

Kwizoke Entertainment Systems

Kwizoke

Games

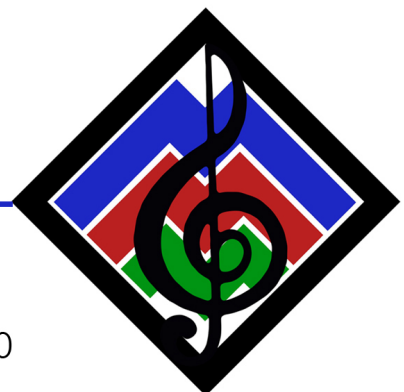
Kwizzes



CONTAINS MMM500 AMP

User Manual

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<http://www.mmm.co.uk/>



KWIZOKE ENTERTAINMENT SYSTEM AI200 KEYBOARD MODEL

GENERAL RULES OF OPERATION

Identify your KMS disc (The latest **K**wizoke **M**aster **S**ystem disc)



Kwiz (5 weeks)



Katchyphrazes (5 weeks)







Bingo



Hi Lo Cards

To operate:-

Simply insert the disc into the CD drive of the Kwizoke machine [RESET] and wait for a MENU of options to appear.

Press the   or  buttons to move the cursor over any of the **MENU** options and press 

Note:- TO RESET – PRESS  +  +  TOGETHER

The **A** keys are to the left and right of the space bar







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
THE BUTTONS - WHAT THEY DO


  or  move the cursor around.


 - Activate question in automatic mode continuously.

 - Stop the automatic mode.

Automatic mode stops after question 20 has been asked and waits for the operator to press

 to start the answers sequence.

 Button – Ask a question / answer individually.

After pressing  and while picture is shown:

 = Repeat question / answer individually

 = Select next question.

Feel free to experiment - It's your night, and if you need more assistance, please refer to example of keyboard at the end of this manual.

Note:-

BACKSPACE  CAN BE USED AS [F10] 

RETURN  CAN BE USED AS [F9] 

[Do not use the enter button on the numeric pad]

Note:- TO RESET – PRESS  +  +  TOGETHER

The *A* keys are to the left and right of the space bar



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KWIZOKE TALKING QUIZ






Here's what the buttons do:

  or  move the cursor around.

 -Activate question in automatic mode.




 -Halt the automatic mode.

Automatic mode stops after question 20 has been asked and waits for the operator to press  to start the answers sequence.

Note that in both manual and automatic modes the cursor moves on to the next question or answer automatically so if you're running the quiz manually, press  and  as required.

To access the other quizzes [RESET] and start all over again.

It's a good idea to practice with the machine *before* the customers arrive for your first quiz night.

Note:- TO RESET – PRESS  +  +  TOGETHER

The *A* keys are to the left and right of the space bar



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KATCHYPHRAZES


All of the features in the Katchyphrazes quiz can be activated using the controls on the keyboard of the KWIZOKE machine.

The best way to familiarise yourself on any machine is to press the buttons and see what happens.


Here's what the buttons do:



  OR  move the cursor around.

 -Activate question in automatic mode.

 -Halt the automatic mode.

Automatic mode stops after question 20 has been asked and waits for the operator to press

 to start the answers sequence.

You normally only need  and 

To access the other quizzes [RESET] and start all over again.

It's a good idea to practice with the machine *before* the customers arrive for your first quiz night.

Note:- TO RESET – PRESS  +  +  TOGETHER

The *A* keys are to the left and right of the space bar



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HI LO CARDS



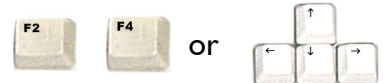
When the PRESS PLAY appears on the screen just press



Then decide whether you want to keep the current card or change it for a different one ACCEPT or CHANGE.

Use the   or  on the Kwizoke machine to move the hand then press  button.


Now decide if the next card is HIGHER or LOWER by using the



buttons on the Kwizoke machine to move the hand then press the



It's normally a good idea to practice with the machine *before* your customers arrive for your first game.

To restart press 

To leave HI LO Cards you must reset your Kwizoke machine.

Note:- TO RESET – PRESS  +  +  TOGETHER

The *A* keys are to the left and right of the space bar



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BINGO




There are basically just two controls:





- Advance to next number.



- Play numbers automatically.

You may stop the Bingo caller at any time by pressing the  button.

The simplest way to use Bingo caller, is to let the Kwizoke machine choose the numbers automatically, and just press  when someone calls.

If you wish to continue playing the game you can press  button as before.

Remember you can stop and start the Bingo caller as many times as you wish for line, full house etc.

To start a new game you must reset your Kwizoke machine and select 'Bingo' again.

Note:- TO RESET – PRESS  +  +  TOGETHER

The *A* keys are to the left and right of the space bar



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GANGSTER PURSUIT



Insert the Gangster Pursuit CD and Press [RESET], wait for approximately 30 seconds and the Gangster Pursuit screen will appear.

By pressing  +  together, you are able to:


- Start the race
- Bring up the race results when the race has finished
- Go back to the Gangster Pursuit screen
- Start the next race

The winner is randomly selected by the machine, making all the races different.

CAMEL RACING



Insert the Camel Racing CD and Press [RESET], wait for approximately 30 seconds and the Camel Racing screen will appear.

By pressing  +  together, you are able to:

- Start the race
- Bring up the race results when the race has finished
- Go back to the Camel Racing screen
- Start the next race

The winner is randomly selected by the machine making all the races different.

Note:- TO RESET - PRESS  +  +  TOGETHER

The *A* keys are to the left and right of the space bar



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CAMEL RACING & GANGSTER PURSUIT



RACING NOTES

USEFUL HINTS TO ORGANISERS

1. Seating should be casual. Allow approximately 15 minutes between race cards to allow freedom of movement especially to the bar!
2. Always make sure you start with a sufficient float, £30.00 is usually ample.
3. Run a raffle during the evening making sure the draw takes place before the last race is run.



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IS A RACE NIGHT LEGAL?

Yes, run correctly a race night is actually a lottery, as defined in the Lotteries and Amusements Act of 1976.

The Rothschild commission report on gaming and lotteries described screen racing as a “Form of lottery involving no skill or choice”.

The report goes on to say, “We do not believe any change in the law is needed to deal with this practice and the Metropolitan Police, whose evidence drew attention to screen racing without making specific recommendations about it, agreed with this view”.

The races are an exciting and simple way of establishing the winning ticket at random, so it is a game of chance with no skill involved.

The main reference point if you have any doubts is Section 15 of the Lotteries and Amusements Act 1976 and you should ensure that

1. The lottery is not the only substantial inducement for the people to attend, meaning the Race night must be combined and advertised with another genuine attraction such as a “Disco”, Dinner Dance, Kwizoke night etc.
2. All the proceeds of the entertainment, after deducting the expenses of the entertainment, must be devoted to purposes other than private gain.



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SUGGESTED CAMEL/GANGSTER RACE FORMULA

RACE 1

There are 6 camels/gangsters in the race and 6 tickets per camel/gangster making a total of 36 tickets.

Let's say camel/gangster GREEN wins. The six people holding tickets for camel/gangster GREEN each receive a ticket for race number seven, camel/gangster GREEN.

RACE 2

There are 6 camel/gangsters in the race and 6 tickets per camel/gangster making a total of 36 tickets.

Let's say camel ORANGE wins. The six people holding tickets for camel/gangster ORANGE each receive a ticket for race number seven, camel/gangster ORANGE and so on, until six races have been run.

RACE 7

The 36 winners of races 1 - 6 have each been given tickets for camel/gangsters 1 - 6. Race seven is run to get the six winning finalists.

RACE 8

Finally race eight is run so that there is one outright winner.



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INSTRUCTIONS FOR KWIZOKE+ KARAOKE JUKEBOX




The Kwizoke+ CD is supplied with a software key, which must be updated regularly. If a message appears on the screen asking you to ring for service just [RESET] and contact us as soon as possible




MAKE SURE THAT THE KWIZOKE+ IS SWITCHED OFF WHILE THE SOFTWARE KEY IS BEING REMOVED OR FITTED.

(There are different models of Kwizoke and if in doubt call 01204 387410)

1. Insert the CD into the CD drive and [RESET]. After a short while the Kwizoke+ logo should appear followed by the ABC Screen.
2. When Kwizoke+ machine is ready, you will see the 'ABC' screen. This screen indicates that Kwizoke+ is waiting for you to select a song.

You may select a sequence of letters using the direction arrow keys

The   and  buttons are all 'Go'.

The   and  buttons are all 'Stop'

The direction arrow buttons  and  and  are all 'Move' buttons.

Please refer to example of keyboard at the end of this manual for more help.

Note:- TO RESET – PRESS  +  +  TOGETHER

The *A* keys are to the left and right of the space bar



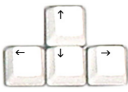
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SELECTING A SONG BY TITLE / ARTIST / NUMBER


TITLE

Using the  buttons, highlight the first letter of your chosen song title.

Pressing  selects that letter. You may need to choose a few more letters before a list of song titles appears.



Only the white letters are selectable. Choosing the dark ones will have no effect.

If you select a wrong letter at any time, simply press .

Pressing  again will delete each letter before that, until you have no remaining letters and return to a full 'ABC' screen.

Note:- A song title can be input directly from the alpha keyboard

ARTIST

Select the @ icon then using the  buttons, highlight the first letter of your chosen artist. Pressing  selects that letter.

You may need to choose a few more letters before a list of artists appears. If the artist selected has more than 16 songs the ABC screen appears to allow selection of a song.

e.g. Elvis songs are found by first selecting @ ELVIS then songs beginning with A are shown by selecting the A button etc...

Note: When an artist is selected correctly their name appears at the bottom of the screen.

Note:- An artist name can be input directly from the alpha keyboard




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SONG NUMBER


Select the # icon then using the  buttons, highlight the first number (always prefix with 0's to make a four figure number).


Pressing  selects that number.

Note: A song number can be input directly from the numeric keypad.

3. When you choose enough letters to make a displayable list of possible songs it is then possible

to Move up and down the list with the  buttons.



 Will load the song between the flashing arrows.



 Will forget the last letter you selected, and take you back to the 'ABC' screen.

4. Once the song has loaded, the song title will be displayed above the control panel, and the green triangle 'PLAY' icon will be highlighted (flashing outline).

The control panel functions allow you to:-

Raise and lower the pitch and tempo of the song
Raise and lower the octave of the voice (if Midi Vocalist not Access fitted)
Enable or suppress the main melody line
Start and stop the song playing
Return to the 'ABC' screen.

Functions may be selected with the  buttons. The  and 'STOP' buttons do different things depending on your choice.

PLAY - pressing  on this icon will start the music, or stop the music and requeue it to the start. While the music plays  will stop and also requeue.



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KEY - Pressing   will raise or lower the pitch even while a song is playing.



AUT - This function can only be used in conjunction with the Midi Vocalist set to Pitch Correct Mode [Not Digitech Access]

AUT - Follows range of singer .




Plus or minus maximum 3 (+ or -) lifts or lowers singers voice by full octaves - select number required.

NFX - switches off the voice octave effect .

0 - Automatically follows the octave of the song .

TEMPO - Pressing   will speed or slow the tempo even while a song is playing.


LIMITER - The limiter is the long thin icon uppermost on the control panel and indicates the volume setting of the melody.

Use  to select the limiter and press  and  to adjust the volume level of the melody.

Note:- The default is a volume of four unless you have reduced to none and if so the volume is permanently set to none until re-selected.

Tip:- Turn melody line to zero at the start of session and it will remain off unless reset.

ABC - Selecting the title using the 'Move' buttons allows the 'ABC' arrow to be selected.

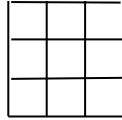
Press  or  to return to the ABC screen.

5. During play, if nothing is to be sung for a while, a graphic appears on the screen instead of lyrics.

Lyrics appear a little before they are to be sung, and are cleared from the screen briefly after the final word of the page has been filled in. At the end of the song the title box reappears with a prompt for the singer to hand back the microphone.




THE SONGLIST




(Top Left)

The songlist is intended to enable a pre-selection of a number of song titles, at given settings (tempo, key change, melody limitation), so that you will have them readily available.


Initially, all eighteen lines are blank. Move up and down the list with the  (move buttons)



At any time, you may select 'EXIT' at the top to play other songs in the normal way, and then return to the songlist. The list remains intact until you switch off.

Pressing  on a blank line sends you to the ABC screen to select a song, and then to the 'PLAY SONG' section where you may select particular settings (key change, tempo and melody-limit).

Selecting the 'Title'/ABC icon returns you to the songlist.

When you point to a song, it's settings will be displayed on the panel below.

Pressing  on a line with a song on it, loads that song ready for play, with the chosen settings. Note that the song will be removed from the list and all the other lines shuffled up when you return to this songlist after a play.

Pressing  on a line displays a menu with the following functions. You can escape the menu by pressing  again. Pressing [PLAY] activates the function currently being pointed to.



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CHANGE SONG DETAILS

This loads the current (flashing) song at the chosen settings, allowing you to alter them and play the song. When you return, the song will be in the same place but with new settings.

MOVE THIS SONG MOVE THIS SONG DOWN

These move the current song (or blank line) up or down the list, swapping it with the line above or below the current (flashing) line. The menu stays up to make it easier to

rearrange the song list. Press  to escape from the menu.

PLAY WHOLE LIST

This plays all the songs at the chosen settings from line 1, without stopping (unless you press stop while playing).

A blank item in the middle of the list will cause the autoplay to stop. You could use this to put an interval into the list.

REMOVE THIS SONG

This will remove the current song from the songlist, shuffle the lines below it up to fill the gap and insert a blank line at the bottom.

INSERT A NEW SONG LINE

This will put a blank line just above the current song. Note that you will lose the bottom line.



HARMONISER OPTION I HARMONY

Digitech Model VR or ACCESS Standard settings

Please refer to end of manual for diagram help with Harmoniser



Levels

The level control is both a knob and a switch. Use it as a switch to select which level you want to adjust, and use it as a knob to adjust the level, which will appear in the LCD Display.

A green light should indicate which level is active.

Set the **HARMONY** level around [33]



Set the **REVERB** level around [35]



Set the **LEAD** level to [max]



Panic Button: (bypass button) Press if sound is unusual/reset when convenient.



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Editing

The Data Entry Knob control is again both a knob and a switch. Turn the knob to select presets, and push the switch to edit the presets, which will appear on the LCD Display.

The settings should be set to the following: (turn the data entry knob to edit)

(21 NOTES + 0 OCT)
(TRANPOSE + 0 OCT)
REV SMOOTHPLATE:
MIDI CHANNEL 5
MIDI PRG CHG OFF
ZONE ABOVE C 1 (2 settings—one for above, one for C1)
SCALESMOOTH ON
GLOBAL REV ON
GLOBAL MIX OFF

To test use the following example songs:

Dancing Queen – ABBA – Many harmony voices
Bye Bye Love – EVERLY BROTHERS – Only one extra voice
Any song of your choice that has a ` at the end of the title
(` denotes harmonies present somewhere in the song)

INPUT KNOB (rightmost knob) Set to 12 o'clock



NOTE: THE [AUX] BUTTON ON THE AMPLIFIER MUST BE PUSHED IN TO HEAR ANY HARMONIES (Normally CHANNEL 1 – see amplifier page)



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AMPLIFIER – Used with 12” or 15” speakers

**NEVER PLUG KWIZOKE SYSTEM IN
UNLESS VOL A & VOL B ARE TURNED
OFF**

SIMPLE SETUP

Insert microphones in **MICROPHONE 1 & 2**
Switch on and then increase **VOL A & VOL B** to 12 o'clock or more.

Increase VOL on KARAOKE CHANNEL – for Karaoke music and check volume levels.

Increase **VOL** on **MICROPHONE 1** - harmoniser/echo for main singer and check volume levels in relation to the music.

Increase **VOL** on **MICROPHONE 2** - digital delay for second singer and check volume levels in relation to the music.

MASTER VOLUMES

“Vol. A” and “Vol. B”, are the master volume controls and are used to set the general level of volume for the entire mixer. Set these controls to at least 12 o'clock (recommended quarter past) and you should find that for most working conditions this is ample. If you find that you need to turn the KARAOKE “vol” control PAST 12 o'clock to get the desired volume for your situation, then it is better to back this off a little, and turn up the “Vol. A” and “Vol. B” (Master Volumes) instead.

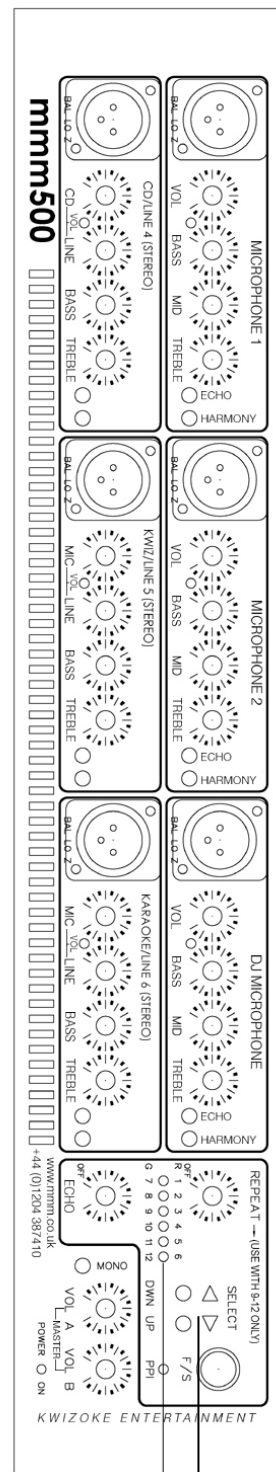
IMPORTANT POINTS TO REMEMBER!

- Turn down the “Master Volume” controls when you have finished working.
- Connect the speaker cables, one in Channel A and the other in Channel B.
- For harmonies and echo on MICROPHONE 1 depress the "harmony" button.
- For echo on MICROPHONE 2 depress the "echo" button.

DIGITAL ECHO

For echo press left or right SELECT:

- Red for echo version 1-6
 - Green for echo version 7-12
 - Recommended setting 9
- Adjust, repeat and delay to suit.



Red 1-6
Green 7-12
Recommended 9



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**THE KWIZOKE
ENTERTAINMENT
SYSTEM IS
AVAILABLE
FROM**



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Globe Works
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Bolton
BL2 1DG

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Fax:- (01204) 526260
www.mmm.co.uk



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Kwizzes Keyboard Functions



[F3] is used to **start** the question(s)

[F9] allows you to start questions and if needed, repeat a question.

[F10] allows you to select next question

[F2] is used to move the cursor (flashing light) around.

[F4] is used to move the cursor (flashing light) around.

Backspace can be used as [F10]

[F1] is used to **stop** automatic mode.

Return can be used as [F9]



To reset press **Ctrl** and **A** and **A** down together together

Navigation buttons can be used as [F2] or [F3] to move the cursor around the screen.

The **enter** key should not be used.

Games Keyboard Functions



To reset press [Ctrl] and [A] and [A] down together

The **enter** key should not be used.

By pressing [ALT] and [A] together, it allows you to:

- 1) Start the race.
- 2) Bring up the race results when a race has finished.
- 3) Go back to the camel racing screen.
- 4) To start the next race.

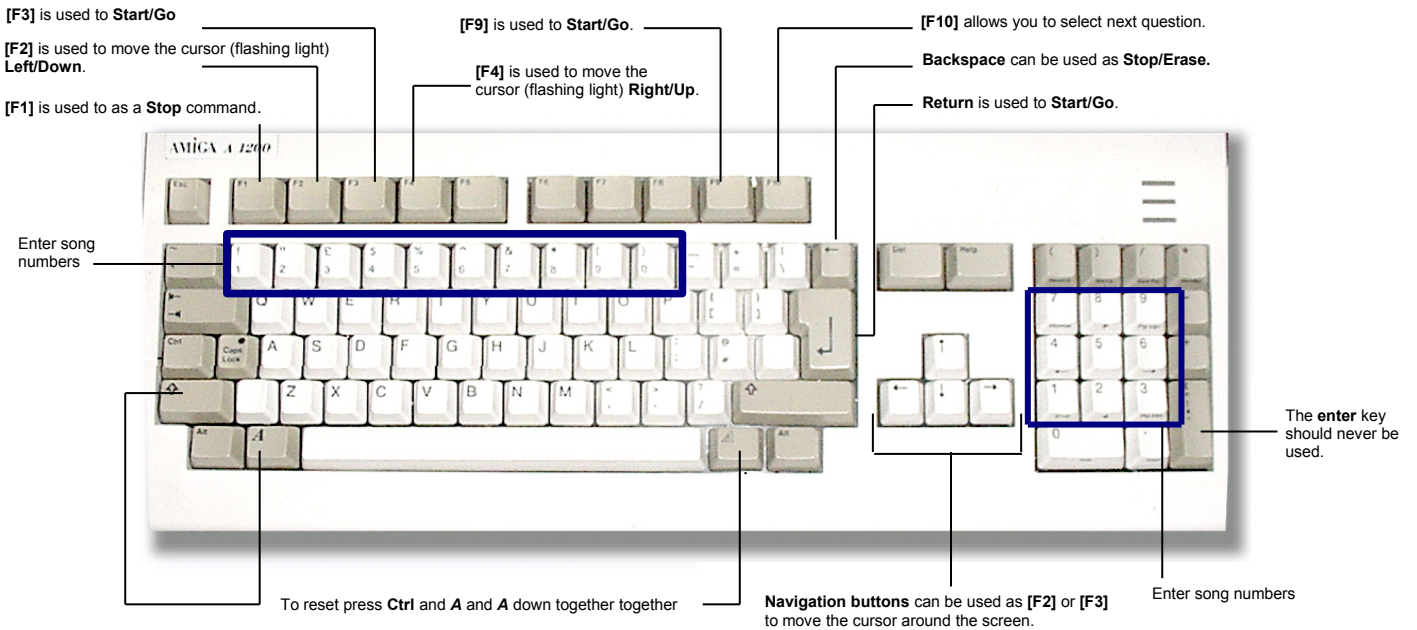


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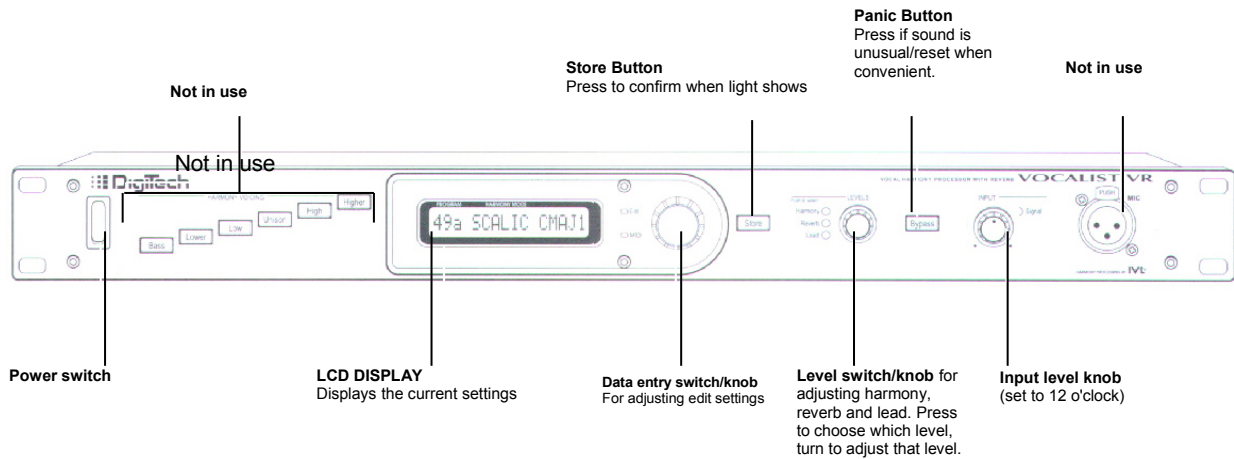


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Kwizoke Music Keyboard Functions



Harmoniser Functions



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KWIZOKE KWIZ ANSWER SHEET



Name _____

1. _____	11. _____
2. _____	12. _____
3. _____	13. _____
4. _____	14. _____
5. _____	15. _____
6. _____	16. _____
7. _____	17. _____
8. _____	18. _____
9. _____	19. _____
10. _____	20. _____



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KATCHYPHRAZES KWIZ ANSWER SHEET



Name _____

1. _____	11. _____
2. _____	12. _____
3. _____	13. _____
4. _____	14. _____
5. _____	15. _____
6. _____	16. _____
7. _____	17. _____
8. _____	18. _____
9. _____	19. _____
10. _____	20. _____



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KWIZOKE SONG REQUEST

NAME: _____

SONG TITLE: _____

ARTISTE: _____

TRACK NO: _____

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KWIZOKE SONG REQUEST

NAME: _____

SONG TITLE: _____

ARTISTE: _____

TRACK NO: _____

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KWIZOKE SONG REQUEST

NAME: _____

SONG TITLE: _____

ARTISTE: _____

TRACK NO: _____

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KWIZOKE SONG REQUEST

NAME: _____

SONG TITLE: _____

ARTISTE: _____

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KWIZOKE SONG REQUEST

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ARTISTE: _____

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KWIZOKE SONG REQUEST

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SONG TITLE: _____

ARTISTE: _____

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KWIZOKE SONG REQUEST

NAME: _____

SONG TITLE: _____

ARTISTE: _____

TRACK NO: _____

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KWIZOKE SONG REQUEST

NAME: _____

SONG TITLE: _____

ARTISTE: _____

TRACK NO: _____

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**GREEN
RACE 4**
Multi Media
Medium Ltd
01204 387410



Gangster Pursuit
01204 387410

**RED
RACE 4**
Multi Media
Medium Ltd
01204 387410



Gangster Pursuit
01204 387410

**WHITE
RACE 4**
Multi Media
Medium Ltd
01204 387410



Gangster Pursuit
01204 387410

**BLUE
RACE 4**
Multi Media
Medium Ltd
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Gangster Pursuit
01204 387410

**YELLOW
RACE 4**
Multi Media
Medium Ltd
01204 387410



Gangster Pursuit
01204 387410

**ORANGE
RACE 4**
Multi Media
Medium Ltd
01204 387410



Gangster Pursuit
01204 387410

**GREEN
RACE 3**
Multi Media
Medium Ltd
01204 387410



Gangster Pursuit
01204 387410

**RED
RACE 3**
Multi Media
Medium Ltd
01204 387410



Gangster Pursuit
01204 387410

**WHITE
RACE 3**
Multi Media
Medium Ltd
01204 387410



Gangster Pursuit
01204 387410

**BLUE
RACE 3**
Multi Media
Medium Ltd
01204 387410



Gangster Pursuit
01204 387410

**YELLOW
RACE 3**
Multi Media
Medium Ltd
01204 387410



Gangster Pursuit
01204 387410

**ORANGE
RACE 3**
Multi Media
Medium Ltd
01204 387410



Gangster Pursuit
01204 387410

**GREEN
RACE 2**
Multi Media
Medium Ltd
01204 387410



Gangster Pursuit
01204 387410

**RED
RACE 2**
Multi Media
Medium Ltd
01204 387410



Gangster Pursuit
01204 387410

**WHITE
RACE 2**
Multi Media
Medium Ltd
01204 387410



Gangster Pursuit
01204 387410

**BLUE
RACE 2**
Multi Media
Medium Ltd
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Gangster Pursuit
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