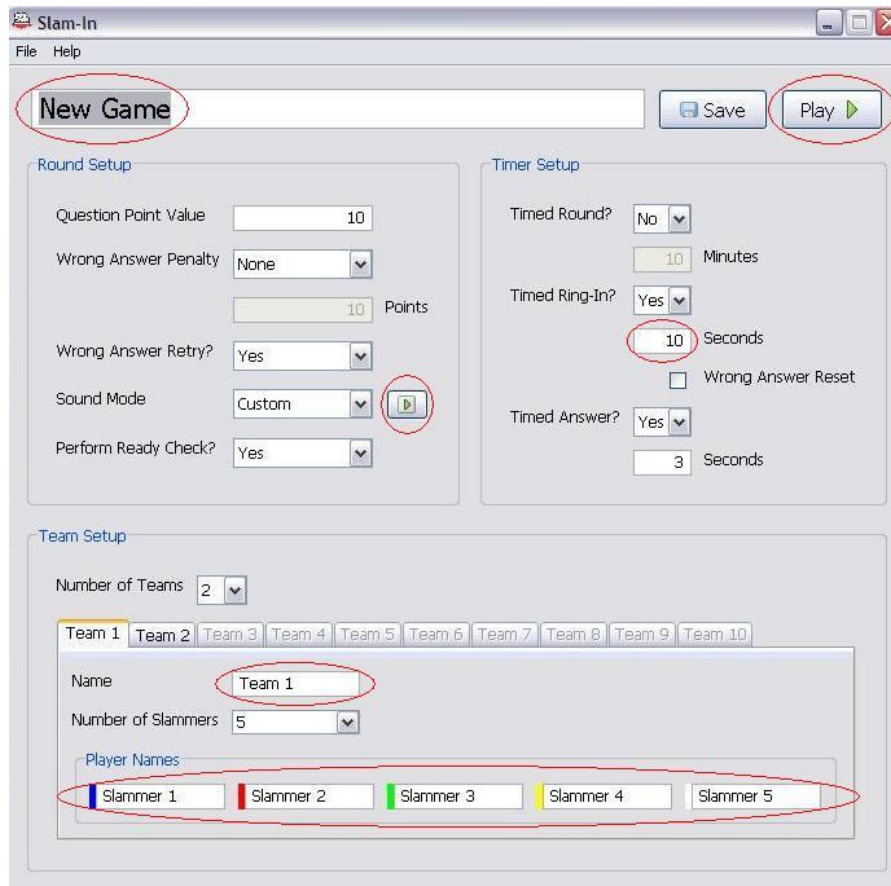




## QUICK START GUIDE

This Slam-In Quick Start Guide is written for the Illinois version of Slam-In Version 1.2, Build 63. 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. These are the names you'll see on-screen when players ring-in on Toss-Ups.
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 all players on a team rings-in to test their slammers or buzzers, the "WAITING" indicator changes to "READY".

Click "Play" to start.



## Play Mode

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".
4. If a Toss-Up is answered correctly, click "Play Bonus" (or press Spacebar) to start a Bonus.
5. Click "Start Deliberation Timer" (or press Spacebar) when you've finished reading the question. This starts the Deliberation Timer countdown. If the controlling team calls "Time" verbally, click the "End Deliberation" button to exhaust the Deliberation Timer. (Alternatively, the controlling team can ring-in to exhaust the timer.)
6. Enter the number points the controlling team earns in the Point(s) field. Click "Save". Slam-In automatically rebounds to the other team. Enter the number of points they earn and click "Done". (If the controlling team earns all 20 points, you can click "Done" instead of "Save".)

## Substituting Players

Click the "Setup" button, click "Yes" to suspend the round, and edit players' names in Setup. Click "Resume" to resume your match with new player names.

## 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.

## Halftime

At Halftime, do **NOT** end the game. Make substitutions / adjust scores (if needed), then click "Resume".

## 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).

## Computational Toss-Ups

It is especially important that a moderator tell you before starting a Toss-Up question that it's a computation question. Before clicking "Play Question" to start the Toss-Up with the default IHSA value of 10 seconds (or 15 for IESA), edit the "Set Ring-In Time" value in the lower left-hand corner of the screen, then click "Play Question" once. This will update the Ring-In Time counter in the upper right-hand corner of the screen. Click "Play Question" again to start a computational Toss-Up with the new Ring-In Time value. Repeat this step for any subsequent computation questions in the match.