Kwizoke Entertainment Systems

Kwizoke

Games

Kwizzes

User Manual

Multi Media Medium Ltd, Globe Works
Lower Bridgeman Street, Bolton, UK. BL2 1DG
Phone +44 (0) 1204 387410, Fax +44 (0) 1204 526260
http://www.mmm.co.uk/

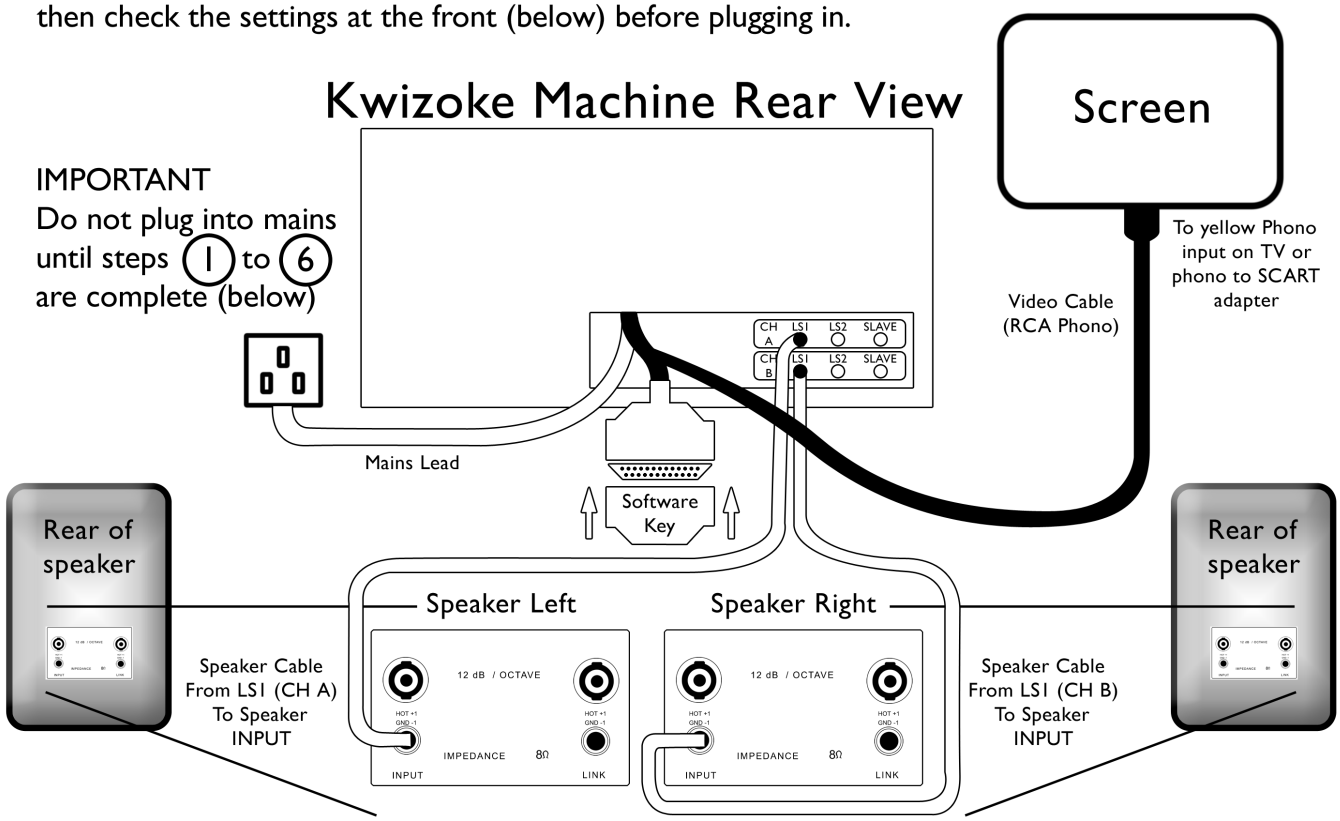
IMPORTANT PAGES

Quick assembly guide	3
Karaoke song quick play	5
Karaoke	19
Katchyphrases	12
Hi Lo Cards	13
Bingo	14
Gangster Pursuit / Camel Racer	15
Kwizoke Talking Quiz	11

Kwizoke Plus quick assembly guide

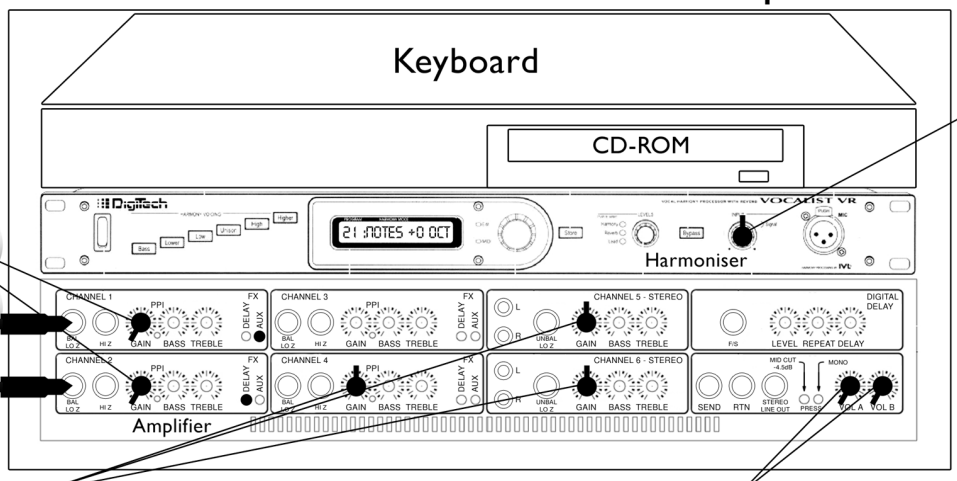
Assemble the equipment at the back of the machine as shown then check the settings at the front (below) before plugging in.

Kwizoke Machine Rear View



1 IMPORTANT: Do not plug in the karaoke machine unless Master Vol A and Vol B are full left and OFF.

Kwizoke Machine Front Set up



2 Channels 1 and 2 control microphone volume. Plug microphones into the left socket on channel 1 for Mic 1 and channel 2 for mic 2. Set the GAIN setting full left to OFF. When the music is on, slowly raise the mic gain to introduce voice. Make sure microphones are switched on. Note AUX should already be depressed on channel 1 and DELAY should be depressed on channel 2.

3 Channels 4, 5 and 6 control different aspects of the karaoke machine. Set the GAIN on channels 4, 5 and 6 to 12 O'Clock.

Channel 4 controls the quizmaster voice.
Channel 5 controls the karaoke music.
Channel 6 controls the quiz music.

Adjusting the GAIN on these channels will raise or lower the volume for that channel independent of the other channels.

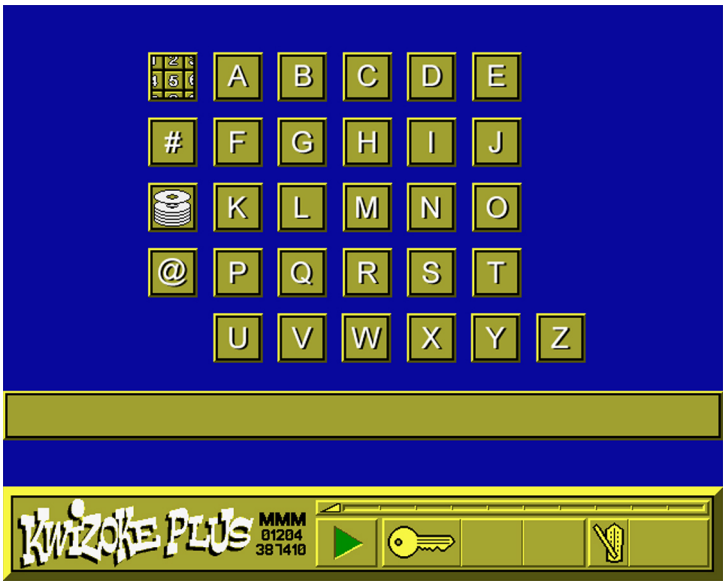
4 Check the Harmoniser to make sure that the INPUT is set to 12 O'Clock. Note: After the karaoke machine is plugged into the mains, the Harmoniser LCD panel should display 21:Notes +0 Oct. If this doesn't, refer to the Kwizoke manual for instructions on setting up the Harmoniser.

5 VOL A and VOL B control the master volume from the Amplifier to the Speakers. IT IS VERY IMPORTANT that before you plug the Karaoke machine into the mains you make sure that VOL A and VOL B are set full left to OFF. Failure to do this will damage the Amplifier. NOTE: Once the machine is on and playing music, turn VOL A and VOL B up slowly and together to your desired volume. BEFORE UNPLUGGING THE MACHINE make sure to turn VOL A and VOL B back to OFF.

6 After completing these steps you can now plug the Karaoke machine into the mains supply.

Karaoke song quick play

Once you have gone through the Kwizoke Plus quick assembly guide and powered up the machine, the Karaoke software will load. You should see the following screen:



This is the Karaoke song selection screen. There are different ways of searching for a song but here we will cover two. For more information on finding songs, see the Karaoke section.

Searching for a Karaoke song by title

To search for a song by title, you simply start to type the title of the song into the keyboard. After three of four letters have been typed, the screen will display a list of songs which match the letters you typed.

If no song appears, we do not have that song. Press the backspace key to go back some letters and try again, or a different song. *Please refer to your 'Karaoke song listing by title' to check exact spellings of song names as this **will** make a difference.*

Searching for a Karaoke song by artist

To search for a song by artist you must use the cursor keys to select the at sign and press return. You can now enter the name of the artist by typing in the keyboard. After three of four letters have been typed the screen will display a list of artists which match the letters you have typed. *Please refer to your 'Karaoke song listing by artist' to check exact spellings of artist names as this **will** make a difference.*

Selecting a song

You should now be able to see the artist or song that you have searched for. Use the cursor keys to move the arrows up and down next to your choice. Select your choice by pressing the return key. If you have searched by artist you will then be given a list of the songs for that artist so you can continue to use the cursor and return keys to chose and select.

If you search by artist and are then taken back to the A-Z menu this means there are too many songs from that artist to fit on screen. Simply type in the first and second letter of the song you are looking for into the keyboard to bring up a list.

The song will now be loaded and ready to play. You will notice that the play button highlighted in the diagram above is glowing. Press the return key to start the karaoke song.

Once the song is playing you will notice some stars which slowly disappear. These are indicators displaying a countdown when the song introduction finishes and the singer will start singing.

When the words appear on screen, you will see that the singer should sing the syllables and words when they are highlighted in Red. Additionally there is a faint melody sound for the singer to follow.

When playing a song for the first time, it is a good idea to introduce volume from the master volume dials gradually until you get the volume levels to what you desire.

Next, turn on a microphone plugged into Channel 1 and start to sing, gradually increasing the Channel 1 Gain dial until you reach the volume level of the singer voice. You should now be set up for the rest of the session. *Please note ALWAYS turn down the Master Volume dials before you turn off the Karaoke machine.*

When the song is due to finish, a microphone will appear along with the song details. When the song has completely finished the song play screen with appear with the gold bar at the bottom.

Returning to the song selection menu

Once the song has finished playing and you are returned to the song play screen, you can return to the song selection screen by using the cursor keys and press **'UP' twice**. You will then see an arrow containing 'ABC'. This indicates returning to the selection menu. Press return when the 'ABC' appears to return to the song selection screen.

You can now repeat the instructions above to find and play songs on the Karaoke machine.

KWIZOKE ENTERTAINMENT SYSTEM
A1200 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:-

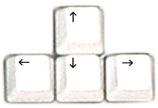
Simply insert the disc into the CD drive of the Kwizoke machine [RESET] and wait for a MENU of options to appear.

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

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]

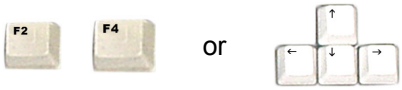
[Do not use the enter button on the numeric pad]

Note:- TO RESET – PRESS TOGETHER

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

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.

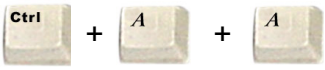
Note that in both manual and automatic modes the cursor moves on to the next question or answer automatically so if you're running the quiz manually, press

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

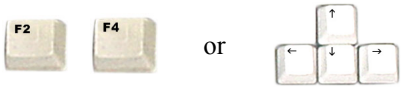
The *A* keys are to the left and right of the space bar

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:



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

HI LO CARDS

When the PRESS PLAY appears on the screen just press F3

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

Use the F2 F4 or on the Kwizoke machine to move the hand then press F3 button.

Now decide if the next card is HIGHER or LOWER by using the F2 F4 or buttons on the Kwizoke machine to move the hand then press the F3 button.

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

To restart press F3

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

Note:- TO RESET – PRESS Ctrl + A + A TOGETHER

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

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

GANGSTER PURSUIT

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

By pressing Alt + A 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 Alt + A 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 Ctrl + A + A TOGETHER

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

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.

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.

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.

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

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

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.

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.

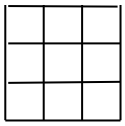
Tip:- Turn melody line to zero at the start of session and it will remain off unless reset.

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.

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.

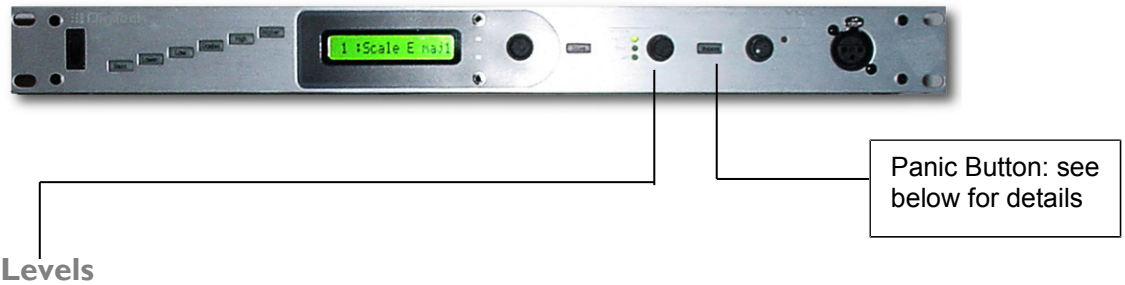
INSERT A NEW SONG LINE

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



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.

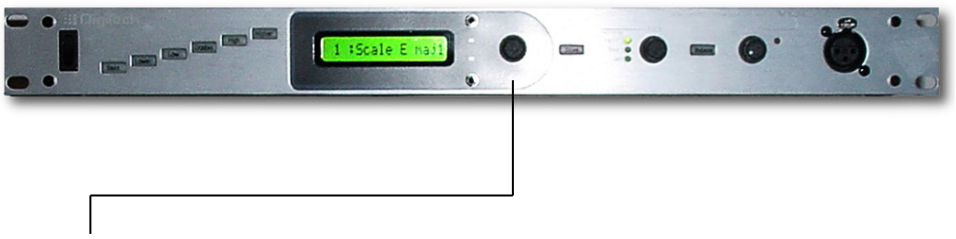
A green light should indicate which level is active.

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.



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)
(TRANSPOSE + 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)

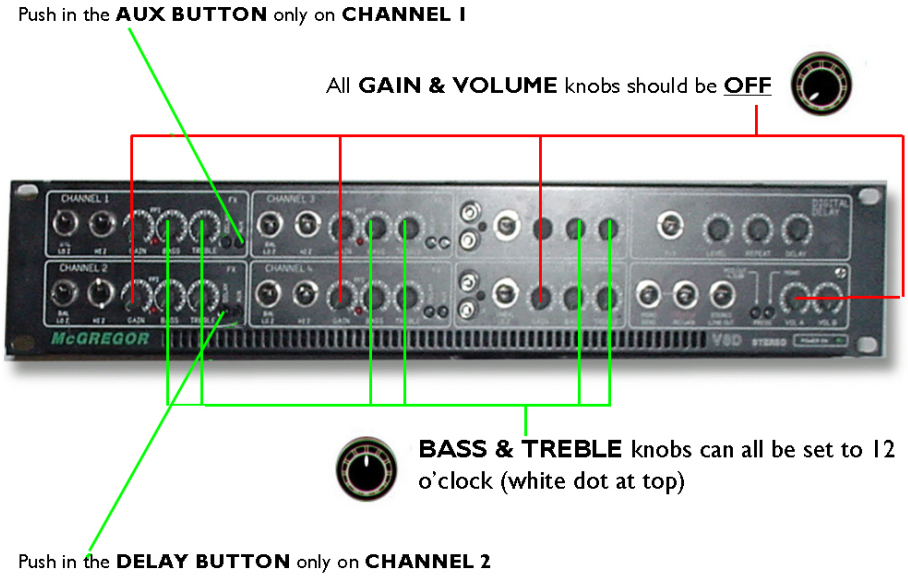
INPUT KNOB (rightmost knob) Set to 12 o'clock

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

V8 DIGITAL AMPLIFIER

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

SIMPLE SETUP



Insert microphones in **CHANNEL 1 & 2** in the **LO Z** sockets
Switch on and then increase **VOL A & VOL B** to 12 o'clock
Increase **GAIN** on **CHANNEL 5** – for Karaoke Music and check volume levels
Increase **GAIN** on **CHANNEL 1** - harmoniser/echo for main singer and check volume levels in relation to the music
Increase **GAIN** on **CHANNEL 2** - amplifier/digital delay for second singer and check volume levels in relation to the music

DO NOT INCREASE GAIN ON CHANNELS 4 & 6 UNLESS USING KWIZ DISCS - Don't forget to turn them off again when using Karaoke

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 amp. Set these controls to 12 o'clock and you should find that for most working conditions this is ample. If you find that on channel 5 you need to turn the "gain" 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 echo on a microphone depress "Delay" button
- For harmonies on a microphone depress "Aux" button.

THE KWIZOKE ENTERTAINMENT SYSTEM IS AVAILABLE FROM

Multi Media Medium Ltd
Globe Works
Lower Bridgeman Street
Bolton
BL2 1DG

Tel:- (01204) 387410
Fax:- (01204) 526260
www.mmm.co.uk

Kwizzes Keyboard Functions

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

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

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

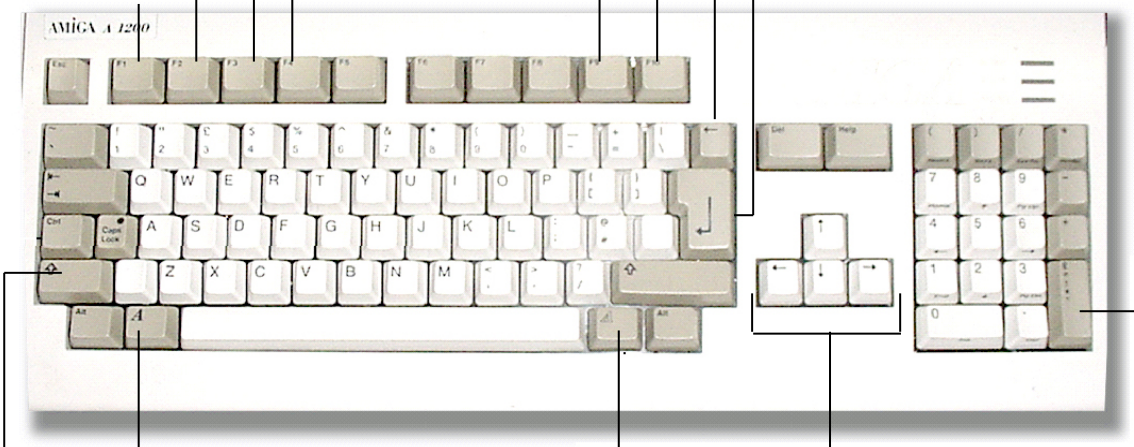
[F9] allows you to start questions and if needed, repeat a question.

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

[F10] allows you to select next question

Backspace can be used as **[F10]**

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

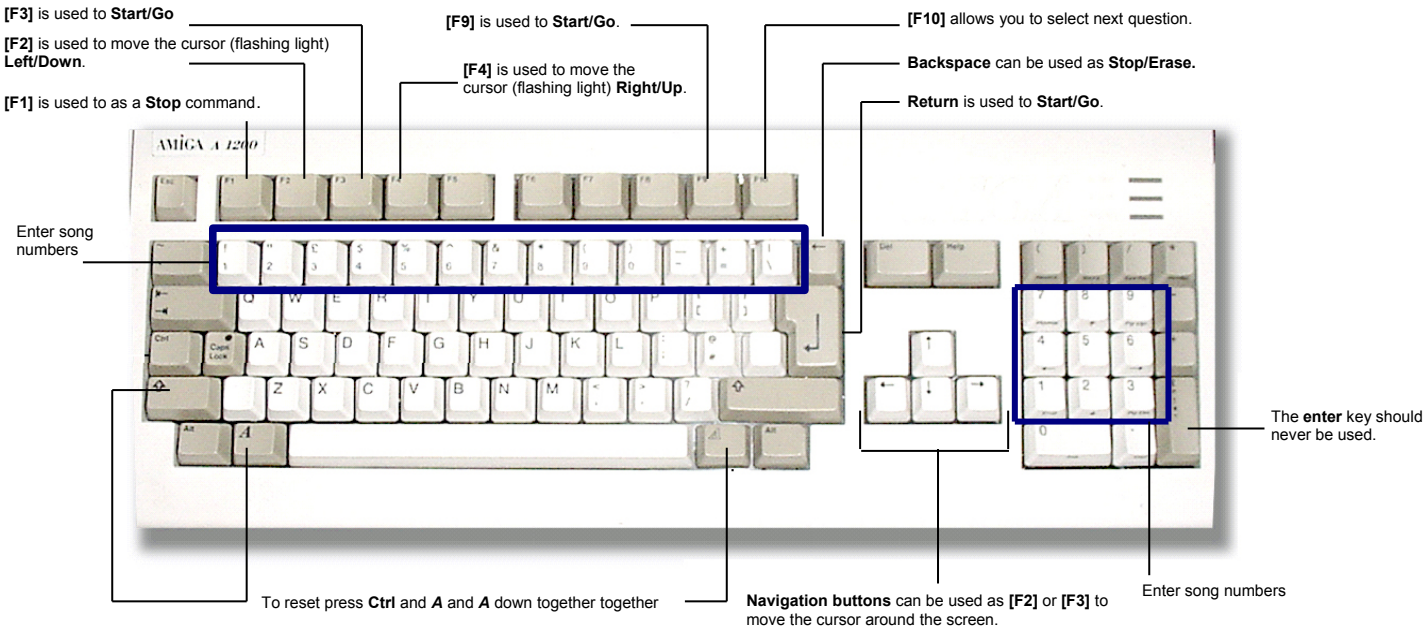
To reset press **[Ctrl]** and **[*A*]** and **[*A*]** down together

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

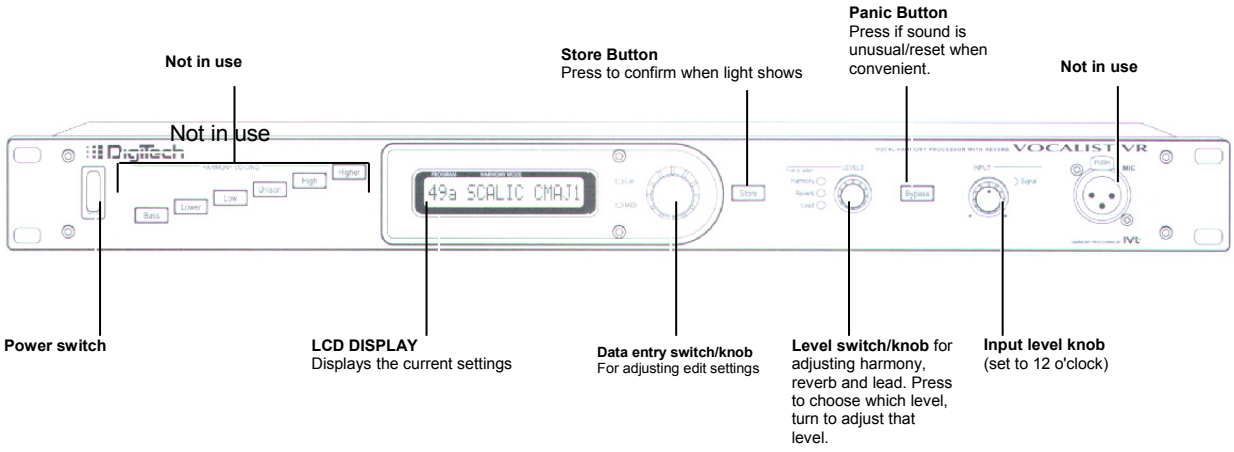
By pressing **[ALT]** and **[*A*]** together, it allows you to:

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.

Kwizoke Music Keyboard Functions



Harmoniser Functions



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. _____

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. _____

Gangster Pursuit
GREEN
RACE 1
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Gangster Pursuit
GREEN
RACE 2
Multi Media
Medium Ltd
01204 387410
Gangster Pursuit
GREEN
RACE 3
Multi Media
Medium Ltd
01204 387410
Gangster Pursuit
GREEN
RACE 4
Multi Media
Medium Ltd
01204 387410
Gangster Pursuit
RED
RACE 1
Multi Media
Medium Ltd
01204 387410
Gangster Pursuit
RED
RACE 2
Multi Media
Medium Ltd
01204 387410
Gangster Pursuit
RED
RACE 3
Multi Media
Medium Ltd
01204 387410
Gangster Pursuit
RED
RACE 4
Multi Media
Medium Ltd
01204 387410
Gangster Pursuit
WHITE
RACE 1
Multi Media
Medium Ltd
01204 387410
Gangster Pursuit
WHITE
RACE 2
Multi Media
Medium Ltd
01204 387410
Gangster Pursuit
WHITE
RACE 3
Multi Media
Medium Ltd
01204 387410
Gangster Pursuit
WHITE
RACE 4
Multi Media
Medium Ltd
01204 387410
Gangster Pursuit
BLUE
RACE 1
Multi Media
Medium Ltd
01204 387410
Gangster Pursuit
BLUE
RACE 2
Multi Media
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Gangster Pursuit
BLUE
RACE 3
Multi Media
Medium Ltd
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Gangster Pursuit
BLUE
RACE 4
Multi Media
Medium Ltd
01204 387410
Gangster Pursuit
YELLOW
RACE 1
Multi Media
Medium Ltd
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Gangster Pursuit
YELLOW
RACE 2
Multi Media
Medium Ltd
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Gangster Pursuit
YELLOW
RACE 3
Multi Media
Medium Ltd
01204 387410
Gangster Pursuit
YELLOW
RACE 4
Multi Media
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Gangster Pursuit
ORANGE
RACE 1
Multi Media
Medium Ltd
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Gangster Pursuit
ORANGE
RACE 2
Multi Media
Medium Ltd
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Gangster Pursuit
ORANGE
RACE 3
Multi Media
Medium Ltd
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Gangster Pursuit
ORANGE
RACE 4
Multi Media
Medium Ltd
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Gangster Pursuit
GREEN
RACE 5
Multi Media
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Gangster Pursuit
GREEN
RACE 6
Multi Media
Medium Ltd
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Gangster Pursuit
GREEN
SEMI FINAL
Multi Media
Medium Ltd
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Gangster Pursuit
GREEN
FINAL
Multi Media
Medium Ltd
01204 387410
Gangster Pursuit
RED
RACE 5
Multi Media
Medium Ltd
01204 387410
Gangster Pursuit
RED
RACE 6
Multi Media
Medium Ltd
01204 387410
Gangster Pursuit
RED
SEMI FINAL
Multi Media
Medium Ltd
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Gangster Pursuit
RED
FINAL
Multi Media
Medium Ltd
01204 387410
Gangster Pursuit
WHITE
RACE 5
Multi Media
Medium Ltd
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WHITE
RACE 6
Multi Media
Medium Ltd
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WHITE
SEMI FINAL
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FINAL
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RACE 5
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RACE 6
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YELLOW
RACE 6
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YELLOW
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YELLOW
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RACE 5
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ORANGE
RACE 6
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GREEN RACE 1	GREEN RACE 2	GREEN RACE 3	GREEN RACE 4
DK BLUE RACE 1	DK BLUE RACE 2	DK BLUE RACE 3	DK BLUE RACE 4
LT BLUE RACE 1	LT BLUE RACE 2	LT BLUE RACE 3	LT BLUE RACE 4
ORANGE RACE 1	ORANGE RACE 2	ORANGE RACE 3	ORANGE RACE 4
YELLOW RACE 1	YELLOW RACE 2	YELLOW RACE 3	YELLOW RACE 4
PURPLE RACE 1	PURPLE RACE 2	PURPLE RACE 3	PURPLE RACE 4

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GREEN
RACE 6
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Medium Ltd
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GREEN
SEMI FINAL
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Medium Ltd
01204 387410

GREEN
FINAL
Multi Media
Medium Ltd
01204 387410

DK BLUE
RACE 5
Multi Media
Medium Ltd
01204 387410

DK BLUE
RACE 6
Multi Media
Medium Ltd
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DK BLUE
SEMI FINAL
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Medium Ltd
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DK BLUE
FINAL
Multi Media
Medium Ltd
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LT BLUE
RACE 5
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LT BLUE
RACE 6
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LT BLUE
SEMI FINAL
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LT BLUE
FINAL
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ORANGE
RACE 5
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ORANGE
RACE 6
Multi Media
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ORANGE
SEMI FINAL
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Medium Ltd
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ORANGE
FINAL
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Medium Ltd
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YELLOW
RACE 5
Multi Media
Medium Ltd
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YELLOW
RACE 6
Multi Media
Medium Ltd
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YELLOW
SEMI FINAL
Multi Media
Medium Ltd
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YELLOW
FINAL
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PURPLE
RACE 5
Multi Media
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PURPLE
RACE 6
Multi Media
Medium Ltd
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PURPLE
SEMI FINAL
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Medium Ltd
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PURPLE
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