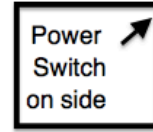
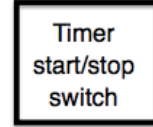


NevcO MPC-4 Model 008-3261 with hockey overlay K2-28

Kitsilano



hand-controller will over-ride this switch, if present:



TO	DO / PRESS THIS	TIPS / COMMENTS
Start from a "power off".	Find and flip power switch located along the upper right hand side of the control box. Answer each question. Six-digit model # is right on the controller. If asks <Start where turned off?> [NO] If asks <Use an auto start program> [NO] <ul style="list-style-type: none"> <Hi I'm your Nevco MPC-4. I can operate over 500 Nevco Models ... Please enter your model code> [0] [0] [8] [3] [2] [6] [1] ← from top of unit. <Do you want to use shot clocks?> [NO] <Use penalty time outs?> [NO] 	If no power, check the cord. When the clock runs out, the auto-horn will sound. Don't shut off the power. Do switch off the hand controller.
Reset score board to 0:0 and clear out any penalties	[SET] [HOME SCORE] [0] [SET] [GUEST SCORE] [0] [HOME PNLTY] [PNLTY CLEAR] [YES] [GUEST PNLTY] [PNLTY CLEAR] [YES]	This is faster than to turn the clock off and on.
Set time & period	[SET] [TIME] [#] [#] [:] [#] [#] [YES] for 15 minutes = [SET] [TIME] [1] [5] [:] [0] [0] [YES] Then press desired period [#] ← use 0 for the warm-up	Don't forget to use the [:] After [YES], set the period #.
Start & stop clock	Use hand controller, if available. If broken, unplug it so that the machine-top start / stop switch will work.	Switch the hand controller off at the end of each period.
Set exact score 0-9	[SET] [HOME SCORE] [#] [SET] [GUEST SCORE] [#]	Works only up to scores of 9.
Add a goal	[HOME SCORE] [1] [GUEST SCORE] [1] [TIME] ← to toggle display back to clock	If you then press [YES], you'll hear a nasty 5 second beep, but otherwise there's no harm done.
Enter a penalty if you must adjust duration: [HOME / GUEST PNLTY] [PNLTY EDIT] [#] [#] [:] [#] [#] [[YES]	[SET] [HOME PNLTY] [2] [:] [0] [0] [YES] [0] [0] [SET] [GUEST PNLTY] [2] [:] [0] [0] [YES] [0] [0] any 3rd penalty will only show after the 1st has expired	After pressing [YES], you have to input a 2-digit player number. But since our score boards don't display them anyway, it's simplest to just use [0] [0].
Clear a penalty	[HOME PNLTY] [PNLTY CLEAR] [YES] [GUEST PNLTY] [PNLTY CLEAR] [YES]	