



Instructions

Packing List

<u>DESCRIPTION</u>	<u>QUANTITY</u>
GAME BOARD	1
GAME PIECES	15
GIANT TWEEZERS	1
STOP WATCH	1
TABLE CLOTH	1
TOTE BAG	1



1 800 637-3656

www.twisterdisplay.com

Set up

Set up a 6' (or longer) table. Place the table cloth on the table and unfold the game board. Be sure the power cord and the tweezers are plugged into their designated ports.



Place the game pieces into their corresponding holes and begin to play. Use the tweezers to carefully remove the various objects without touching the sides of the openings. When a player set-off the sound effects, they pass the tweezers to the next player. The person with the most pieces at the end of the game is the winner.

For faster paced action, use the optional stop watch.



Keep electronics away from water.

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Quick-Start Guide

PicoBoo

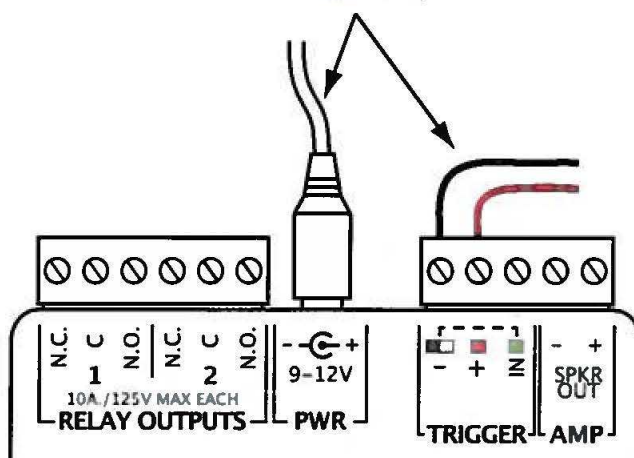


NEED HELP?

There are videos, a full manual, and more diagrams available online.

Power Supply

POWER CAN BE SUPPLIED USING THE BARREL CONNECTOR OR THE TRIGGER TERMINAL BLOCK.



Sizing your Power Supply

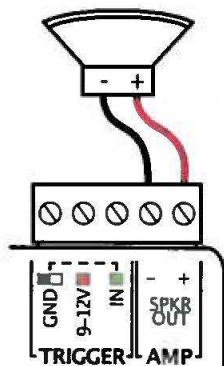
Your PicoBoo's power supply must be 12 volts DC. The wattage you'll need depends on whether you're using the internal amp, and if you're trying to power other devices from the same supply.

Add up the wattage of all the devices that will be used at the same time and make sure your power supply's wattage is equal to or higher than that number. Use 2 watts for the PicoBoo if you're not using the amp, and 12 if you are.

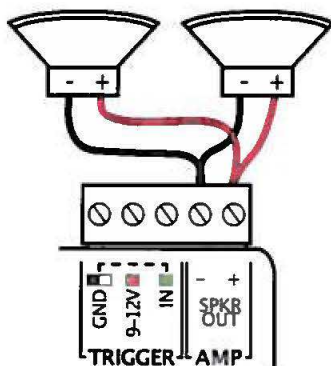
Example:

12 watts PicoBoo and internal amp
 + 12 watts 2 x 12VDC 6 watt solenoids
 = 24 watts Total - Need at least 24 watts

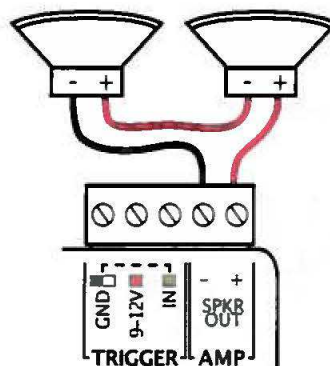
Amplified Speaker Output



ONE 4, 8, OR 16
OHM SPEAKER

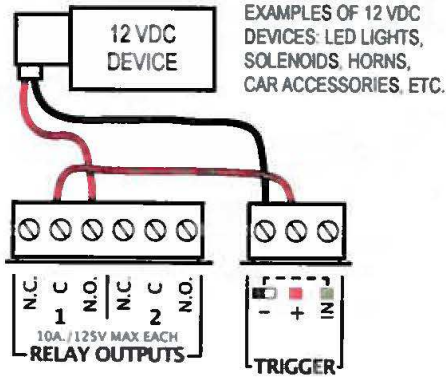


TWO 8 OR 16
OHM SPEAKERS

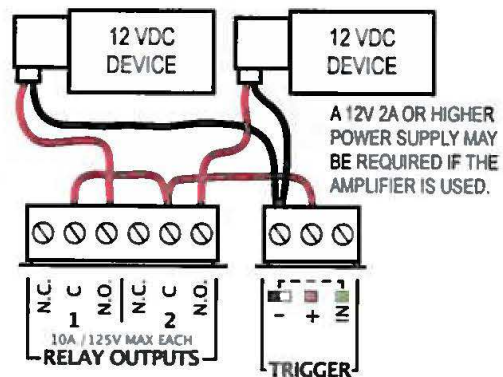


TWO 4 OHM
SPEAKERS

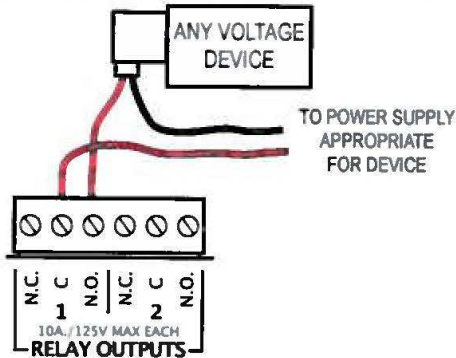
Relay Output Wiring



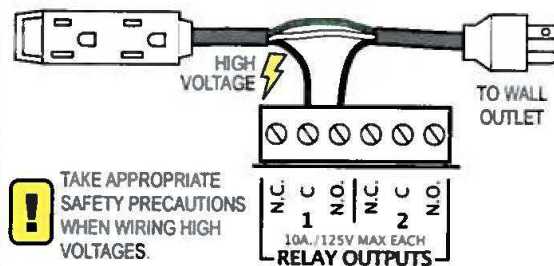
ANY 12 VDC DEVICE



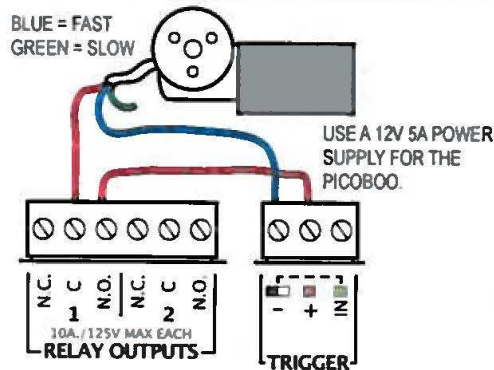
TWO 12 VDC DEVICES



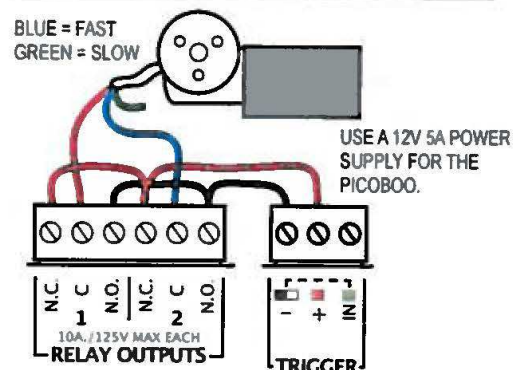
ANY DEVICE THAT'S NOT 12 VDC



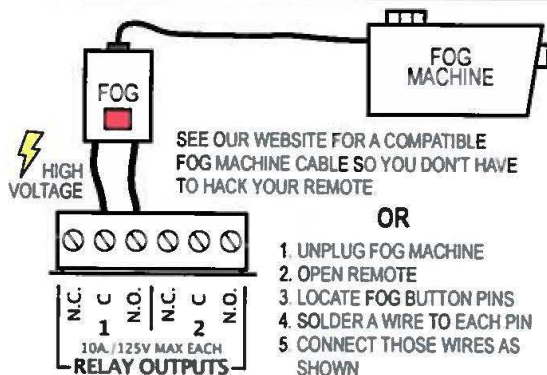
ANY 110 VOLT LOAD



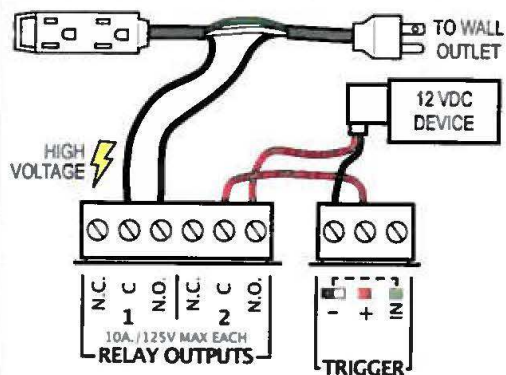
12 VDC MOTOR ON/OFF IN ONE DIRECTION



12 VDC MOTOR FORWARD AND REVERSE

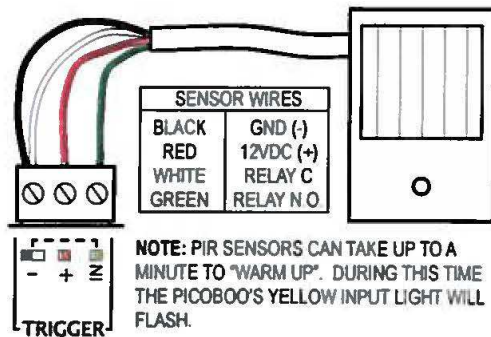


FOG MACHINE

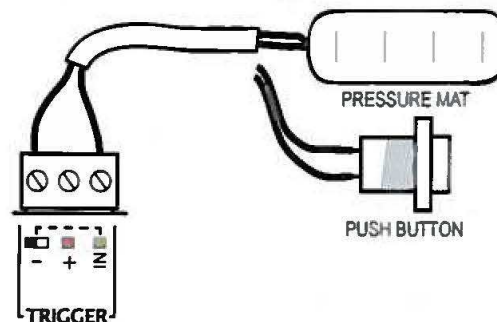


ONE 110 VOLT DEVICE, ONE 12 VDC DEVICE

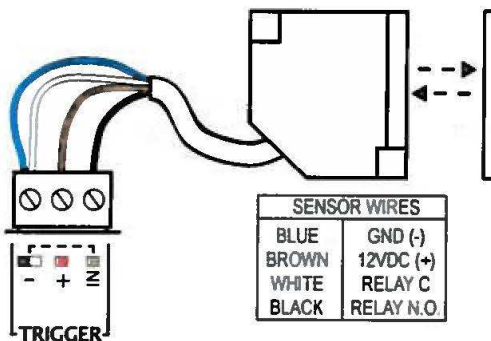
Trigger Input Wiring



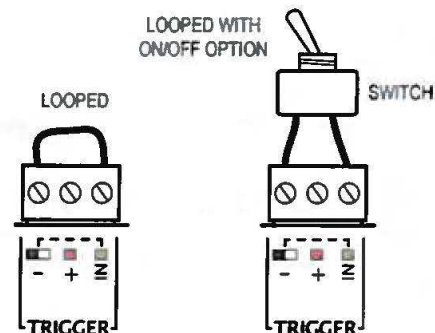
PIR MOTION SENSOR



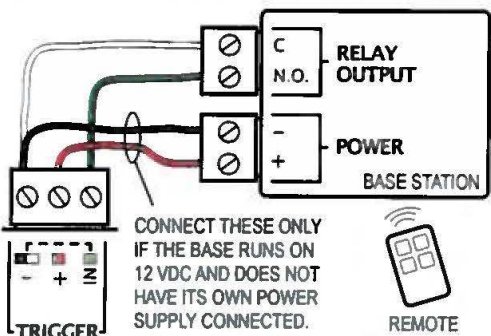
PRESSURE MAT OR PUSHBUTTON



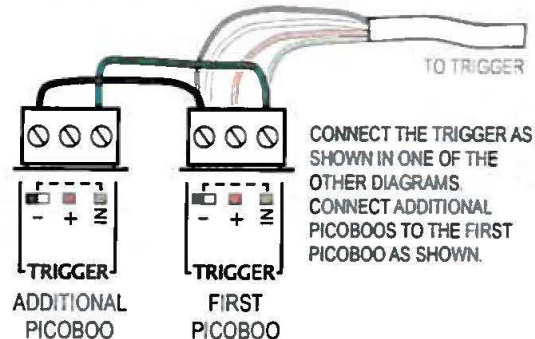
BEAM SENSOR



CONTINUOUS PLAY (LOOPED)



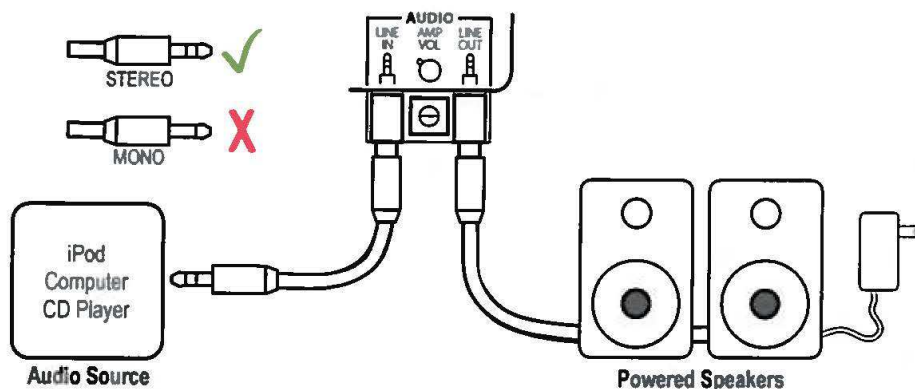
WIRELESS TRIGGER



MULTIPLE PICOBOOS WITH ONE TRIGGER

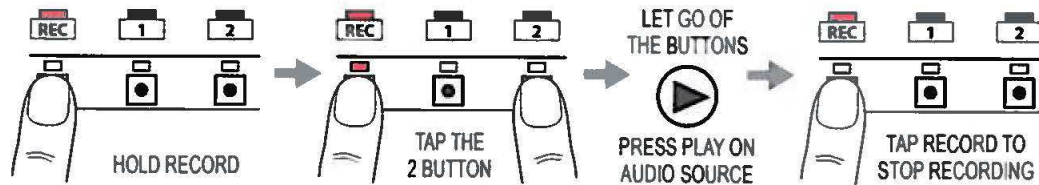
Recording Audio

Connect Audio Source and Speakers



Recording the Scare Sound

The PicoBoo can store a total of two minutes of sound that will playback during your scare.



Previewing the Scare Sound

Press the 2 button to preview your Scare sound. You can let it play through or press it again to cancel playback.

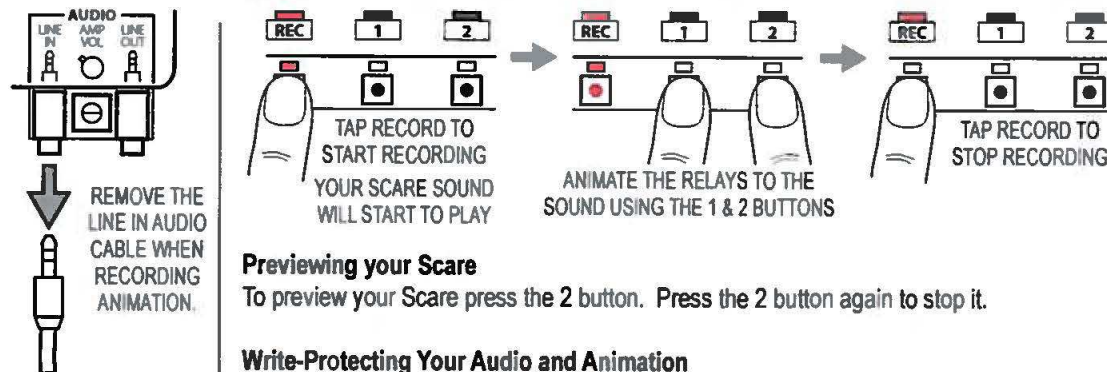
Multiple Scare Sounds

The PicoBoo can store up to ten scare sounds, as long as they are under two minutes (see online manual).

Ambient Sound

The PicoBoo can also record an Ambient sound that it will loop while it waits to be triggered. An Ambient sound must be recorded **before** the Scare sound. To record or preview the Ambient sound, follow the steps above using the 1 button instead of the 2 button. Once you're happy with the Ambient sound you may record the Scare sound, as long as they are under two minutes. To disable the Ambient sound, record silence for less than three seconds.

Recording Animation



Previewing your Scare

To preview your Scare press the 2 button. Press the 2 button again to stop it.

Write-Protecting Your Audio and Animation

The write-protect setting can be toggled on or off by powering up the PicoBoo while holding the 2 button. When the red light flashes a few times the write-protect has been toggled.

Troubleshooting

Factory Reset

If at any point you want to start from scratch, power up while holding the REC button for 10 seconds to factory reset.

The yellow IN light is flashing or throbbing and the PicoBoo won't trigger.

The PicoBoo is currently ignoring the trigger. It does this at startup to allow a PIR motion sensor to warm up, or anytime a triggered scene is cancelled by pressing the 2 button. It will resume normal operation shortly.

The REC button is not responding. Can't record audio or animation.

- The PicoBoo may be write-protected. See *Write-Protecting Your Audio and Animation* above.
- If it's animation you can't record, make sure there is no audio cable in the PicoBoo's Line In jack.

The sound starts cutting out or sounds crackly.

- If you're NOT using the amplified output you may have recorded at too high a volume. Try re-recording the audio with the audio source set to a lower volume.
- If you're using the amplified output your power supply may be too small. Try turning down the volume or swapping out the power supply with one that has a higher current or wattage rating. If the audio clicks or pops when you turn an output off you may need diodes or capacitors on your solenoids. See the full manual for more details.