

How to use the Clock – Fischer Time



At the start of each game:

1. Turn the clock off and on again using the switch under the clock.
2. Check the program number is flashing '6'. If so press the '✓' button.
3. Turn the sound indicator on by pressing the sound button.
4. Check the time shown for each is correct.
5. Press the bar so that it is up on the side of the first player to play.
6. Press the Start/Pause button – and off you go. The clock will add your bonus time as soon as you press your clock after your move.
The alarm will sound with 10 seconds left, then at each second from 5 seconds left.
7. At the end of the game either press the Start/Pause button again or turn off the clock.

To pause the game to speak to the TD press the Start/Pause button (6) to stop the clock. Use this button again to restart it from where it was stopped.