CHESS EVOLUTION

Table of contents

Introduction

Thank you for purchasing one of the most prestigious FIDE approved digital timers for board games with two players. Chess Evolution Premium clock is the first digital timer with touchscreen for two players, which opens a new era in various board games. Chess Evolution Premium clock divides the thinking time between two players in numerous combinations of known methods used in official tournaments and friendly games. Chess Evolution Premium 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 Premium clock are described in this user manual.

Connecting the Chess Evolution Premium 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.

At the end of its life this product must be disposed of separately at an appropriate collection point and not be placed in the normal domestic waste stream. The battery should be recycled separately.

Operation
First use - On/Off button

In order to save the lifetime of the battery, we recommend you to charge the battery before using it for the first time or when it has been unused for extended periods.

You can turn on the clock by pushing the switch on the base of the clock. You need to wait a few seconds to see the starting screen. At the end of use, you can turn it off by pulling back the switch.

ON/OFF BUTTON   USB CHARGER
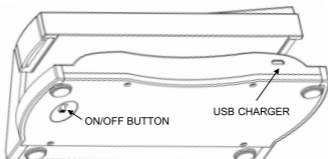
Touchscreen

Do not allow the touchscreen to come into contact with other electrical devices. Electrostatic discharges can cause the touchscreen to malfunction.

To avoid damaging the touchscreen, do not tap it with anything sharp or apply excessive pressure to it with your fingertips.

Leaving the touchscreen idle for extended periods may result in afterimages (screen burn-in) or ghosting. Turn off the touchscreen when you do not use the device.

It is recommended to use fingers when you use the touchscreen.

Main menu
Main menu appears after turning on the Chess Evolution Premium clock.

1. The position of the kings shows where White and Black have to sit down at the board. It can be operated by pressing of the lever.
2. If you click on the arrow, you can start the pre-programmed setting.
3. This shows the battery level and this is the only screen where you can see the battery level.
4. We can see here which program we have selected.
5. These arrows show how we can move from one program to another.
6. Here we can see the time-control we have chosen. There are 25 pre-programmed options in the clock and we can add another 5 manually, which will be stored by the clock for future use.

In-game screens
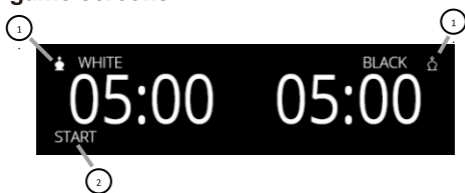
1. In the corners of the clock, we can see the two kings and the words 'WHITE' and 'BLACK' respectively.

2. By pressing the 'START' button, we can begin the game. Before pressing the 'START' button, we can see the time allotted, which will count down to zero.
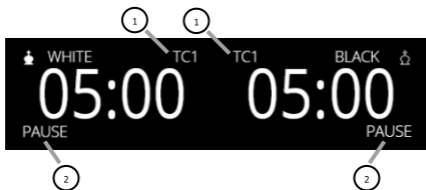
1. The letters 'TC' stand for 'time control' and the number standing next to it shows which time-control we are in.

2. We can interrupt the game by pressing the 'PAUSE' button and now we move on to the next screen.

1. When the 'PAUSE' and 'TC' texts are blinking, it means that we have interrupted the game. If this situation arises nothing will change when somebody presses the lever: the display on the screen will continue to be the same and the clock will remember the number of the moves and the remaining time.

There are four options to choose from:

   'CONTINUE' means we want to continue the game
   'RESULT' must be pressed when we have finished the game (see below)
   'EDIT' means that we want to change settings (see below)
   'MOVES' means we would like to check how many moves have been
   recorded by the clock (see below)

After pressing 'result':
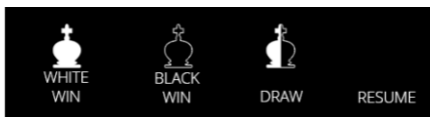
Choose the result of the game ('WHITE WIN', 'BLACK WIN' or 'DRAW')
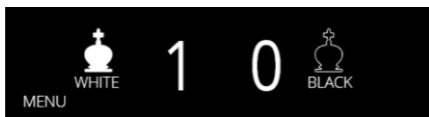or 'RESUME' if the game was interrupted and we want to continue.
Whatever the result is, we need to confirm it by pressing the
'CORRECT' button on the next screen or if we have made a mistake,
then we can return to the previous page by pressing 'CANCEL'.

When we have entered the correct result and confirmed it, we will see it
on the screen. We will have to wait a few seconds if we want to return to
the main menu page, which will appear down in the left hand corner of
the page.

After pressing the 'EDIT' button, we will be guided to the edit page
where the the word 'EDIT' will be blinking.

The chosen number will be framed and we can modify it by pressing the
'-' and the '+' buttons. By pressing 'NEXT', the next number will be seen
in a frame. After we have pressed next, cancel will become 'PREV', if we
want to return to the previous number. If we press 'CANCEL', we can
move back to the previous page if we do not want to make any changes.
After setting the last number, the next button will become 'SET'. We can
move on to the next screen after we have pressed 'SET'.

Here we can modify the number of moves made so far by using the same method we applied when editing the time-controls.
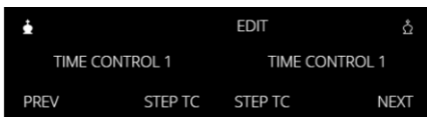
Here we can modify the actual time-control of both players by pressing 'STEP TC'.

When everything is completed and we would like to store the details just press 'YES'.

We can check how many moves have been recorded by the clock in the section 'MOVES' of the pause page. For safety reasons, we have to confirm that we mean to see the current move numbers. When we have confirmed it and seen the number of moves we can return to the edit page by pressing the close button.

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, which we will talk about later). 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. This can be modified in the manual time-control setting, but we will deal with it a little bit later.

Manual time-control settings

We have 5 manual programs. We choose the one that we would like set up.
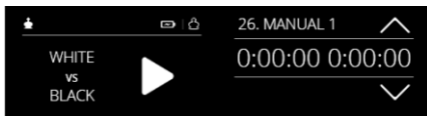
1. Press on the number in the middle.

We enter to the next screen.

Now we can set time-control1. Use the same method that we described in detail in the edit section.

Now we are on the 'bonus time' page which can be seen on the right hand side.

When we have set all of the numbers, we can decide whether to add increment or not.

After that, we move on to the 'delay times' page.

Here we can decide if we want to play with the option of time delays. If we say no, then we just press next and move on to the next page.

Now we can decide whether we want to play with more time-controls. If we press 'no', then we will play according to the stored setting (the next question will be dealt with later). If we press 'yes', we have to set the starting point of the new time-control (for example from move 40).

Now the question is how much extra time we want to have in the second time control. We can set it in the usual way. Then we can decide whether we want to have increments in the second time control. Then we can also decide whether we want to have delay times in the second time control.

When we have chosen it, it is time to decide whether we want to have a 3rd time control.

If we say 'no' then we will have to answer the next question: 'Time goes on after flag?'

If the answer is 'no' , then 'freezing' will occur if somebody runs out of time. If the answer is 'yes' the clock will continue to run if we press the lever - despite the fact that one of the players has run out of time.

Whichever we say (yes or no) we will get the next question: 'Extra time after flag?'

If the answer is 'no' , then we will get the extra time after completing the required number of moves. Each player will get the extra time seperately after one has made his own required number of moves.

If the answer is 'yes', both players will get the extra time at the same time after they have completed the required number of moves. This will happen when one of the players flag falls. Next to his name a flag will appear, which will disappear in 5 minutes.

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.

Battery

Charge the battery before using it for the first time, or when it has been unused for extended periods. The battery level can be seen on the 'Main menu' screen, which appears after turning on the device. There are 4 different icons for the battery level: when the clock is 25%, 50%, 75%, 100% charged and when it is charging.

When the battery level falls to 25% charged it is still capable of being used for several long games.

If the battery is completely discharged, the device cannot be turned on immediately when the charger is connected. Allow a depleted battery to charge for a few minutes before turning on the device.

Charging the battery and using the clock in the same time is permitted, but it will reduce the charging speed.

Charging the battery:

Please check the image on the 3rd page.

A USB cable is included in the box when you purchase the Chess Evolution Premium clock. Connect the USB cable to any USB power adapter, and then plug the end of the USB cable into the device. Connecting the charger improperly may cause serious damage to the device. Any damage caused by misuse is not covered by the warranty.

Warranty

Chess Evolution guarantees that the Chess Evolution Premium 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 Premium 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: 3.7V, 3000mAH, Lithium polymer battery

When the Chess Evolution Premium clock is switched off, the battery will run flat after approximately 2-3 months. In case of normal use, a full battery charge will last for 250 hours. When the clock is connected to a ceBoard and ceSoftware the battery is being charged, never running flat.To charge the battery from 0 to 100% takes 2 hours.

Housing: ABS plastic

Display: 2.6 inch , FSTN-LCD

Weight: 315g

Coming soon.

This equipment is marked with the recycling symbol. It means that at the end of life of the equipment, you must dispose of it separately at an appropriate collection point and not place it in the normal domestic unsorted waste stream.

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