



## Instructions

### “Me First” Personal Answer Domes™

#### ***Congratulations on your purchase of Me First P.A.D.s!***

We're confident that this buzzer system will be the key to unlocking your group's energy, generating excitement and adding "game show spirit" to your question and answer activities.

#### ***Included in your package:***

- ◆ 1 Facilitator Control Unit --including 3 AAA batteries
- ◆ 12 P.A.D.s (Personal Answer Domes) --including 3 AAA batteries in each dome

#### ***Simple Set-up!***

1. Distribute one Player P.A.D. to each participant and direct participants to press and hold the **ON/OFF** button at the bottom of the P.A.D. for 1-2 seconds until it lights up RED.
2. Turn on the Facilitator Control Unit by pressing and holding the **ON/OFF** button on the top of the unit until it lights up RED.
3. Once all P.A.D.s. are turned on: Press the **RESET** button on the Facilitator's Control Unit to place the system in "Ready" mode. The participant P.A.D.s will display a YELLOW light and the Facilitator's light will stay RED.

#### ***Easy to Play!***

1. Ask your question.
2. Students "buzz in" with their answers by pressing lightly on the dome of their P.A.D.
3. As soon as someone buzzes in first, the Facilitator Unit will light up GREEN. The participant to buzz in first will see their P.A.D. BLINK GREEN, signaling that he or she has the "go-ahead" to answer the question. All other participant P.A.D.s will light up RED to signify that their P.A.D.s are deactivated.
4. If answer is **wrong**: Press the **CONTINUE** button on the Facilitator Unit. The first responder's P.A.D. will light up RED, signifying that this player is "locked out" for the remainder of the question session. All other P.A.D.s will light up YELLOW, signifying that players may attempt to buzz in again with their answers.  
If answer is **correct**: Press the **RESET** button. All the Participant P.A.D.s will light up YELLOW and a new question session can begin.

**End of Play:** Press the **ON/OFF** button on the Facilitator Control Unit to turn off *all* the P.A.D.s. This convenient feature helps to prolong battery life.

**Optional Sound Buzzer:** Facilitator Unit "beeps" when first responder buzzes in if sound feature is activated. Press SOUND ON/OFF button on the top of the Facilitator's Control Unit for desired setting.

**Have Fun!!! Please call us if you have questions. 800-299-3770**

**FCC COMPLIANCE INFORMATION** for Me First P.A.D.s: This is the Beta test product, FCC confirmation pending.

This product was conceived and produced under the direction of Trainers Warehouse, 89 Washington Avenue, Natick MA 01760-3441  
800.299.3770

Patent Pending



## ***Troubleshooting***

This product has been 100% inspected. If you do experience a problem, try these quick fixes.

<b>Problem 1: P.A.D.s do not light up at all</b>
<b>Fix:</b> <ol style="list-style-type: none"><li>1. Check that the P.A.D. has been turned on.</li><li>2. Check that the P.A.D. is placed within the optimal range: 5 to 50 feet from the Facilitator Control Unit.</li><li>3. If P.A.D. is on a metal table or shielded by metal walls, move elsewhere</li><li>4. Press batteries back into place: Unscrew the battery compartment. Press batteries back into place. Close compartment back up.</li><li>5. Replace the batteries: Remove the screw fastening the battery shield of the P.A.D. Replace with 3 new AAA's.</li></ol>
<b>Problem 2: A P.A.D. lights up red, but does not change to green or yellow.</b>
<b>Fix:</b> Move Facilitator PAD closer to the problematic PAD. Hit RESET on the Facilitator PAD. Before pressing any other player PAD, depress the problematic PAD dome to light it to green. Once it changes color, the Facilitator PAD can move away again.
<b>Problem 3: Unit is not working reliably</b>
<b>Fix:</b> Be sure unit is not sitting on a metal table or behind metal partitions

**If you continue to run into any difficulty,**

**or,**

**if you have a great success story,**

**please don't hesitate to contact us.**

**800-299-3770**