconds bonus time.

BONUS 7: Both players start the game with 1 hour and 30 minutes (Main time) and 30 seconds (Bonus time). After each completed move, the player gets 30 seconds bonus time.

Options with bonus time (increment) with more than one time-control:
Here we have three pre-programmed time-controls. In this playing format, a certain amount of bonus time will be added to the player after completing each move. If players use less time per move than the set bonus time, then the time on the clock will be higher after the player has finished the move than at the start of the move.

In all options, both players have a certain amount of time to complete a required number of moves. When the player completes the required number of moves, he automatically enters the second time-control (TC1 turns to TC2) and gets a certain amount of extra time. (In case of flagging, please see chapter 'Extra time or losing on time')

BONUS 8: Both players start the game with 1 hour and 30 minutes (Main time) and 30 seconds (Bonus time) to complete 40 moves after which they receive 30 minutes to finish the game. After each completed move starting from move 1, the player gets 30 seconds bonus time.

BONUS 9: Both players start the game with 1 hour and 40 minutes (Main time) and 30 seconds (Bonus time) to complete 40 moves after which they receive 50 minutes to finish the game. After each completed move starting from move 1, the player gets 30 seconds bonus time.

BONUS 10: Both players start the game with 1 hour and 40 minutes (Main time) and 30 seconds (Bonus time) to complete 40 moves after which they receive 50 minutes to complete 20 moves. After successfully doing so, they enter 'TC3' and both sides receive 15 minutes extra time to finish the game. After each completed move starting from move 1, the player gets 30 seconds bonus time.

Options with delay time :

The other name of this format is US-delay as it is mainly used in the United States of America.

1. The clock does not start to count down immediately when a player's turn starts, but will wait a few seconds before starting to count down. The delay time will first count down to zero and only then the main time starts counting down. Every time a player ends his turn (makes his move and presses the clock) the delay time will be reloaded.

Here we have four pre-programmed time-controls:

DELAY 1: Both players start the game with 5 minutes and 0 seconds. In the screen of the player '2 sec' is shown.

DELAY 2: Both players start the game with 25 minutes and 0 seconds In the screen of the player '5 sec' is shown.

DELAY 3: Both players start the game with 25 minutes and 0 seconds. In the screen of the player '10 sec' is shown.

DELAY 4: Both players start the game with 1 hour and 55 minutes and 0 seconds. In the screen of the player '5 sec' is shown.

Special settings: ARMAGEDDON

This is also called 'sudden death'. The player who has the white pieces starts the game with more time, but he is in a must-win situation as the draw result favours Black. In this setup, if one of the players runs out of time, the clock shows on his side 00.00, gets a flag next to it and the clock 'freezes'.

ARMAGEDDON 1 : White starts the game with 5 minutes,Black with 4 minutes.
ARMAGEDDON 2: White starts the game with 6 minutes, Black with 5 minutes.

Some tournaments use a special Armageddon format, where the players start to play with bonus time or delay time only after move 60. This can be set up in the Manual settings in the following way: We should set the starting times of both players and at the end we should choose the option of adding more time-controls. After that, we should set the move number to 60, which means that the new time-control should start after the 60th move. In the first screen we set that neither player receives extra time after they have completed the 1st time-control, and then on the 2nd screen we can set how much bonus time (increment) should be added after each move, starting from 61. If we want to have delay time instead of bonus time after move 60, we should skip the 2nd screen and move on to the 3rd one, where we can set up how much delay time we would like to have starting from move 61.

Warranty

Chess Evolution guarantees that the Chess Evolution Classic clock complies with the highest quality standards. We paid attention and took great care when choosing the components, materials, production, assembling, packaging and transportation to ensure that you receive the product in the best condition. If your digital clock shows a defect in the first year, you should contact the retailer from whom you obtained the product. You may be asked to present proof of purchase. You need to provide a detailed description of the fault . The warranty is only valid if the Chess Evolution Classic clock has been used in a reasonable and 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.

Technical specifications

Battery: Classic clock uses 2 AA batteries(not included)

Housing: ABS plastic

Display: 5.4 inch,TN-LCD

Weight: 262g (not including battery)

CE Coming soon.

Not suitable for children of 0 – 3 years of age.

Option list:

Option number	Option name	Time control
1	NORMAL 1	1m
2	NORMAL 2	3m
3	NORMAL 3	5m
4	NORMAL 4	15m
5	NORMAL 5	25m
6	NORMAL 6	1h
7	NORMAL 7	2h /40moves + 30m
8	NORMAL 8	2h /40moves + 1h
9	NORMAL 9	2h /40moves + 1h /20moves + 30m
10	BONUS 1	3m //+ 2s bonus
11	BONUS 2	5m //+ 3s bonus
12	BONUS 3	10m //+ 5s bonus
13	BONUS 4	10m //+ 10s bonus
14	BONUS 5	15m //+ 10s bonus
15	BONUS 6	25m //+ 10s bonus
16	BONUS 7	1h 30m //+ 30s bonus
17	BONUS 8	1h 30m/40moves + 30m //+ 30s bonus
18	BONUS 9	1h 40m/40moves + 50m //+ 30s bonus
19	BONUS 10	1h 40m/40moves + 50m/20moves + 15m //+ 30s bonus
20	DELAY 1	5m //+ 2s delay
21	DELAY 2	25m //+ 5s delay
22	DELAY 3	25m //+ 10s delay
23	DELAY 4	1h 55m //+ 5s delay
24	ARMAGEDDON 1	5m vs 4m
25	ARMAGEDDON 2	6m vs 5m
26	MANUAL 1	Manual settings 1
27	MANUAL 2	Manual settings 2
28	MANUAL 3	Manual settings 3
29	MANUAL 4	Manual settings 4
30	MANUAL 5	Manual settings 5