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# All Sport 3000 Cricket Controller – Easy User's Guide

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1. Plug the controller into the mains and switch power on
2. Switch LED scoreboard on
3. Console should prompt for code 016 – if so, press 'Enter' to accept. If code prompt is different or has been changed, type 016 on the number pad then press 'Enter'
4. Sometimes – if the console has not been switched on for some time – it will prompt "Radio Settings BCAST 1 CHANN 01 – ENTER TO ACCEPT, CLEAR TO MODIFY" If you are prompted for this, press "ENTER".

NB: Console keys:

- Some keys have dual functions. Such keys have a horizontal line with a caption below the line. These secondary functions are accessed via the ALT key.

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## To Use

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1. Set up a new game press ALT and then 'New Game'. Scoreboard shows 'Total = 0' and 'Wickets = 0'
2. Put Batsman A in: Press ALT and then 'Batsman A number' (NB: part of batsman score button). Console prompts for 'batman Number': press '1' then 'Enter'. '1' now appears for Batsman A on scoreboard and console window
3. Ditto for 'Batsman B': press ALT then Batsman B number (like above)
4. Scoreboard / console is now set up for first innings. Add score on by pressing 'Score + 1', 'Score +4', 'Score +6' for each batsman as appropriate
5. After each over press 'Overs +1'
6. For extras, press 'Extras + 1' as many times as needed. This adds to total but not to batsman individual scores.
7. For a wicket; **IMPORTANT ensure you press the 'Batsman Facing' button for the batsman who has just been given out.** Now press the 'Wickets +1' button. This sets the next batsman number in, sets his score to 0, transfers the last

- batsman's score to "LAST MAN" and, if appropriate, sets the current total to "LAST WICKET". NB: If you make a mistake and give the wrong batsman out, you should reverse the changes thus...
- a. Press 'ALT ' and then batsman number for the batsman wrongly given out. Console prompts for batsman number. Using the number pad, type in the number of the batsman wrongly given out, then press 'Enter'
  - b. Now give the batsman his score back by pressing 'Batsman Score' for the appropriate batsman (A or B). Console then prompts for the score. Using the number pad, type in the batsman's score (batsman's score is showing in 'last man') then press 'Enter'.
  - c. Now give the correct batsman out by first pressing the appropriate 'Batsman Facing' button.
8. At end of innings, press 'Team Out'. Console prompts 'Team Out. Y/N?'. Press 'Enter' to end innings. Press 'Clear' to reject. On setting new innings, total becomes = to 0, wickets becomes = 0, first innings total is transferred to '1st Innings', batsman A and batsman B numbers and totals are cleared ready for the new innings. Now proceed as from point 4 above.

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## Hints & Tips

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- Some fields on the scoreboard can be edited directly. This is useful in case errors have been made in scoring. Example: To change the total, press 'Total', enter the correct total on the number pad then press 'Enter'. Likewise 'Last man', 'Last Wicket', and 'Runs Required'.
- You can make your Overs count down. Example: For a 50 Over game you can start with 50 Overs on the scoreboard and decrement on each Over. To enter 50 Overs press 'Enter / Edit', then press 'Overs +1'. Console now prompts for Overs. Enter 50 on the number pad then press 'Enter'. Overs field now displays 50.
- NB: Some scoreboards do not contain all the information the console can provide e.g. 'Runs Required'. Pressing these buttons will have no effect on scoreboards without these fields.
- **Never press 'ALT' then 'Lamp Test' during a game. Doing so will erase all match information.**
- The console remembers scoring information even when switched off or during a power failure. When power is returned the console will display the previous scoring information.
- The console window displays 'Batsman A' number and score, 'Batsman B' number and score, 'Total', 'Wickets' and 'Overs'. **IMPORTANT: The window also shows an arrow pointing to the batsman currently facing the bowler. Before giving a batsman out, ensure this arrow is pointing to the correct batsman by pressing the corresponding batsman facing button.**