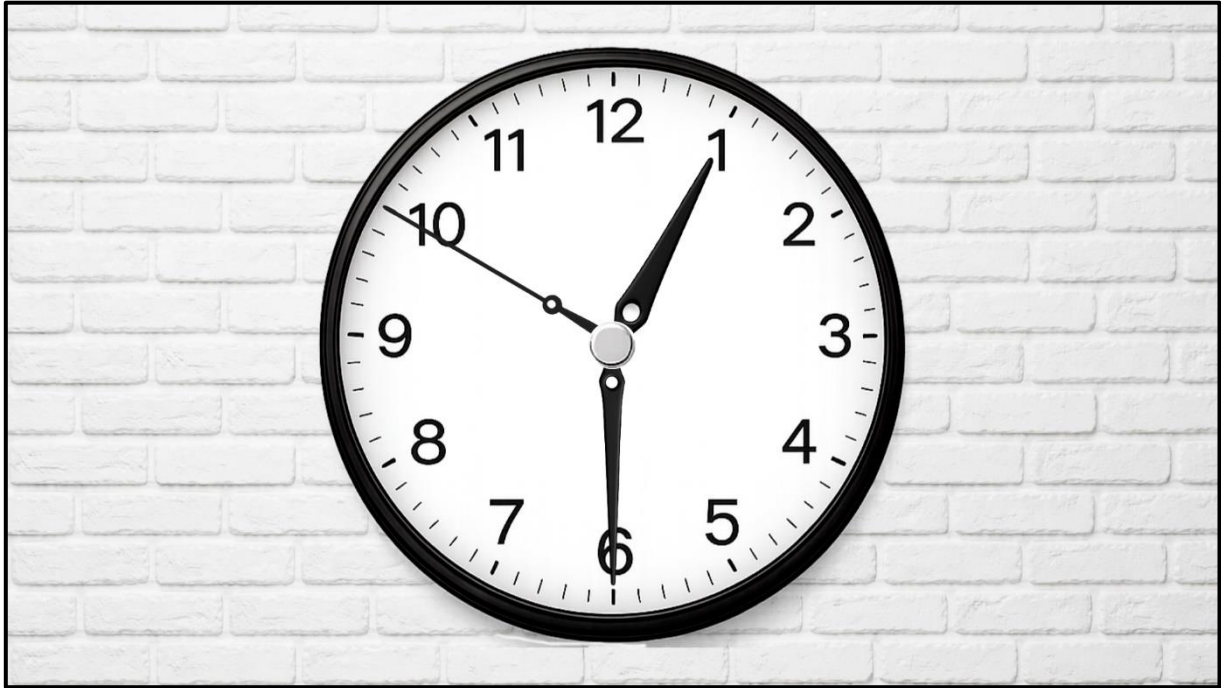# Instructions: Clock

Resource name	Clock
Description	This resource allows you to create a puzzle whose solution requires participants to set a specific time on a clock.
Usage requirements	None.
Settings	
Skin	This setting allows you to select the appearance of the clock. It can take the following values: "Standard", "Retro" or "Futuristic".
Second hand	This setting allows you to select whether the clock will have a second hand or not.
Initial time	This setting allows you to specify the time the clock will initially display. It must be in the format "H:MM:SS" or "H:MM". For example, if this setting has the value "5:30:00" (5 hours, 30 minutes, 0 seconds), the clock will initially display five thirty.
Background	This setting allows you to change the default background of the resource. You can enter the URL of any image from your resource catalog.
Solution	You can link a clock to an escape room puzzle and specify a solution for that puzzle. The solution must be the time that participants must set on the clock to complete the puzzle. The solution must use the format "H:MM:SS" if the "Second hand" setting is enabled, or the "H:MM" format otherwise. For example, if the "Second hand" setting is disabled and the clock must be set to six thirty to solve the puzzle, the following solution must be specified: *6:30* If the "Second hand" setting were enabled and the clock needed to be set to 6 hours, 30 minutes, and 10 seconds in order to solve the puzzle, the following solution should be specified: *6:30:10*