Inquisitor Instructions and Warranty
(Wired Version)

Description:
Inquisitor is a computer age, quick recall buzzer and display system that provides microsecond recognition of the first respondent while "locking out' all subsequent contestants. The *Inquisitor* screen displays team scores, match time, response time, and respondent's name in large, easy to read characters. The basic eight-player *Inquisitor* includes nine switches, cables, interface, two switch connection blocks, keyboard overlay, and software. A twelve- player option is also available.

Minimum Equipment Requirements:

Windows Version: The *Inquisitor* runs on any Intel Pentium Microprocessor or compatible with at least 512 KByte of RAM, VGA graphics with 1024 X 768 pixel (or better) resolution, parallel port, and Windows 95 or higher operating system.

DOS Version: The *Inquisitor* runs on any Intel Microprocessor or compatible with at least 512 KByte of RAM, color graphics, parallel port, and DOS 2.0 or higher.

Hardware Setup:
See the Inquisitor Connection Diagram.
1) Connect the Inquisitor to LPT1 parallel printer port of the computer using the DB25 cable.
2) Connect the switch blocks to the Inquisitor using the modular phone cable.
3) Plug contestant's switches into the switch blocks.
4) Place keyboard overlay over the function keys.
5) Plug power transformer into an outlet and connect it to the Inquisitor interface box.

**Loading the Program:**

Windows 95/98/2000/XP Installation:
1) Place the Inquisitor CD Rom disk in the CD Rom drive. Select **RUN** from the Windows Main Menu.
2) Enter: **d:\setup** (or the appropriate drive letter for your system's CD Rom drive) when **RUN** prompts for a file name and hit **ENTER.** Follow the prompts from the Program Installation Wizard as you would when installing and Windows program.

The installation program will install all the files and create an Inquisitor icon that can be accessed from the computer's list of programs.
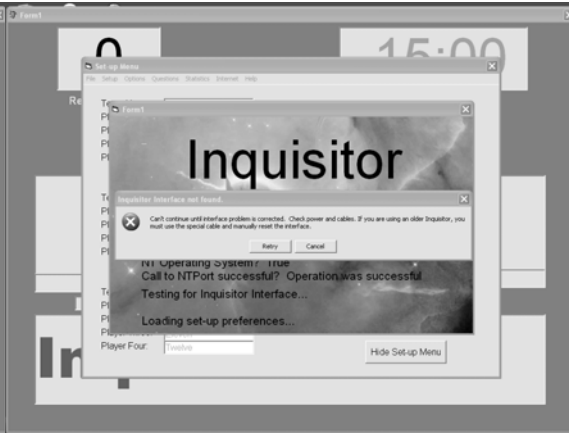
Running the Program:

To run the program just double click the *Inquisitor* icon from your computer's program menu.

Program starts with a title screen while software checks and determines the model of your *Inquisitor* Interface.
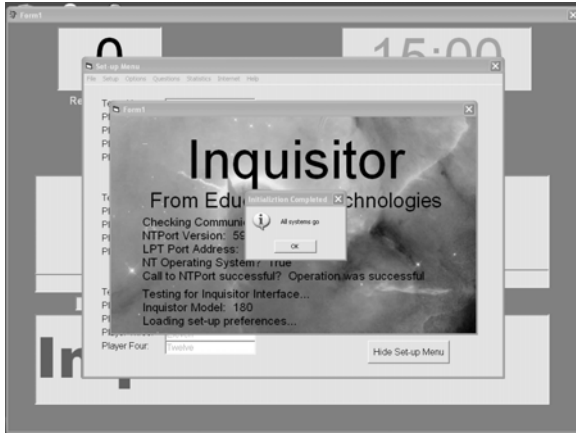
Title Screen "All Systems Go" Message   "Interface Not Found Message"

Once the interface is detected click the "OK" "All systems go" message box. The Set-up menu appears.

If you get the "Interface Not Found" message:
- ❑ *Check the connections between the interface (White box with the volume control) and the computer.*
- ❑ *Check to be sure the power in turned on and either the wall transformer is connected or a 9V battery is installed.*
- ❑ *Manually reset the Inquisitor by turning the power off and back on. (Power switch located on the volume control*

Program will not continue beyond title screen until it finds the Inquisitor interface.
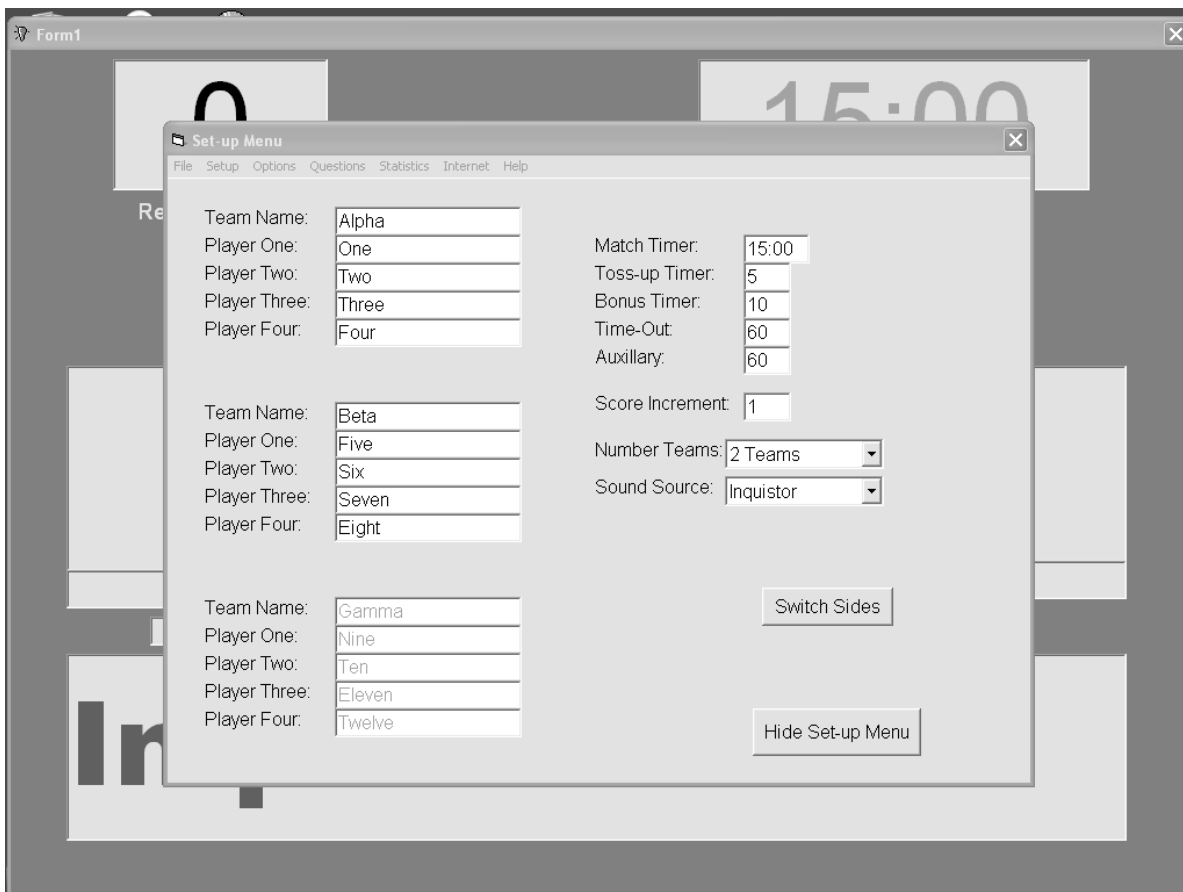
Inquisitor Main Menu

Enter team and player names, set toss-up, bonus, and match times, and set other playing options as required from the Set-up Menu. (Set-up choices can be saved. Select **Save** or **Save As** from the **File** Menu.) Some choices in the Set-up Menu are "grayed" out. These options will become available with future versions of the software.

When you finish entering names and other options, click "**Hide Set-up Menu.**"

The Set-up Menu will disappear and you'll be on the Main Playing Screen. Actions on the playing screen are controlled with the computer mouse. Just point to the area of the screen and click. To start the Match Clock, just click anywhere in the Match Timer clock window. (Right clicking the Match Clock will stop the clock and start the time-out timer. The system is "armed" (ready to accept a player "buzz-in") when the Name Window located at the bottom of the screen is clear. To clear this window, just move the mouse to the Window and click. Score is incremented by pointing and clicking the scoreboard. Right clicking the mouse decrements the score. The Toss-up Timer is started by clicking the Timer Window. Right clicking this window starts the Bonus Timer. Clicking the Name Window at the bottom of the screen clears the clocks.   Keyboard commands from earlier versions of the software are also supported and provided on the Keyboard Template included with your system. (See the DOS instruction below for additional Keyboard commands.)

Bonus timer set. Contestants cannot "buzz in" during the Bonus. Click anywhere in the window at the bottom of the screen to stop the Bonus Clock and "arm" the buzzers.

DOS Version (not recommended):

    Using the floppy drive:

        1) Turn on the computer and boot the Disk Operating System (DOS).

        2) Place the Inquisitor program disk in drive a:

        3) At the A:\> prompt type **INQ** (Enter).

    Using the hard drive:

    Before you can run the program from your hard drive, you must install the program.

        1) Turn on the computer and boot the Disk Operating System (DOS).

        2) Place the Inquisitor program disk in drive a:

        3) At the A:\> prompt type **SETUPDOS** (Enter).

    To run the installed Inquisitor program:

        1) Turn on the computer and boot the Disk Operating System (DOS).

        2) From the C:\> prompt, type **CD\INQ** (Enter).

        3) Start the program by typing **INQ** (Enter).

Running the Program:

After the program finishes loading, the setup screen will be displayed. Use the cursor control keys or the Return key to move through the display. Type the name of each team (up to six characters) and the name of each contestant (up to twelve characters, no number or punctuation) in the appropriate field. Timing and scoring defaults may be changed by placing the cursor in the field and typing over the default setting. These changes can be saved to the disk by selecting the SEE MORE OPTION choice in the Main Setup Menu and answering **Y** to the SAVE SETTINGS? option.

The SWAP SIDES option is used at half time to exchange team seating arrangements without retyping team and player's names. When all setup changes are complete, move the cursor to the field that says ALL INFORMATION CORRECT? (Y/N). Type **Y** and <Return>. The Inquisitor scoreboard will be displayed, and the game is ready to continue. To return to the setup screen at any time, hit **F8**. To exit the program, first return to the setup screen (**F8**) and then hit the **ESC** key.

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Playing Tips:
Before each half, each player should "buzz-in" to ensure that all buzzers are working and that player's names are correct. Press the **Space Bar** after a player has "buzzed in" to clear the lock-out for the the next player.

Press **F5** to start the Match Clock. After a question is read, press **F9** to start the Toss-up Timer. NOTE: THE TOSS-UP TIMER WILL NOT WORK UNLESS THE MATCH CLOCK IS RUNNING. Press **F10** to start the Bonus Timer. Players cannot "buzz-in" during the Bonus Time. Press the **Space Bar** after the team starts to answer the bonus question to clear the timer and prevent the Time Expired tone from sounding. Stopping the Match Clock or returning to the Setup Menu will automatically set the time-out clock. A tone will sound at the end of the time-out. Buzzers are disabled during the time-out. Press the **Space Ba**r at the end of the time-out to clear any remaining time. Start the Match Clock once playing resumes. The Response Timer can be cleared at any time by pressing the **Space Bar.**

Warranty:
The Inquisitor is guaranteed and will be fixed or replaced free of charge within one year from the date of purchase. For warranty service or other repair, return defective unit or parts to:
Educational Technologies
P.O. Box 21741
Lexington, Kentucky 40522-1741
859-389-9777

Scoreboard Control Keys:
Only certain keys are active while the scoreboard is displayed. A list of these keys and their function is printed on the keyboard overlay and below:

KEY	FUNCTION
F1	**increment alpha team score**
F2	**decrement alpha team score**
F3	**increment beta team score**
F4	**decrement beta team score**
F5	**start match clock**
F6	**stop match clock**
F7	**auxiliary timer**
F8	**return to Setup Menu**
F9	**start Toss-up Timer**
F10	**start Bonus Timer**
Space Bar	**clears name, lock-out, and timers**