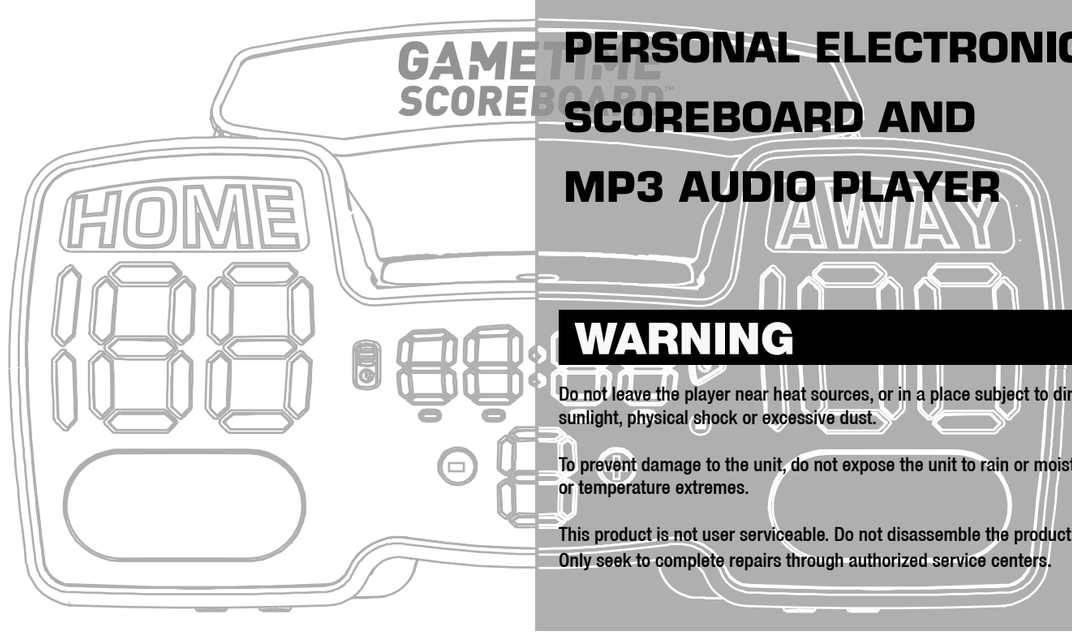
GAMETIME SCOREBOARD™



PERSONAL ELECTRONIC SCOREBOARD AND MP3 AUDIO PLAYER

WARNING

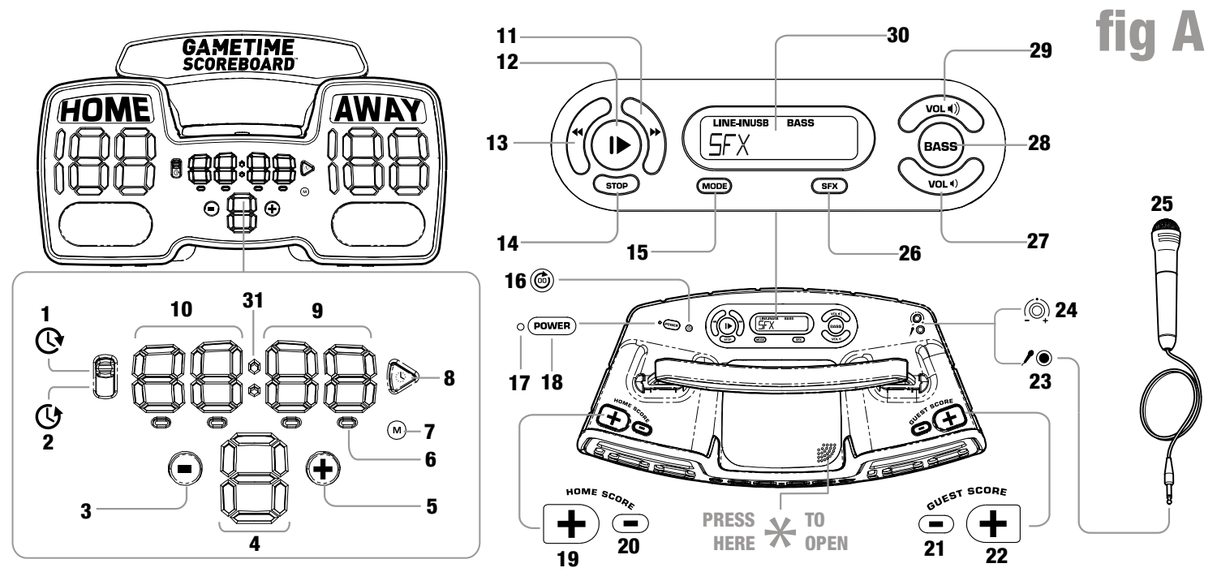
Do not leave the player near heat sources, or in a place subject to direct sunlight, physical shock or excessive dust.

To prevent damage to the unit, do not expose the unit to rain or moisture, or temperature extremes.

This product is not user serviceable. Do not disassemble the product. Only seek to complete repairs through authorized service centers.

Controls - Main Unit

fig A



1. TIMER CONTROL - COUNT UP
2. TIMER CONTROL - COUNT DOWN
3. PERIOD DECREASE
4. PERIOD DISPLAY
5. PERIOD INCREASE
6. DIGIT SET BUTTON
7. GAME TIMER MEMORY BUTTON
8. TIMER START / PAUSE
9. SECONDS / HUNDREDTHS SECOND DISPLAY
10. MINUTES / SECONDS DISPLAY
11. MP3 - SKIP FORWARD
12. MP3 - PLAY / PAUSE
13. MP3 - SKIP REVERSE
14. MP3 - STOP
15. MP3/LINE-IN MODE
16. GAME RESET BUTTON
17. POWER LED INDICATOR
18. POWER BUTTON
19. SCOREBOARD - HOME SCORE INCREASE
20. SCOREBOARD - HOME SCORE DECREASE
21. SCOREBOARD - AWAY SCORE INCREASE
22. SCOREBOARD - AWAY SCORE DECREASE
23. MICROPHONE INPUT
24. MICROPHONE VOLUME
25. MICROPHONE
26. SFX ON/OFF BUTTON
27. VOLUME DECREASE
28. BASS BOOST
29. VOLUME INCREASE
30. MAIN LCD DISPLAY
31. TIMER MODE INDICATOR

Choosing Power Source

Connecting AC Adapter to mains
Use the supplied AC adapter to power the Gametime Scoreboard™ using the mains. Ensure that the mains operating voltage is identical to the specifications provided on your provided AC adapter.

Using DC Batteries
For portable operation, use eight size “D” batteries. Remove the cover and insert the batteries as shown, ensuring the polarity matches the labeling on the inside of the battery cover.

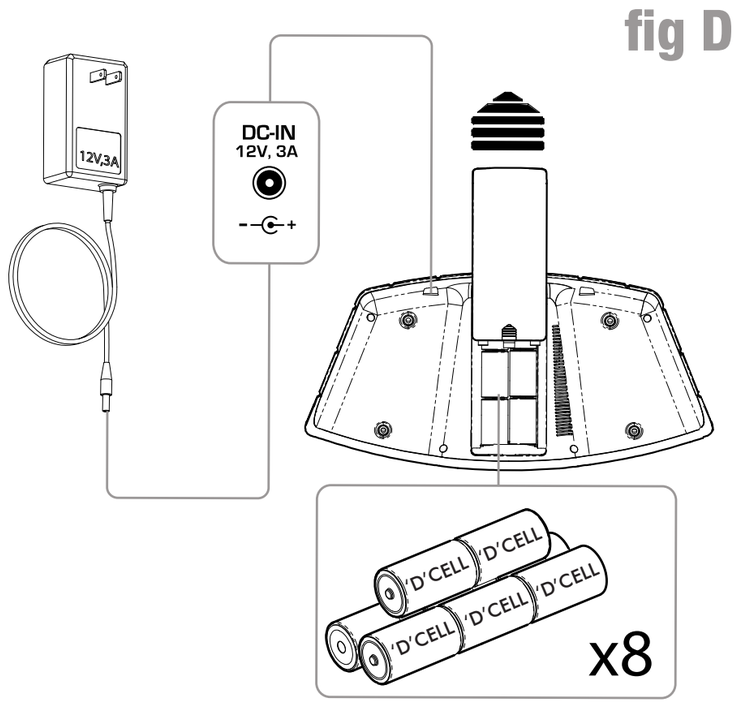
⚠ WARNING

Please refer to the battery manufacturer’s instructions for proper care, installation, and disposal of any rechargeable or non-rechargeable batteries obtained for use with this device. Please contact your local municipality for local guidelines and bylaws related to proper battery disposal and/or recycling, if available.

Turning the unit on and off
To turn on the Gametime Scoreboard™, press the power button (fig A 18).
The Power LED (fig A 17) will light when the power comes on. When the unit is first turned on, the scoreboard display will initiate a test pattern, allowing you to verify that all segments of the display are working.

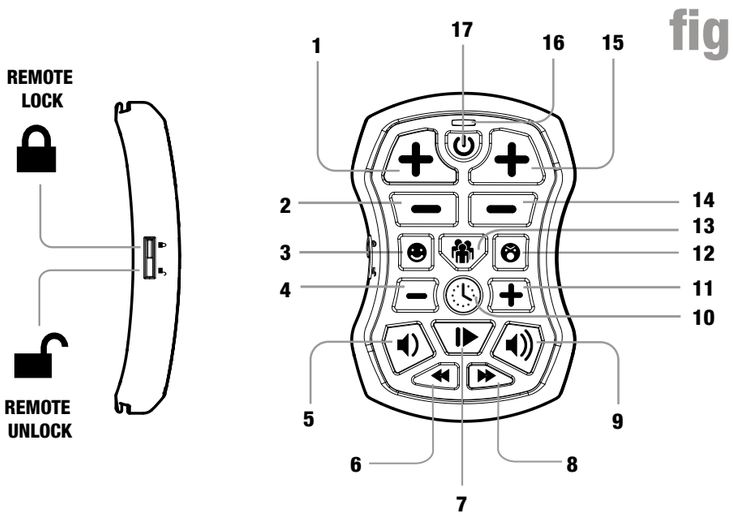
Pressing the power button again will turn the unit off. The remote control’s power button (fig B 17) can also be used to turn the unit on and off .

fig D



Controls - Remote

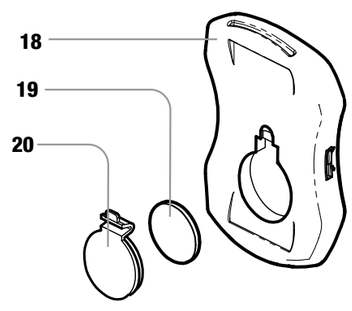
fig B



1. SCOREBOARD - HOME SCORE INCREASE
2. SCOREBOARD - HOME SCORE DECREASE
3. CROWD EFFECT - POSITIVE TAUNT
4. PERIOD DECREASE
5. VOLUME DECREASE
6. MP3 - SKIP REVERSE
7. MP3 - PLAY / PAUSE
8. MP3 - SKIP FORWARD
9. VOLUME INCREASE
10. TIMER START / PAUSE
11. PERIOD INCREASE
12. CROWD EFFECT - NEGATIVE TAUNT
13. CROWD EFFECT - CROWD NOISE
14. SCOREBOARD - AWAY SCORE DECREASE
15. SCOREBOARD - AWAY SCORE INCREASE
16. TRANSMIT INDICATOR LED
17. POWER BUTTON

Replacing Remote Battery

fig C



18. REMOTE CONTROL BODY
19. REMOTE BATTERY - TYPE CR2032, 3V
20. REMOTE CONTROL - BATTERY COVER

Controlling the Scoreboard Features

Score Control
Press the SCORE INCREASE/DECREASE buttons [fig A 19-21] for Home or Away to appropriately change the score displayed on the Gametime Scoreboard™. The scores can be adjusted in the range of 0-199. Whenever the score is changed, the new score is also shown on the LCD display [fig A 30] for 3 seconds.

Timer Control
The timer can be set to either count-up or count-down with the switch located to the left of the timer display [fig A 1,2].
When the timer is stopped, press the timer-set buttons located below each digit [fig A 6] to increment that digit by one. The timer can be set in the range of 00:00 to 99:59 (99 minutes and 59 seconds) if the game time is greater than 1 minute, or in the range of 00.00 to 59.99 (59 seconds and 99 hundredths of one second) when game time is less than one minute. When changed, the time will also show on the LCD Display [fig A 30] for three seconds. Press the Play/Pause button [fig A 8] to start or stop the timer. It is not possible to change the Game Timer while the timer is running.

Timing Units
If the clock is counting DOWN and there are fewer than 60 seconds on the game clock, the clock display shows seconds and hundredths of a second. This is indicated by a period “.” rather than a colon “:” in between the digits [fig A 31].

How to Make the Game Timer Show Less than One Minute
If the Game Timer is currently showing a time in the format MM:SS (minutes shown in the fig A 10, position and seconds in the fig A, 9 position), and you would like to have it show less than one minute of game time remaining, you must first use the digit set buttons (fig A, 6) below the minute digits to set the minutes to 00. As soon as the minutes are set to 00, the display changes so that the seconds jump from the fig A, 9 position to the fig. A, 10 position, and hundredths of a second are displayed in the fig A, 9 position; i.e. in the format SS.hh. Note that the Timing Units indicator will also change from a colon “:” to a period “.”.

How to Make the Game Timer Show More than One Minute
If the Game Timer is currently showing a time in the format SS:hh (seconds shown in the fig A 10, position and hundredths of a second shown in the fig A, 9 position), and you would like to have it show more than one minute of game time remaining, you must first use the digit set buttons (fig A, 6) below the seconds digits to set the seconds to greater than 59. As soon as the seconds are set to 60 or over, the display changes so that the seconds jump from the fig A, 10 position to the fig. A, 9 position, and minutes are displayed in the fig A, 10 position; i.e. in the format MM:SS. Note that the Timing Units indicator will also change from a period “.” to a colon “:”.

Period Control
Change the current period with the Period Increment buttons [fig A 3,5] located to the left and right of the period display. When changed, the period is also shown on the LCD display [fig A 30] for three seconds.

Game Timer Memory Feature
You can keep a favorite time stored in the memory of the Gametime Scoreboard™ (even when you turn it off!). Recall this time by pressing the Game Timer Memory Button [fig a 7] once, or by pressing one of the Period control buttons (fig A 3,5 or fig B 4, 11). The factory default is 12:00. Save a new time by pressing and holding the Game Timer Memory button for more than two seconds. The timer display will flash twice to indicate that the time has been saved. If the Game Timer Memory button was pressed in error (and the time has not changed), press the button again and the timer will revert to the previous time.

Game Reset Feature
The Game Reset Button [fig A 16] changes the display to suit a new game. The time stored using the Game Timer Memory button will be displayed, the Period Display will turn to “0” and the scores for Home and Away will turn to “00”. “GAME RESET” will show on the LCD display [fig A 30]. The timer will stop when the Game Reset button is pressed. If the score was reset in error (and the score and time displays have not changed since the reset), press the Game Reset button again and the previous display will return. “RESET CANCELED” will show on the LCD display.

Game Sound Effects (Game SFX)
The Gametime Scoreboard™ is designed to bring the feeling of a stadium right to your home! When certain events happen, they will be accompanied by an appropriate sound effect playing through the speakers. For example, when the Home team scores, a loud cheer rings out, but when the Away team scores, the crowd will shower them with loud booing! The Game FX chip is located in the Device Bay [fig E 1]

The Game SFX Include both TAUNTS and CROWD FX. These can be toggled on and off with the SFX button [fig A 26]. The LCD display will show the current state of the sound effects for three seconds when the button is pushed.

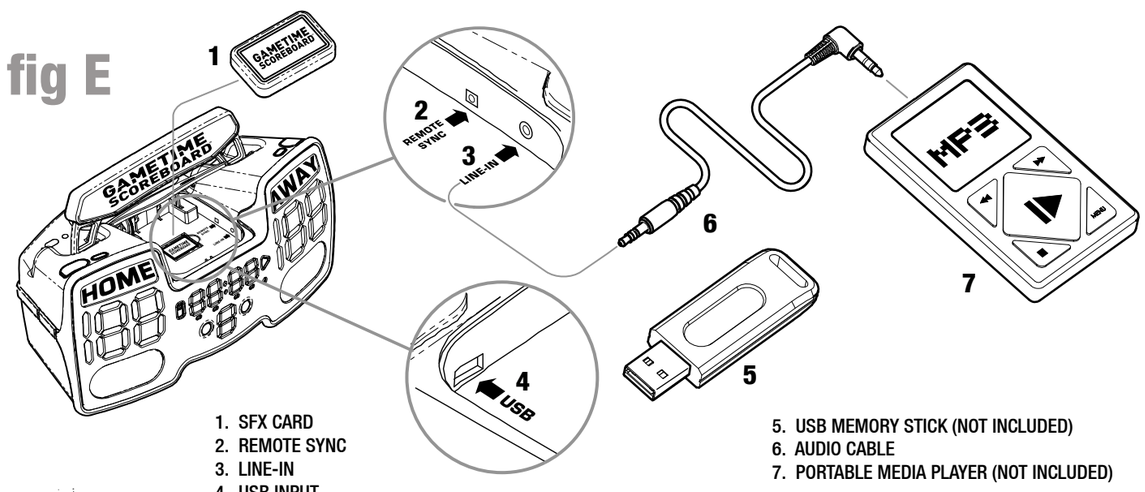
When the SFX button is lit, all Game FX will play automatically. When the button is not lit, Game SFXs will not play automatically, but can still be triggered through the Gametime Remote [fig B].

Taunts
The Gametime Remote can also control positive and negative Taunts [fig B 3,12]. The person controlling the time and score will also be able to play four positive and four negative taunts.

Crowd FX
There are 8 different Crowd FX that can be controlled with the Gametime Remote [fig B]. “GAME SFX” will show on the LCD display, and flash on and off for the duration of the Taunts or Crowd FX.

Main Unit - Device Bay

fig E



1. SFX CARD
2. REMOTE SYNC
3. LINE-IN
4. USB INPUT
5. USB MEMORY STICK (NOT INCLUDED)
6. AUDIO CABLE
7. PORTABLE MEDIA PLAYER (NOT INCLUDED)

Controlling Audio Playback Features

The Gametime Scoreboard™ offers two options for playing music through its powerful 10W speakers.

Line-In Playback
When turned on, the Gametime Scoreboard™ is in Line-In/AUX mode by default. Pressing the Mode button [fig A 15] will toggle between Line-In and USB modes. When in Line-In/Aux mode, the Gametime Scoreboard™ will connect to any MP3 Player/Audio Device (fig E, 7 - not included) through an external 1/8” stereo line-in connector, located in the top device bay [fig E 3]. Press down on the device bay door to open it [fig A]. Use the audio cable (fig E, 6) to connect the headphones output from your media player to the Line-In connector.
If a button is pressed that does not effect the Line-In Playback, “NO FUNCTION” will scroll across the LCD display.

USB MP3 Playback
The Gametime Scoreboard™ also includes a USB port [fig E 4] that can be used to play MP3’s off any standard USB flash drive (fig E 5) (not included). Please refer to your USB drive’s manual for instructions on loading songs. The USB port may also be used to charge USB-powered portable devices, including many portable audio devices (please refer to your device’s manual).
When in USB mode, plug your USB flash drive into the USB port [fig E 4]. If no MP3’s are found on the drive, “NO MP3s” will show on the LCD display.

If MP3 tracks are found on the memory drive, the first song will play and its title will scroll across the LCD display. Once the title is finished scrolling, the LCD display will show the current track time.
Press the Play/Pause button to start/stop the song from playing [fig A 12].
Press the Track Skip Forward button to skip to the next track [fig A 11]. Hold the button to fast forward the current track. “SKIP >>” will show on the LCD display.

Press the Track Skip Reverse to skip back to the previous track [fig A 13]. Hold the button to rewind the current track. “SKIP <<” will show on the LCD display.

Volume
The volume of the music can be controlled using the Volume Up/Down buttons ont he main unit [fig A 27,29] and Gametime Remote [fig B 5,9].

Microphone
The Gametime Microphone (included) [fig A 25] can be used to make announcements, call the game, or cheer your team on. Your voice will be amplified and played through the speakers! The Gametime Microphone can be plugged into the ¼” jack [fig A 23] located at the top of the unit. The microphone’s volume can be controlled by the Mic Level knob [fig A 24].

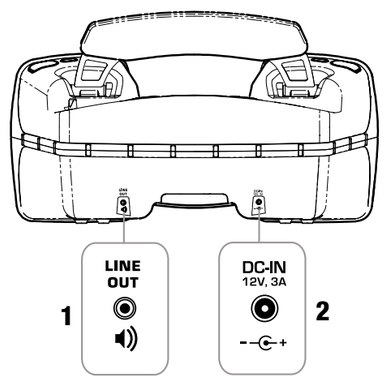
Line Out
A female 1/8” stereo audio jack at the back of the Gametime Scoreboard™ [fig F 1] may be used to play audio through an external speaker system.
When a male plug is inserted into the jack, audio will still be played through the unit’s speakers, and will operate and be controlled normally.

The line-out level is not affected by the volume control of the unit, and use of the jack is not recommended for headphones.

Main Unit - Audio / Power Inputs

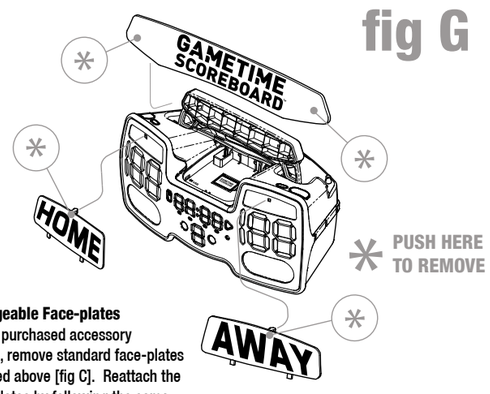
1. STEREO - LINE OUT
2. POWER INPUT - 12V 3A

fig F



Scoreboard Customization

fig G



Interchangeable Face-plates
If you have purchased accessory face-plates, remove standard face-plates as illustrated above [fig C]. Reattach the new face-plates by following the same steps in reverse.

Troubleshooting

PROBLEM: The Gametime Scoreboard™ does not turn on.
SOLUTION: Ensure the unit has power supplied to it either by power cord or batteries, and press the ON/OFF button.

PROBLEM: The Gametime Remote does not work.
SOLUTION: Press and release the remote PAIRING button [fig E, 2] on the unit. Hold the Home and Away Score Increment buttons (fig B 1, 15) on the Gametime Remote for 6 seconds until the indicator light blinks on and off. Gametime Remote will be linked to the unit once again.

PROBLEM: Audio is too quiet.
SOLUTION: If using the Line-In function with a portable media player ensure that the headphone volume is turned to full volume. If playing from a USB memory drive, check source MP3 file’s recorded volume levels. If the source MP3 file is too quiet, adjust or acquire new content.

PROBLEM: Audio quality is poor and/or LED segments flicker with audio, especially bass notes, or the unit shuts off unexpectedly.
SOLUTION: Your batteries may need replacing; playing audio at a lower volume will extend battery life.

FCC STATEMENT

PRODUCT: GAMETIME SCOREBOARD™
COMPANY: VERSUS LIMITED, HK
MODEL: VS1-01
INPUT: +12V ⎓ 3A
IC ID: 8251A-VS101
FCC ID: W8TVS1-01
CE 0160 FC
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.
MADE IN CHINA

IC ID: 8251A-VS101
Product: GAMETIME SCOREBOARD™
Model:VS1-01
FCC ID: W8TVS1-01

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: 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.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.