Chronos II Digital Game Clock

Settings for chess games with increment or delay

The user guide for the old Chronos II digital game clock can be hard to interpret. Here is a quick start guide for anyone still using this clock for chess games.

Basic operations

ON	Press red button.
OFF	Hold red button and press a player button 5 times.
START	Press either player button to start other player's clock.
PAUSE	If clock is running, press red button to pause.
RESUME	If clock is paused, press a player button to resume.
ADJUST TIME	If clock is paused, long press red button to adjust times.
RESET	Press red button 4 times, or 5 times if clock is running.
QUICK RESET	Press red button 1 time, or 2 times if clock is running.

Quick reset is available only in blitz modes based on CH-F1, CH-F3; CH-BY1; CH-P3, CH-P4 (time under 10 min) and CH-F4 (time under 100 min).

User modes

There are 12 user modes (customizable presets) as well as more than 80 modes with factory settings you can base your user modes on. The modes you can see depend on how you turn on the clock, as shown below.

MODES 1–4	Press red button. Then press red button to cycle through MODE 1 - MODE 2 - MODE 3 - MODE 4. These are shown with their starting times, not mode identifiers.
MODES 5–8	Press left button and red button. Then press red button to toggle MODE 5 - MODE 6 and MODE 7 - MODE 8 identifiers. Use a player button to choose a mode.
MODES 9–12	Press right button and red button. Then press red button to toggle MODE 9 - MODE 10 and MODE 11 - MODE 12 identifiers. Use a player button to choose a mode.

ALL MODES	Press left and right buttons and red button. Then press red button to cycle through all the modes. Use a long press to move back. Use a player button to choose a mode, then customize it and save your custom version to any of the 12 user mode slots with the "COPY to …" setting.
BACK	Reset clock. Press red button 3 times to return to mode selection (the cycle for modes 1-4, or toggle for mode identifiers for modes 5-8 and 9-12).

The shuffle chess feature for generating board setups for Chess960 (Fischer Random) cannot be saved as a user mode. To use this feature, first access ALL modes, then long press red button 2 times to see the SHCH-1 SHCH-2 mode identifiers, and choose SHCH-2 to get a setup with opposite color bishops. Keep pressing red button until you get a setup where the king (indicated by three stacked dashes) is positioned between rooks. Turn off clock and turn it on again to choose a user mode.

Customizing a user mode

1. Choose an existing user mode or turn on ALL modes and choose the mode closest to the one you want.
2. Long press red button to start customizing.
3. Press red button to move among timer digits and options.
4. Press player buttons to set timer digits for each player, and other options.
5. There are options to turn beeps on, have LED lights indicate whose turn it is, and set whether to halt both clocks if one player runs out of time. Use 0 for "off" and 1 for "on".
6. Use "Copy to 0" for a temporary mode (it won't be saved).
7. Use "Copy to …" and choose a number from 1 to 12 to save customized user mode.
8. Long press red button to end customizing.

If you start customizing by using ALL modes, the default for saving is "Copy to 0." If you start customizing by using one of your user modes, the default for saving is "Copy to …" whatever user mode slot you started from.

Settings without/with move counters

Here's a summary of modes that may be useful for chess players, organized by those which don't show move counters and those which do show move counters in the display. Bold indicates some of my favorites (shown in detailed examples later).

You don't need to use the sudden death modes. You can use an increment mode or delay mode and set the increment or delay to 0.

NO MOVE COUNTERS	1 time control	2 time controls	3 time controls	Examples
Sudden death, quick reset	CH-F1 (t < 10m) CH-F4 (t < 100m)	—	—	G/5 no delay G/20 no delay
Sudden death, regular reset	SD-1	SD-2	SD-3	G/60 no delay
Delay (0-9 sec), countdown visible	**CH-A1** (t < 100m)	CH-A2 (t < 100m) CH-A7 (t < 10h)	CH-A3 (t < 100m) CH-A8 (t < 10h)	G/25, d5 G/120, d5
Delay (10-99 sec), countdown visible	AN-1	AN-2	AN-3	G/120, d10
Delay (0-99 sec), blinking colons	DL-SD1	**DL-SD2**	DL-SD3	40/90 SD/30; d5 no move counter.
Increment, added every move	CH-P4 (t < 10m) **CH-P5** (t < 10h)	**CH-P6**	CH-P7	3+2, 5+3 blitz; 15+10, 20+15 rapid; 45+45, 90+30. 40/90 SD/30;+30 no move counter.
Byo-yomi (affects end only)	**CH-BY2**	CH-BY3	—	G/20, b15 when time is under 0:15, every move resets clock to 0:15
MOVE COUNTERS		**2 time controls**	**3 time controls**	**Examples**
No delay, no increment	—	CH-P1 CH-P3 (t < 10m)	CH-P2	40/120 SD/60; d0
Delay tournament (USCF type)	—	DL-C1 **DL-C1A** DL-C1B	DL-C2 DL-C2A DL-C2B	40/90 SD/30; d5 with move counter.
Increment tournament (FIDE type)	—	PR-C1 **PR-C1A** PR-C1B	PR-C2 **PR-C2A** PR-C2B	40/90 SD/30; +30 from move 1. 40/120 20/60 SD/15; +30 from move 61.

Detailed examples

For each of these, turn on the clock with ALL modes by pressing both left and right player buttons and red button. Use red button to navigate to the mode identifier of the mode that will be customized. Press player button associated with the mode identifier. Long press red button to start customizing, use red button to advance through settings, use player buttons to edit settings, then long press red button again to end customizing.

delay
G/25, d5

Select mode CH-A1 and customize it.

Time per player is 25 minutes, with a 5 second delay for each move before clock starts counting down.

```
[ 5_25:00][ 5_25:00] format is d_mm:ss where d is delay
[ 0-bEEP ][ 1-LEd  ]
[ 0-LEd  ][ Short  ]
[ 1-bEEP ][ At End ]
[ 1-HALt ][ At End ]
[  COPY  ][ to  2  ]
```

increment
20+15

Select mode CH-P5 and customize it.

Time per player is 20 minutes plus 15 seconds per move.

```
[ 0:20:15][ 0:20:15] add increment to time so move 1 gets it
[    0:15][    0:15] increment is 15 sec
[ 0-bEEP ][ 1-LEd  ]
[ 0-LEd  ][ Short  ]
[ 1-bEEP ][ At End ]
[ 1-HALt ][ At End ]
[  COPY  ][ to  1  ]
```

byo-yomi
G/20, b15

Select mode CH-BY2 and customize it.

This counts from 20:00 down to 0:15, and then every move after that resets clock to 0:15.

```
[ 0:20:00][ 0:20:00] main time
[    0:15][    0:15] byo-yomi is 15 sec
[ 0-bEEP ][ 1-LEd  ]
[ 0-LEd  ][ Short  ]
[ 1-bEEP ][ At End ]
[ 1-bEEP ][ At tC  ] beeps at 0:15 first time only
```

```
[ 1-HALt ][ At End ]
[  COPY  ][ to  3  ]
```

---

delay tournament (no move count)
40/90 SD/30; d5

based on DL-SD2

This is 40 moves in 90 minutes, then rest of game in 30 minutes, with 5 second
delay for each move before time starts counting down. 2nd time gets added after 1st
time has elapsed.

```
[ 1:30:00][ 1:30:00] 1st time control
[    0:05][    0:05] delay is 5 sec
[ 0:30:00][ 0:30:00] 2nd time control
[    0:05][    0:05] delay is 5 sec
[ 0-bEEP ][ 1-LEd  ]
[ 0-LEd  ][ Short  ]
[ 0-bEEP ][ At End ]
[ 0-bEEP ][ At tC  ] beeps off
[ 0-HALt ][ At End ] halt off
[  COPY  ][ to  4  ]
```

increment tournament (no move count)
40/90 SD/30; inc 30

based on CH-P6

This is 40 moves in 90 minutes, then rest of game in 30 minutes, with a 30 second
increment added to clock before each move. 2nd time gets added after 1st time has
elapsed.

```
[ 1:30:30][ 1:30:30] 1st time control; add increment for move 1
[    0:30][    0:30] increment is 30 sec
[ 0:30:00][ 0:30:00] 2nd time control
[    0:30][    0:30] increment is 30 sec
[ 0-bEEP ][ 1-LEd  ]
[ 0-LEd  ][ Short  ]
[ 0-bEEP ][ At End ]
[ 0-bEEP ][ At tC  ] beeps off
[ 1-HALt ][ At End ] halt on
[  COPY  ][ to 10  ]
```

delay tournament (move count)
40/90 SD/30; d5

based on DL-C1A

This is 40 moves in 90 minutes, then rest of game in 30 minutes, with 5 second delay for each move before time starts counting down. 2nd time gets added after move 40 happens.

```
[40 -1:30][40 -1:30] 1st time control, moves and h:mm
[-1:30:00][-1:30:00] continued, shows h:mm:ss
[    0:05][    0:05] delay is 5 sec
[ 0:30:00][ 0:30:00] 2nd time control
[    0:05][    0:05] delay is 5 sec
[ 0-bEEP ][ 1-LEd  ]
[ 0-LEd  ][ Short  ]
[ 0-bEEP ][ At End ]
[ 0-bEEP ][ At tC  ] beeps off
[ 0-HALt ][ At End ] halt off
[  COPY  ][ to  9  ]
```

increment tournament (move count)
40/90 SD/30; inc 30

based on PR-C1A

This is 40 moves in 90 minutes, then rest of game in 30 minutes, with a 30 second increment added to clock before each move. 2nd time gets added after move 40 happens.

```
[40 -1:30][40 -1:30] 1st time control, moves and h:mm
[-1:30:30][-1:30:30] add increment to time so move 1 gets it
[    0:30][    0:30] increment is 30 sec
[ 0:30:00][ 0:30:00] 2nd time control
[    0:30][    0:30] increment is 30 sec
[ 0-bEEP ][ 1-LEd  ]
[ 0-LEd  ][ Short  ]
[ 0-bEEP ][ At End ]
[ 0-bEEP ][ At tC  ] beeps off
[ 1-HALt ][ At End ] halt on
[  COPY  ][ to 11  ]
```

FIDE World Championship
40/120 20/60 SD/15; inc 30 from move 61

based on PR-C2A

This is 40 moves in 2 hours, then 20 moves in 1 hour, then rest of game in 15 minutes, with a 30 second increment added to clock before each move starting with move 61. 2nd time gets added after move 40 happens. 3rd time (and increment) gets added after move 60 happens.

```
[40 -2:00][40 -2:00] 1st time control, moves and h:mm
[-2:00:00][-2:00:00] main time continued
[    0:00][    0:00] increment is 0 sec
[20 -1:00][20 -1:00] 2nd time control, moves and h:mm
[-1:00:00][-1:00:00] 2nd time continued
[    0:00][    0:00] increment is 0 sec
[ 0:15:30][ 0:15:30] 3rd time, add increment so move 61 gets it
[    0:30][    0:30] increment is 30 sec
[ 0-bEEP ][ 1-LEd  ]
[ 0-LEd  ][ Short  ]
[ 0-bEEP ][ At End ]
[ 0-bEEP ][ At tC  ] beeps off
[ 1-HALt ][ At End ] halt on
[  COPY  ][ to 12  ]
```

Use CH-P7 if no move counter is wanted.

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