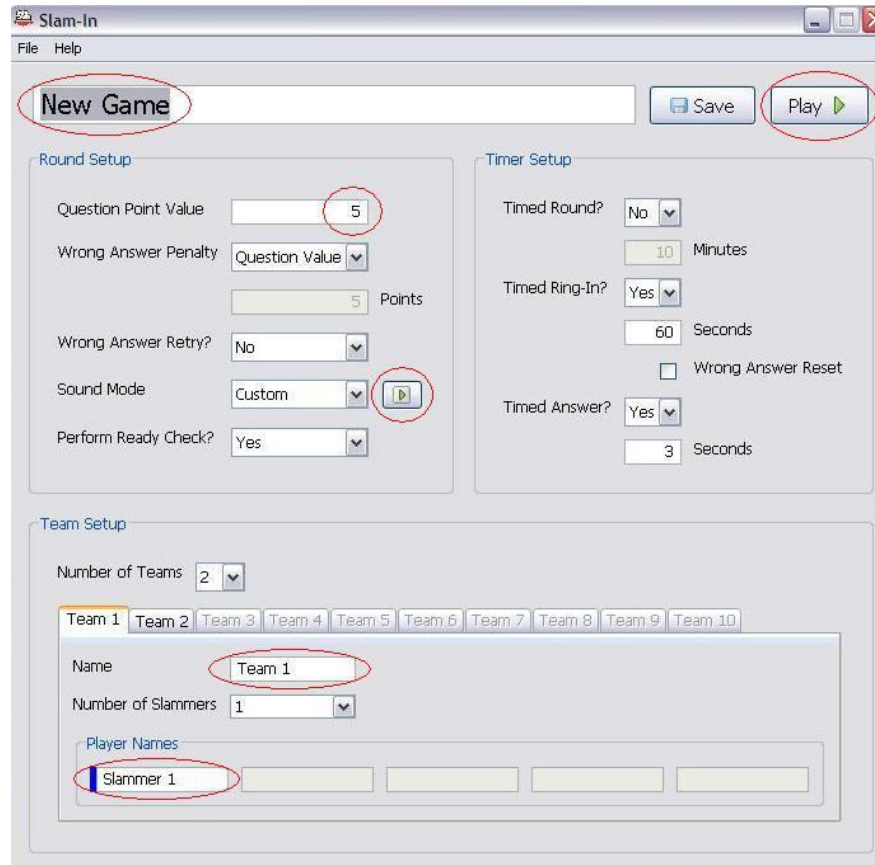




## QUICK START GUIDE

This Slam-In Quick Start Guide is written for the Florida version of Slam-In Version 1.2, Build 56. If you do not have this version installed, download it from <http://www.slammersystems.com/help.html>.

### Setup Mode



1. Edit the game (or match) name. The text you enter displays as the heading when you are in Play Mode.
2. Edit team names. We've set the default for 2 teams, but you can have up to 10 teams in any match.
3. Edit player names, if desired. These are the names you'll see on-screen when players ring-in .
4. Customize team sounds. (Optional) Associate your own WAV sounds with team announcements.
5. Click Play. This action takes you from Setup Mode to Ready Check Mode.

### Ready Check Mode



After each team rings-in to test their slammers or buzzers, the "WAITING" indicator changes to "READY".

Click "Play" to start.



## Playing Toss-Up (Button) Questions

1. Click "Play Question" (or press Spacebar) to play a Toss-Up.
2. Click "Start Ring-In Timer" (or press Spacebar) when you've finished reading the question. This starts the Ring-in Timer countdown.
3. When a team rings-in, click either the "Right Answer" or "Wrong Answer" button. If you prefer using the keyboard, use the "B" key for "Right Answer" and Backspace for "Wrong Answer". Slam-In automatically "tees up" the next Toss-Up Question.

## Playing Team Questions

1. When it's time for a Team Question, use the dropdown menu to the right of "Play Question" to select "Team".
2. Edit the "Set Deliberation Time" value in the lower left-hand corner of the screen to correspond to the amount of time you need to give players for this Team Question. Use the MM:SS format. (For example, for 3 minutes you should enter "3:00"). Click "Play Question" once to update the Deliberation Time value in the upper right-hand corner of the screen.
3. Click "Play Question" (or press the Spacebar) to start the Team Question. Click "Start Deliberation Timer" (or press Spacebar) when you've finished reading the question and/or handed out a worksheet and given teams their instructions.
4. When the Deliberation Timer runs out, the Point(s) field for the first team is automatically highlighted. Use the keyboard to enter the number of points Team 1 has earned, then press the ENTER key. Slam-In "hops" to the next team, whose Point(s) field is again automatically highlighted. Use the keyboard to enter the number of points they've earned, then press ENTER. Proceed in this way until all teams' scores for the Team Question are entered, then click "Done".

## Playing Subsequent Rounds

1. Click the "Setup" button, click "Yes" to suspend the round, and edit the Question Point Value (to either 10 or 15). Click "Resume" to resume your match with the new Question Point Value.
2. Use the dropdown menu to the right of "Play Question" to select "Toss-Up".

## Adjusting Scores

Any time the "Play Question" button is on-screen, you can highlight a score and adjust it.

## Testing Slammers/Buzzers During a Match

Start a Toss-Up, but do not start the Ring-In Timer. Click "Cancel" after each player rings-in.

## End of Game/Reporting

Click "End Game" when the entire match is over. Click "Save Results" to save your results spreadsheet.

## Working with a Moderator

If you are operating Slam-In on behalf of a moderator, ask him/her for a consistent cue that indicates when a Toss-Up is being read (which is when you should click "Play Question"). Also ask for a cue when he/ she is finished reading a question (which is when you should start the Ring-In or Deliberation timer).