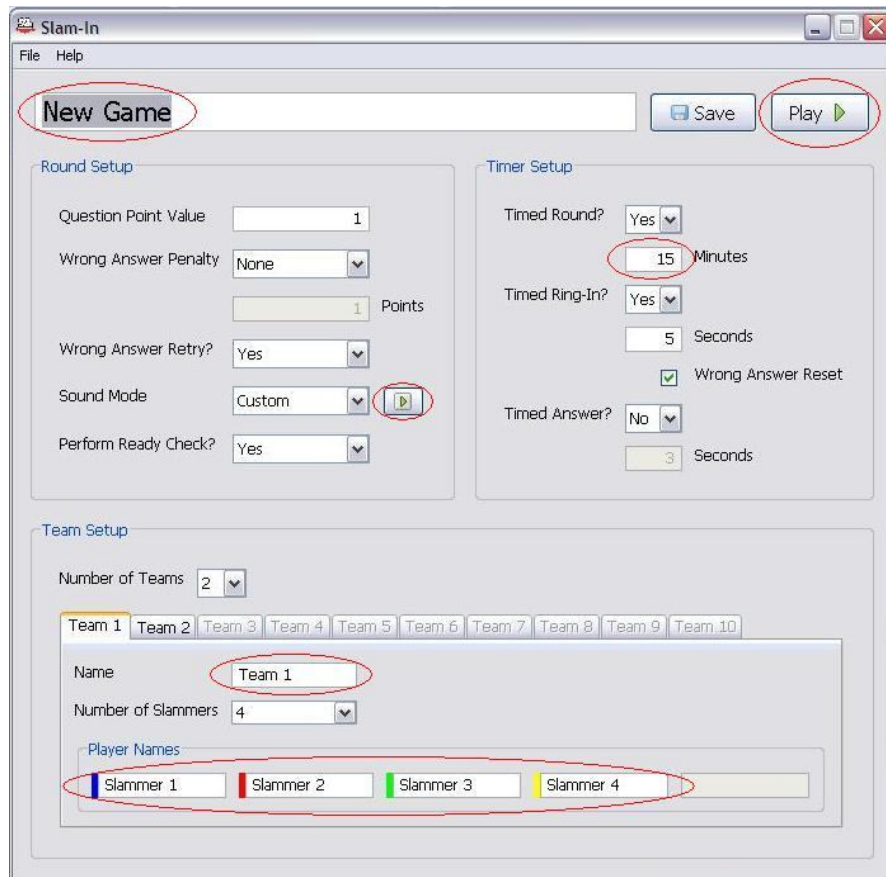




## QUICK START GUIDE

This Slam-In Quick Start Guide is written for the KAAC version of Slam-In Version 1.2, Build 60. 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, which starts the Round Timer.
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.
6. Click either the "Right Answer" or "Wrong Answer" button. (Keyboard shortcuts work here as well.) If the Bonus is answered incorrectly, it automatically bounces back to the other team.

## 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.

## Calling Time Outs

Click the "Time Out" button. Adjust the duration and/or click "OK". Uncheck the "Official" box to assign a Time Out to a particular team. Click "End Time Out" to return to the match.

## Editing the Round Timer

Any time the "Play Question" button is on-screen, you can highlight the Round Timer value and adjust it. Click "Play Question" to re-start the Round Timer at its new value. (It's also editable during a Time Out.)

## 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/End of Game Time Expiration

When the Round Timer expires, click "No". Do **NOT** end the game. If it's Halftime, make substitutions (if needed), adjust scores (if appropriate), and reset the Round Timer for the Second Half. If you've finished the Second Half, allow for Inquiry and Rebuttal time. (You can use Slam-In's Time Out feature for these.)

## 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).