

Time is of the essence! – using a chess clock in Shuuro

This set of instructions will teach you all there is to know about using a chess clock in your games of chess, and of Shuuro.

If you already know how to use a chess clock in normal chess, great! You can skip part 1 and move on directly to part 2.



Part 1 – using a chess clock in games of traditional chess

A chess clock (also known as game clock), is a device that is made of two separate clocks, either mechanical or digital, set side by side.

Each clock has a button on it. When pressed, this button stops the clock directly underneath it and starts the other clock.



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In a game of chess, the players choose an amount of time for their game, say for example an hour per player (a total of two hours), and set the clocks so that both show one hour of time remaining.

When the game starts, the Black player presses the button, starting the player's clock, which begins counting down. After the player has made his first move, he presses the button, starting the clock of the Black player, which begins counting down.

The Black player makes his move and then presses his button, stopping his own clock from counting down and starting the count-down of the player's time.

The players continue like this until one of the two players loses. This can happen either by checkmate, as normal, or when a player runs out of time.

Part 2 – using a chess clock in games of Shuuro

This is really simple. Basically, it's the same as chess, except that you begin using your time right from deployment. Here's a more detailed breakdown.

- Agree a game time before starting Shuuro's step 1 (select the army) and set the clock to this agreed time.
- Do steps 1 and 2 of Shuuro (select the army and set the battlefield).
- Begin step 3 by rolling the dice to see who goes first (or simply find out who is going first if you are playing the 'serious stuff' variant).
- The player that goes second starts the clock.
- The player that goes first deploys his King and then presses the button that activates the other player's clock.
- Keep deploying pieces this way. Each piece you deploy is a 'move', allowing you to activate the other player's clock.
- Once step 3 is finished, stop the clock.
- Begin step 4 by rolling the dice to see who goes first (or simply decide who is going first if you are playing the 'serious stuff' variant).
- The player that goes second starts the clock.
- Play chess and use the clock as normal, using the time remaining from the deployment.

NOTE: stopping a chess clock (particularly an analog one), can sometimes be a bit tricky, and you might feel that this affects the precision of the measurement. If you, or your opponent, feel that way, then we suggest you first agree a separate



amount of time for deployment and one for gaming, and then proceed as described above until you have both finished deploying your pieces. Of course if the time runs out on one of you while deploying, that player loses the game, even before getting to make a single move! Harsh.

Assuming that this does not happen and you both have finished deploying within the agreed time, then you can simply reset the clock for the time you have agreed for the game. Then roll to see who goes first, and finally restart the clock as per a game of normal chess.

Funnily enough, we find that players who go for this option are often the same that play the 'serious stuff' variant of Shuuro...

Suggested times for a game of Shuuro.

We recommend playing Shuuro with an hour each, including deployment.

If you decide to use separate times for deployment and gameplay, we recommend ten minutes deployment and then fifty minutes of game-play.

Of course this may vary depending on your taste and on your needs. For example, you might like to have more time and play at a slower pace, or you might only have an hour, so you will go for half an hour each. We do find almost impossible to play with less than twenty minutes per player.

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