

WARNING!

Maximum is 5 volts!
**DO NOT USE A DIFFERENT ADAPTER
TO RECHARGE!**

To save battery turn off switch when not in use!

Trouble Shooting

No lights are lighting on the Tower

- Check that the tower is plugged in and the switch is in an ON position. If using the rechargeable battery, be sure it's amply charged.
- Be sure the touch pads are placed within the optimal range: 5 to 50 feet from the tower
- If the touch pads are on a metal table or shielded by metal walls, move them to some other surface
- Replace the 3AAA batteries in the touch pads. *To conserve battery life, be sure to turn PADs off when not in use.*
- Check if Who's First is in Random Mode. If so, toggle switch on back of light tower to Standard Mode.

One light/touchpad is not working

- *Reposition or Replace batteries:* remove the battery cover from the bottom of the touch pad. If batteries have popped out of place during shipment, press them back into place; if the batteries are in place but not working, try new batteries.

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

USB Interface

This version of Who's First is equipped with USB jack and cable in case you want to use the Colored Team Touch Pads with a software game of your choosing. If you are creating your own software interface, be aware that each Touchpad corresponds with a particular keyboard stroke. In fact, you can test the interface by plugging the cable from the Who's First light tower to your computer's USB port. Open MS Word, or any other program you might type into. When you press the Red touchpad, you should see the number 1 appear on your screen. Here are the keystrokes associated with each color:

Red touchpad = 1
Orange touchpad = 2
Yellow touchpad = 3
Green touchpad = 4
Blue touchpad = 5
Magenta touchpad = 6
Reset touchpad = 7

NOTE: not all software game shows may be set up this way. Some that have been tested and shown to work include WhaddayaKnow? by Training Games, Inc. and Gameshow Pro by Learningware.

FCC COMPLIANCE INFORMATION for: WHO'S FIRST WIRELESS—6 TEAM RECEIVER, Model: WHOR8W

FCC ID : PKXWHOR8WT

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

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

FCC Radiation Exposure Statement

This device complies with FCC radiation exposure limits set forth for an uncontrolled environment and it also complies with Part 15 of the FCC RF Rules. This equipment must not be co-located or operating in conjunction with any other antenna or transmitter. End-users and installers must be provide with antenna installation instructions and consider removing the no-collocation statement.