

Silverback PS-3688 Chess Clock

Basic Operations Guide for MetroWest Chess Club



LB = Left Button (black)
CB = Center Button (Red)
RB = Right Button (black)

LED Colors:

Green = game in progress
Red = game paused
Blue = TD Mode

Quick Start – MCC Spare Clocks (G/90; d5)

The club clocks are pre-programmed for game-90 (minutes) with 5-second delay - saved as a Favorite. Use these steps to get a game started quickly.

Starting from Off

- **Turn on:** Press the CB once. The clock starts in the top-level menu.
- **Load last preset:** Hold the CB and press either LB or RB.
- **Not G90; d5?** Press CB twice to reach the Favorites list, then press RB to scroll to G/90 D5 and press CB to select.
- **Start the game:** Press LB or RB to decide who goes first. The LED turns green and that player's clock begins counting down.

During a Game

- **After each move:** Press your player button (LB or RB on your side) to stop your clock and start your opponent's.
- **Pause:** Press CB. The LED turns red.
- **Resume:** Press CB again. The LED returns to green.
- **Turn off:** Hold CB and press RB three times.

Resetting for a New Game

- If clock not paused, pause first (press CB), then hold CB and press LB three times.

Basics of the Clock

Buttons and Indicators

The PS-3688 has three buttons along the top edge:

- **LB (Left Button):** Scroll down in menus / decrease a value
- **CB (Center Button):** Confirm / OK / Select — also used for pause, reset, and TD Mode
- **RB (Right Button):** Scroll up in menus / increase a value

The two LED indicators (left and right, near the player buttons) change color to show clock state:

- Green — game in progress, showing which side is active
- Red — game is paused
- Blue — TD Mode is active
- Yellow — FIDE Tournament Mode
- Cyan — US Chess Tournament Mode

Basic Operations Summary

- **Turn on:** Press CB once.
- **Turn off:** Hold CB and press RB three times.
- **Return to previous menu / cancel:** Hold CB and press LB.
- **Pause a game:** Press CB. LED turns red.
- **Resume a game:** Press CB again. LED returns to green.
- **Reset a finished game:** Hold CB and press LB three times.
- **Reset an in-progress game:** Pause first, then hold CB and press LB three times.
- **Quick-start with last time control:** Hold CB and press LB or RB. Clock jumps directly to Ready Mode.

Using Saved Favorites

Favorites are your saved time controls — including MCC presets and any custom controls you have stored. Up to 20 can be saved; up to 5 can be "protected" so they always appear at the top of the list.

Selecting a Favorite

- If the clock is off: Press CB once to turn on, then press CB again to enter the Favorites list.
- If already in the main menu: Press CB to select Favorites.
- Press RB to scroll through the list to find the time control you want.
- Press CB to select it. The clock moves to Ready Mode.
- Press LB or RB to start the game.

Saving a Time Control to Favorites

- While viewing a time control in the Recent or Global list, press LB and RB simultaneously to add it to Favorites.
- You can also save the current time control while in Ready Mode: press LB and RB at the same time.

Protecting a Favorite

Protected favorites are pinned to the top of the list and are never automatically removed to make room for new entries.

- Select the time control in the Favorites list.
- Press LB and RB simultaneously.
- When prompted, press CB to protect (or scroll with RB/LB to unprotect or delete).

Using the Global Library

The Global Library contains 38 preset time controls covering common USCF and Continental Chess formats, organized into groups. This is useful when you need a time control not already in your Favorites.

Preset Groups

- **Bullet Games (GL1–GL5):** G/1 through G/3
- **Short Games (GL6–GL17):** G/5 through G/30
- **Long Games (GL18–GL27):** G/40 through G/120
- **Multi-Phase Games (GL28–GL38):** Two or three time controls

The preset G/90 D5 (Long Games, GL24) matches the MCC standard time control G/90; d5.

Navigating the Global Library

- Turn on the clock (press CB).
- Press LB three times to reach the Time Controls menu.
- Press CB to select Time Controls.
- Press RB to scroll to Global List, then press CB to select it.
- Press RB to scroll through the preset groups (Bullet, Short, Long, Multi-Phase).
- When the group you want is shown, press CB to see individual presets within it.
- Press RB to cycle through presets. The left display shows the settings; the right display shows the preset number.
- When you find the preset you want, press CB to load it into Ready Mode.
- Press LB or RB to start the game.

Saving a Global Preset to Favorites

While viewing a preset in the Global List, press LB and RB simultaneously to add it to your Favorites for quicker access next time.

For Tournament Directors (TDs)

Adding or Removing Time During a Game

TD Mode allows the Tournament Director to adjust either player's time, move counter, or phase during or before a game. The LEDs turn blue when TD Mode is active.

- **Pause the game:** Press CB. LED turns red.
- **Enter TD Mode:** Hold CB until the LEDs turn blue.

- **Adjust time:** Press RB to add time or LB to subtract time. Hold LB or RB to change in increments of 10 instead of 1.
- **Advance to next field:** Press CB to move to the next segment (move counter, phase, etc.).
- **Review changes:** After completing all adjustments, a summary screen displays all changes made.
- **Accept changes:** Hold CB until the LED turns red (back to Pause Mode).
- **Cancel and redo:** If the summary is not correct, press CB again to return to editing.
- **Resume play:** Press CB to resume the game.

Adjusting Time Before a Game Starts

TD Mode can also be used to create an uneven time control before a game begins (e.g., when one player is receiving extra time as compensation).

- In Ready Mode, hold CB until the LEDs turn blue (TD Mode).
- Proceed with adjustments as described above.

Last Game

The Last Game function records the final state of the most recently played game — including all time readings and any TD adjustments made. It serves two purposes:

- **Photo finish:** A TD can review the exact ending state to help determine the outcome if there is a dispute.
- **Game recovery:** If a game was interrupted or the clock was accidentally reset, Last Game can be used to reload and resume it.

Accessing Last Game

- From the main menu, press LB to scroll down to Last Game, then press CB to select it.
- The display shows the ending time state of the last game played.

Restarting from Last Game

- **If the game ended normally (a player ran out of time):** Press CB to load the Last Game. The clock resets the time control and moves to Ready Mode, ready to start a new game.
- **If the game was paused and then reset mid-game:** Press CB to load the Last Game. The clock restores the position at the moment of the reset, paused and ready to resume. Press CB to resume play.

Note: Last Game always reflects the state at the most recent reset point, not necessarily the very last move.

Note: For the full PDF instruction manual, see the club website.

Additional Reference

Creating a Custom Time Control

The clock offers two paths for creating custom time controls:

- **Create New:** A guided question-by-question wizard. Choose number of phases, time, delay or increment per phase. At the end, choose to Play, Save, or Edit.
- **Customize:** Direct entry of parameters for up to four phases, including time, moves, increment, and delay per phase.

Batteries

The PS-3688 uses 3 AA alkaline batteries. A low battery icon appears on the LCD when replacement is needed. The clock is designed to operate for 12+ hours after the low battery warning appears, but prompt replacement is recommended.

To replace: turn the clock upside down and remove the four Phillips screws on the battery compartment cover. When storing the clock for extended periods, remove the batteries to prevent leakage damage.