



**Use and Care  
Guide**

# Quizzillion™

The Build-Your-Own Quiz Game



For Ages  
**5+**



# Installing and Replacing the Batteries

## ***Main Unit:***

**Requires:** Phillips screwdriver, 3 AA batteries.

Batteries should be installed or replaced by an adult. Quizzillion™ requires 3 AA batteries (not included). The battery compartment is located on the bottom of the main unit. To install batteries, first undo the screws (using a Phillips screwdriver) and remove the battery-compartment door. Install batteries as indicated inside the compartment. See last page of guide for additional notes on proper battery care.

## ***Handheld Remotes:***

**Requires:** Phillips screwdriver, 2 AAA batteries.

Batteries should be installed or replaced by an adult. Quizzillion™ requires 2 AAA batteries (not included). The battery compartment is located on the bottom of the unit. To install batteries, first undo the screws (using a Phillips screwdriver) and remove the battery-compartment door. Install batteries as indicated inside the compartment. See last page of guide for additional notes on proper battery care.

## Using the AC Adapter

Quizzillion™ is also compatible with the LER 6989 AC Adapter (sold separately). For information on purchasing this Adapter, please call 1-800-222-3909.

## Introduction

Thank you for purchasing Quizzillion™, the “Build-Your-Own Quiz Game”. Quizzillion™ is an interactive quiz system designed for the classroom or home use. With Quizzillion™ it’s simple to build your own exciting quiz games for one to four players! Simply record all multiple-choice questions and up to four answers. Quizzillion™ stores them in the unit for playback.

Quizzillion™ features three different game modes:

- QUIZ
- HOT SEAT
- LIVE QUIZ

## Basic Controls

### **Main Unit:**

**ON/OFF** – To turn the unit ON/OFF

**GAME** – A mode selecting button to toggle between the three game modes.

**RECORD** – To record each of the questions and answers.

**< / > ARROWS** – These buttons are used for stepping through questions in Quiz Set Up. Press and hold either button at any time to adjust the sound volume. Pressing the < arrow will step backwards, and allow users to re-record the previously recorded question and set the answers. Pressing the > arrow will step forward and confirm, or enter, a recorded question and/or answer.

### **Remote:**

**A** – Press to answer “A” to a given question

**B** – Press to answer “B” to a given question

**C** – Press to answer “C” to a given question

**D** – Press to answer “D” to a given question

**ENTER (trigger button on the underside of each remote)** – Press to “buzz in” to answer.

The remote is also used in Quiz Set Up. Please see the SETTING UP section for more information.

## Modes of Play

The game has three (3) main modes of play:

1. **QUIZ** – This is a standard multiplayer quiz for 1 to 4 players. Each player (or team) is given a remote control unit to answer the multiple-choice questions. Quizzillion™ will play each of the pre-recorded questions and state four multiple-choice answers per question. When a player knows the answer, he or she can “buzz in” with the remote. The first player to “buzz in” has a chance to answer the question. A correct answer gives the player points. An incorrect answer is given no points and lets another player “buzz in”. Quizzes can be set at 10 questions or freestyle, timed quizzes.
2. **HOT SEAT** – Similar to the multiple-choice quiz mode above, HOT SEAT will randomly select a player and ask him or her to answer a question. Players need to answer one of the four multiple-choice questions to get points. Incorrect answers receive no points.
3. **LIVE MODE** – The unit can be used without pre-recording questions. Teachers/parents can simply read the questions, and then 1 to 4 players can respond by buzzing in with the remotes and speaking the answer. Scores are kept manually.

## How to Play

To begin, press the ON/OFF button. First, you'll hear a confirm sound, and the words SYSTEM ON will appear on the display screen.

Now, press the GAME button, and you should see the lights inside the QUIZZILLION™ dome flash for a few seconds.

## Select a Game

After the unit is turned on, select the GAME MODE by pressing the GAME button. Each press of the GAME button will toggle through the three game modes. When the desired mode is displayed on the screen, press the > arrow button to select and confirm.

## Setting Up and Recording a Quiz

Quizzes can be set at 10 questions or “free”, freestyle quiz. To select the number of questions in a quiz, after a game mode is selected and confirmed, press the GAME button to toggle through the selections.

To select a game, press the GAME button until you see the screen display the desired game, or simply press the > (PLAYBACK) button to start GAME 1.

At the start of any game mode, when the > button is pressed, the screen will display the words QUESTION 1.

Now press and hold the record button to record the first question.

There is an 8-second limit to any recorded question or answer. If the limit is exceeded, the screen will flash and the question will not be recorded.

When you are finished recording, release the record button. The question will automatically be played back. If accepted, press and hold the > button to advance to the answer.

**Note** –Everyone makes mistakes! If for any reason you need to re-record a question and answer set, after a question and set of answers have been recorded, press the < arrow to step back to the previous recorded question. Be careful, as once you “step back”, all questions and answers recorded up to that point will need to be recorded again.

When the > button is pressed, the screen will display the word ANSWER and the RECORD icon.

Now press and hold the RECORD button to record the first answer.

For each question, users must record up to four possible answers. One of those answers must be correct, while the others should be incorrect. To mark the correct answer press and hold the corresponding button on any remote after the answer has been recorded (but before advancing to the next question).

When the correct answer has been “marked” there will be a confirmation tone and the corresponding letter will be displayed on screen next to the word ANSWER.

When you are finished, release the button. The answer will automatically be played back. If accepted, press the forward arrow button to advance to the next question, or press the GAME button to begin the quiz.

**Note** –After recording, if you don’t hear your recorded question or answer played back (or see the globe flashing red during record), try again. Be sure to watch for the red flashing light in the globe, and the word RECORDING flashing on the display screen.

**Note** –A 10Q quiz MUST be 10 questions in length, and cannot begin until all 10 questions and all answers are recorded. “Free” quizzes can be as short as 1 question in length, and are limited only by the recording the Quizzillion recording capacity (approximately 4 1/2 minutes in total).

**Begin a timed “Free” quiz by:**

1. Recording all questions and answers.
2. Press the > button after the last confirmed answer is marked.
3. Press the GAME button to start. This will advance you to the Player Registration.

When all questions and answers have been recorded, press and hold the forward button. This will “lock in” the quiz.

Now that the quiz has been set up, pressing the GAME button will advance to the player registration.

#### **PLAYER REGISTRATION:**

Before a game begins, all participating players must “register” their remote controls to join the game. In any game mode, after a quiz has been set up and confirmed, the word REGISTER will appear on the display screen. To register a remote, simply point it at the Quizzillion™ main unit and press the ENTER button. Quizzillion™ will call out the remote color as confirmation. When all players participating are registered, press the > arrow to begin the game.

#### **PLAYING THE GAME:**

Each player has a remote control to answer multiple-choice questions. Quizzillion™ will ask one of the pre-recorded questions, and state four multiple-choice answers. When a player knows the answer, they can “buzz in” with the remote. First player to “buzz in” has a chance to answer the question. A correct answer gives the player points. An incorrect answer is given no points, and lets another player “buzz in”.

## **Games**

### **GAME 1 – QUIZ**

QUIZ features a standard multiplayer quiz for 1 to 4 players. Each player (or team) is given one of the remote control units. These will be used to answer multiple-choice questions. The unit will ask one of the pre-recorded questions, and state four multiple-choice answers. When a player knows the answer, they can “buzz in” with the remote. The first player to “buzz in” has a chance to

answer the question. A correct answer gives the player points. An incorrect answer is given no points, and lets another player “buzz in”.

After the second player buzzes in, he or she has a chance to answer the question. If the player answers correctly, he or she will receive the points (which will be added to the score). An incorrect response will receive no points.

## **GAME 2 – HOT SEAT**

HOT SEAT is similar to the multiple-choice quiz mode above. HOT SEAT will randomly select a player and ask him or her to answer a question. The player needs to answer one of the four multiple-choice questions to get points.

The unit will keep score. Correct answers will score 100 points for the player. Incorrect answers receive no points.

Note: In a four-player game, no player will be “called” on more than three times for every 10 questions. This allows all players the opportunity to score points.

To select this game, press the GAME button until you see the screen display GAME 1, or simply press the > button to start.

## **Scoring**

In all game modes, the scoring will be consistent.

All correct answers will receive 100 points. An incorrect answer will score 0 points.

During a game, the unit will keep track of player scores. After every game, the unit will announce the winning player by tabulating the scores and displaying the winner’s color. The globe will glow in the color of the player.

## Volume

To adjust the sound volume, press and hold the GAME button. The word VOL will appear on screen. Use the < and > buttons to choose the volume level.

## Battery Care and Maintenance Tips

- Use AA and AAA batteries only.
- Be sure to insert batteries correctly (with adult supervision) and always follow the toy and battery manufacturer's instructions.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Insert batteries with the correct polarity.
- Do not recharge non-rechargeable batteries.
- Change rechargeable batteries under adult supervision.
- Remove rechargeable batteries from the toy before charging.
- Only use batteries of the same or equivalent type.
- Do not short-circuit the supply terminals.
- Always remove weak or dead batteries from the product.
- Remove batteries if product will be stored for an extended period of time.
- Store at room temperature.
- Wipe the surface with a dry cloth.
- Do not mix new and used batteries.
- Please retain these instructions for future reference.

**Look for these other Learning Resources® products:**

LER 6915 PhoneSmart™

LER 6916 Cash Bash™

LER 6960 Lock it in!™

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.



For a dealer near you, call:  
(847) 573-8400 (U.S. & Int'l)  
(800) 222-3909 (U.S. & Canada)  
+44 (0)1553 762276 (U.K. & Europe)



© Learning Resources, Inc., Vernon Hills, IL (U.S.A.)  
Learning Resources Ltd., King's Lynn, Norfolk (U.K.)  
Please retain our address for future reference.  
Made in China. LRM6914-GUD

