

Chronos GX/FX and Chronos Blitz



1. Start/Stop
 - a. Turn off the clock. While keeping the “**red button**” pressed press either play switch 5 times.
 - b. Turn on the clock. Press the “**left play switch**” and “**red button**” simultaneously.
This will turn on the clock and display will show **tn-1** on the left and **tn-2** on the right.
 - i. Right play switch + center button will also turn on the clock but not in the correct modes
2. Select **tn-1** mode. With the clock turned on...
 - a. Press the red button repeatedly to bring tn-1 and tn-2 to display
 - b. Press the corresponding (left) “**play button**” to select **tn-1**.
3. Enter **edit mode**. Long-press the “**red button**” to reprogram – i.e., press the red button for 5 seconds.

In **edit mode**

- a) The field to be modified will blink on the display.
- b) Left button changes digits/values for left player.
Right button changes digits/values for right player.
- c) Some fields will need to be modified for both players – time, delay, increment and final delay.
Change these for both players before moving to the next setting/field
- d) Press the red button to go to the next field.

4. The following settings should be used

1:30	1:30	Time control #1 (90 minutes) Change to 45, 30 or other time as needed
05 dl	05 dl	Delay 5 seconds
00 in	00 in	No increment after each move
00 fd	00 fd	No final delay
beep 0		No beeps.
led 1		Display which side is running
0 bp at end		No beeps if time runs out
0 bp at tc		No beeps at time control
0 ht at end		Clock keeps running if one side runs out.
11 dp opt		Show minutes and seconds
copy to 5		5 is the location for tn-1 preset

5. Exit edit mode. (optional) Long press “red button” again to stop and save settings.

Future Use:

1. When clock is off, press the "**left play switch**" and the "**red button**" at the same time. Press red button repeatedly to find tn-1 option. Choose **tn-1** option to play by pressing appropriate (left/right) play button

Additional time:

1. Press the center button once to stop play
2. Long press (5 seconds) the center button to modify times
3. Change either player time as needed. Hours and minutes are changed in one screen. Seconds are changed in the next.
4. Use left button to change left values, right button to change right values. Red button to move to next field
5. Once all changes are complete, long press the center button to finish editing.
6. Start the clock for the player to play (press button for opposite player as if they completed a move)