



MatchMaker NextGENTM

quick start

This document takes you through common tasks to help you quickly begin using your new MatchMakerTM quiz equipment and its powerful NextGENTM software.

Bringing quiz equipment into the 21st century.



Warranty.

MatchMaker™ quiz equipment and supplies are warranted against defects in materials and workmanship for one year from the date of purchase. Should your equipment fail during that period, please call us to request a replacement.

INTRODUCTION

Congratulations on your purchase of MatchMaker™ quiz equipment. This line is the most versatile and exciting quiz equipment available today. We are sure you will find it to be an integral part of your quiz program in both local practices and quiz meets.

This Quick Start Guide will help you to get up to speed in no time at all. Topics covered are downloading and installing software, setup of equipment, a high-level view of how the software and equipment work together, a step-by-step walkthrough of the software, and where you can get more information and help.

DOWNLOADING SOFTWARE

Begin by downloading the latest version of the MatchMaker NextGEN™ software from our website.

- Using your browser, go to **www.acmequiz.com**.
- At the top of the page, click on the **Download Software** link.
- On the download page, click on the **MatchMaker NextGEN™ Software** tab, then click on the **MatchMaker NextGEN™** link on that page.
- When your browser asks if you want to Run/Open or Save the file, choose **Run** (or Open). When the file has completed downloading, the installation will begin automatically.
- Upon completion, you will find icons to start the software in your Programs --> Acme Quiz Products --> MatchMaker folder.

SETUP THE PADS AND INTERFACE

Your MatchMaker Interface™ or Console™ connects up to 4 strings of pads. On the Interface, they are numbered "1" through "4". Attach pads for team 1 to the port labeled "1", team 2 to port "2", etc..

To describe the placement of pads on seats, it is helpful to define the

following: LEFT will mean an arrangement of pads that has seat 1 being the pad at the end of the string, and seat 5 the pad closest in line to the Interface; RIGHT will mean just the opposite arrangement.

So, for two teams, team 1 should have a LEFT arrangement and team 2 should have a RIGHT arrangement. For three teams, team 1 should be LEFT, team 2 should be RIGHT, and team 3 should be RIGHT. For four teams, you would have a LEFT, RIGHT, LEFT, RIGHT arrangement.

Attach your Interface or Console to the computer via the supplied USB cable.

OVERVIEW OF TWO PROGRAMS

Included in the downloaded software are two Microsoft Windows™ programs to control your MatchMaker equipment:

- MatchMaker NextGEN™
- MatchMaker NextGEN™ - Lite

NextGEN™ is a full-featured program that is suitable for quiz meets or practices. It does scoring, timing, is very visually interactive, and fully customizable.

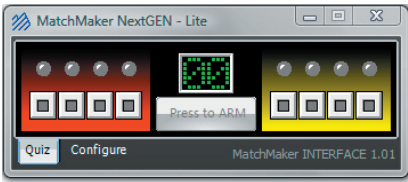
NextGEN™ - Lite is a very simple and easy-to-use program that fully replaces the old jump equipment boxes. It includes control for up to 4 teams of 5, with jump and answer clocks. Its interface is clean and straight-forward.

STEP-BY-STEP WALKTHROUGHS

The following sections will give you the highlights of using the two NextGEN™ versions of the software (Full and Lite). By following these steps, you will get a good understanding of how the software works and when you would want to use each program.

Important note: only one MatchMaker™ program should be running at a time. If any is running, please exit it now.

NextGEN™ - Lite



Start the Lite version of the software by navigating to the **START** button, then **PROGRAM FILES**, then **Acme Quiz Products**, then **MatchMaker**, and finally, click the **NextGEN - Lite** icon.

When the program starts, you will notice some gray circles (jump indicators), some gray squares below them (on/off switches), a clock in the middle, and two tabs “Quiz” and “Configure”.

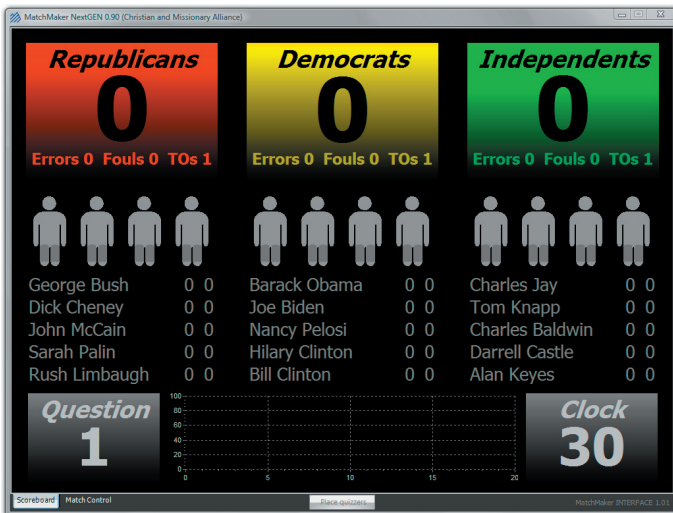
Now for the walkthrough...

- Close all MatchMaker programs and start the Lite version of the software.
- Plug in the MatchMaker Interface™ or Console™ to an available USB port. You should see “MatchMaker INTERFACE x.xx” or “MatchMaker Console x.xx” in the bottom right corner of your status bar when either is attached.
- Click on the **Configure** tab.
- Use the **Teams** slider to select the number of strings of pads you have attached.
- Use the **Quizzers** slider to select how many quizzers you will have on each team. This can never be more than the number of pads on each string.
- If you want a jump clock, leave the **Jump** checkbox checked.
- In the **Equipment** dropdown box, select the type of pads or benches that you have attached to the Interface. If you ordered Acme pads, choose Acme Quiz Pads (x5).
- All of the configuration is now done. (Note: once you have configured the software for your equipment and setup, you will not need to do this again, since this information is saved.)
- Now click on the **Quiz** tab.

- Click on the leftmost square in the red team's group. You will see the button go from gray to red. This indicates that this seat is now active. Activate any additional seats for which you have quizzers by clicking on the activation buttons.
- Press the SPACEBAR and hold it. This allows your quizzers to adjust their seats.
- Now release the SPACEBAR and the software is armed. Any jump will cause that quizzer's light to turn on. All others are locked out.
- Tap the SPACEBAR briefly and it will start either the 5-second jump clock, or the 30-second answer clock. Longer depressions of the SPACEBAR will re-arm the software.
- Final note: arming and clock-starting can be controlled either by the SPACEBAR, or with a mouse click. Use whichever is easiest for you.

That's all there is to it. We hope you can see that this is a very easy way to run your quiz and completely replaces the functionality of older-style quiz boxes.

NextGEN™



Start the Full version of the software by navigating to the **START** button, then **PROGRAM FILES**, then **Acme Quiz Products**, then **MatchMaker**, and finally, click the **NextGEN** icon.

When the program starts, you will notice team score boxes, quizzer images, quizzer names and scores, the current question number, a progress chart, and a clock/timer.

Let's take a brief walkthrough ...

- Close all MatchMaker programs and start the Full version of the software.
- Plug in the MatchMaker Interface™ or Console™ to an available USB port. You should see "MatchMaker INTERFACE x.xx" or "MatchMaker CONSOLE x.xx" in the bottom right corner of your status bar if either is attached.
- Click on the **Match Control** tab. You will notice six tabs on the left: Rules, Tournament, Ad Hoc Match, Match Review, Sounds, and Equipment.
- Click on the **Rules** tab, then select a Rule Set (in the dropdown box) that matches your denomination. This is where you would define any rules that are different than the official rules. To learn more, read the MatchMaker User Guide.
- Click on the **Tournament** tab. This is where you set up and run your tournament by creating matchups among teams, and then selecting them as the active quiz. (Note: this feature is not completely implemented, but is shown so you can see what will be available by the end of the year.)
- Click on the **Single Match** tab. This is where you set up the teams and quizzers for single (non-tournament) matches.
- Click on the **Match Review** tab. This is where you can see the question-by-question details of the match, and delete events, if needed.
- Click on the **Sounds** tab. Each event in the match has a unique sound. It is here that you can customize the sounds to your liking. You can also turn off sound completely.
- Click on the **Equipment** tab. In the dropdown box, select the type of pads or benches that you have attached to the Interface. If you ordered Acme pads, choose Acme Quiz Pads (x5).
- Click on the **Single Match** tab again. Drag the **Teams In Match** slider to select the number of pads you have attached.
- Use the **Seated Quizzers** slider to select how many quizzers you will have on each team. This can never be more than the number of pads on each string.

- Now enter team names and quizzer names, along with each quizzer's gender. (The gender affects the quizzer's scoreboard display.)
- After entering team and quizzer information, click the **Reset Scoreboard** button. When you do, all names will be entered on the scoreboard and you will be taken there.
- To seat your quizzers, drag their name and drop them onto their seat (the gray seated images). You will notice that as you do this, the inactive seats take the color of the team they are on.
- Most denominational rules require choosing captains. If the ARM button says "Choose captains", then you will need to do this. Right-click on either the name of each captain, or on his picture, then select "Captain" in the popup. Do this for each team. You will also notice that the captain now has a solid band across his chest indicating his position. You may also select co-captains in this way, and they will be represented with a dashed band across their chest.
- Once the last captain is chosen, you will notice that the ARM button is now enabled and will say "Press to ARM." You are now ready to run your quiz. The ARM button works the same way it does in the Lite version, and may be activated using the SPACEBAR or a mouse click.

Before moving on, we should point out some general characteristics of the scoreboard: the interface uses standard Windows™ rules for mouse clicks, drag and drop, and popup menus. Most display elements have context-sensitive popup menus that will show when you right click on them. Drag-and-drop functionality is supported for quizzer names and pictures when seating and removing quizzers. Now let's continue.

- Right click on one of the **team** panels near the top. Notice the options available in the popup menu: calling a time-out, challenging, assessing a foul, and (if your rules allow) setting a starting score.
- Right click on a **seated quizzer** (or on a name) and notice the popup menu options: assigning as captain or cocaptain, challenging, or assessing a foul.
- Right click on the **question number** panel and notice that you can undo the last event or restart the match from the beginning.
- Right click on the Clock panel and you will notice that you can start various clocks. Usually however, this will not be necessary, since the context of the match will automatically start these clocks for you.

- If you have explored enough, press the SPACEBAR and hold it. This allows your quizzers to adjust their seats.
- Now release the SPACEBAR and the software is armed. Any jump will cause that quizzer's picture to stand. All others are locked out.
- Tap the SPACEBAR briefly and it will start either the 5-second jump clock, or the 30-second answer clock. Longer depressions of the SPACEBAR will re-arm the software.

Another thing worth pointing out here. If you have the interface attached, you can cause a jump (when armed) by having an active quizzer jump, or by merely clicking on a picture of the quizzer you want to jump. (This latter feature is especially useful when learning the software at home, without needing to have live quizzers.)

Note: if you have the interface box plugged in and you have activated quizzers, but they are not sitting down, then you will always have a jump. We recommend unplugging the Interface when learning the software, and just use the "click on quizzer" method to work your way through a quiz.)

- If you are just learning the software and do not have quizzers to try this out, unplug the Interface now and use mouse clicks on the pictures of quizzers to force jumps for the rest of this walkthrough.
- Now arm the software by depressing and then releasing the SPACEBAR. Click on the left-most active quizzer's picture to force a jump. His name will appear in a jumped quizzer panel, along with buttons asking whether the quizzer answered the question correctly or incorrectly. In addition, there is a button that allows you to cancel that jump and restart the question.
- Tap the SPACEBAR to start the answer clock.
- Click the **Correct** button and notice that the scoreboard updates with the new score. Also notice that the progress chart now shows the relationship of team scores. (This is a neat way to summarize the whole match in a picture.)
- Now, re-arm the software, force another quizzer to jump, and then click on the **Incorrect** button. If your denominational rules require a bonus to an opposing seat, that quizzer(s) will automatically stand.

At this point, you probably know enough to be "dangerous." We suggest that you work your way through an entire quiz, forcing jumps, substitut-

ing quizzers, assigning fouls, challenging and appealing. You'll have the hang of it in no time.

GOING FURTHER

If you are like most people, this walkthrough just opened up a lot of questions for you. Don't worry, as with any program that has many features, sometimes it takes a while to learn them all.

We suggest that you continue your investigation by just poking around. That is, try running a quiz, taking time to right-click on items, noting their functions. If you need to do something to (or for) a team, chances are it can be done through the popup menu on the team score panel.

If you need to do something to (or on behalf of) a quizzer, access those functions through the popups on quizzer names and pictures.

You should also read our other manuals and documentation. They go into much more detail about each function of the software and equipment. Make sure that you download the latest manuals from our website, since they most accurately reflect the features in the most currently available software.

These manuals include:

- **MatchMaker NextGEN™ User Guide**
- **MatchMaker NextGEN™ Quick Start** (this manual)
- **MatchMaker NextGEN™ Rule Sets** (an advanced topic)

Help Is Just A Phone Call Away

Please feel free to give us a call if you need help or further clarification. We want you to enjoy using our equipment and be able to get the most out of it. Support is available 9 a.m. - 5 p.m. (eastern) at 800-420-2263.



www.acmequiz.com
PO Box 80071 · Raleigh, NC 27623
1-800-420-ACME