

FUNTRONIX
SCORE-N-TIME™

**GAMEROOM EDITION
ELECTRONIC SCOREBOARD
WITH REAL ALARM CLOCK & DATE**

OPERATING MANUAL
Model SNT-125G

Revision: October 27, 2015

Thank you for purchasing a **Funtronix** SCORE-N-TIME™ Gameroom Edition electronic scoreboard. At **Funtronix**, our motto is “Electronic Fun for Everyone”. By offering a line of affordable electronic scoreboards, our goal is to add a little fun to your sports and leisure activities.

 **WARNING:**
CHOKING HAZARD - Small Parts.
Not for children under 3 years.

The contents of the package may contain parts and packing materials that can be hazardous to children under 3 years old. Assembly of these components must to be performed with adult supervision.



While the wall-mount AC adapter is UL approved, the input-side plugs into a standard high-voltage AC outlet. Care should be taken to not make physical contact with the power supply plug area.

Before using your new scoreboard, please read the following precautions. Doing so will reward you with many years of enjoyment with your new Scoreboard. Failure to follow them may cause bodily harm or may damage the scoreboard beyond the terms of the warranty.

1. *DO NOT* expose the scoreboard or keypad to rain or other condensing moisture.
2. *DO NOT* store the scoreboard or keypad in direct sunlight for extended periods of time.
3. *DO NOT* drop or hit the scoreboard, as this may result in injury and/or void the warranty.
4. *DO* read the entire owner’s manual so that you will utilize the full potential and versatility of your new scoreboard.

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PACKAGING CONTENTS

ITEM	QUANTITY	DESCRIPTION
1	1	Gameroom Edition Scoreboard Unit
2	1	Infrared Keypad Remote Controller
3	2	Hanging Hooks
4	2	Keypad Batteries (AAA-Size Alkaline) - Pre-installed
5	1	AC Adapter
6	1	Owner's Manual


SCOREBOARD FEATURES

- Wireless infrared remote control operation
- Large 4 inch score digits and 3 ½" clock digits
- Displays real time plus month and date when not used as a scoreboard
- Game clock adjustable from 1 minute to 99 minutes and can also be disabled
- Real time clock display is dimmable for nighttime hours
- Built-in alarm clock function
- Game clock shows tenth-second resolution when remaining time is less than 1 minute
- End-of period buzzer
- Up to 9 periods plus overtime
- Displays team scores up to 199 points
- Stopwatch mode
- Possession arrows for both teams can be disabled if not used



SECTION 1: SCOREBOARD SETUP


1. Insert 2 AAA-size batteries (included) into the keypad. See **Section 6** for details regarding the installation of these batteries.
2. Locate a suitable area to hang your scoreboard. Insert the picture hanging nails (included) into the wall. Space the nails twelve inches apart. Be sure the two nails are at an equal height with respect to the floor.
3. Plug the AC adapter into a 120 VAC outlet.
4. Plug the output of the AC adapter into the power connector located on the back of the scoreboard.
5. Hang the scoreboard by resting the back-side of the top frame of the scoreboard onto the hanging nails.



SECTION 2: SETTING THE CLOCK, MONTH, AND DATE



1. The scoreboard will power-up in the real time clock mode and the clock display should be blinking "12:00". Aim the remote keypad at the scoreboard and press the  button. This puts the scoreboard in the clock-setting mode. The clock will stop blinking and the colon will stay on.






2. Adjust the hours with the **HOME**  and  buttons.

3. Press the  button to switch between 'AM' and 'PM'. The period display will show an 'A' for 'AM' and 'P' for 'PM'.

4. Adjust the minutes with the **GUEST**  and  buttons.

5. Adjust the month with the **PERIOD LENGTH**  and  buttons located in the lower-left area of the keypad.

6. Adjust the date with the **GAME TIME ADJUST**  and  buttons located in the lower-right area of the keypad.
7. Exit the clock setting mode by pressing the  button.









NOTES: When the scoreboard is displaying the real time & date, pressing the  button will toggle the display between showing the month/date and seconds.

8. While the real time and date are being displayed, each press of the  button will change the display brightness for daytime and nighttime.

SECTION 3: USING THE ALARM FUNCTION




An alarm can be set to sound at a specific time of day (alarm clock function). Follow the steps below to operate the alarm function.






NOTE: The scoreboard must be in the Real Time & Date mode to set up the alarm. Hold the  button down for several seconds to force the scoreboard into this mode.





1. With the scoreboard in the Real Time & Date Mode, press the  button to enter the alarm setting mode. The **HOME** score digits will show "AL" to indicate you are in the alarm setting mode.
2. Use the **HOME**  and  buttons to set the alarm hour, the **GUEST**  and  buttons to set the alarm minutes, and the  button to set AM or PM.
3. To enable the alarm, press the  button. The **GUEST** score digits will display either 'on' to indicate the alarm is enabled, or "--" to indicate the alarm is not enabled.
4. Press the  button to exit the alarm setting mode. When the real time is being displayed, the decimal point (between the "seconds" digits) will be illuminated to indicate the alarm is enabled.
5. When the alarm is activated, pressing any button on the remote will end the alarm sound. The alarm will still be active for the next day.
6. To disable the alarm function, repeat Steps 1, 3, and Step 4 above.

SECTION 4: USING YOUR SCOREBOARD





NOTE: AIM THE KEYPAD REMOTE AT THE SCOREBOARD DISPLAY FOR BEST PERFORMANCE


1. While in the clock/date mode, press the  button on the keypad remote to select the scoreboard mode.
2. If the scoreboard is already in the scoreboard mode and a game is in progress, press and hold the  button for approximately 3 seconds to first reset the current game. Successive presses of this button will switch between the various play modes of the scoreboard. The game clock must first be stopped to allow this action.
3. The scoreboard includes five modes of play (example displays are shown). Each press of the  button will switch the scoreboard between these five play modes.



 <p style="text-align: center;">Play Mode 1</p> <p>For activities requiring a game clock.</p> <p>Use for foosball, air hockey, and other similarly scored events.</p>	 <p style="text-align: center;">Play Mode 2</p> <p>For activities not requiring a game clock.</p> <p>Use for non-timed events, such as table tennis.</p>	 <p style="text-align: center;">Play Mode 3</p> <p>Game clock, arrows, and period. No score digits.</p> <p>Use for events where the score isn't being tracked.</p>
 <p style="text-align: center;">Play Mode 4</p> <p style="text-align: center;">Game clock only</p> <p>Simple timing function that doesn't require tracking of scores, periods, or use of possession arrows.</p>	 <p style="text-align: center;">Play Mode 5</p> <p style="text-align: center;">Stopwatch Mode.</p> <p>Use to time races and other stopwatch-type activities. See Section 5 for details.</p>	


4. If the game clock is enabled, set the length of each period with the **PERIOD LENGTH**  and  buttons. The period length can be set for 1 minute to 99 minutes. All periods will start with this time unless it is adjusted again at the start of a game. **The period length can only be adjusted before the start of each period.**
5. Use the  and  buttons to control the game clock.


6. When using the Stopwatch Mode (play mode 5), the guest score displays the tenths and hundredths digits of the stopwatch. See Section 5 for details.



7. For play mode 1 and 2 use the HOME and GUEST  and  buttons to control the team scores, and the  and  buttons to control the possession arrows. You can also disable the possession arrows by pressing the same possession button twice in succession.

8. The buzzer will sound for approximately 3 seconds at the end of each period. Pressing the  button will also activate the buzzer.

9. During game play, time can be added or subtracted from the game clock (to allow changes from a disputed play). To adjust the game clock's remaining time, first stop the game clock and then press the **GAME TIME ADJUST**  and  buttons in the lower-right area of the keypad to change the game time 1 second at a time (or by tenths of seconds if the remaining time is less than 1 minute).


10. Press the  button when you are ready to advance to the next period.

11. After approximately 10 minutes of non-use, the scoreboard will switch back to the real time & date mode. Pressing the  button will re-enable the scoreboard mode with the game data intact.

12. To change the scoreboard back to the real time & date, press the  button to stop the game clock (if enabled and running), then press and hold the  button for approximately 3 seconds.

NOTE: *The keypad remote contains three AAA-size alkaline batteries. Under normal use these batteries will last up to 2 year, depending on usage. If the keypad remote becomes intermittent it may be time to replace the batteries. See Section 6 for details.*




SECTION 5: USING THE STOPWATCH

1. With the scoreboard turned on and functioning, repeatedly press the  button until the stopwatch mode is selected. The display will look like the screen shown below:





Stopwatch Mode. The main clock display shows the elapsed minutes and seconds, while the guest score display shows the tenths and hundredths of seconds.

Note: The scoreboard will not allow changes to the game mode if the game clock is running. Stop the game clock by pressing the  button.

2. To time a home team race followed by a guest team race (no split times), simply press the  button to start the clock, followed by the  button to stop the clock. You can then change possession to the guest team and repeat the same start and stop function. Toggling between the home and guest possession will show you the time for each team. Press the  button to reset the stopwatch.


3. To time both teams simultaneously (and use the split function), follow these steps:

3.1 Press the  button to start both team's clocks.

3.2 To stop a team's clock, simply press their respective possession button (either the  or  button).

3.3 Press the second team's possession button to stop its team clock.

3.4 Once both team's clocks have been stopped, toggling between the home and guest possessions will display each team's time.

3.5 Press the  button to time multiple rounds of events.

3.6 Press and release the  to re-enable the stopwatch without clearing the current elapsed times. Press and hold this button for approximately 3 seconds to reset the stopwatch time.

SECTION 6: REPLACING THE BATTERIES IN THE KEYPAD REMOTE

1. Remove the four screws using a Philips-head screwdriver. Rotate the screws counter-clockwise to remove.
2. Remove the keypad cover by turning it upside-down and gently taping on the keypad housing towards the bottom-end.
3. Locate the batteries near the bottom-area of the circuit board. Replace all batteries at the same time
4. Insert two new AAA-size alkaline batteries. Observe the polarity of the batteries during installation.
5. Assemble the keypad housing by inserting the top end of the keypad (infrared LED) into the housing first, followed by the bottom-end. Turn the screws clockwise until hand-tight. **DO NOT OVERTIGHTEN SCREWS AS THIS WILL DAMAGE THE KEYPAD HOUSING.**

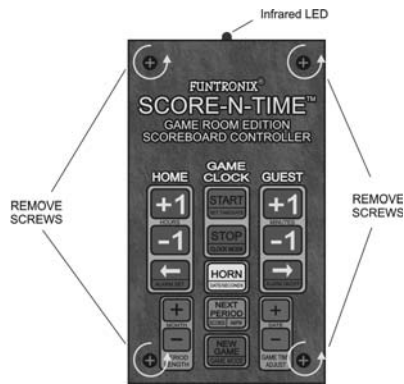


Figure 6.1 Removing the cover screws

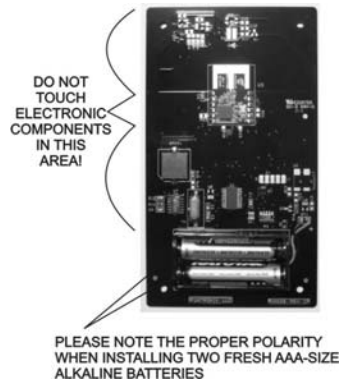


Figure 6.2 Open-view of keypad showing the location of the 2 AAA-size batteries.

SECTION 7: TROUBLESHOOTING GUIDE

Symptom: Real Time Clock is not keeping time – colon not blinking.

Solution: Clock is in set-up mode - press the  button on the remote to exit the setup mode.

Symptom: Keypad remote doesn't appear to work or is erratic.

Solution:

1. Make certain you are aiming the remote at the scoreboard when operating.
2. Move the keypad closer to the scoreboard.
3. Reduce the room lighting or other glare from the scoreboard.
4. Replace the batteries in the keypad remote (see **Section 6**).

Symptom: The game clock is not displayed.

Solution: Press the  button followed by the  button to change the play mode to select the game clock.

SECTION 8: PRODUCT SPECIFICATIONS

(Specifications subject to change without notice.)

FUNCTIONAL SPECIFICATIONS

Operating Modes:

1. Scoreboard with game clock
2. Scoreboard with no game clock
3. Stopwatch
4. Real Time Clock with month and date.

Real Time Clock Accuracy: better than +/- 1 minute per month

Score Digit Range: 0 to 199 points.

Game Clock Range: 1 minute to 99 minutes.

Total Number of Periods: 1 to 9, plus 0 for overtime.

Keypad Operating Range: Up to 25 feet from scoreboard.

ELECTRICAL SPECIFICATIONS

Operating Voltage: +9 to +12 volts DC.

Operating Current: 100 mA Nominal, 350 mA maximum with buzzer sounding.

Keypad Batteries: 2 x AAA alkaline batteries.

MECHANICAL SPECIFICATIONS

Dimensions: 24" X 12" X 2.2".

Weight: approximately 5 pounds.

ENVIRONMENTAL SPECIFICATIONS

Operating Temperature: +10 degrees C to +50 degrees C.

Storage Temperature: 0 degrees C to 80 degrees C.

Humidity: 0 to 95% non-condensing.

Write down your product serial number for your records.

SCOREBOARD SN: _____

Please visit our website for new products and accessories for your scoreboard:

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