The Quiz-Minder

Controls For Academic Quick-Recall Contests

USER'S GUIDE

NAME CARDS

2'6" X 8' TABLE

2'6" X 8' TABLE

REMOTE TV ON
HIGH STAND

MODERATOR

STAGE

COMPUTER
OPERATOR
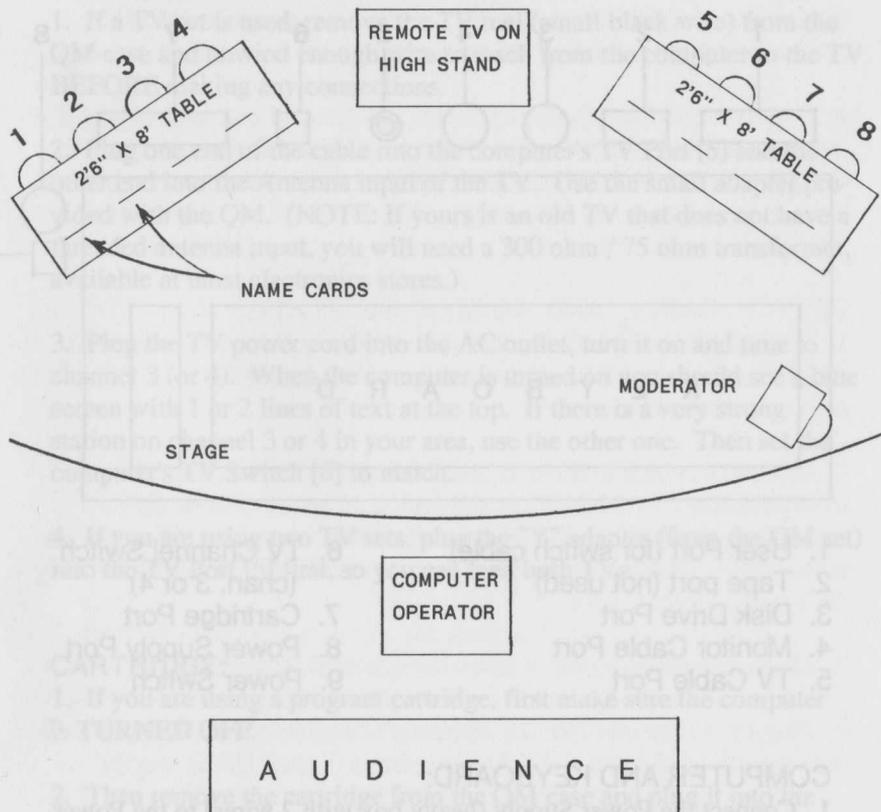
A U D I E N C E

It is suggested that the teams be seated at two tables slightly angled toward the center, with the remote TV between them. This arrangement allows the players and audience both to see the TV. The moderator may stand at either side of the stage or in the center beside the TV. The computer operator may be either on stage or in the orchestra pit.

For large audiences it may be desirable to set up two remote TVs on either side of the stage angled slightly toward the center. Many other arrangements are possible, however, so don't be afraid to experiment.

CONNECTING THE HARDWARE
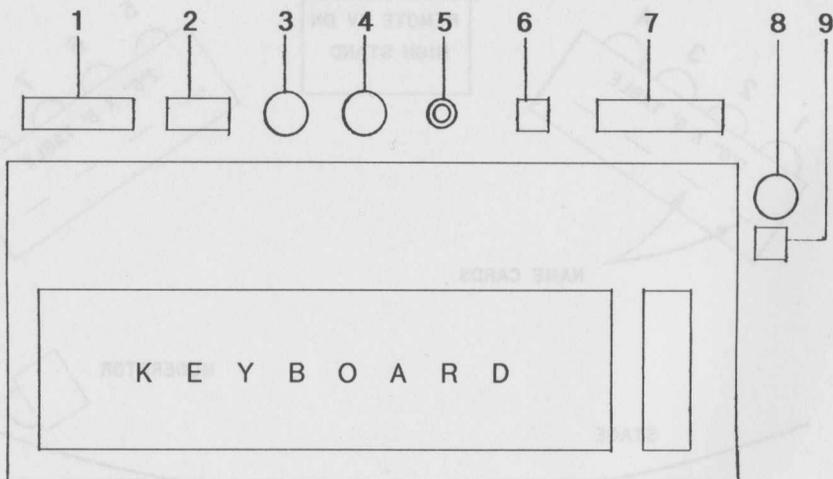
1. User Port (for switch cable)
2. Tape port (not used)
3. Disk Drive Port
4. Monitor Cable Port
5. TV Cable Port
6. TV Channel Switch (chan. 3 or 4)
7. Cartridge Port
8. Power Supply Port
9. Power Switch

COMPUTER AND KEYBOARD:

1. Connect the Power Supply (heavy box with 2 wires) to the Power Supply Port [8] and to the AC wall outlet.

2. Check to see that there is power (red power light on keyboard) then turn the power switch **OFF**. Place the Keyboard Overlay (from QM case lid) on the keyboard.

MONITOR:

1. If a Monitor is used, connect its signal cable to the computer's Monitor Port [4] and to the back of the Monitor (use color codes).

2. Connect its power cord to the AC outlet and turn it on to check for power (small green light).

CONNECTING THE HARDWARE

TELEVISION:

1. If a TV set is used, remove the TV reel (small black wire) from the QM case and unwind enough wire to reach from the computer to the TV **BEFORE** making any connections.

2. Plug one end of the cable into the computer's TV Port [5] and the other end into the Antenna input of the TV. Use the small adapter provided with the QM. (NOTE: If yours is an old TV that does not have a threaded antenna input, you will need a 300 ohm / 75 ohm transformer, available at most electronics stores.)

3. Plug the TV power cord into the AC outlet, turn it on and tune to channel 3 (or 4). When the computer is turned on you should see a blue screen with 1 or 2 lines of text at the top. If there is a very strong station on channel 3 or 4 in your area, use the other one. Then set the computer's TV Switch [6] to match.

4. If you are using two TV sets, plug the "Y" adapter (from the QM set) into the TV Port [5] first, so you can feed both TVs.

CARTRIDGE:

1. If you are using a program cartridge, first make sure the computer is **TURNED OFF**.

2. Then remove the cartridge from the QM case and plug it into the Cartridge Port [7]. Make sure the label is up and push the cartridge all the way in. (NOTE: The first time you use it, it may be necessary to insert and remove the cartridge 4 or 5 times in order to clean the contacts.) When removing the cartridge, work it side to side, **NOT** up and down.

DISK DRIVE AND DISK:

1. If you are using a disk drive and program disk instead of a cartridge, connect its power cord to the power input of the drive and to the AC outlet.

2. Turn its power switch ON to check for power, then turn it **OFF**.

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3. Connect one end of its data cable (round connectors on both ends) to the computer's Disk Drive Port [3] and the other end to either of the two round holes on the back of the disk drive.

4. Remove the disk from the QM case. Holding your thumb on the disk label, slide it only half way into the drive slot at this time. **CAUTION:** Do not touch the inner surface of the disk that shows through the holes in the disk cover.

SWITCH CABLE AND BUZZER SWITCHES:

1. Remove the Switch Cable Reel from the QM case and temporarily attach the connector to the center of the reel using the 'hook and loop' pads on both surfaces.

2. Unwind as much cable as is needed to place the junction boxes on their respective team tables and the reel near the left side of the computer. **CAUTION:** Never unwind white wires while the connector is fastened to the computer as this can cause serious damage by twisting the black connector wire.

3. Make sure the computer's power switch is **TURNED OFF**.

4. Plug the Connector into the computer's User Port [1]. Make sure the red warning label is up and the connector us pushed all the way in.

5. Plug the Buzzer Switches into the team junction boxes.

6. Turn ON the Monitor, TV, Disk Drive, and Computer.

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LOADING AND RUNNING PROGRAM

PROGRAM DISK:
1. If you are using a Program Disk, push the disk all the way into the drive slot and close the door lock.

2. Load the program by typing: LOAD"*",8 [return]. When the screen displays "READY", type: RUN [return]. The program is quite long and requires several seconds to load. When the copyright screen is displayed, hit any key then follow the screen instructions.

CARTRIDGE:
1. If you are using the cartridge, the copyright screen is displayed when you turn the computer on. Simply follow the screen instructions.

VERIFY (OR CHANGE) DEFAULT VALUES:
1. Default values are: Score Increment, 1 point; Toss-Up Timer, 5 seconds; Bonus Timer, 10 seconds; Master Clock, 15 minutes; Team Names, Red and Blue; Player Names, Numbers One through Eight.

2. As each function appears on the screen, if you wish to keep the default value listed, simply hit [return]. If you wish to change it, type in the desired value followed by a [return]. The new value will then be displayed for your verification.

3. If you make a mistake in typing you may use the [DEL] key as a backspace.

4. When setting the Master Clock, you must enter 2 digits for the minutes, a colon, and 2 digits for the seconds.

5. When entering team or player names, the computer will accept only legal characters (letters, numbers, space, and . , / & #) and no more than 9 characters for team names and 13 for players' names.

6. When the scoreboard appears, the buzzers may be tested and the game may begin.

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TAKE DOWN AND STORAGE

PROGRAM DISK AND OVERLAY:

1. Remove the disk from the drive **BEFORE** turning the disk drive power off and put it in its protective sleeve.

2. Store it in the pocket of the case lid.

3. Store the keyboard overlay behind the divider in the case lid.

4. **TURN OFF** all electrical components.

BUZZER SWITCHES:

1. Disconnect the buzzer switches from the team junction boxes and wrap their lead wires around them.

2. Store them in their pockets in the case.

PROGRAM CARTRIDGE:

1. Make sure computer power is **TURNED OFF**.

2. Disconnect the cartridge from the computer. If it is tight, wiggle it SIDE TO SIDE as you pull---never up and down.

3. Store it in its pocket in the center of the case.

TV CABLE AND REEL:

1. Disconnect the TV cable from the computer and the TV. Don't forget the ADAPTERS!

2. Feed the short end of the wire into the center hole of the reel. Giving the wire a gentle twist to the right helps it to feed into the rim of the cavity without kinking.

3. Wind the long end of the wire onto the reel being careful not to cause any sharp bends in it.

TAKE DOWN AND STORAGE

4. Store the reel in its pocket on the left side of the case. Rotate the knob so that it will fit in the hole in the case lid, then stick the red plug into the hole in the foam beside the reel.

SWITCH CABLE REEL:

1. Make sure the computer power is **TURNED OFF**.

2. Disconnect the cable from the computer's User Port [1]. If it is tight, wiggle it SIDE TO SIDE as you pull---never up and down.

3. Feed the black cable into the center hole of the reel. Giving it a gentle twist to the right helps it to go into the outer rim of the cavity without kinking.

4. Temporarily attach the user port connector to the reel face using the 'hook & loop' pads on both surfaces.

5. Wind the white cables onto the reel, making sure there are no twists or tangles. Try to distribute the layers of wire evenly across the reel. Uneven winding can cause one cable to be taken into the reel faster than the other. If there is too much difference in lengths, unwind them and try again.

6. Store the reel in its pocket on the right side of the case with the junction boxes in the square center hole. Rotate the knob so that it will fit in the hole in the case lid then drop the connector into the opening of the reel handle.

CLOSING CASE

1. Before closing the case check to see that nothing has been left out.

2. Check to see that there are no wires hanging over the edges of the case and that the reel knobs fit into the holes in the case lid.

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MASTER CLOCK:

The Master Clock may be set for any time up to 99 min. 59 sec. When the START/STOP [+] key is pressed, the master clock starts counting down by seconds until it reaches zero. At zero, a succession of several bells sounds and the clock stops. However, if the Bonus Timer is running when the master clock reaches zero, the bells do not sound until the bonus timer either finishes or is cancelled. If the game rules do not allow a bonus to be completed after the game time has expired, then the operator should cancel the bonus timer as soon as the master clock reaches zero.

The Master Clock may be stopped at any time during a match by pressing the START/STOP [+] key; and its setting may be changed at any time while it is stopped by pressing the SET CLOCK [8] key.

TOSS-UP TIMER:

The toss-up timer may be set for any time up to 99 sec. It works ONLY while the master clock is running. When the TOSS-UP [F7] key is pressed, the toss-up run time is displayed, then counts down to zero. At zero, a single bell sounds and the timer is erased. However, if a buzzer is pushed before it reaches zero, then the timer stops and never reaches zero. If the bell rings, the player buzzing in was too late.

The timer can be canceled during its run by pressing the ERASE [SPACE] key, or restarted at maximum value by pressing the TOSS-UP [f7] key again. NOTE: If a player's name is displayed, it must be ERASED before the toss-up timer can be started again. This feature prevents the operator from inadvertently starting the toss-up timer when the bonus timer is intended.

The toss-up run time may be changed any time while the master clock is stopped by pressing the SET TIMER [5] key.

BONUS TIMER:

The Bonus Timer may be set to run for any time up to 99 sec. It works whether the master clock is running or not, thus allowing a team

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to be given a deserved bonus question even after the game time has expired. When the BONUS [f1] key is pressed, the bonus run time is displayed then counts down to zero. At zero, a single bell sounds and the timer and any name displayed is erased. All buzzers are disabled while the bonus timer is running and reactivated when it reaches zero.

The timer can be cancelled during its run by pressing the ERASE [SPACE] key, or restarted at maximum value by pressing the BONUS [f1] key again. Since the bonus timer does not stop (no buzzing), the operator should press the ERASE [SPACE] key when a team BEGINS to answer its bonus question, thereby preventing the bell's ringing.

The bonus run time may be changed any time while the master clock is stopped by pressing the SET TIMER [5] key.

ERASE/RESET:

Pressing the ERASE [SPACE] key cancels the timer, erases the displayed name, and resets the buzzers. When a player buzzes and correctly answers a toss-up question (entitling his/her team to a bonus question), the operator **SHOULD NOT** erase the name immediately, as this reactivates the buzzers. If the name is left displayed until after the bonus question is answered, it will be impossible for someone to inadvertently buzz in during the reading of the bonus question.

On the other hand, if a player buzzes in and answers the toss-up question incorrectly, the name **MUST BE ERASED** before the toss-up timer can be restarted for the other team.

LEFT/RIGHT TEAM SCORES:

The score increment may be set for any desired value up to 99 and may be changed any time while the master clock is stopped by pressing the SET SCORE [4] key. The increment will be added to the respective team's score with each press of a RAISE SCORE key, or subtracted by the LOWER SCORE key.

If a different number of points is to be awarded for a bonus question than for a toss-up question, then the score increment should be set

FUNCTIONS

for a sub-multiple of both values. For instance, if a toss-up is to be worth 10 points and a bonus is to be worth 15 points, the increment should be set at 5 points. Then 2 or 3 strokes can be awarded as required. If, however, the match is to consist of several rounds wherein the question values vary from round to round, it only takes a few seconds to change the score increment between rounds.

If the score goes over 999 it is still displayed correctly with the first digit missing. Scores below zero become zero. The score keys may be used any time the scoreboard is displayed, whether the clock is running or not and whether a timer is running or not.

SET SCORE INCREMENT:

When the clock is stopped, pressing this key [4] allows one to change the score increment. When a new value is entered, it is displayed again for verification. A fast way of clearing the scoreboard between matches is to set the increment for a large value (100, for instance), then press the lower score keys until it reads zero.

SET TIMERS:

When the clock is stopped, pressing this key [5] allows one to change the run time of the toss-up and/or bonus timers.

SET MASTER CLOCK:

When the clock is stopped, pressing this key [8] allows one to change the time remaining on the master clock. One must enter 2 digits for the minutes, a colon, and 2 digits for the seconds. The new entry is repeated for verification.

CHECK/CHANGE NAMES:

When the clock is stopped, pressing this key [7] allows one to verify and/or change the team or player names. The current line-up is displayed listing the teams and players positions from left to right. If a change is desired, press the space bar and each one will be listed separately for verification or change. If there is a substitution

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FUNCTIONS

during the match, just hit returns to keep all names until you get to the one who is going out and type the new name in its place.

SWAP TEAM SIDES:

When the clock is stopped, pressing this key [6] automatically reverses the order of the teams, their scores, and their players' positions. The player in position #1 goes to position #8, #2 goes to position #7, etc. The new line-up is displayed so that the operator may verify and/or change it. Many people believe it makes a fairer game to swap sides at halftime. This function makes it easy.

BUZZERS:

The buzzers are active anytime the scoreboard is displayed except while the bonus timer is running. When a player buzzes, his/her name is displayed and all others are locked out until it is erased.

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