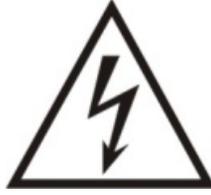FUNTRONIX

GAMESHOW SCORING SYSTEM
WITH CONTESTANT BUTTONS

Model GS-125

OPERATING INSTRUCTIONS

Revised November 29, 2015

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.

WARNING:
Staring directly at the score display at close range for long periods of time may cause eye strain or eye damage.

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.
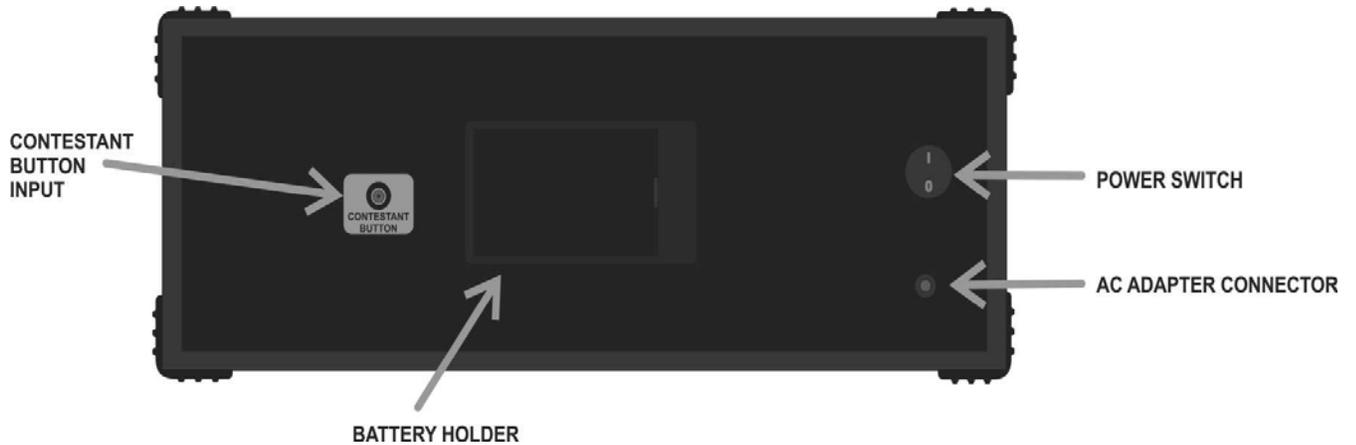* Consult the dealer or an experienced radio/TV technician for help.

Thank you for purchasing a custom scoring system from 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 scoring system, 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 score display or wireless keypad to rain or other condensed moisture.
2. DO **NOT** store the score display or keypad in direct sunlight for extended periods of time.
3. DO **NOT** drop or hit the score display, as this may result in injury and/or void the warranty..
4. Do **NOT** expose the score display electronics to electrostatic discharge, as this may cause permanent damage to components.

SECTION 1:   SETUP

1. Fully charge the keypad before each day's use. Refer to **Section 3** for charging instructions.

2. If you are using the score displays **without** an AC adapter, open the battery cover located on the back of the scoreboard and install six AA-size alkaline batteries. Close the battery cover.

3. Attach each contestant button to the connector located on the back of each score display.

CONTESTANT
BUTTON
INPUT

CONTESTANT
BUTTON

POWER SWITCH
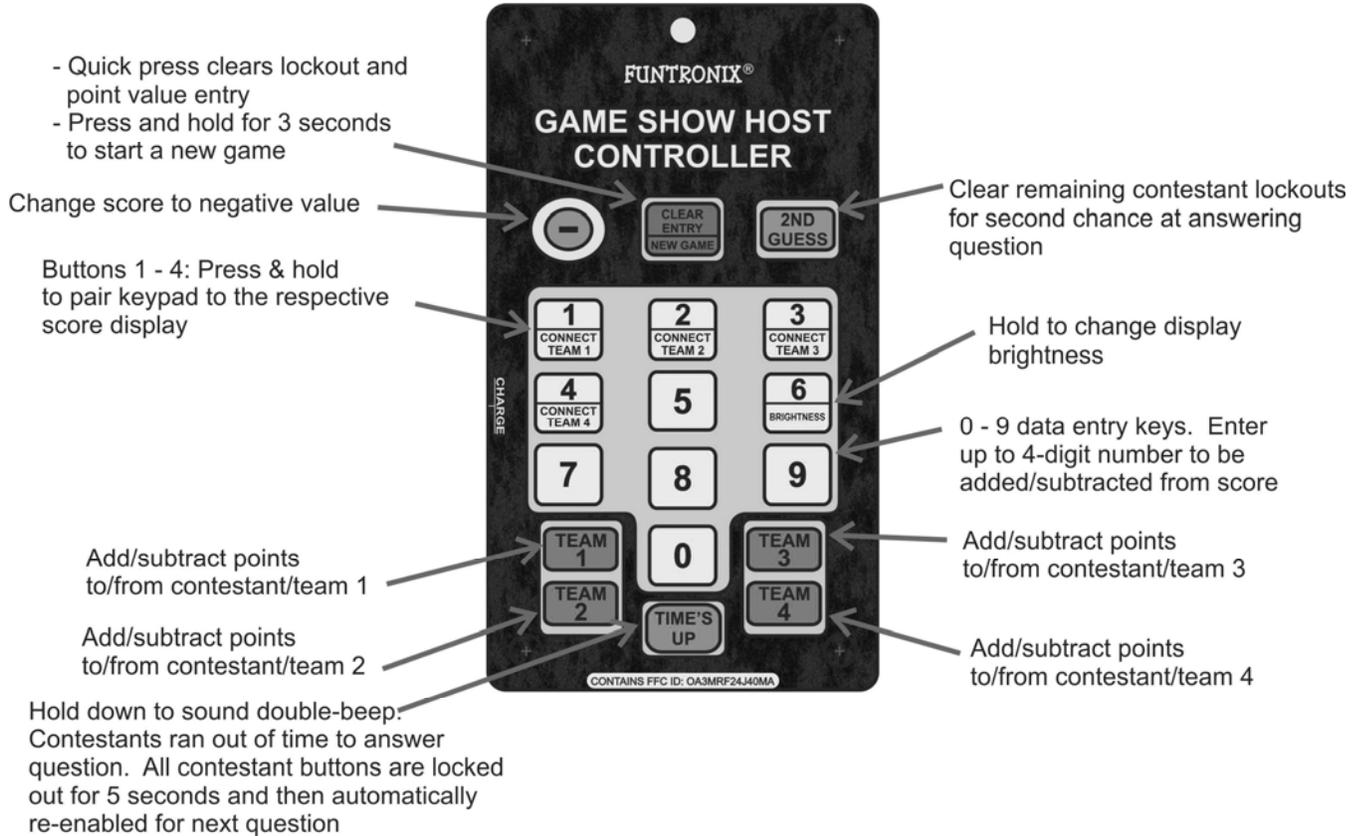
AC ADAPTER CONNECTOR

BATTERY HOLDER

Rear-view of score display

4. Turn the score displays on using the power switch located on the back-side of each display. If the displays are paired to the keypad properly, each display will show to which player it has been assigned.

SECTION 2: USING YOUR SCORING SYSTEM

Your scoring system was shipped with the keypad already 'paired' to the score displays. However, cycling power on a score display 10 times without pressing any buttons on the keypad will cause the score displays to drop their connection to the keypad. Your scoring system was designed to do this to allow pairing the score displays to a new keypad in the event the keypad is lost or damaged beyond repair. Follow the instructions in **Section 4** for pairing the keypad to the score displays if required.

Shown below is a detailed description of the keypad buttons and their operation:

- Quick press clears lockout and point value entry
- Press and hold for 3 seconds to start a new game

Change score to negative value

Buttons 1 - 4: Press & hold to pair keypad to the respective score display

Add/subtract points to/from contestant/team 1

Add/subtract points to/from contestant/team 2

Hold down to sound double-beep. Contestants ran out of time to answer question. All contestant buttons are locked out for 5 seconds and then automatically re-enabled for next question

FUNTRONIX®
GAME SHOW HOST CONTROLLER

Clear remaining contestant lockouts for second chance at answering question

Hold to change display brightness

0 - 9 data entry keys. Enter up to 4-digit number to be added/subtracted from score

Add/subtract points to/from contestant/team 3

Add/subtract points to/from contestant/team 4

Scoring examples:

- To add 100 points to team 1, key in [1 CONNECT TEAM 1] + [0] + [0] + [TEAM 1].

- To subtract 25 points from team 2, key in [−] + [2 CONNECT TEAM 2] + [2 CONNECT TEAM 2] + [TEAM 2].

If you accidentally press the wrong button while keying in your points, simply press the [CLEAR ENTRY NEW GAME] button and re-enter your point value. This button will also clear the 'subtract' command.

Playing and scoring a game:

The host operates the keypad as described above for controlling the game. At the start of a game (before the first question is asked), or if a contestant accidentally presses their button, pressing the [CLEAR ENTRY / NEW GAME] button will reset the contestant button lockouts and readies all contestants for the next question.

The flow of a game is as follows:

1. The host asks a question.
2. The first contestant to press their button will cause their score display to light up with an attention-grabbing pattern and will sound their buzzer. At this time all other contestants will be locked out from answering.
3. The host adjusts the contestant's score as described in the scoring example shown above, depending on a correct or incorrect answer.
4. If the contestant answered the question incorrectly and you are giving other contestants the chance to answer, press the [2ND GUESS] button to re-enable the remaining contestant's buttons for a chance to buzz in. The contestant who already buzzed in and answered incorrectly is locked out from the second chance at the answer.
5. If you are setting a time limit for allowing the contestants to answer the question, press the [TIME'S UP] button to cause all contestant's score displays to sound a quick double-beep. This also locks out all contestant buttons so they don't try to answer after the time limit. The contestant buttons will all be automatically re-enabled 5 seconds after pressing the [TIME'S UP] button.

    NOTE: When any button is pressed on the host's keypad, the display of the contestant that pressed their button first to answer the question will switch back to displaying their score.
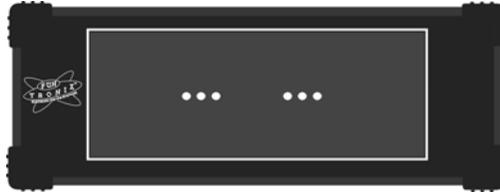
6. If no one answered the question correctly (and the [TIME'S UP] button was <u>not</u> used), the host must press the [CLEAR ENTRY / NEW GAME] button prior to asking the next question. This re-enables all of the contestant buttons to allow them to buzz in.

7. Continue the game from **Step 1** until the game is over.
8. Press and hold the [CLEAR ENTRY / NEW GAME] button for 3 seconds to reset the scores and to start a new game.

Important note:

After one hour of non-use, the keypad and score displays will go into a sleep mode, indicated by the image shown below.
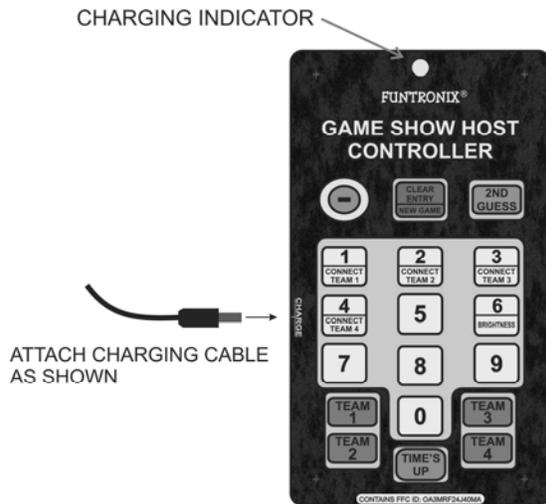

Sleep Mode

Pressing the [CLEAR ENTRY NEW GAME] button on the keypad will re-awaken the system.

SECTION 3: CHARGING THE WIRELESS KEYPAD

The wireless keypad contains a rechargeable battery. While the charge of the keypad battery will typically last between 1 to 2 weeks (depending on usage), we recommend charging your keypad the night before each day's use.

The charging indicator will light up orange to indicate the keypad is charging. The light will turn green once the keypad is fully charged.
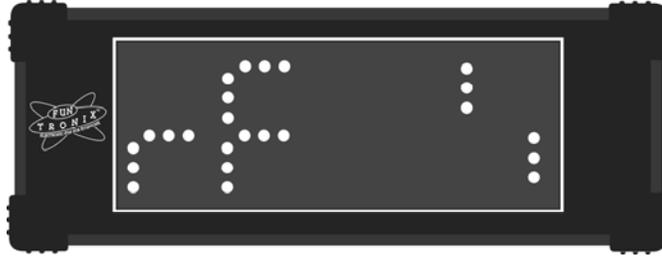

Plug keypad charger into 120VAC wall outlet after plugging charger into keypad

SECTION 4: PAIRING THE WIRELESS KEYPAD AND SCORE DISPLAYS

Follow these steps to pair your score displays to the wireless keypad.

1. Make certain all score displays are showing the display shown below:

Connection screen

To make the display show the message above, repeatedly cycle power on the score display on and off, waiting 2 seconds in each power state. The score display counts how many times it is turned off and on without receiving a command from the keypad. It will then assume the keypad is not functioning and will disconnect from it and show this message.

2. Make certain only one score display is turned on for the next step.

3. Press and hold the [1 CONNECT TEAM 1] button on the keypad until only one beep is emitted from it. You may hear a series of initial beeps while holding this button down – ignore these.
4. The score display will eventually pair up with the keypad. If not, repeat Step 3 one more time.
5. Once score display is paired, leave it on and turn on the next score display.

6. Press and hold the [2 CONNECT TEAM 2] button in the same manner as described in Step 3 for the first display.
7. After a few seconds, both displays should be paired to the keypad.
8. Repeat the same procedure for the third and forth displays, if applicable, using the respective connect button on the keypad.

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