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FOCUS.IMPROVE. EXECUTE.

www.thegamersportsclock.com

*Patent Pending

Getting Started

PUTTING IN BATTERIES

THE GAMER is equipped with the ability to charge rechargeable batteries, which are not included.

Rechargeable batteries should be 6 AA 1.2v Nickel Metal Hydride batteries.

*Do not attempt to charge non - rechargeable batteries in **THE GAMER**. Doing so could result in a fire or explosion. This could result in injury and/or death.

1. Unscrew the battery lid located on the back of the device and add 6 AA batteries*.

2. Unscrew the battery lid located on the back of the remote and add 2 AAA batteries.

*If adding rechargeable batteries, you may plug in the device once you have added the batteries to charge.   Please allow appropriate time to fully charge batteries.

Never plug the rechargeable cord into the device without rechargeable batteries. Doing so could result in device failure, a fire, or explosion which could result in injury or death.

FOR RECHARGABLE BATT ONLY	ON/OFF RESET	TRIPOD MOUNT	FOR WALL OUTLET ONLY	REMOTE SYNCING	EXTERNAL ALARM

Overview of Functions

FUNCTION 1

Scoreboard Timer Down Function

THE GAMER acts as a scoreboard for a variety of sports.   Set the amount of time you want and the timer will count down while you keep

Caution:

1. Please read all instructions before operating.

2. An adult should attach the device at all times to ensure proper attachment.

3. Failure to attach the suctions cups properly and attach the provided string securely to a fixed object could result in the **THE GAMER** falling causing damage to the clock and could result in injury or death.

4. **Never** plug the battery charging cord into the clock unless rechargeable batteries are installed in **THE GAMER**. Using standard batteries in the device and then plugging the device into the rechargeable battery port can result in a device failure, a fire, or explosion causing injury or death.

5. After a perio d of 3 days, reattach the suction cups to insure proper attachment.

6. Do not leave the device attached outside to any surface during extreme temperatures, above 100 degrees below 45 degrees, or during storms. Failure to remove the device may result in damage to the device or failure of the attachment system, resulting in the device falling.

FUNCTION 2

Scoreboard Timer Up Function

THE GAMER acts as a scoreboard for a variety of sports.   Set the amount
of time you want and the timer will count up while you keep score.

FUNCTION 3

Training Function

THE GAMER generates random numbers at three different speeds.   Athletes from different sports are
encouraged to look at the clock and call out the numbers being randomly generated while performing
their drills.

FUNCTION 4

Timing Function

The timer will simply count up with no determined amount set on the clock.

FUNCTION 5

Baseball/Softball Function

The timer count acts as innings while keeping score.

ATTACHING THE SUCTION CUPS TO THE GAMER

1. Once you have assembled the suction cups(See illustration A) take the four
   small screws and attach it this to the back of the clock as seen in this photo
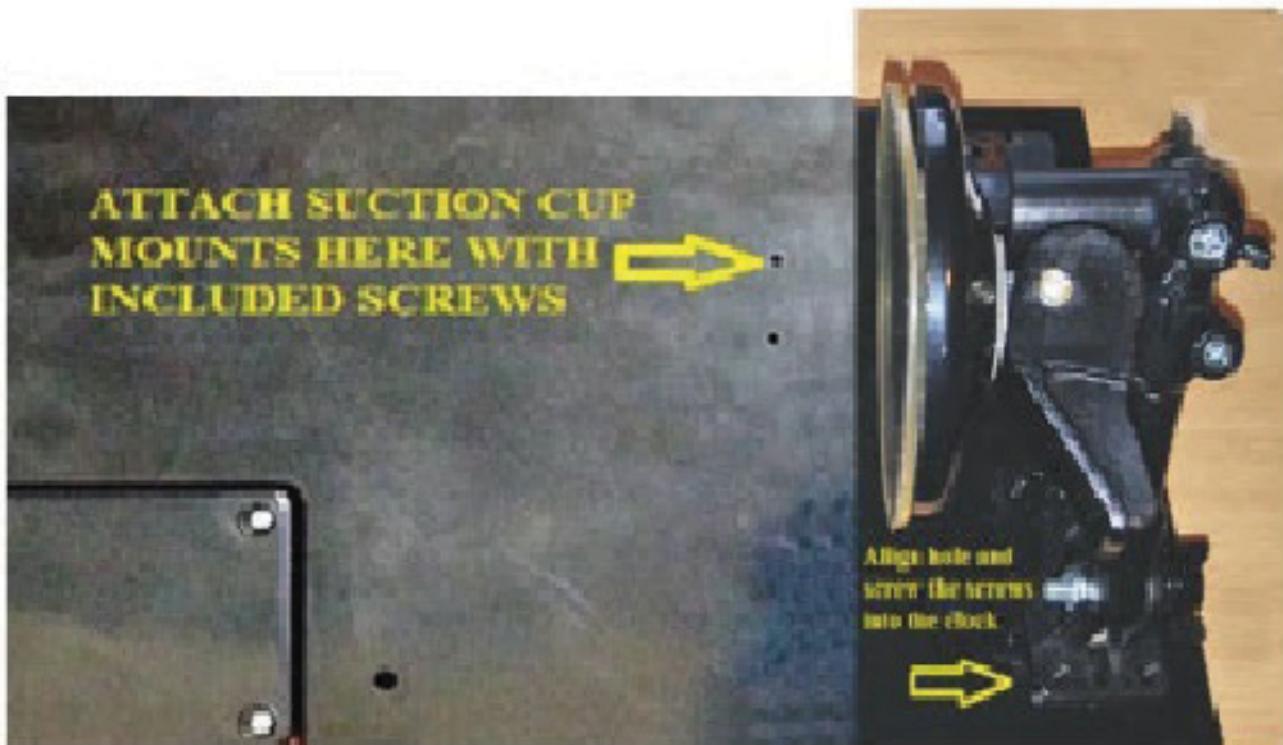
FUNCTION 1 – SCOREBOARD TIMER DOWN FUNCTION

1. Push the + or - sign on the Set Clock/Inn to increase or decrease desired time on the clock.
2. Once time is set, press the start key to start the clock and press the stop key to stop the time.
3. Use the +1 or - 1 buttons on the corresponding home or guest keys to increase or decrease the score.
4. Hold the Score Reset button for five seconds to set the scores to zero again.
5. Hold the Clock Reset button for five seconds to put the original set time back on the clock that you set.
6. You can use the Period button to turn on the corresponding period lights on the clock. Pushing the light two times lights up two period buttons, etc.

FUNCTION 2 – SCOREBOARD TIMER UP FUNCTION

1. Push the + or - sign on the Set Clock/Inn to increase or decrease desired time on the clock.
2. Once time is set, press the start key to start the clock and press the stop key to stop the time.
3. Use the +1 or - 1 buttons on the corresponding home or guest keys to increase or decrease the score.
4. Hold the Score Reset button for five seconds to set the scores to zero again.
5. Hold the Clock Reset button for five seconds to put the original set time back on the clock that you set.
6. You can use the Period button to turn on the corresponding period lights on the clock. Pushing the light two times lights up two period buttons, etc.

FUNCTION 3 – TRAINING FUNCTION

1. Use the Clock Set/Inn button to set the desired time on the clock.
2. Use the Start and Stop button to start and stop the timer counting up to the desired time.
3. Use the Fast/Slow button to control the speed of the random numbers being generated. There are three different speeds you can set.
4. Hold the Clock Reset button for five seconds to put the original set time back on the clock you set.

FUNCTION 4 – TIMING FUNCTION

1. Use the Start and Stop buttons to operate the count up timer.
2. Use the Clock Reset button for five seconds to reset the timer to zero.

FUNCTION 5 – BASEBALL/SOFTBALL FUNCTION

1. Use the +1 or-1 Set Clock/Inn button to set the desired inning.
2. Use the +1 or -1 buttons on the corresponding Home or Guestkeys to increase or decrease the score.
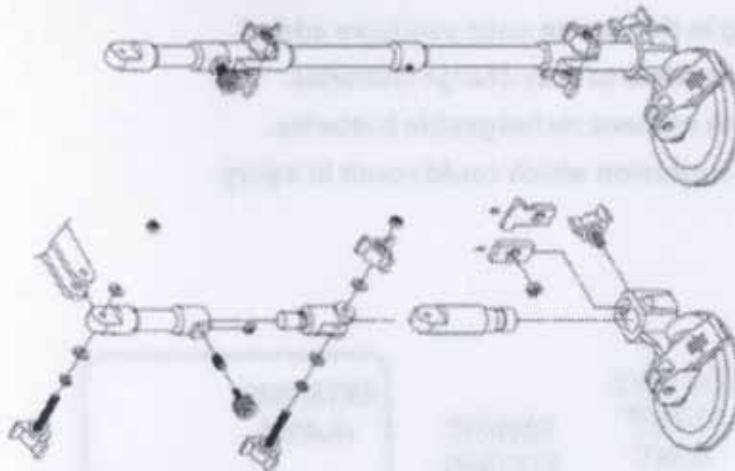
SYNCHRONIZING THE GAMER

The remote can control one or more devices.

To link the remote to run more than one device do the following:

1. The sync button is located next to the buzzer and is used to add a remote or erase a remote.
2. Press longer time until "bi-bi-bi," it means you erase all remote, max sync are 6 remotes' ID, which allow you to control one scoreboard.
3. Lightly press the switch one time, you will hear "bi," it means you can add (sync) other remotes within 5 seconds, during the 5 seconds you will need to press any bottom from the (new) remotes until the"bi" tone, it means the (new) remote's ID is written into the scoreboard.

SETTING FUNCTIONS

1. Hold Mode/Reset for three seconds to reset clock.
2. Hold Mode/Reset to select function.

EXTERNAL ALARM (OPTIONAL)

1. Attach the external alarm to the provided stickers to the back of the device.
2. Plug alarm into corresponding hole in the bottom of the device.

THE
GAMER
SCOREBOARD & TRAINING SYSTEM

ATTACHING THE GAMER TO A FLAT SMOOTH SURFACE

THE GAMER comes equipped with two advanced suction cups that have adjustable arms allowing the device to be attached in a variety of different angles.

1. Take the string included in the box and attach the string to one of the small notches on the back of the clock near the top by tying a knot. Take the other end of the string and wraparound a secure stationary item near the location where you would like to install the clock. Take the other end of the string and attach it to the clock. This string will catch the device in case the suction cups fail and will preve nt it from falling and smashing onto the ground, which will nullify the warranty.
2. Choose a flat, smooth surface to attach the device to. Clean the area of dirt and dust by using a rag and rubbing alcohol.
3. Using the knobs on the arms of the device, tighten the arms to the desired shape.
4. Firmly push the suction cups to the cleaned surface and push the top of suction cup to the locked position.
5. Repeat the process with the second suction cup.

SAFETY STRING

THE GAMER comes with a safety string that must be attached to insure the device will not fall to the floor in case of suction cup malfunction. Remove the sticker cover off the back of the mounts. Stick these mounts on the back of the scoreboard as seen in the photos below. Once these are attached use the safety string to run thru both of these mounts.

ATTACHING THE GAMER TO A TRIPOD

THE GAMER can also be attached to any universal tripod.

1. Take the bolt of the top of the tri-pod off and attach it to the hole provided at the bottom of the unit.
2. Attach the device onto the tri-pod by reattaching the top of the tri-pod.

TURNING THE GAMER ON

1. Push in the button located on the bottom of the device.
2. After 10 minutes the device will go into sleep mode and will turn back on by using the remote.
3. After 30 minutes the device will turn off and the power button will need to be pushed again to work properly.

FOR RECHARGABLE BATT ONLY

ON/OFF RESET

TRIPOD MOUNT

FOR WALL OUTLET ONLY

REMOTE SYNCING
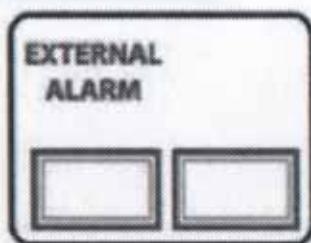
EXTERNAL ALARM

FCC Section 15.105   Information to the user.

NOTE:

This equipment has been tested and found to comply with the limits for a lass 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.

RF exposure statements

IMPORTANT NOTE:
FCC Radiation Exposure Statement:
This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance 20cm between the radiator & your body.