

## Instructions for Who's First™ 6-teams – Wireless

with Random Selector and USB link & Rechargeable Batteries

### ***Included in your package***

- 1 colored light tower with a reset button and a power switch at the back
- 6 colored team touch pads
- 1 facilitator reset touch pad
- 1 5V adapter to connect Who's First to a power supply, and recharge internal rechargeable battery.
- 1 USB cable
- 7 screws to secure battery covers on touchpads (optional)

### ***Using Who's First*** **Simple Set-up**

1. Plug the unit into a power supply.
2. Turn power switch to one of the ON positions (with or without sound) — when you do, each of the six lights should light up in turn.
3. Power on each of the touch pads.
4. Distribute the colored touch pads to your teams—(Move them AT LEAST 5 ft. from the tower).
5. NOTE: when finished playing, Turn off the light tower and player pads to save battery power.

### ***Play:***

TEST FIRST! Before playing a game, have each team press their Touch Pad, to be sure it works.

FIRST PLACE: the team to “ring in” 1st will see their light turn on and start BLINKING

SECOND PLACE: the 2nd team's light will turn on and stay lit - NO BLINKING

NOTE: if you press and hold the RESET button on the light tower, you will prevent early buzzing-in.

### ***Reset:***

To manually turn the lights off during play, simply press the black Reset Button at the top of the tower or press the Reset Touchpad. After resetting, press and hold the light tower Reset Button to prevent players from buzzing in too soon.

### ***Sound Buzzer:***

To turn the Sound ON - move the On Switch to the CENTER position

To turn the Sound OFF - move the On Switch to the RIGHT position

***Random Team Selector Mode:*** To utilize this feature, move the MODE button to “RANDOM.” Once it is in Random Mode, a quick press of the reset button will select another team at random. To return to Buzz-in Mode, move the switch to the left to STANDARD.

### ***Rechargeable Battery:***

- CHARGING: Expect ~5 hours to charge fully. When full, indicator light will turn from red to green.
- LIFE: Fully charged battery should last ~ 8-10 hours
- SAVE BATTERY: Don't forget to turn off the power on both the light tower and player PADs.

**WARNING! Maximum is 5 volts! DO NOT USE A DIFFERENT ADAPTER TO RECHARGE!**

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TO RECHARGE!**

**To save battery turn off switch when not in use!**

## Trouble Shooting

### **No lights are lighting on the Tower**

- Check that the tower is plugged in and the switch is in an ON position. If using the rechargeable battery, be sure it's amply charged. Also check that each player pad is turned on.
- Be sure the touch pads are placed within the optimal range: 5 to 50 feet from the tower
- If the touch pads are on a metal table or shielded by metal walls, move them to some other surface
- Replace the 3AAA batteries in the touch pads. *To conserve battery life, be sure to turn PADs off when not in use.*
- Check if Who's First is in Random Mode. If so, toggle switch on back of light tower to Standard Mode.

### **One light/touchpad is not working**

- *Reposition or Replace batteries:* remove the battery cover from the bottom of the touch pad. If batteries have popped out of place during shipment, press them back into place; if the batteries are in place but not working, try new batteries.

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

## USB Interface

This version of Who's First is equipped with USB jack and cable in case you want to use the Colored Team Touch Pads with a software game of your choosing. If you are creating your own software interface, be aware that each Touchpad corresponds with a particular keyboard stroke. In fact, you can test the interface by plugging the cable from the Who's First light tower to your computer's USB port. Open MS Word, or any other program you might type into. When you press the Red touchpad, you should see the number 1 appear on your screen. Here are the keystrokes associated with each color:

Red touchpad = 1  
Orange touchpad = 2  
Yellow touchpad = 3  
Green touchpad = 4  
Blue touchpad = 5  
Magenta touchpad = 6  
Reset touchpad = 7

*NOTE: not all software game shows may be set up this way. Some that have been tested and shown to work include WhaddayaKnow? by Trainers Warehouse and Gameshow Pro by Learningware.*

### **FCC COMPLIANCE INFORMATION for: WHO'S FIRST WIRELESS—6 TEAM RECEIVER, Model: WHOR8W**

FCC ID : PKXWHOR8WT

This product was produced under the direction of Trainers Warehouse, 89 Washington Avenue, Natick MA 01760, 800.299.3770

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

#### **FCC Radiation Exposure Statement**

This device complies with FCC radiation exposure limits set forth for an uncontrolled environment and it also complies with Part 15 of the FCC RF Rules. This equipment must not be co-located or operating in conjunction with any other antenna or transmitter. End-users and installers must be provide with antenna installation instructions and consider removing the no-collocation statement.

#### **Caution!**

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.