



FUNTRONIX®

SCORE-N-TIME™



WiFi-ENABLED MULTISPORT ELECTRONIC SCOREBOARD

OPERATING MANUAL

For Scoreboard Models:

SNT-130WM

SNT-130WMP

SNT-230WM

SNT-230WMP

Revised October 29, 2012

 **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. These components must be handled with adult supervision.



While the optional wall-mount power supply is UL approved, care must be taken when plugging the power supply into a standard wall outlet, as this is a source of dangerous high voltage.

ADDITIONAL WARNINGS:

1. Staring directly at the scoreboard display at close range for long periods of time may cause eye strain or eye damage.
2. Close proximity to the horn while it is sounding may cause hearing loss or damage. Make certain everyone maintains a safe distance whenever the horn is sounded.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- * Reorient or relocate the receiving antenna.
- * Increase the separation between the equipment and receiver.
- * Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- * Consult the dealer or an experienced radio/TV technician for help.

Thank you for purchasing a Funtronix Score-N-Time™ WiFi-Enabled Portable 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.

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 to rain or other condensed moisture.
2. *DO NOT* store the scoreboard 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 NOT* use abrasives or spray cleaning solutions onto the scoreboard. See Section 13 for care and maintenance.
5. *DO* read the entire owner's manual so that you will utilize the full potential and versatility of your new scoreboard.

TABLE OF CONTENTS

SECTION	PAGE
Product Features and Highlights	4
Section 1: Scoreboard basic setup	4
Section 2: Scoreboard settings	7
Section 3: Play modes – SNT-130WM & SNT-230WM	8
Section 4: Play modes – SNT-130WMP & SNT-230WMP	9
Section 5: Using the scoreboard for soccer, hockey, and basketball	10
Section 6: Using the scoreboard for volleyball	11
Section 7: Using the scoreboard for tournament play	12
Section 8: Using the scoreboard as a workout/rounds timer	13
Section 9: Using the scoreboard for baseball/kickball	14
Section 10: Using the scoreboard for basketball with a shot clock	15
Section 11: Using the scoreboard for football	17
Section 12: Using the scoreboard for soccer-hockey-basketball with team fouls display	18
Section 13: Changing your network WEP security key	19
Section 14: Changing the network channel	20
Section 15: Care and Maintenance	21
Section 16: Product Specifications	21
Section 17: Troubleshooting	22
Warranty	23



MODEL SNT-130WM



MODEL SNT-130WMP



MODEL SNT-230WM



MODEL SNT-230WMP

MULTISPORT FEATURES: SNT-130WM & SNT-230WM

- WiFi enabled scoreboard is compatible with Apple iPhone®, iPad®, iPod® Touch, and Microsoft Windows® PCs with wireless networking support *
- Large, easy-to-read displays can be seen up to 100 feet distance for SNT-130 series, and up to 200 feet distance for SNT-230 series scoreboards
- Loud 110 dB internal horn** for end-of-period and other alerts
- Outdoor-readable LED display with low, mid, and high brightness settings
- Game clock adjustable from 15 seconds to 99 minutes.
- Up to 9 periods plus adjustable halftime and overtime
- Adjustable Short and Long Timeouts
- Displays team scores up to 199 points
- Team possession arrows and bonus indicators can be disabled if not used
- Fully-configurable Workout Timer
- Tournament mode with sudden-death final round
- Tenth-second game clock resolution when remaining time is less than 1 minute
- Includes sturdy swivel-out tabletop support legs (SNT-130) or fold-out floor stand (SNT-230)
- Power save feature turns display off when game has been idle for an extended time
- Powered by batteries*** for portability or optional AC adapter (purchased separately)
- Black powder-coated aluminum frame construction

MULTISPORT-PRO FEATURES: SNT-130WMP, SNT-230WMP

Includes everything listed in the SNT-130WM and SNT-230WM models, plus an extra display used with seven additional operating modes:

- Baseball mode with Balls, Strikes, and Outs display
- Basketball mode with fully configurable shot clock
- Soccer/Hockey/Basketball with team fouls display
- Football mode with Downs and Yards-To-Gain display

* Tested on devices with the following operating systems:
Apple OS X, iOS 5, Windows XP, Windows Vista, and Windows 7

** Horn loudness will vary depending on battery condition

*** Batteries sold separately. SNT-130 family scoreboards require 6 AA-size alkaline batteries, while the SNT-230 family scoreboards require 8 C-size alkaline batteries.

SECTION 1: SCOREBOARD BASIC SETUP

1. If you are using the scoreboard **without** an AC adapter, remove/open the battery cover(s) located on the rear of the scoreboard and install six AA-size alkaline batteries (SNT-130 series) or 8 C-cell alkaline batteries (SNT-230 series). Re-attach/close the battery cover(s).
2. Extend the support stand/legs as shown below:



SNT-130 series support legs



SNT-230 series support stand

NOTE: *If you are using the scoreboard outdoors, aim the display away from the sun for best visibility.*

3. Place the scoreboard in a desired location near your playing field. The best location is mid-court on the sidelines. This will provide the best view of the display. It can also be placed in the corner of the playing field, as long as everyone in the opposite corner of the field can view it and is within range of your Wi-Fi enabled device.
4. Turn the scoreboard on using the power switch located on the back of the scoreboard.

NOTE: *Consult your owner's manual for your WiFi-enabled device for details on how to connect to a WEP-encrypted secure wireless network, sleep settings, and operating the web browser found on your device.*

NOTE: *Turning the scoreboard off and on ten consecutive times without sending commands from your WiFi enabled device will cause the scoreboard to load its default settings and reset its WEP security key back to the default key shown in Step 9 below.*

5. Turn on your WiFi-enabled device.

NOTE: *Javascript is required on your web browsing device for proper operation of your scoreboard.*

6. Configure your WiFi-enabled device to disable its auto-lock or automatic power-off function. This is to prevent your device from falling asleep during a game and disconnecting itself from the scoreboard.
7. Navigate to the Network Settings for your device. Select the network whose name begins with "Funtronix". If multiple Funtronix WiFi scoreboards are being used in the same vicinity, make certain you connect to the scoreboard with the same MAC address in the network name as the MAC address found on the decal located on the back of your scoreboard (i.e. Funtronix_E93B, where "E93B" would be the MAC address portion of the network name).
8. For network security type, select WEP or WEP encrypted.
9. Enter the following default WEP key: 06A7D879AA.

NOTE: *You can change your WEP key at any time, but first-time power-on of your scoreboard uses the default key shown in Step 9. See Section 13 for details.*

10. Follow the rest of your device's instructions for completing your wireless network connection.

- Once your scoreboard has been connected (signal strength detected on your device), launch the web browser on your device and type in the following website IP address: "169.254.1.1". We recommend you bookmark this IP address for future scoreboard sessions.

NOTE: Due to the heavy communications traffic on WiFi networks, you may occasionally experience slow response times from your scoreboard. This is normal behavior when working with wireless networks. We have found that the greater the distance between your WiFi enabled device and the scoreboard, the greater the chance of slow response times when pressing buttons on your browser and seeing a response on the scoreboard.

- You should now see a keypad screen similar to the one shown below on your browser:



BASIC KEYPAD LAYOUT FOUND ON YOUR BROWSER

The top section of the browser displays the information being displayed on the scoreboard. This is handy for situations where you may be positioned behind the scoreboard and need to know what's being displayed on the front of the scoreboard.

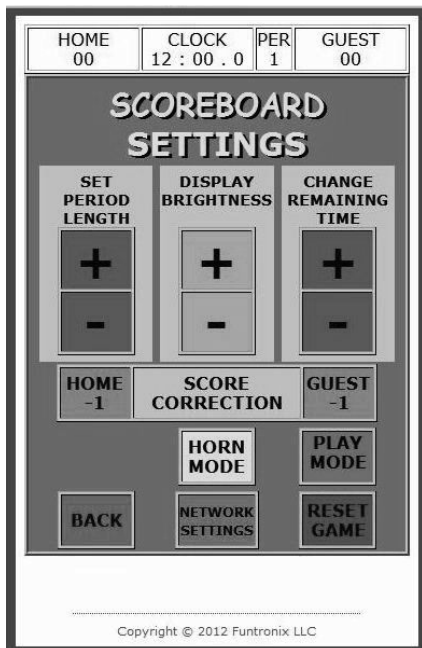
The mid-section is the main keypad area. The layout of this keypad will change depending on the type of sporting activity being played (i.e. a baseball game would have buttons for balls, strikes, outs, whereas football would have buttons for downs and yards-to-first-down).

At the bottom of your browser's page is a "SETTINGS" button. Clicking this button will load a new keypad that allows you to change various parameters of your scoreboard, such as:

- Scoreboard display brightness
- Game clock length of period
- Game clock time correction
- Score correction
- Play mode selection (soccer, baseball, basketball, etc)
- Resetting of your current game
- Horn settings
- Network settings

Refer to the following sections of this manual for information on using the SETTINGS keypad to configure your scoreboard to fit your activity.

SECTION 2: SCOREBOARD SETTINGS KEYPAD



The settings keypad allows you to perform the following actions:

- Set the time on the game clock for each period (if enabled)
- Make corrections to the game clock during a game
- Adjust the scoreboard display brightness
- Subtract points from team scores if corrections are needed
- Configure the horn to sound automatically for different situations
- Reset your current game
- Select the play mode configuration of your scoreboard (i.e. soccer, basketball, volleyball)
- Change your network WEP security key

Scoreboard SETTINGS keypad

The function for each button found on the settings keypad is described below:

BUTTON	FUNCTION
Set Period Length "+" and "-"	Used to set the length of the period in your game. Does not apply to volleyball or baseball modes.
Display Brightness "+" and "-"	Used to select between three different display brightness settings of the scoreboard.
Change Remaining Time "+" and "-"	Adds/subtracts time from the current game clock. Used to correct the game clock time during your game (disputed calls, etc)
Score Correction "-1"	Subtracts 1 point from either the HOME or GUEST team's score
Horn Mode	Configures the automatic horn sound settings as described here: Mode 1 (beeps once when button pressed) = End-of-period alert Mode 2 (beeps twice when button pressed) = End-of-period alert plus when game clock is started or stopped Mode 3 (display blinks when button pressed) = horn is disabled
Play Mode	Opens a new keypad with the various play mode settings for your scoreboard (soccer, volleyball, tournament timer, etc). <i>You must first reset your current game before being allowed to change modes.</i> See Section 3 for the list of available play modes on your scoreboard.
Network Settings	Opens a new window for changing your network security WEP key, and for displaying other network information.
Reset Game	Resets your current game (clear scores, reset game clock and period, etc).
Back	Navigates back to your main keypad screen

SECTION 3: PLAY MODES – SNT-130WM & SNT-230WM

The SNT-130WM or SNT-230WM scoreboard is loaded with a variety of operating modes for compatibility with many sporting events.

To select the play mode for your sporting event, click/press the “SETTINGS” link on the bottom of any main keypad, followed by the “PLAY MODE” button on the settings keypad. This will bring up the play modes keypad shown at right. The table below describes the details of each of the play modes on your scoreboard.



Play modes keypad for the SNT-130WM & SNT-230WM shown at right:

Play modes keypad screenshot for the SNT-130WM & SNT-230WM scoreboard

SNT-130WM/SNT-230WM Play Mode Description

Name	Description	Owner's Manual Section
Soccer	Game clock settable from 1 to 99 minutes. Team scores up to 199 points per team. Up to 9 periods with overtime, halftime, timeouts. Possession arrows can be disabled if not used.	Section 5
Hockey	Game clock settable from 1 to 99 minutes. Team scores up to 199 points per team. Up to 9 periods with overtime, halftime, timeouts.	Section 5
Volleyball	Team scores up to 199 points per team, up to 9 rounds/matches. Serve arrows can be disabled if not used.	Section 6
Basketball	Game clock settable from 1 to 99 minutes. Team scores up to 199 points per team. Up to 9 periods with overtime, halftime, timeouts. Possession arrows can be disabled if not used.	Section 5
Tournament	2 or more timed rounds plus an untimed sudden death round. Includes team score display.	Section 7
Workout Timer	Use as an exercise timer, rounds sparring timer, or workout timer. Set up to 9 workout rounds or continuous mode. Each workout round can be set to its own time – from 15 seconds to 99 minutes. The warning time announcing the round is about to end can be set from 10 to 50 seconds, and the resting round can be set from 15 seconds to 99 minutes.	Section 8

SECTION 4: PLAY MODES – SNT-130WMP & SNT-230WMP

The SNT-130WMP and SNT-230WMP scoreboards include the same play modes found in the SNT-130WM and SNT-230WM, plus several modes for additional sporting events.

To set the play mode for your sporting event, click/press the “SETTINGS” link on the bottom of any main keypad, followed by the “PLAY MODE” button on the settings keypad. This will bring up the play modes keypad shown at right. The table below describes the details of each of the play modes on your scoreboard.



Play modes keypad for the SNT-130WMP & SNT-230WMP shown at right:

Play modes keypad screenshot for the SNT-130WMP & SNT-230WMP scoreboard

SNT-130WMP/SNT-230WMP Play Mode Description

Name	Description	Owner's Manual Section
Soccer	Game clock settable from 1 to 99 minutes. Team scores up to 199 points per team. Up to 9 periods with overtime, halftime, timeouts. Possession arrows can be disabled if not used.	Section 5
Hockey	Game clock settable from 1 to 99 minutes. Team scores up to 199 points per team. Up to 9 periods with overtime, halftime, timeouts.	Section 5
Volleyball	Team scores up to 199 points per team, up to 9 rounds/matches. Serve arrows can be disabled if not used.	Section 6
Baseball	Includes balls, strikes, and outs display.	Section 9
Tournament	2 or more timed rounds plus an untimed sudden-death round. Includes team scores displays.	Section 7
Workout Timer	Use as an exercise timer, rounds sparring timer, or workout timer. Set up to 9 workout rounds or continuous mode. Each workout round can be set to its own time – from 15 seconds to 99 minutes. The warning time announcing the round is about to end can be set from 10 to 50 seconds, and the resting round can be set from 15 seconds to 99 minutes.	Section 8
Basketball w/Shot Clock Version 1	Shot clock can be set from 1 to 60 seconds. Expired shot clock stops the game clock. Default setting is 24-second shot clock.	Section 10
Basketball w/Shot Clock Version 2	Shot clock can be set from 1 to 60 seconds. Game clock will continue to run if shot clock expires unless the remaining period time is two minutes or less. Default setting is 24-second shot clock.	Section 10
Basketball w/Shot Clock Version 3	Shot clock can be set from 1 to 60 seconds. Shot clock is self-resetting and causes horn to beep and possession to toggle each time it expires. Default setting is 24-second shot clock.	Section 10
Soccer, Hockey, Basketball w/fouls	Shot clock can be set from 1 to 60 seconds. Shot clock is self-resetting and causes possession to toggle each time it expires. Default setting is 35-second shot clock.	Section 11
Football	Timed play with downs and yards-to-first-down display	Section 12

SECTION 5: USING THE SCOREBOARD FOR SOCCER, HOCKEY, AND BASKETBALL

Shown below is the keypad used for soccer, hockey. It can also be used for basketball games that do not track team fouls or require a shot clock.

The scoreboard information displayed above the keypad is in the following format (from left side to right):

- Home team possession and bonus status, indicated with a "P" and "B" symbol, respectively.
- Home team score
- Game clock time (if enabled).
- Period (or round of play).
- Guest team score
- Guest team possession and bonus status, indicated with a "P" and "B" symbol, respectively.

Use the following steps to set up your scoreboard as needed:

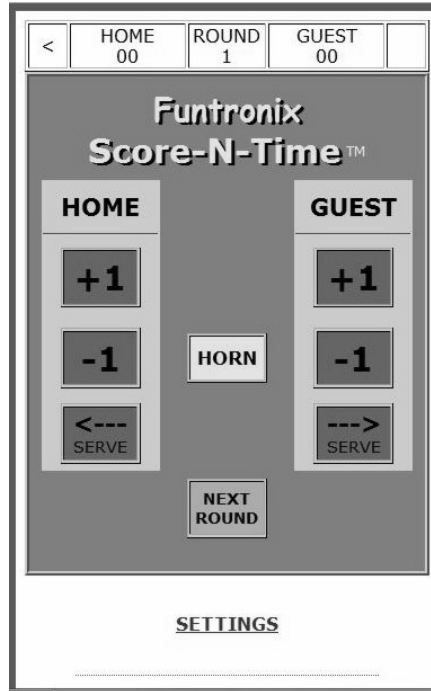
1. To disable possession arrows, press the possession arrow button of the same arrow that's currently illuminated to turn the arrow off.
2. Click on the "SETTINGS" link and use the SET PERIOD LENGTH and buttons to set the game clock length for each period. The clock can be set from 15 seconds to 99 minutes per period.
3. During your game you can enable a halftime period between any two periods. The default halftime length is five minutes, but can be set from 15 seconds to 99 minutes using the "SETTINGS" link and the SET PERIOD LENGTH and buttons. The length of the halftime is saved in memory even when the scoreboard power is turned off. You can cancel the halftime by pressing the HALFTIME button a second time.
4. During a game you can initiate a short or long timeout. The length of these timeouts can be set in the "SETTINGS" link using the SET PERIOD LENGTH and buttons. The timeout lengths are stored in memory even when scoreboard power is turned off. You can cancel the timeout by pressing the same timeout button a second time.
5. The horn can be configured to sound when the period expires, when the clock is started/stopped, or disabled. Refer to Section 2 for details on configuring the automatic horn sounds. You can also manually sound the horn using the horn button on the keypad.
6. If a scoring error occurs, you can go to the "SETTINGS" keypad to subtract points from either team's score.



Soccer, hockey, and basketball keypad screenshot

SECTION 6: USING THE SCOREBOARD FOR VOLLEYBALL

When your scoreboard is configured for volleyball, the following main keypad layout will be selected:




Volleyball keypad screenshot

The scoreboard information displayed above the keypad is in the following format (from left side to right):

- Home team serve arrow indicator
- Home team score
- Round of play
- Guest team score
- Guest team serve indicator

Use the following steps to configure various parameters of your scoreboard for volleyball:

1. To disable serve arrows, press the serve arrow button of the same arrow that's currently illuminated to turn the arrow off.
2. Use the  button to increment to the next round of play.
3. The horn can be manually sounded using the horn button on the keypad.
4. If a scoring error occurs, go to the "SETTINGS" keypad to subtract points from either team's score as needed.

SECTION 7: USING THE TOURNAMENT MODE

Tournament Mode is great for events where multiple rounds of timed play occur, and a final round is set up as a sudden-death round. Your scoreboard can be set up to have any number of timed rounds (up to 9 total) and one sudden-death round. The timed rounds can be set up in two different ways:

Option 1: The first round has a different time than all remaining rounds.

Option 2: All rounds have the same time

The default configuration of the Tournament Mode is as follows:

- Round 1 is a 3-minute timed round
- Round 2 is a 2-minute timed round
- Round 3 is a sudden-death round

The keypad for the tournament mode is the same keypad as used in the soccer, hockey, and basketball play mode, and is shown below:

The scoreboard information displayed above the keypad is in the following format (from left side to right):

- Home team possession and bonus status, indicated with a "P" and "B" symbol, respectively
- Home team score
- Game clock time
- Period (or round of play)
- Guest team score
- Guest team possession and bonus status, indicated with a "P" and "B" symbol, respectively

NOTE: The keypad used for the tournament mode is the same layout as the keypad used by other play modes. Although the timeout buttons are present, they are disabled when using the tournament mode.

Use the following steps to set up your scoreboard as needed:

1. Click on the "SETTINGS" link and use the SET PERIOD LENGTH and buttons to set the length of the first round. The clock can be set from 15 seconds to 99 minutes per period/round
2. Select the 2nd round/period from the main keypad using the NEXT PERIOD button.
3. Repeat the process found in Step 1 to set the length of the 2nd round.
4. Click on the button prior to starting your tournament.
5. If more than two rounds are timed, once you enter the sudden death round, simply repeat Step 1 above to set the time for the selected round. The clock will turn on and the round will be converted to a timed round. You can do this for up to 9 rounds of play
6. When each round has expired, press the "NEXT PERIOD" button to advance to the next round.
7. During your game you can enable a halftime period between any two periods/rounds. The default halftime length is five minutes, but can be set from 15 seconds to 99 minutes using the "SETTINGS" link. The length of the halftime is saved in memory even when the scoreboard power is turned off. You can cancel the halftime by pressing the HALFTIME button a second time.



Tournament mode keypad screenshot

The PERIOD digit is used to indicate the round of play in your tournament

SECTION 8: USING THE WORKOUT TIMER

The workout timer is completely configurable for use in a variety of events, including sparing, exercise routines, speech timing and debates. Each workout round can be set to a unique time. The resting period can be set from 15 seconds to 99 minutes. And the total number of rounds can be set from 1 to 10 rounds, or placed in a continuous-cycle mode. The period digit on the scoreboard display is used to represent the workout round number.

The scoreboard information displayed above the keypad is in the following format (from left side to right):

- Home team score
- Workout clock time
- Workout round
- Guest team score

Configure your workout timer using these steps:

1. Make certain your current routine is reset by pressing the



2. Set the length of your first workout round using the



and



3. Press the



button to set the end-of-round warning time (indicated by a "A" on the period digit). Set the warning time using the



4. Press the



button again to select the resting round (indicated by a "r" on the period digit). Set the resting time using the



5. If you are only using one workout round, your setup is complete. If you are using multiple workout rounds, press the



6. If all workout rounds are the same length of time, press the



button to set the total number of workout rounds. (i.e. for 4 workout rounds, repeatedly press this button until the period digit shows "4").

7. If you want each workout round to have a different time setting, just use the



and buttons to set the workout time for each round after each press of the



8. Once you have set up the workout timer, just hit the



button to begin.

9. You can track team scores if desired using the score buttons found on the keypad.



Screenshot of workout/rounds timer keypad

When the workout timer reaches the warning time, the horn will toot twice to let you know your round is about to end. When the workout round has expired, the horn will beep three times to indicate the start of the resting round. And lastly, when the resting round ends, the horn will beep once to either indicate the end of your workout, or to announce the beginning of the next workout round.

SECTION 9: USING THE SCOREBOARD FOR BASEBALL/KICKBALL

The SNT-130WMP and SNT-230WMP scoreboards include baseball inning statistics for balls, strikes, and outs. The keypad for this mode is shown below:


The scoreboard information displayed above the keypad is in the following format (from left side to right):

- Top-of-inning indicator
- Home team score
- Inning Balls count
- Inning Strikes count
- Inning Outs count
- Inning number
- Bottom-of-inning indicator

Using the baseball functions of your scoreboard:


1. Increment the Balls, Strikes, and Outs displays using the

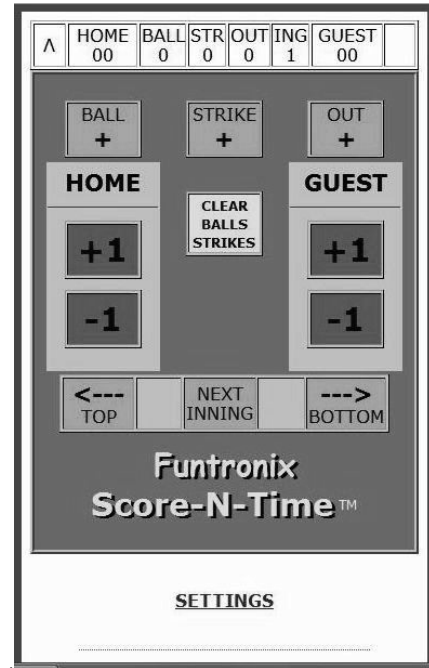


2. Press the  button to clear the Balls and Strikes display



3. Changing to the bottom of the inning using the  button will clear the Balls, Strikes, and Outs display, and will enable the bottom-of-inning indicator.

4. Press the  button to clear the Balls, Strikes, and Outs display and set to advance to the top of the next inning.



Screenshot of baseball keypad

SECTION 10:

USING THE SCOREBOARD FOR BASKETBALL WITH SHOT CLOCK FUNCTION

The SNT-130WMP and SNT-230WMP scoreboards feature a fully-configurable shot clock. The shot clock time can be programmed for any time between 1 and 60 seconds. You can also choose how you want the scoreboard to act when the shot clock expires as described below:

- Shot Clock Version 1: When the shot clock expires, the game clock stops until the user resets the shot clock and then restarts the game clock.
- Shot Clock Version 2: When the shot clock expires and the remaining time in the period is greater than two minutes, the game clock will keep running. If the shot clock expires and the remaining period time is two minutes or less, the game clock stops until the user resets the shot clock and restarts the game clock.
- Shot Clock Version 3: When the shot clock expires, the horn beeps, the possession arrows change to the opposite team, and the shot clock self-resets and automatically restarts.

Shown below is the keypad for the basketball modes available on the SNT-130WMP and SNT-230WMP scoreboards:










The scoreboard information displayed above the keypad is in the following format (from left side to right):

- Home team possession and bonus status, indicated with a "P" and "B" symbol, respectively.
- Home team score
- Game clock time
- Shot clock time
- Period (or round of play)
- Guest team score
- Guest team possession and bonus status, indicated with a "P" and "B" symbol, respectively



Screenshot of basketball keypad with shot clock function

Shot clock setup and usage:

1. Prior to the start of your game, use the  and  buttons to program the shot clock time. *The shot clock time will be stored in memory when scoreboard power is turned off.* Once the game has started, the programmed time of the shot clock will be locked-in, and each reset of the shot clock during a game will reload this programmed time
2. Pressing the  button once will reset the shot clock and will hold it in reset. Pressing this button again will cause the shot clock to start running.
3. With the game clock stopped, you can adjust the time remaining on the shot clock using the  and  buttons. Adjusting the shot clock time during a game will not overwrite the programmed shot clock time set in step 1 above.
4. With the game clock running, you can disable or pause the shot clock using the  and  buttons, respectively.
5. At the end of any period, you can initiate a halftime break in your game by pressing the HALFTIME button. Click on the SETTINGS link and use the "SET PERIOD LENGTH"  and  buttons to

adjust the length of your halftime break. The halftime break can be canceled by pressing the HALFTIME button a second time.

6. During a game you can initiate a short or long timeout. The length of these timeouts can be set in the "SETTINGS" link using the SET PERIOD LENGTH and buttons. The timeout lengths are stored in memory even when scoreboard power is turned off. You can cancel the timeout by pressing the same timeout button a second time.
7. The horn can be configured to sound when the period expired, when the clock is started/stopped, or disabled. Refer to Section 2 for details on configuring the automatic horn sounds. You can also manually sound the horn using the horn button on the keypad.
8. If a scoring error occurs, you can go to the "SETTINGS" keypad to subtract points from either team's score.

SECTION 11: USING THE SCOREBOARD FOR SOCCER-HOCKEY-BASKETBALL WITH TEAM FOULS

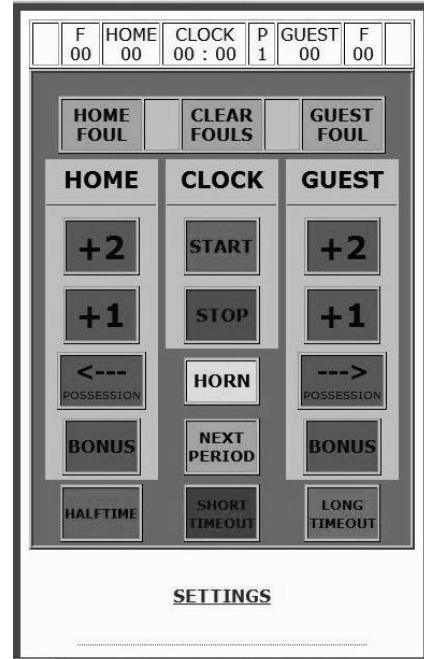
The SNT-130WMP and SNT-230WMP scoreboards include a mode for displaying team fouls or penalties. The SNT-130WMP tracks fouls up to 9 per team, while the SNT-230WMP scoreboard tracks fouls up to 19 per team.

The scoreboard information displayed above the keypad for this play mode is in the following format (from left side to right):

- Home team possession and bonus status, indicated with a "P" and "B" symbol, respectively
- Home team fouls
- Home team score
- Game clock time
- Period
- Guest team score
- Guest team foul
- Guest team possession and bonus status, indicated with a "P" and "B" symbol, respectively

Using the team fouls feature:

1. Press the **HOME FOUL** and **GUEST FOUL** buttons to increment the fouls for each team.
2. Press the **CLEAR FOULS** button to clear both team fouls.



Screenshot of soccer-hockey-basketball keypad with team fouls function

Use the same operating instructions found in Section 5 for all other functionality.





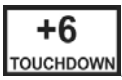







SECTION 12: USING THE SCOREBOARD FOR FOOTBALL

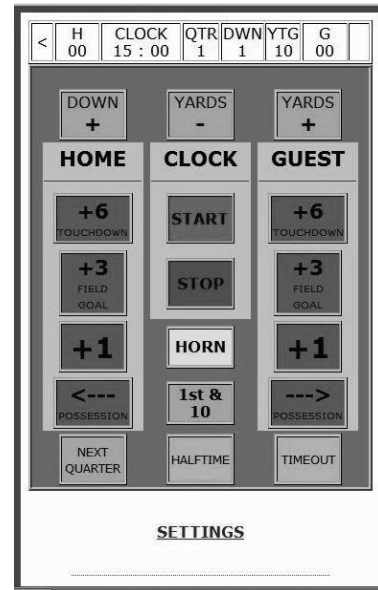
The SNT-130WMP and SNT-230WMP scoreboards include a mode for displaying team fouls or penalties. The SNT-130WMP tracks fouls up to 9 per team, while the SNT-230WMP scoreboard tracks fouls up to 19 per team.

The scoreboard information displayed above the keypad for this play mode is in the following format (from left side to right):

- Home team possession, indicated with a "P"
- Home team score
- Game clock time
- Quarter
- Downs
- Yards-to-Gain
- Guest team score, up to 199 points
- Guest team possession, indicated with a "P"

To use the football functions, follow these steps:

1. Press the  button to increment the downs display.
2. Use the  and  buttons to adjust the yards-to-gain display
3. Press the  button to reset the downs and yards-to-gain back to first down and ten yards.
4. Use the HOME and GUEST , , and  buttons to adjust the score as needed.
5. Press the  button to advance to the next quarter.
6. At the end of any period, you can initiate a halftime break in your game by pressing the HALFTIME button. Click on the SETTINGS link and use the "SET PERIOD LENGTH"  and  buttons to adjust the length of your halftime break. The halftime break can be canceled by pressing the HALFTIME button a second time.
7. During a game you can initiate a timeout. The length of the timeout can be set in the "SETTINGS" link using the SET PERIOD LENGTH  and  buttons. The timeout length is stored in memory even when scoreboard power is turned off. You can cancel the timeout by pressing the TIMEOUT button a second time.



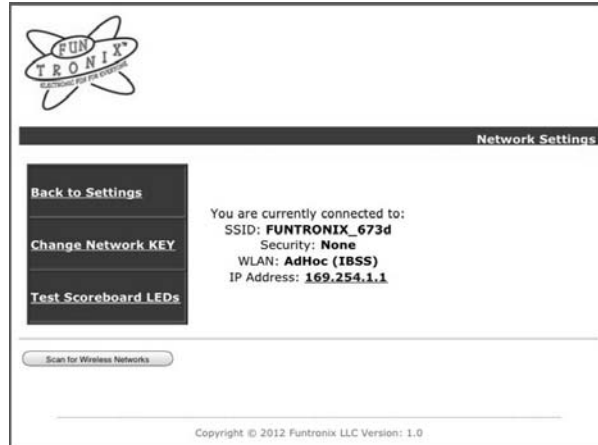
Screenshot of football keypad

SECTION 13: CHANGING YOUR NETWORK WEP SECURITY KEY

NOTE: Turning your scoreboard off and on 10 times without sending commands to the scoreboard from your wireless device will cause the default settings (including the default WEP key) to be reloaded into the scoreboard. This feature is intended for instances where the WEP security key has been lost or forgotten. The scoreboard clock display will flash a "oooo" briefly on the tenth power cycle to let you know it has loaded its default settings.

Follow these steps to change your WEP security key:

1. From the SETTINGS keypad, click on the  button. The following screen will appear:



2. Click on the "Change Network KEY" button. The following screen will appear:

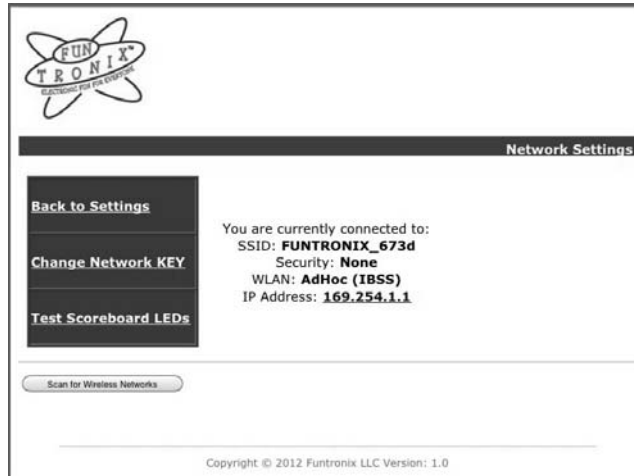
3. You can create a WEP key from either a pass phrase, or manually by entering a 10-digit key consisting of the numbers 0 through 9 or letters A through F. **Make certain you record this new WEP key for future reference.**
4. Click on the "SAVE KEY" button to save your new WEP key.

The new WEP key will take effect the next time you cycle power on the scoreboard. **Make certain you update the WEP key in your device's wireless network settings the next time you use your scoreboard.**

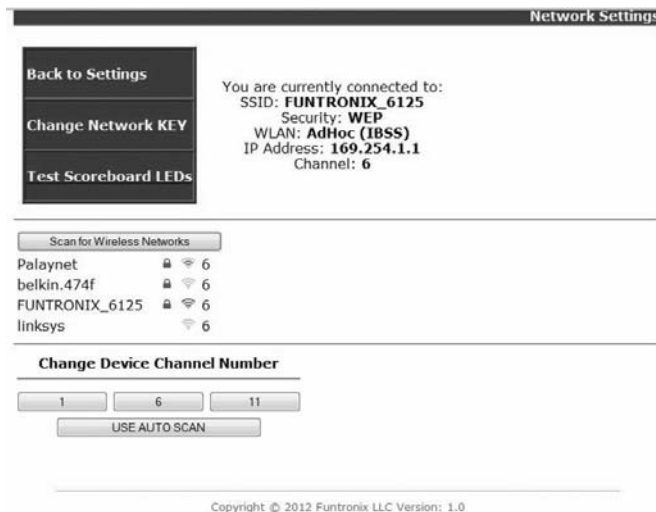
SECTION 14: CHANGING THE NETWORK CHANNEL

If you are getting a slow response from the scoreboard after each command sent from your browser, it may be due to heavy data traffic on the network channel the scoreboard is using. You can manually select a different channel that might be less busy using the following steps:

1. From the SETTINGS keypad, click on the  button. The following screen will appear:



2. At the bottom of the screen, click on the "Scan for Wireless Networks" button. The screen will change as follows:



3. A list of local networks will appear, including their respective channels. From this list, find which of either channel 1, channel 6, or channel 11 is least used and select it from the "Change Device Channel Number" buttons below the list.
4. From your browser device, you **MUST** delete the existing Funtronix_xxxx network and rediscover this network to complete the channel changing process. You will also be asked to re-enter the WEP security key to connect to the scoreboard network.
5. Test your new channel connection to verify that the scoreboard responds more promptly to commands from your browser. If no improvement has been noticed, you may need to bring your browser device closer to the scoreboard to improve the connection.

SECTION 15: CARE AND MAINTENANCE

Keep your scoreboard clean for optimum viewing of the display. Use only ammonia-free window cleaning solution.

To clean your scoreboard, spray the cleaner onto a clean cloth. Lightly wipe the scoreboard with the damp cloth until clean. To eliminate fine scratches on the front panel – apply a small amount of carnuba car wax onto a terry cloth and lightly wipe the front panel.

SECTION 16: PRODUCT SPECIFICATIONS

(Product specifications subject to change without notice)

FUNCTIONAL SPECIFICATIONS:

Score Digit Range: 0 to 199 points
Game Clock Range: 15 seconds to 99 minutes
Total Number of Periods: 1 to 9, plus Overtime and Halftime
Other indicators: Team bonus and possession arrows, which can be disabled if not used
Timeout Settings:
 Short: 1 to 59 seconds, with course settings of 15, 30, and 45 seconds
 Long: 1 to 99 minutes
WiFi Operating Range: depends on the range of your web browsing device

ELECTRICAL SPECIFICATIONS:

Operating Voltage: SNT-130 series: 9 volts DC
 SNT-230 series: 12 Volts DC

BATTERY REQUIREMENTS / LIFE EXPECTANCY

	SNT-130 SERIES	SNT-230 SERIES
Battery Quantity x Type	6 AA-size Alkaline	8 C-size Alkaline
Life: Low- Brightness	Up to 40 hours	Up to 50 hours
Life: Mid-Brightness	Up to 28 hours	Up to 30 hours
Life: High-Brightness	Up to 14 hours	Up to 20 hours

POWER ADAPTER SPECIFICATION:

Output Connector: 2.1mm x 5.5mm barrel, center-positive
Compatible AC Adapters:
 SNT-130 series: Funtronix PN PS-9V-1400
 SNT-230 series: Funtronix PN PS-12V-3000

MECHANICAL SPECIFICATIONS:

Dimensions:
 SNT-130 SERIES: 24 inches wide, 12 inches tall, 2.2 inches deep
 SNT-230 SERIES: 32 inches wide, 24 inches tall, 2.5 inches deep

Weight:
 SNT-130 SERIES: Approximately 6 pounds
 SNT-230 SERIES: Approximately 14 pounds

ENVIRONMENTAL SPECIFICATIONS:

Operating Temperature: 0 C to 50 C
Storage Temperature: -10 C to +55 C
Humidity: 0 to 95% non-condensing

SECTION 17: TROUBLESHOOTING

Please refer to the following troubleshooting chart to help you get your scoreboard up and running.

Please note: The term “device” refers to the Apple or Windows product being used to control the scoreboard (i.e. laptop computer, iPhone®, etc).

PROBLEM	POSSIBLE SOLUTION(S)
1. My device isn't seeing the Funtronix network in the list of wireless devices	<ul style="list-style-type: none"> • Make certain your wireless network adapter on your device is turned on and/or enabled • Try refreshing the list of networks on your device • Turn the scoreboard off for a few seconds and then back on. Refresh your network list • Make sure you have the latest operating system and/or device drivers installed for your device
2. My device sees the Funtronix network but won't let me connect to it	<ul style="list-style-type: none"> • Make certain no one else has already connected to the network (only one device can connect to the Funtronix network at a time) • Make certain you enter in the correct WEP security key. See Section 1 Step 9 for the default key, and Section 13 for information on changing the WEP key. • Make sure you have the latest operating system and/or device drivers installed for your device
3. The scoreboard responds slowly to button presses on my device	<ul style="list-style-type: none"> • Other wireless traffic on the same network channel may be slowing down the response time. Try moving the scoreboard and/or device to a different area of your playing field. • Reduce the distance between your device and the scoreboard to improve the wireless signal • Turn the scoreboard off for a few seconds and then back on. The scoreboard will try to find a quieter wireless channel to operate on when it is first powered-on
4. I can't remember my WEP security key.	Refer to Section 13 for information on restoring the default key and for changing the key.
5. The display on the scoreboard is dim or goes off when the horn is sounding	Batteries in the scoreboard are drained and require replacement
6. The operating distance between my device and scoreboard isn't very good	The range of operation will depend on the quality of the antenna contained within your device. If you are using a laptop computer with an extra USB port, you may want to consider purchasing a long-range USB wireless network adapter for improved performance. They are available at many computer product retailers

Warranty

1 YEAR LIMITED WARRANTY

Funtronix LLC warrants your product against defects in materials and workmanship for one (1) year from date of shipment to the original purchaser. Should your scoreboard be proven defective in material or workmanship within this period, such defect(s) will be repaired or replaced (with new or rebuilt parts) at Funtronix's discretion, without charge for parts or labor directly related to the defect(s).

This Warranty extends only to consumers who purchase the scoreboard in the United States or Canada and is non-transferable or assignable.

This Warranty does not apply to:

- Product subjected to abnormal use or conditions, accident, mishandling, neglect, unauthorized alteration, misuse, improper installation or repair, or improper storage.
- Product in which the serial number has been removed, altered, or defaced.
- Damage from exposure to moisture, humidity, excessive temperatures, or extreme environmental conditions.
- Damage resulting from connection to, or use of any accessory or other product not approved or authorized by Funtronix LLC.
- Defects in appearance (cosmetic, decorative), or structural items such as product housing/enclosure components.
- Product damaged from external causes such as fire, flooding, dirt, sand, weather conditions, battery leakage, theft, or improper usage of any electrical source.

To obtain repairs or replacement within the terms of this Warranty, contact Funtronix to obtain a Return Material Authorization (RMA) number prior to shipping the product. The product should be shipped with proof of Warranty coverage (*e.g.*, dated sales receipt), the consumer's return address, daytime phone number and/or fax number, and complete description of the problem, to Funtronix LLC at the address shown below:

Funtronix LLC
29834 N. Cave Creek Rd
Suite 118-273
Cave Creek, AZ 85331

THE EXTENT OF FUNTRONIX LLC's LIABILITY UNDER THIS WARRANTY IS LIMITED TO THE REPAIR OR REPLACEMENT PROVIDED ABOVE AND, IN NO EVENT, SHALL FUNTRONIX LLC's LIABILITY EXCEED THE PURCHASE PRICE PAID BY THE PURCHASER FOR THE PRODUCT.

ANY IMPLIED WARRANTIES, INCLUDING ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, SHALL BE LIMITED TO THE DURATION OF THIS WRITTEN WARRANTY. ANY ACTION FOR BREACH OF ANY WARRANTY MUST BE BROUGHT WITHIN A PERIOD OF 130 DAYS FROM DATE OF ORIGINAL PURCHASE. IN NO CASE SHALL FUNTRONIX LLC BE LIABLE FOR ANY SPECIAL CONSEQUENTIAL OR INCIDENTAL DAMAGES FOR BREACH OF THIS OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED, WHATSOEVER. FUNTRONIX LLC SHALL NOT BE LIABLE FOR ANY DELAY IN RENDERING SERVICE UNDER THIS WARRANTY OR LOSS OF USE DURING THE TIME THE PRODUCT IS BEING REPAIRED OR REPLACED.

No person or representative is authorized to assume for Funtronix LLC any liability other than expressed herein in connection with the sale of this product.

Some states or provinces do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damage so the above limitation or exclusions may not apply to you. This Warranty gives you specific legal rights and you may have other rights, which vary from state to state or province to province.

Write down your product serial number for your records.

SN: _____

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

www.funtronixonline.com



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