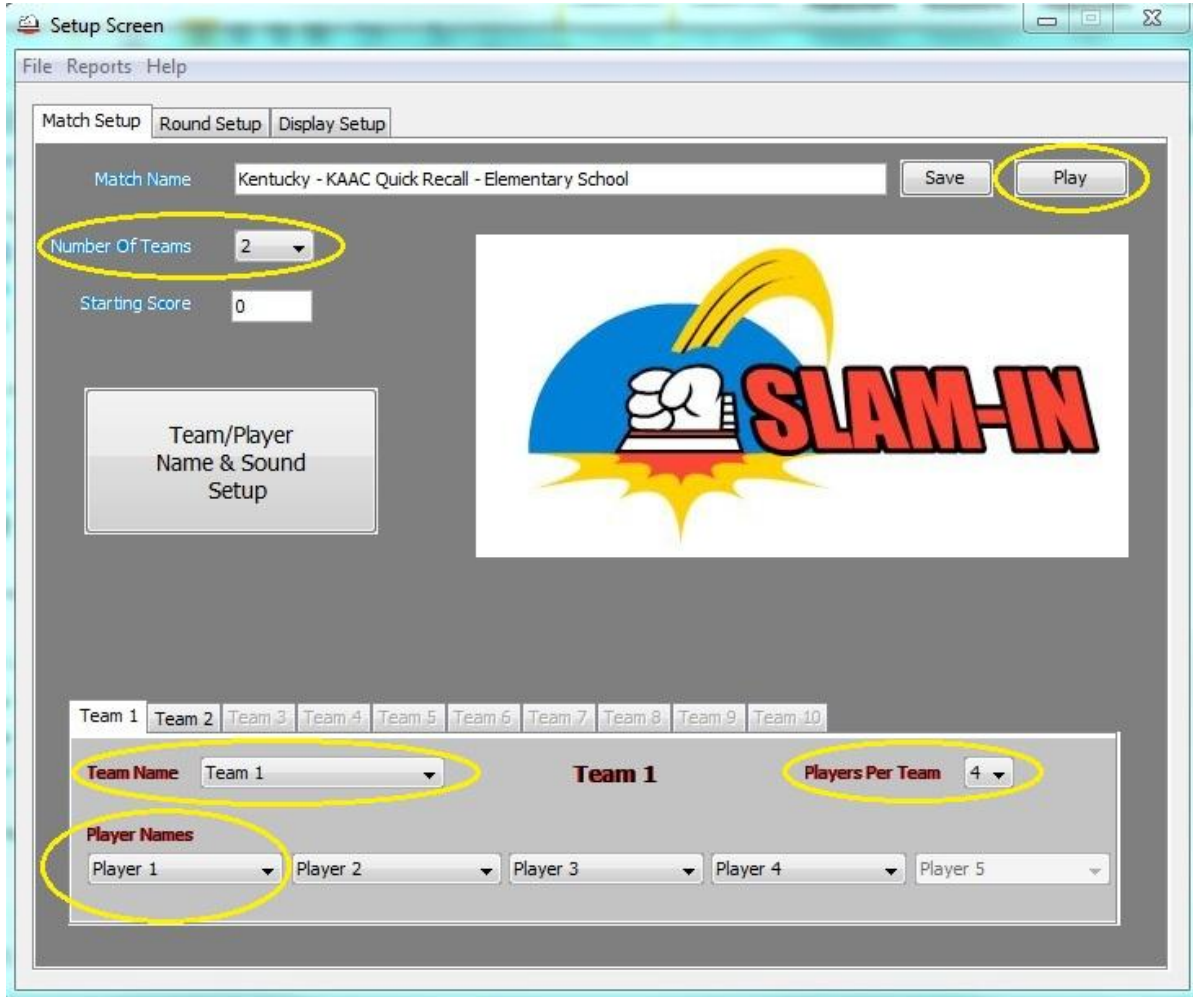




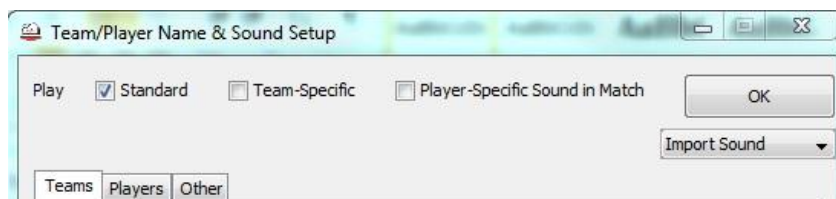
## QUICK START GUIDE

This Quick Start Guide is written for Slam-In 2.0 and any of the Kentucky – KAAC Quick Recall properties files. You may download the most current version of the program from <http://www.slammersystems.com/help.html>.



1. Edit team names and player names by clicking “Team/Player Name & Sound Setup”. Enter each team’s full roster of players. Here, you can also customize or selectively turn off Slam-In’s built-in sound effects for match events.

*By default, when Player 1 for Team 1 rings-in, Slam-In will enlarge Team 1’s scoreboard and display it over the entire Play screen. At the same time, Slam-In will play 2 pre-recorded default sounds together (“Team 1, Player 1”). If desired, you can also customize team & player announcements so that the system plays something like “Johnson Central, Brenda”. You might also play a standard ring-in sound prior to or instead of team/player announcements:*



2. Use the Team Name tabs and dropdowns to arrange your teams & players in the proper order.  
***If this configuration is something you plan to use again, give it a new name, then click “Save”.***
3. Click Play. This action takes you from Setup Mode to Play Mode.

## **Playing Match Questions**

1. Click the “Play” button (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 and answers, click either the “Right” or “Wrong” button. If you prefer using the keyboard, use the “B” key for “Right” or Backspace for “Wrong”. (You may also toggle the Answer Timer on or off, as needed, during a team’s answer.)
4. If a Toss-Up is answered correctly, click “Play Bonus” (or press Spacebar) to start a Bonus.
5. Click “Start Answer Timer” (or press Spacebar) when you’ve finished reading the question. This starts the Answer Timer countdown.
6. Click either the “Right” or “Wrong” button. (Keyboard shortcuts work here as well.) If the Bonus is answered incorrectly, it automatically bounces back to the other team.

## **Playing the 2<sup>nd</sup> Half**

1. Click the “End Round” button to end the current round. When ready, click the “Start Round” button to play the 2<sup>nd</sup> half. (Slam-In already “knows” to reset the Round Timer for the 2<sup>nd</sup> half.)
2. Click the “Play” button to resume play in the 2<sup>nd</sup> half.

## **Calling Time Outs**

Click the “Time Out” button. Select from among the pre-defined time outs & click “OK”. Click “End Time Out” to return to the match.

## **Substituting Players**

Click the “Subs/Setup” button, click “Yes” to confirm that you want to suspend the round, and then use the team/player dropdown menus to sub players in & out. Click “Resume” to resume your match with new player names.

## **Adjusting Scores/Editing Timers**

Click the “Edit Score/Timers” button to open a dialog box that allows you to adjust scores & timer values. Click “OK” when done. (If the “Edit Score/Timers” button is not active, you may first need to click the “End Question” button to end the question you’re currently playing.)

## **Testing Slammers/Buzzers During a Match**

Click the “Ring-In Test” button. After a team rings-in, either click “Continue Ring-In Test” to check another team’s slammer/buzzer or click “End Ring-In Test” to continue the match.

## **End of Game Reporting**

Click “End Round” when the 2<sup>nd</sup> half is over. This displays a “Match Over” message at the top of the screen. You can now close the Play screen (or minimize it) to return to Setup. Once there, you can retrieve summary level or question-by-question detailed Excel .xls spreadsheets on the “Reports” menu.