






Football (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.	
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Indicate possession of the ball with 


 Indicate ball position and down with the blue keys on the bottom row. Press Down +1 to increment the down. Press Ball On , enter the ball's position and press Enter. Press Yards to Go, enter the distance until a first down, and press Enter. Press First Down to automatically go to 1st and 10, and enter the ball's position and press Enter.

Start a timeout with . Pressing timeout automatically stops the game clock if running. If pressed while a timeout is running, the timeout will be ended prematurely.



Add points scored with the +1, +3 or +6 keys; subtract mistakenly added points with the -1 key.


 Press RUN/STOP in the upper left to start and stop the game clock. This can also be done with an RSR-1; see RSR in advanced section, below.


Press Run/Stop Play in the top row to start and stop the  play clock. Press  to reset the play clock to its default setting as defined in the menu. The play clock can also be controlled with an RSR-1; see RSR in the advanced section, below.

 When enabled through the "Alt Play Reset" option under the Play Clock menu, this key resets the play clock to a length different than the main play clock time. Set the length with the "Alt Play" option in the menu.

NOTE: If using an RSR-1, set the "Play Length" to the time you want to control by RSR (Play or Alt Play).


 Press  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.


 If required to change the game clock, press the Set Game Clock key. Use the numeric keypad to enter the new time and press Enter. If needed, follow the same process with the Set Play Clock key and the play clock time.

 Press the HORN button to sound the horn manually. The horn can be set to sound automatically at the end of each quarter in the game clock menu.

More advanced options:

Starting a new game, editing down, score, number of time outs remaining

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

 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 any of the 4 keys that modify the home team score (+1, +3, +6 or -1). You can also edit number of time outs, down and quarter by selecting those keys.

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.

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Run/Stop/Reset Units (RSR)


Using run/stop/reset (RSR) units for time keeping (optional):
Optional run-stop-reset units allow other operators to assist in controlling game time and play clock.

Game Clock: Connect one RSR to Input1 on the back. The black rocker switch starts and stops the game time; the blue button(s) is inactive. The keyboard key Run/Stop is inactive.

Play Clock: Connect another RSR to Input2. The black rocker switch starts and stops the play clock and the blue button(s) resets it. The keyboard keys Run Stop Play and Reset are inactive. A two button RSR can also reset the play clock to its alternate time.

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



Press , and then set up your game with the three main sub-menus: Game Clock, Time Out options, and Play Clock.

Use the **Game Clock** section to set length of quarters, length of the break between quarters, halftime length, overtime length, length of break before an overtime, and whether to show tenths of a second on the game clock when the time is below 1:00.

Use the **Time Out** options to set the number of time outs each team receives at the beginning of each half, and their length.

Use the **Play Clock** section to:

- toggle the play clock on or completely off
- set the default reset value for the play clock
- set whether to show tenths of a second on the play clock when the play clock time is below :10

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