



Instructions

“Me First” Personal Answer Domes™

Congratulations on your purchase of Me First P.A.D.s!

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 --including 3 AAA batteries
- ◆ 12 P.A.D.s (Personal Answer Domes) --including 3 AAA batteries in each dome

Simple Set-up!

1. Turn on the Facilitator Control Unit by pressing and holding the **ON/OFF** button on the top of the unit for 1-2 seconds 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 stay **RED**.

Easy to Play!

1. Ask your question.
2. Students “buzz in” with their answers by pressing lightly on the dome of their P.A.D.
3. As soon as someone buzzes in first, the Facilitator Unit will light up **GREEN**. The first responder's P.A.D. will **BLINK 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** to signify that their P.A.D.s are deactivated.
4. If answer is **wrong**: Press **WRONG** button on the Facilitator Unit with sound to signal the student get the wrong answer. Then press the **CONTINUE** button on the Facilitator Unit. The Facilitator Unit will turn to light up **RED**. The first responder's P.A.D. will light up **RED**, signifying that this player is “locked out” for the remainder of the question session. All other P.A.D.s will light up **YELLOW**, signifying that players may attempt to buzz in again with their answers.

If answer is **correct**: Press **RIGHT** button on the Facilitator Unit with sound to signal the student get the right answer; Then press the **RESET** button, the Facilitator Unit will light up **RED**. All the Participant P.A.D.s will light up **YELLOW** and a new question session can begin.

End of Play: Press and hold the **ON/OFF** button on the Facilitator Control Unit 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 mode.

Optional Sound Buzzer on Facilitator Unit: It defaults to be **SOUND ON** mode when power-on. Press **SOUND ON/OFF** button to toggle between 4 different optional sounds . Press and hold this button for 3-5 seconds to toggle between Sound ON/OFF. Facilitator Unit “beeps” when first responder buzzes in if sound feature is activated.

The effective control distance: 25M.

Storage: To prolong battery life, unit should be stored without depressing the four buttons on the feet of each pad.

To prolong battery life, P.A.D.s will turn off automatically in 5 seconds by blinking red light if the Facilitator Control Unit is **OFF**.

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

FCC COMPLIANCE INFORMATION for Me First P.A.D.s:

FCC ID: PKX1301GAMFX and FCC ID: PKX1301GAMFZ

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



FCC Radiation Exposure Statement

THIS EQUIPMENT COMPLIES WITH FCC RF RADIATION EXPOSURE LIMITS SET FORTH FOR AN UNCONTROLLED ENVIRONMENT. THIS TRANSMITTER MUST NOT BE CO-LOCATED OR OPERATING IN CONJUNCTION WITH ANY OTHER ANTENNA OR TRANSMITTER.

Caution!

THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT. SUCH MODIFICATIONS COULD VOID THE USER 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. Press batteries back into place: Unscrew the battery compartment. Press batteries back into place. Close compartment back up.5. Replace the batteries: Remove the screw fastening the battery shield of the P.A.D. Replace 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

If you continue to run into any difficulty,

or,

if you have a great success story,

please don't hesitate to contact us.

800-299-3770