Quick Reference Instruction Cards

for the following SMARTfit Models:

SMARTfit Single
SMARTfit Combo
SMARTfit Pods
SMARTfit Mini 5 and 9

Please refer to and download the Game Sheet located on this link

How to Choose a Game and Change Game Options

Game Time, Volume, level, Sensitivity,

1. **Game Select Menu**: Press GAME button to indicate name of game on the readout, then press UP or DOWN arrow buttons to cycle through games. See video explanation here.

2. **Game Sets:** Continual pressing of the GAME button cycles through the game set. Use the UP or DOWN arrow keys to select a game in that set. See video explanation here.

NOTE: If the arrow keys aren't pressed to select a game, the system will revert to the last game played.

3. **Game Settings Menu:** After a game is chosen, to adjust the time, level, volume or sensitivity, one press of the GAME button followed by pressing the ENTER button will allow you to cycle through and change your options using the arrow keys. See video explanation here:

   3.1. **Game Time**: Select game duration.

   3.2. **Game Volume**: Select volume for game sounds, hits, misses.

   3.3. **Game Level**: Selecting the game level. For game sets B, C, D, F, H, and I (Level 1 = fastest color change and Level 5 = slowest color change). For game sets E, G, J, K, and Q Level (1 = 3 active targets and level 5 = all active targets with minus points for striking the wrong target). For game set N (level 1 = the pairing targets fade quickly and level 5 = slow fading targets). Refer to page 22 on the product manual at smartfitinc.com for further details.

   3.4. **Game Sensitivity**: Select target Sensitivity. Low sensitivity- target needs to be struck with the most force. High sensitivity - target needs to be struck with a lighter touch

   3.5. **Additional Game Options**: In Game Set's D, E, & Q, extra options allow you to tailor the range of numbers used to the ability level of the players. These extra settings include choosing Max Value (highest number offered), Random vs Fixed Starting Point (always start at 0), or Incremental Counting or multiplication tables.

System Settings – for System Administrators
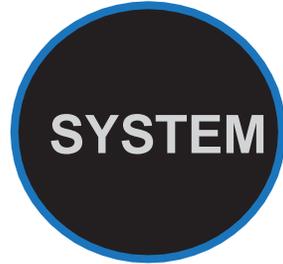
SYSTEM

1. System Configurations
2. Number of Wired Targets
3. Number of Wireless Pods
4. RF Radio
5. System Volume
6. Attract Music
7. Auto Restart On/Off
8. Voice Instructions
9. Tones
10. Fanfare Time
11. Target Re-Address
12. Message
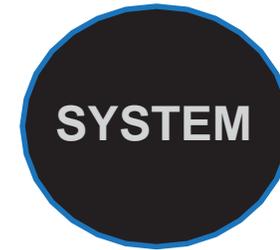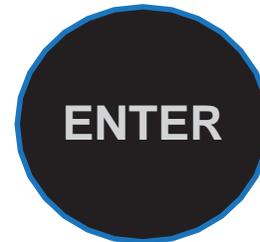
SYSTEM + ▲▼

UP and DOWN arrow key cycles
Through each component

ENTER

ENTER key cycles through
options until your choice is
displayed.

*See the back of this card for a detailed description of each option
*See video explanation [here](#).

SMARTfit™
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System Settings For Administrators
## to be used for changing station/pod usage

1. **System Configurations:** Cycle through configurations such as No Panel, Single 9, Mini 5, or Mini 9.

2. **Number of wired targets:** Select the number of targets in your station (usually 9 or 5 in case of a Mini).

3. **Number of wireless pods:** Select the number of wireless pod targets you plan to use.

4. **RF radio:** Select the RF radio band that drives the wireless pods (only change if conflicting with another RF system nearby.)

5. **System volume:** Increase or decrease the volume of the instructions (start the game, end of game). Game tones are adjusted within the Game settings.

6. **Attract Music:** Select the music played while attract mode is active and the system is not in use (only used in entertainment zones).

7. **Auto Restart On/Off:** With Auto Restart on, the game will display scores and then ready itself for another game to start. With Auto Restart off, the system will remain idle displaying the score of the last game and only start a new game when the menu button is pressed.

8. **Voice instruction:** Turn voice instruction on or off.

9. **Tones:** Select which set of game tones will be played to register hits and misses.

10. **Fanfare Time:** Select the amount of time between the finished game and the next game.

11. **Target Re-address:** Select whether the pods need to initialize the targets. (only used when changing pod use options)

12. **Message:** The message displayed here is the message that shows up on the targets during the Attract mode.

Create a Suite

This is an advanced option that allows a group of games to play sequentially and be tied to one of the Shortcut Buttons

SUITE

1. Create Suites
2. Suite Loop
3. Choose a Game
4. Time
5. Level
6. Sensitivity
7. Game Loop
8. Game Position
9. Play
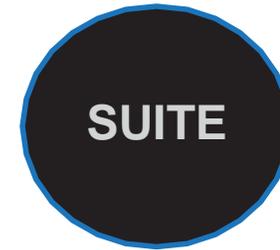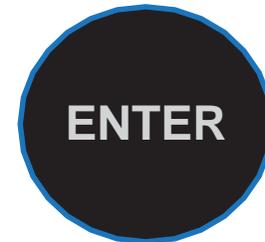
SUITE + ▲▼

UP and DOWN arrow key cycles
Through each component

ENTER

ENTER key cycles through
each suite option

*See the back of this card for a detailed description of each option
*See vide explanation [here](#).

SMARTfit™
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Create a Suite

This is an advanced option that allows a group of games to play sequentially and be tied to one of the Shortcut Buttons

1. **Create Suites**: Choose create suite 1 or 2. These correlate with the shortcut 1 and shortcut 2 button on the far-left side of the keypad. Then press the ENTER key.

2**. Suite Loops**: Choose how many times the suite of games repeats itself before it ends. Then press the ENTER key.

3. **Choose a Game**: Choose a game as you would in a normal game selection mode. Then press the ENTER key.

4**. Time**: Select game duration. Then press the ENTER key.

5. **Level**: Selecting the game level. For game sets B, C, D, F, H, and I Level 1 = fastest color change and Level 5 = slowest color change. For game sets E, G, J, K, and Q Level 1 = 3 active targets and level 5 = all active targets with minus points for striking the wrong target. For game set N level 1 = the pairing targets fade quickly and level 5 = slow fading targets. Refer to page 22 on the product manual at smartfitinc.com for further details.

6. **Sensitivity**: Select target sensitivity. Then press the ENTER key. Low sensitivity- target needs to be struck with the most force. High sensitivity - target needs to be struck with a lighter touch. Then press the ENTER key.

7. **Game Loop**: Choose how many times the single selected game will play in a row during the suite. Then press the ENTER key.

8. **Game Position**: Select game 2 and repeat this same process for each game. There is a total of 5 games of available storage in each suite program. Then press the ENTER key.

9**. Play:** Press either Shortcut 1 or Shortcut 2, which correlates with Creative Suite 1 and Creative Suite 2. The first game will be ready to play.

Pre-set Game Suites for Quick Start Sessions

To begin game play.

Press Shortcut 1 to play Creative Suite 1 or Shortcut 2 to play Creative Suite 2.

Creative Suite 1:

(Low Cognitive)

1. Set M Game 1 – Lights Out Keep 3 on
2. Set C Game 1 – Track the target
3. Set H Game 1 – L R B Fixed
4. Set J Game 1 – seek the color
5. Set I Game 1 – L R B Random

Creative Suite 2:

(High Cognitive)

1. Set G Game 1 – seek the letter
2. Set K Game 1 – seek the smiley
3. Set E Game 1 – seek the number (multiplication)
4. Set E Game 6 – seek the number (addition)
5. Set Q Game 3 – seek the equation (multiplication)