



# For WHOFIW-Model 2000-1

## Who's First? You Are.

### ***Congratulations on your new purchase of Who's First.™. Wireless?***

We're sure this buzzer system will be the key to unlocking your group's energy, generating excitement and adding "game show-like" spirit to your question and answer activities. Using this system, you will surely be ahead of the market. In addition to your students' having fun, they will be really impressed with your sexy new technology.

### ***Wireless***

This new wireless option works just like our well established Who's First™... It is a brand new version and works without the encumbrance of interconnecting wires. However because of the new technology, there are some precautions that should be observed.

There are 5 touch boxes for the wireless version. The colors on 4 match the colors of the lights on the receiver. The 5th touch box is used by the person controlling the game and will reset the receiver at any time. It works the same as momentarily pressing the red reset button on the receiver. However, it cannot be pressed continuously to control the start of the game. It is also possible to use the red reset button on the receiver instead of the wireless reset box.

The dynamic range of operation is from 3 feet to 60 feet. The transmitter buttons when pressed will not work at less than 3 feet or more than 60 feet.

Each switch/transmitter is furnished with a battery and that battery should last for tens of thousands of depressions. Fresh batteries are easy to obtain, either from The Trainers Warehouse or from popular battery vendors like Radio Shack. The identification number for the battery is CR2032.

Each switch/transmitter furnished to you has been tested for hundreds of transmissions before being sent to you. There should be no problems with the operation of the unit during your games.

In the event of any problems or questions, you should contact the factory at 800-299-3770

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- **Trouble Shooting**

Before starting your game with the participating teams, it is a good idea to have each group press there button to be sure that the signal is being detected by the signal box.

If no detection or spurious light signals are noted on the control box, confirm that the button is being pressed within the dynamic range of 3 to 60 feet.

The range of Who's First Wireless is adversely affected when the transmitters and possibly the receiver is situated on a metal table and shielded by Metal walls. Try the unit without being positioned on a metal wall.

If spurious results are occurring, be sure that there is no strong radio signal in the area. With spurious results, the unit can be reset by pushing the red reset button on top of the receiver.

## **Maintenance**

The only maintenance that might be required is replacement of the battery. This should not be required more than once per year with normal use. To replace the battery you must first obtain a battery. Radio Shack has the batteries in stock and if there should be a problem obtaining it from them, just call us and we can send you a replacement at the replacement cost.

To position the new battery, just spread apart the walls of the black switch box on the two sides where the metal screws can be seen. The circuit board with the battery on the top side is immediately apparent. Press the round button near the center of the battery on the battery holder, and the battery will pop out. A small arrow on the side of the battery holder closest to the center of the board points to the button. The new battery is inserted with the + side up by pressing on the outside edge of the battery indicated by a small arrow on the outside edge of the battery holder. If time permits, you are welcome to send it back to us and we will replace the battery for you.

Any other problems, you are always welcome to call us. 1-(800)-299-3770.

### ***We appreciate your comments.***

We would appreciate knowing how this product is working for you. As you can tell, we're excited about Who's First™; and, although we've already invested lots in its development, we do want to make it truly perfect. So, please do call or write with comments, suggestions, or questions .

**Good Luck and have fun!**

- **Wired Operation**

This unit may be used with wires if it is desired. The circuitry is in place for wired operation but **one precaution must be observed-To use this unit with wires, the batteries must be removed from each of the hand operated transmitter devices.** Please call the factory if you desire to do this and the proper wires will be sent to you.

### ***Set-up***

#### **Red, Yellow, Green, Blue**

It's really important that the touch boxes are connected to the main module in the correct order. Notice the touch box labels specify "Connect this side to x color." Please make certain you connect the indicated side of the box to the next unit. If you connect the wrong side of the touch box to the following box, you will cause the wrong lamp to light. Using the 16 foot telephone-like cords connect the main module first to the red side of the red touch pad, then connect the yellow side of the red box to the yellow touch box. Accordingly, connect the green, then the blue. On the Main Module box, be sure to plug touch pads into the single upper phone jack, labeled "Touch Pads."

DO NOT plug Touch Boxes into the jack labeled "Extension Modules."

The main module can either lay flat or stand up on end.

Rest each of the four Touch Boxes on a flat surface. As the touch sensors are located in the feet of the boxes, they will not work properly as hand-held devices.

#### **Power Source**

Now, plug the unit into any power source. There is no on/off switch. Once plugged in, the unit is ready to go.

#### **Multiple Modules**

Each Who's First™ can be used as either a stand-alone units or as an integrated set. Any one of the units can be plugged into the power source for all to be operable. Once connected, the reset buttons are interchangeable.

If you wish to expand Who's First™ to accommodate additional teams, simply connect two or more of the Main Modules together. To do this, plug the short Connector cord into either of the jacks labeled "Extension Modules."

When using the Who's First™ for more than four teams, we recommend numbering each set so that there is no confusion about *which* yellow team or *which* red team rang in first.

### ***Using Who's First***

#### **Who is First?**

The FIRST team to ring in will see their corresponding LIGHT turn on and stay lit (no blinking). The SECOND team to ring in will see their corresponding light *blink*.

**The Red Reset Button**

You will notice a red “Reset” button. The Reset serves two functions: 1) it turns off the four colored lights; 2) it allows you to control when the contest to “ring in” can begin. When you have finished asking your question and are ready for teams to “ring in,” release the button.

**The Buzzer**

We made the buzzer really loud so that it could be heard from the back of the classroom. If it is too loud for you, try covering the speaker with a piece of tape or gum to muffle the sound.

FCC ID : PKXWT2000

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.

**NOTE :** 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.