Soccer (WTTC-1 Tabletop Controller)

Easy instructions for running the scoreboard:

In all cases, operations for the home team use the yellow keys; those for the guest team use the red keys.

RUN STOP — Press to start and stop the game clock. This can also be done with an RSR-1; see RSR in the advanced section, below. If required to change the game time, see Edit Mode in the advanced section, below.

+1 -1 — Add goals scored with the +1 key; subtract mistakenly added goals with the -1 key.

Press **PERIOD** to advance to the next period or break between periods. (This key is only active while the clock is stopped.) Press Run/Stop to start the clock.

CORNER KICK / SHOT / PENALTY KICK / SAVE — Press the appropriate key to record a corner kick, penalty kick, shot or save.

TIME OUT — Press to start a timeout. If pressed while a timeout is running, the timeout will be ended prematurely.

HORN — Press the HORN button to sound the horn manually. It will sound optionally at the end of a period, time out and as a time out warning if set in the game set up menu.

More advanced options:

Starting a new game, editing game time, score, number of corner kicks penalty kicks, shots and saves, number of time outs remaining

To start a new game, press **MENU**, and select NEW GAME. This cannot be undone, so you'll be prompted to confirm this action.

EDIT MODE — Press to activate Edit Mode. Next, press the key corresponding to the value you want to edit. Enter the new value with the numeric keypad and press Enter to enact the change. Press Clear to exit Edit Mode without making a change.

For example, to edit the home team score, press Edit Mode and then press either of the keys that modify the home team score (+1 or -1). You can also edit number of time outs, corner kicks, penalty kicks, shots and saves by selecting those keys.

To edit the game time, press Edit Mode and then press Run/Stop. Enter the new value with the numeric keypad, and press enter to enact the change.

When the numeric keypad is active for editing a data field, the battery icon is replaced by "123". When the entire keyboard is active for alphanumeric input, the battery icon is replaced by "ABC". Slide the keyboard insert out and flip it over for alphabetic entry.

Run/Stop/Reset Units (RSR)

Using a run/stop/reset (RSR) unit for time keeping (optional): Optional run-stop-reset units allow a second operator to assist in controlling game time. (When an RSR is connected, the keyboard key Run/Stop is inactive.) Connect the RSR to either round phone plug input on the back. The black rocker switch starts and stops the game time.

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Game setup (lengths of periods, lengths of time outs, horn tones, etc):

MENU Press to set up your game with the two main sub-menus: Default Times, and Time Out options.

Use the **Default Times** section to set period length, halftime length, overtime length, break length before overtime, clock direction and whether the clock automatically expires. If the clock is set to expire, then the horn will sound at the end of each period.

Use the **Time Out** options to set time out details, including number of time outs a team receives at the beginning of each half, length, and horn details. Use TO Horn to toggle whether the game horn sounds automatically at the end of a timeout. Use TO Warn to set the amount of time before the end of the timeout that a warning horn will sound. Set to 0 for no warning horn.

Set **Horn** tones in the Horn Options section of the Hardware Options menu, as described in the Tabletop Quick Reference Guide. For soccer, Horn 1 is the game horn and timeout horn.

You can also choose Hardware Options to set the global settings for all sports on this console. This menu is described on the Tabletop Quick Reference guide, and includes brightening and dimming your scoreboard, horn tones, backlight setting on the console, and other scoreboard configurations.