

# MatchMaker™ CONSOLE

## USER'S GUIDE

This user guide has detailed information about using your MatchMaker™ CONSOLE and its powerful NextGEN™ software.

*Bringing quiz equipment into the 21st century.*



Exclusively from

## **Warranty.**

MatchMaker™ quiz equipment and supplies are warranted against defects in materials and workmanship for one year from the date of purchase. Acme Quiz will, at its discretion, either repair or replace warranted equipment at no cost to the user.

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# INTRODUCTION

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

Though the MatchMaker™ CONSOLE is “state-of-the-art,” it is surprisingly easy to use. Before putting it through its paces, take a few minutes to read through this manual. It provides a thorough explanation of all of the CONSOLE’s features.

## QUICK START

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We know you’re anxious to give your new CONSOLE a try, so go ahead. Press the power button to the right of the LCD configuraton display. Your CONSOLE will come to life, and if it is the first time you have turned it on, you will be presented with the First-Use setup sequence. Answer these questions to configure your CONSOLE. To learn more, see **First-Use Setup** in the **POWERING UP** section below.

Following initial configuration, you will enter the **Power-On Setup** sequence. This will show each time you start the CONSOLE. On the Seated Teams question, select which teams will be competing. Then for each seated team, activate the seat of each quizzier who will be competing. Finally, you can test the pads or switches one at a time. When done, press the MENU or RESET buttons to begin quizzing.

You will enter the “Unarmed” state at this point. You will know this because the Configuration Display will say “Unarmed... Use RESET to Arm” and the clock will be :00. Press and hold the RESET button and allow your quizzers to adjust their seats. When done, release the RESET button and the device will be armed. You will know it is armed because the Configuration Display will say “Armed... RESET for Clock/Arm” and the clock will show the allowable time for a jump.

After you have read the question to your quizzers, press the RESET button to start the jump clock. If no one jumps before the clock has expired, then the CONSOLE will enter the “Unarmed” state again. If someone did jump, their light will light, a beep will sound, and the CONSOLE will enter

the “Jumped” state. The clock time will be that of the time allowed to answer a question, and RESET will start that clock.

Should there be a missed answer, you can restart the answer clock by pressing RESET.

So in summary, press and hold RESET to allow seat adjustment, release to arm, press to start clocks... rinse and repeat. It’s that simple.

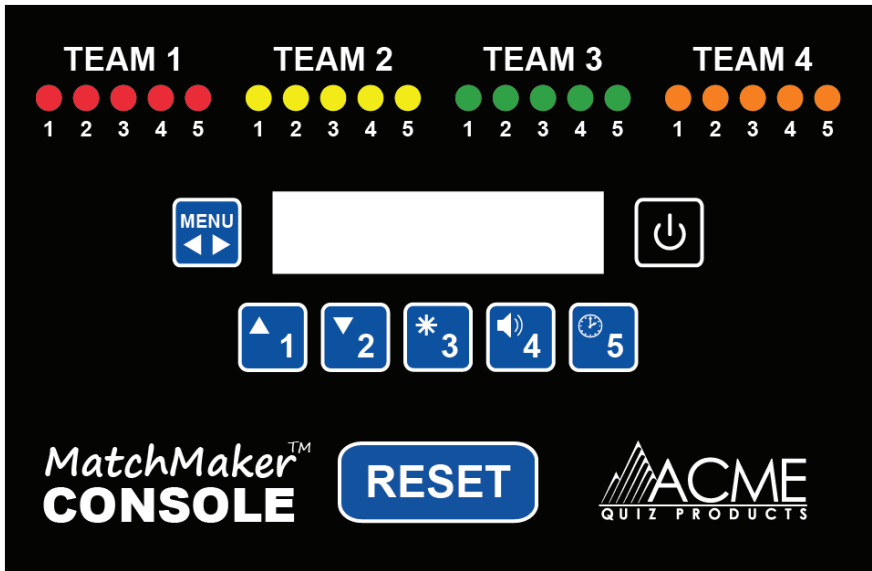


Figure 1. CONSOLE panel layout.

## THE VISION

Though Bible quizzing has been around for over 60 years, the equipment that we use to control the match has remained essentially unchanged. We entered the “computer age” in the 1980’s, but we are largely stuck with equipment that was developed in the days of vacuum tubes and black & white televisions.

Today’s teens are using iPods, iPhones, laptops, and are Twittering and browsing the World Wide Web. We are part of an information age and our teens’ expectations have changed. Bible Quizzing competes for our teens’ attention with all of the high-stimulus media of the day.

The MatchMaker line of equipment helps us take a giant leap forward in technology and has the potential to make Bible Quizzing more exciting and rewarding. The key is that there is a unifying vision that ties all of the equipment together.

Imagine being able to use jump-pads, hand switches, or tabletop switches with your MatchMaker Interface or Console. Then connecting either device to a computer running our NextGEN software, which permits computer scoring. These scores can then be transmitted electronically to our Director software, which collates the scores from all the matches, and can print the results. Then with the push of a button, the scores can be published to the web, complete with pictures and hyperlinks for teens to see once they return home. Image how much excitement this will generate among the teens (and how much time this will save event directors)!

This is the promise of the MatchMaker line of equipment, and it is an exciting one!

## POWERING UP

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Turn on the CONSOLE by pressing the power button. If this is your first time using the CONSOLE, you will enter into a First-Use setup sequence; otherwise, you will enter the Power-On setup sequence.

### First-Use Setup

When you use the CONSOLE for the first time, it will enter a first-use setup sequence. The first screen you will see is the **battery status**. This tells you approximately how many hours are left on the current charge and graphically displays the charge of the battery. Using the menu is straightforward. Press the MENU button to go forward, and double-press to go back one menu item. The following menu items will display sequentially. Press MENU to advance to the next one.

- **Quiz style.** This option sets up the personality of the CONSOLE. Each denomination or quiz organization has different clocks and switch types. For example, Nazarene quizzing has a 5-second jump clock, a 30-second answer clock, and a 60-second timeout. In addition, they use pads (rather than table-top or handheld switches). When you select options from the menus, they get saved.

- **Switch Type.** Select pads, table-top, or handheld switches. Also available is support for old jump equipment like Quiz-Time pads. Pressing “1” and “2” moves up and down through the list.
- **Pad/Switch Arrangement.** Indicates the way pads will be arranged for each team (i.e. LEFT to RIGHT, or RIGHT to LEFT). This is sometimes helpful for cable management, allowing you to run two teams’ cables together and then having them split left and right. If you use any switch other than pads, you should make all of these LEFT to RIGHT.

When you have finished the First-Use Setup, you will then be taken to the normal Power-On Setup.

## Power-On Setup

The Power-On Setup occurs each time you turn on the CONSOLE. It starts by showing the battery status, and then takes you through the following menu items:

- **Seated Teams.** Select the teams that will be in the match. Note: this is not “how many teams”; but which teams. For example, if teams 2 and 3 will be in the match, press the “2” and “3” buttons. Note: you must select at least one team. By default, these will already be set based on the the typical number of teams for your quiz style (e.g. Nazarenes typically have two teams, CMA typically has three teams, etc.).
- **Team X - Seats.** Depending on the number of teams selected, you will then be asked which quizzers are actually seated on each team. For example, if Team 2 has quizzers in seats 2, 3, and 4, then you would press “2”, “3”, and “4” to activate their seats. By default, seats will already be enabled based on the typical number of quizzers for your chosen quiz style. The LEDs will light, displaying the currently active seats. (Note: Press MENU to skip this step if you don’t know who will be seated in the match. You can activate the seats later.)
- **One-Man Test.** This option allows you to test the pads / switches without the help of others. For example, if you selected to seat teams 2 and 3, you can test those switches by pressing them one at a time. The CONSOLE will give a unique beep for each seat. (Note: Seats do not need to be activated and quizzers do not need to be seated.)

When you are finished testing the switches, press the MENU button and the CONSOLE is ready for use!

## Power Sources

The CONSOLE runs on any of three power sources: internal rechargeable lithium ion battery, USB computer connection, or A/C wall adapter.

- **Battery.** The CONSOLE has a rechargeable lithium ion battery that will typically provide power to the device for up to 97 hours (depending on battery saver options). By using the default power settings, the CONSOLE should run for about 37 hours. It can be recharged in one of two ways: when it is plugged in to a computer (via USB), or when the optional A/C wall adapter is plugged in.

The CONSOLE may also be purchased with a 2-cell battery which doubles the runtime between charges.

If the CONSOLE is inactive for 15 minutes, it will shut down automatically in order to save battery power.

	Power Saver	Low	Normal	Bright	Brightest
Power Saver	97	93	91	86	75
Low	54	52	50	45	37
Normal	40	38	<b>37</b>	35	30
Bright	32	31	30	29	27
Brightest	25	24	24	23	22

**Table of expected battery life (in hours).**

*(rows = LCD backlight setting, columns = LED brightness setting)*

- **USB Computer Connection.** Any time that you attach the CONSOLE to a computer via USB, it will take its power directly from the computer. At the same time, it will recharge the battery. Recharging via USB can take up to 6 hours depending on charge state.
- **A/C Wall Adapter.** If you purchased the optional A/C adapter, it can be used to power the CONSOLE, and when used overrides all other power sources. Recharging of the battery occurs when A/C is applied and can take as much as 3 hours to recharge (depending on charge state). This is the quickest way to recharge the battery.

The CONSOLE is shipped with a full charge. Normal usage of the CONSOLE will provide a battery life of about 2 months between charges. If you take your CONSOLE to the monthly quiz meet and use it in conjunction with a computer for automated scoring, then you should never have to actively recharge the device (since it will happen automatically when attached to the computer).



# REAR PANEL CONNECTIONS

Figure 2 shows the layout of the rear of the CONSOLE. Below is a description of each of the connections:

- **AUX.** The auxiliary connector allows you to connect a handheld or tabletop switch to the CONSOLE to override the RESET switch. This is sometimes a more convenient way for the quizmaster to control the CONSOLE.
- **T4.** This connection is for Team 4 pads or switches. Also, this is the connector to use when setting up handicapped quiz mapping.
- **T3.** This connection is for Team 3 pads or switches.
- **T2.** This connection is for Team 2 pads or switches.
- **T1.** This connection is for Team 1 pads or switches.
- **USB.** This connection allows you to connect the CONSOLE to a computer via the supplied USB cable.
- **5V@1A.** This connection allows you to connect an external power supply to power the CONSOLE. Acme Quiz Products sells such a supply, and we recommend that you use ours to avoid damaging your CONSOLE.

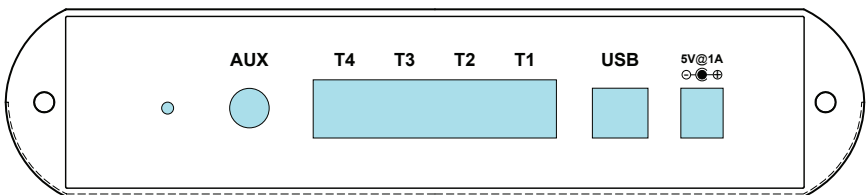


Figure 2. Rear panel layout.

# THE RESET BUTTON

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The RESET button is the main controlling switch on the CONSOLE. It can be used to save changes to settings, arm the device, and start clocks. It's functions are defined in more detail here:

- **Save Changes.** When in any menu item, pressing RESET will save the changes and put the CONSOLE in the Unarmed state, ready for jumps.
- **Adjust Seats.** When in the Unarmed state, you can allow quizzers to adjust their seats before locking in by pressing and holding the RESET button. As long as the RESET button is held down, quizzers can adjust their seat without triggering a jump event. Note: this feature is only active when the switch type is a "seating-type" switch (i.e. pads or benches).
- **Arm Device.** After pressing the RESET button to adjust the seats (if applicable), you can release the button to arm the device. That means that once the device is armed, any jump will be registered and all others will be locked out. Should any quizzer still be "up" as part of the adjusting of their seat, the device will give a gentle beep, alerting the quizmaster that all are not yet seated. Once all have been seated, the CONSOLE will automatically enter Armed mode.
- **Start Clock.** Anytime you are in a non-menu state, you can start the current clock by pressing the RESET button. Clocks are context sensitive. That is, immediately after arming the CONSOLE, the active clock is the Jump Clock. For most quiz styles this is 5 seconds. Pressing the RESET button will count down to zero, and if no jump has occurred, the CONSOLE will enter the Unarmed state.

Following a jump, the active clock will be the Answer Clock. Pressing RESET will start this clock. Any clock can be reset by pressing RESET.

# THE MENU BUTTON

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The menu system provides access to the many features of the CONSOLE. When you press MENU, you are presented with five menu groups: 1-Seats, 2-Audio, 3-Lights, 4-Op Mode, and 5-Battery. Just press any of the number buttons to select the menu group. Use the MENU button to advance to sequential options within the group, and then RESET when you are done and would like to save your changes.

## 1 - Seats

This menu group configures anything to do with the seats. Following are the options in the order they are presented.

- **Seated Teams.** This allows selecting which teams will be participating in the match.
- **Team X - Seats.** Select which quizzers from each team are participating in the match. This option is also available with one of the **shortcut keys** (see below).
- **Switch Type.** Allows selecting switch types (e.g. Acme pads, Quiz-Time pads, table-top, benches, etc). If you are using a homemade switch or Wire-Your-Own connector, you will need to know the “normal” state of the switch (i.e. normally open N/O, or normally closed N/C). The CONSOLE is very flexible and connects to any type of switch.
- **Pad/Switch Arrangement.** This allows configuring the LEFT to RIGHT or RIGHT to LEFT placement of pads. If you are not using pads, you should probably choose LEFT to RIGHT for each of the teams.
- **One-man testing.** Allows you to test switches as part of your initial room setup without the help of others.

## 2 - Audio

This menu group configures anything to do with sound.

- **Speaker volume.** This selects the volume of the internal speaker and provides settings suitable to small, quiet rooms up to large, loud auditoriums. The range is 10-100% in 10% increments.
- **Jump sound.** This selects the sound that the CONSOLE will make when a quizzer jumps or buzzes in. Options include OFF (for no

sound), NORMAL (each quizzer/team has the same sound), or EACH TEAM DIFF (each team has its own unique sound).

- **Time-out music.** To add a little fun to timeouts, you can select some music. Options include NO MUSIC, RANDOM, or a specific song.

### 3 - Lights

This menu group configures anything to do with lights.

- **LED brightness.** Set how bright the LEDs should be. The range is 10-100% in 10% increments. To extend battery life, set this to the lowest brightness that provides adequate performance.
- **LCD brightness.** Set the LCD backlight level. The range is 10-100% in 10% increments. Extend battery life by choosing the lowest acceptable brightness.
- **Battery saver.** This is a global setting. When ON, all lights will go to battery-saver mode when the CONSOLE is powered solely by battery. When powered by USB or A/C adapter, the regular LED and LCD brightness settings above take affect.

### 4 - Op Mode

This menu group configures the operating mode of the CONSOLE.

- **Game mode.** Select whether the CONSOLE should work as a normal lockout device, or should be used to add fun to practices in game mode. Currently there is one game (MIND SWEEPER). See the section WHAT'S AROUND THE CORNER to learn about additional games that will be added soon.

Use the MIND SWEEPER game to randomly select quizzers to answer questions. After turning on the game above, press RESET, then turn on the seats of the quizzers who will be participating. Long-press the RESET button to start the game. The CONSOLE will randomly select a quizzer to answer. Press the RESET button to start the clock. When done, long-press the RESET button to randomly select another quizzer.

- **Auto-answer clock.** Select whether you want the answer clock to start automatically after a jump or buzz in. Normal operation uses the RESET button to trigger the clock. However, this option allows setting an auto-start delay of 1-9 seconds.

- **Quiz style.** Select your denomination or organization. This allows the device to take on the personality of just about any quiz style.
- **Restore defaults.** This option allows you to reset the Console to the factory default settings.
- **Demo mode.** Demonstrates the audio and visual capabilities of the CONSOLE. This will repeat continually until you press RESET.
- **Console version.** Indicates the current version and date of the firmware in the CONSOLE. Should you ever need to call technical support, please provide this information.

## 5 - Battery

This menu group configures the internal rechargeable battery.

- **Battery status.** Shows a graphical representation of the charge of the battery and an estimate of the remaining battery life based on typical useage and the brightness settings you have chosen.
- **Battery saver.** Battery saver only affects the CONSOLE when it is in battery-powered operation. When powered by USB or A/C adapter, battery saver is ignored.
- **Installed battery.** Indicates the type of battery installed in your system (either a 1-cell or 2-cell lithium ion). The 2-cell battery module allows the system to run twice as long between charges.

# SHORTCUT KEYS

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Shortcut keys allow quick access to the CONSOLE's most-used features.

## ONE or UP Arrow

This shortcut opens the menu item Team 1 - Seats (if team one is in the match) and will allow you to select which quizzers are in the match for team 1. Press RESET when finished.

## TWO or DOWN Arrow

This shortcut opens the menu item Team 2 - Seats (if team 2 is in the match) and will allow you to select which quizzers are in the match for team 2. Press RESET when finished.

## THREE or Shining Light

This shortcut opens the menu item for Team 3 - Seats (if team 3 is in the match) and then is followed by lighting configuration options. At any point, RESET will save the changes and exit the menu.

- **Team 3 Seating.** If team 3 is in the match, this item appears first and allows selecting which quizzers are in the match for team 3.
- **LED Brightness.** Select how bright the LEDs should be.
- **LCD Backlight.** Select how bright the LCD backlight should be.
- **Battery Saver.** Indicate whether or not you want battery saver on.

## FOUR or Speaker

This shortcut opens the menu item for Team 4 - Seats (if team 4 is in the match) and then is followed by audio configuration options. At any point, RESET will save the changes and exit the menu.

- **Team 4 seating.** If team 4 is in the match, this item appears first and allows selecting which quizzers are in the match for team 4.
- **Jump sound.** Select what type of sound should be made when a jump or buzz in occurs.
- **Time-out music.** Select timeout music, if desired.

## FIVE or Clock

This shortcut presents options relating to the countdown clock.

- **Period Clock.** If your quiz style uses a running period, rather than a fixed number of questions, then you can start/pause/reset that clock here.
- **Start clock.** This option allows starting any of the clocks for your quiz style. You can start a time-out clock here. If your quiz style supports a challenge/appeal time, then that clock can be started here as well.

- **Auto answer clock.** Select the delay before the answer clock starts or indicate that the clock should be started with RESET.
- **Time-out music.** Another way to select time-out music.

## OPTIONS

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The MatchMaker CONSOLE is an extremely powerful piece of equipment. The following options highlight its versatility.

### Switch Options

Whether you are using switches from Acme Quiz, or would like to use your existing pads or benches, the CONSOLE can handle it.

- **Pads.** Acme Quiz produces a string of jump pads designed specifically for use with the MatchMaker line of equipment. Three switches per pad make false jumps a thing of the past. Each pad is covered with a durable blue rubber designed to last.
- **Tabletop.** Acme sells tabletop switches that connect to our VersaConnect interface (see below). These are small tabletop switches that can also be comfortably held in your hand.
- **Handheld.** Acme sells handheld switches that connect to our VersaConnect interface. Each switch is covered with a comfortable rubber grip. This is a “Jeopardy-like” switch.
- **Quiz-Time adapter.** If you have old pads made by Quiz-Time, then use this adapter to connect them to our CONSOLE.
- **Wire-your-own.** We also sell a cable that can connect virtually any switch arrangement to our CONSOLE. This option is the one you would choose when interfacing benches.
- **VersaConnect™.** Used by our VersaPad™, tabletop, and handheld options, this interface has 5 RCA jacks to support a team of up to 5 quizzers. This device can also be used to connect any switch mechanism that is terminated with an RCA plug.

## Remote Switch

To make it easier for the quizmaster, we provide a remote switch option that allows the quizmaster to control the CONSOLE without having to press the RESET button. The remote switch is held in your hand and is used anywhere the RESET button would be used.

# NEXTGEN COMPUTER SOFTWARE

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While a thorough coverage of the NextGEN computer software is outside the scope of this User's Guide, we provide here a brief overview of how the CONSOLE interacts with NextGEN.

The CONSOLE can be used as a passthrough device to allow computer scoring. In this mode, it functions identically to the MatchMaker INTERFACE. Plug in your pads or switches as normal, attach the CONSOLE to the computer via the supplied USB cable, and start up MatchMaker NextGEN. When you do this, the LCD control panel on the CONSOLE will say "Controlled By NextGEN Software." All other functions of the CONSOLE are then disabled.

The NextGEN software serves two roles: an exciting computer scoring tool, and the means for providing feature updates to the CONSOLE.

When a new feature is added to the CONSOLE, it will be provided in the form of an update to NextGEN. If you are attached to the internet when NextGEN starts, NextGEN will check to see if there are any updates to the program. If so, you will be prompted to download the latest version. In doing so, you will also be getting the latest additions to the CONSOLE.

The NextGEN **Equipment** tab of **Match Control** shows the current version of firmware in the CONSOLE and whether there is a newer version available. If there is a newer version, the **Update Firmware** button will be enabled. If you click this button, the CONSOLE will be updated with the newest features.

Also on the Equipment tab is the ability to set the "Property Of..." lines to be displayed each time the CONSOLE starts. Setting this will help make sure your CONSOLE does not go home with some other church following a quiz event.



# WHAT'S AROUND THE CORNER

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One of the great features of the MatchMaker CONSOLE is its ability to reprogram itself as new features become available. Following are features that are planned for Fall 2009. Feel free to send us your comments should you have a feature that you would like to see.

## **Auto-Rewire™ Removal of Bad Switches**

This option will allow you to remove bad pads or switches from the string. We call this our Auto-Rewire™ technology. As an example, if pad 3 is bad, you can remove it and physically slide pad 4 to its place and pad 5 to 4's place. Then pad 4 will ring in as "3" and 5 will ring in as "4". No more delayed quizzes as you hunt for a replacement set of pads. Changes made here are not saved and are lost when the CONSOLE is turned off. This helps avoid "surprises" later when you forget that you made these changes.

## **Support for Handicapped Quizzers**

Sometimes we have quizzers who cannot jump for one reason or another: perhaps they have a broken leg or have some other handicap. The CONSOLE was designed with these quizzers in mind. Team 4 seating can be remapped to allow handicapped quizzers to use handheld or table-top switches, but ring in just as if they were seated with their teammates. Each Team 4 seat can be assigned to any of the other team seats, and when a jump or buzz in occurs on that Team 4 seat, the remapped light will turn on.

## **Games and Jump Practice**

We are always looking for ways to make practices more exciting. Games can help do that. To that end, we will be adding the following games to the CONSOLE.

- **Jump Practice - Solo.** Lights will randomly light for each seated quizzer. When a quizzer hears his sound or sees his light and jumps while the light is still on, he will be rewarded with a "happy" sound and his response time (in milliseconds) will be displayed. If he jumps when his light is not on, he will hear a "sad" sound.

- **Jump Practice - Team.** Team lights randomly flash—initially very quickly, but become slower. The first team to have at least one of its quizzers jump when their team’s lights are on hears a “happy” sound. Should a quizzer jump when their team’s lights are not on, then they will hear a “sad” sound. Variations of this will allow points for the total number of quizzers from the selected team to jump before a member of an opposing teams jumps and cancels further jumps.

If you have other game suggestions, please feel free to let us know.

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## GETTING FURTHER HELP

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To learn more, you may want to read our other manuals and documentation. They provide more details about each of the key elements of the MatchMaker line of equipment and software. 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

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

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