

Instructions

“Me First” Personal Answer Domes™

Congratulations on your purchase of Me First!

We’re confident that this buzzer system will be the key to unlocking your group’s energy, generating excitement and adding “game show spirit” to your question and answer activities.

Included in your package:

- ◆ 1 Facilitator Control Unit – with 3 AAA batteries
- ◆ 12 P.A.D.s (Personal Answer Domes) – with 3 AAA batteries in each P.A.D.

Simple Set-up!

1. Turn on the Facilitator Control Unit by pressing and holding the **ON/OFF** button on the top of the unit until it lights up RED.
2. Distribute one Player P.A.D. to each participant and direct participants to press and hold the **ON/OFF** button at the bottom of the P.A.D. for 1-2 seconds until it lights up RED.
3. Once ALL P.A.D.s. are turned on: Press the **RESET** button on the Facilitator’s Control Unit to place the system in “Ready” mode. The participant P.A.D.s will display a YELLOW light and the Facilitator’s light will turn YELLOW.
***NOTE: AFTER PRESSING “RESET” FOR THE FIRST TIME, no other P.A.D.s will pair with that facilitator remote until it’s turned off and on again.

ALERT! ALL PLAYER P.A.D.S MUST BE TURNED ON BEFORE THE FACILITATOR PRESSES “RESET.”

After pressing RESET, new player P.A.D.s will be locked out. If a player P.A.D. that was initially paired to the Facilitator Unit, is mistakenly turned off during the game, the Facilitator Unit will “remember” the pairing. [This feature enables multiple facilitators, in adjacent classrooms, to play concurrent games. After Facilitator #1 presses RESET, a second facilitator P.A.D. can be turned on, at which point, any new player P.A.D.s powered on will pair to the second facilitator remote. However, Facilitator P.A.D.s must be at least 10 feet apart when playing concurrent games.]

TIP: If you think additional players may join in later, consider powering on a few extra player P.A.D.s.

Easy to Play!

1. Ask your question.
2. Students “buzz in” with their answers by pressing on the dome of their P.A.D.
3. As soon as someone buzzes in, the Facilitator Unit will light up GREEN. The participant to buzz in first will see their P.A.D. turn GREEN, signaling that he or she has the “go-ahead” to answer the question; all other participant P.A.D.s will light up RED until the CONTINUE or RESET button is pressed.
4. OPTIONAL: Indicate Right or Wrong Answer: If a player’s answer is **wrong**, the Facilitator can press the red “WRONG” button, to sound a BZZZ; If answer is **correct**: the Facilitator can press the green “RIGHT” button, for a BING-BING sound. That player’s P.A.D. will also flash to indicate they answered correctly. Be aware, the Me First Buzzer System will track this data for the duration of the game.
5. CHOOSE CONTINUE OR RESET: By pressing **CONTINUE**, the Facilitator will “lock out” the P.A.D.(s) that had been green, and turn it RED. All other P.A.D.s will light up YELLOW, signifying that those remaining players may again attempt to buzz-in. Facilitators can keep pressing CONTINUE after subsequent questions until all players have had a chance to answer. At any time, facilitators can press **RESET** to turn all Participant P.A.D.s back to YELLOW and enable everyone to buzz-in.

TIP: if you have trouble with players buzzing in before you’re ready, you may choose to hit RESET or CONTINUE only when you’re ready to allow players to buzz-in.

End of Play:

- **PRESS & HOLD “RIGHT”** – this will show which P.A.D. logged the most correct answers
- **PRESS & HOLD “WRONG”** – this will show which P.A.D. logged the most incorrect answers (I’m not sure this is advisable unless you plan to celebrate the Growth Mindset and Willingness to take Chances!)
- **PRESS ON/OFF** to turn off *all* the P.A.D.s. This convenient feature helps to prolong battery life. P.A.D.s will turn off automatically after 45 minutes of non-use.



Optional Sound Buzzer: If the sound feature is activated, the Facilitator Unit will “beep” when first responder buzzes in. Press SOUND ON/OFF button to toggle between louder, medium and low volumes. To turn sound off, press and hold this button for 5 seconds. Although the Right/Wrong buttons do not turn off, you can choose not to use them.

Batteries:

- To prolong battery life, unit should be stored without depressing the four buttons on the feet of each pad.
- Each pad requires 3 AAA batteries.
- If a battery needs to be changed in the middle of a game, prior pairing and answer data will be saved.
- The battery door has a latch to make battery changing easier. Battery door screws are included in the package for those who prefer to keep the batteries securely placed.
- If batteries are low, the P.A.D. will flash red.

USB on Facilitator Unit: The USB port enables integration with select game show software programs. Programming protocol documentation is available from Trainers Warehouse. Information captured will include Player P.A.D. serial number, RESET, CONTINUE, RIGHT, and WRONG.

Have Fun!!! Please call us if you have questions. 800-299-3770

FCC COMPLIANCE INFORMATION: FCC ID: PKX-GAMFBP (pads) and FCC ID: PKX-GAMFBF (facilitator)

THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS: (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRE OPERATION.

THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED BY UNAUTHROIZED MODIFICATIONS TO THIS EQUIPMENT. SUCH MODIFICATIONS COULD VOID THE USER’S AUTHORITY TO OPERATE THE EQUIPMENT.

Troubleshooting

This product has been 100% inspected. If you do experience a problem, try these quick fixes.

Problem 1: P.A.D.s do not light up at all	
Fix:	<ol style="list-style-type: none">1. Check that the P.A.D. has been turned on.2. Check that the P.A.D. is placed within the optimal range: 5 to 50 feet from the Facilitator Control Unit.3. If P.A.D. is on a metal table or shielded by metal walls, move elsewhere4. Open battery compartment and press batteries back into place.5. Replace all three batteries with 3 new AAA’s.
Problem 2: A P.A.D. lights up red, but does not change to green or yellow.	
Fix:	Move Facilitator PAD closer to the problematic PAD. Hit RESET on the Facilitator PAD. Before pressing any other player PAD, depress the problematic PAD dome to light it to green. Once it changes color, the Facilitator PAD can move away again.
Problem 3: Unit is not working reliably	
Fix:	Be sure unit is not sitting on a metal table or behind metal partitions
FIX:	If playing concurrent games, make sure Facilitator PADs are at least 10 feet apart from each other.

**If you continue to run into any difficulty or have a great success story,
please don’t hesitate to contact us. 800-299-3770**