## Instructions

### Packing List

<table>
<thead>
<tr>
<th>DESCRIPTION</th>
<th>QUANTITY</th>
</tr>
</thead>
<tbody>
<tr>
<td>GAME BOARD</td>
<td>1</td>
</tr>
<tr>
<td>GAME PIECES (15 per set)</td>
<td>2 sets</td>
</tr>
<tr>
<td>GIANT TWEEZERS</td>
<td>1</td>
</tr>
<tr>
<td>STOP WATCH</td>
<td>1</td>
</tr>
<tr>
<td>TABLE CLOTH</td>
<td>1</td>
</tr>
<tr>
<td>TOTE BAG</td>
<td>1</td>
</tr>
<tr>
<td>A/C ADAPTER</td>
<td>1</td>
</tr>
</tbody>
</table>

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.

1 800 637-3656
www.twisterdisplay.com
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

**12VDC Device**
- Examples of 12VDC devices: LED lights, solenoids, horns, car accessories, etc.
- 10A/125V max each relay output

**Trigger**

**Any 12VDC Device**
- ANY VOLTAGE DEVICE
- TO POWER SUPPLY APPROPRIATE FOR DEVICE
- BLUE = FAST
  GREEN = SLOW

**Two 12VDC Devices**
- A 12V 2A or higher power supply may be required if the amplifier is used.

**Any Device That’s Not 12VDC**

**Any 110 Volt Load**
- USE A 12V 5A POWER SUPPLY FOR THE PICOBOTO.
- BLUE = FAST
  GREEN = SLOW

**12VDC Motor On/Off in One Direction**

**12VDC Motor Forward and Reverse**
- TO WALL OUTLET

**12VDC Device**
- 10A/125V max each relay output

**Trigger**

**See Our Website for a Compatible Fog Machine Cable So You Don’t Have to Hack Your Remote**

**Or**
- 1. UNPLUG FOG MACHINE
  2. OPEN REMOTE
  3. LOCATE FOG BUTTON PINS
  4. SOLDER A WIRE TO EACH PIN
  5. CONNECT THOSE WIRES AS SHOWN

**Fog Machine**

**One 110 Volt Device, One 12VDC Device**
Trigger Input Wiring

PIR MOTION SENSOR

PRESSURE MAT OR PUSHSBUTTON

BEAM SENSOR

CONTINUOUS PLAY (LOOPED)

WIRELESS TRIGGER

MULTIPLE PICOBoops WITH ONE TRIGGER

Recording Audio

Connect Audio Source and Speakers

Audio Source

iPod

Computer

CD Player

Audio Line in

Power Line Out

Powered Speakers

Stereo

Mono

Connect these only if the base runs on 12 Vdc and does not have its own power supply connected.

NOTE: PIR Sensors can take up to a minute to 'warm up'. During this time the Picoboos' yellow input light will flash.

Connect the trigger as shown in one of the other diagrams. Connect additional Picoboos to the first Picoboos as shown.
Recording the Scare Sound
The PicoBoo can store a total of two minutes of sound that will playback during your scare.

[Diagram: REC 1 2 HOLD RECORD TAP THE 2 BUTTON PRESS PLAY ON AUDIO SOURCE TAP RECORD TO STOP RECORDING]

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

[Diagram: AUDIO LINE IN AUDIO CABLE WHEN RECORDINGANIMATION]

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.