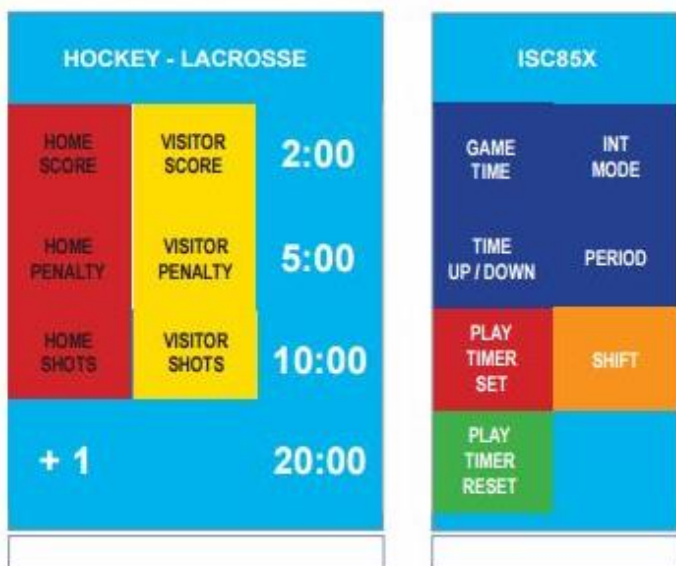


ISC85X Intelligent Controller

Hockey Instructions



- To **START/STOP** the clock:
 - Flip switch to RUN or STOP (rocker switch on the right side of the unit).
- HORN:**
 - Sounds automatically at end of period/intermission.
 - To activate manually, press Horn button (on the right side of the unit). Horn will continue to sound as long as the button is pressed.
- To set **TIME** (NOTE: Switch must be in STOP position.):
 - Press GAME TIME.**
 - If time is expired, the last time entered will automatically be shown.
 - To set a Different Time:
 - Enter minutes on the numeric keypad. **Press ENTER.**
 - Enter seconds on the numeric keypad. **Press ENTER.**
 - Enter hundredths of seconds on the numeric keypad. **Press ENTER.**
- To set **INT MODE** timer: (Intermission Time)
 - Switch must be in STOP position.
 - Press INT MODE.**
 - The time last entered will display automatically.
 - To set a Different Time:
 - Enter minutes on the numeric keypad. **Press ENTER.**
 - Enter seconds on the numeric keypad. **Press ENTER.**
 - While in this mode, the only way to exit is to press the **INT MODE** button again.

5. To set **PENALTIES:**

- Press HOME or GUEST PENALTY.**
- Depending on where the cursor is – Player Number, Penalty time, Minutes & Seconds – enter the desired value on the numeric keypad and **Press ENTER.**

NOTE:

- Penalties 1 & 2 for both teams will show and run on the scoreboard.
- Penalties 3 & 4 are delayed penalties and will appear once either Penalties 1 or 2 are complete.
- To cancel Penalty 1 or 2 because of an opposing team goal or for some other reason, just select it by using the applicable button (**HOME PENALTY** or **GUEST PENALTY**) and clear out the Player Number and Penalty Time. Any pre-set 'delayed penalties' will shift into place once playing time resumes.

6. Pre-Set **INCREMENT** buttons:

- For TIME, and BREAK MODE, use the pre-set increment buttons to increase the minutes by preset values of 2, 5, 10, or 20 minutes.
- Move the cursor to minutes.
- Press TIME/INT MODE**, then the desired time increment button – 2:00, 5:00, 10:00, or 20:00. (The time will increment by that value - not get set to that value.)



7. To set **PERIOD**:
- **Press PERIOD.**
 - Enter value on the numeric keypad.
Press ENTER.
 - Will auto-increment when setting time at end of period.

8. To set **SCORES**:
- **Press HOME OR GUEST SCORE.**
 - Enter score on numeric keypad. **Press ENTER.**

NOTE: To Increment SCORES or PERIOD, press desired function button, then **Press +1.**

9. To set **SHOTS ON GOAL (IF ENABLED)**:
- Press **HOME SHOTS** or **GUEST SHOTS.**
 - Enter value on numeric keypad. **Press ENTER.**

NOTE: With the game time running, increment **SHOTS** by pressing appropriate teams **SHOTS** button.

10. To set **PLAY TIMER (IF ENABLED)**:
- Ensure Start/Stop switch is in STOP position.
 - **Press PLAY TIMER SET.**
 - Enter "shot clock" length on the numeric keypad.
Press ENTER.

NOTE: If PLAY TIMER is enabled, but not required – set play timer to 0, to disable it.

11. To **RE-SET PLAY TIMER (IF ENABLED)**:
- **Press PLAY TIMER RESET.**
 - if equipped, Press external button

12. To **CLEAR** any value:
- Press any function button to move the flashing cursor over a desired value. Then **Press CLEAR.**

13. To set **SHIFT TIMER (IF ENABLED)**:

NOTE: The **SHIFT TIMER** counts down from the set amount. When the **SHIFT TIMER** is expired a one second horn will sound, then the **SHIFT TIMER** will reset and start counting down again.

- **Press SHIFT.**
- Enter the shift time settings in minutes using the numeric keypad. **Press ENTER.**
- To edit the current running shift time **Press SHIFT.** Then **SHIFT** again. Enter the minutes using the numeric keypad. **Press ENTER.** Enter the seconds using the numeric keypad. **Press ENTER.**

NOTE: On power up, the shift time will be 0:00, which leaves it in an inactive mode which means no horns will sound.

14. To set **CLOCK DIRECTION**
- Press the **TIMER UP/DOWN** button.
 - This will toggle between **UP** and **DOWN**. If UP is selected, press **ENTER.**
 - Then, enter time limit using the numeric keypad, and press **ENTER,** again.