

Preparation

1.

Scratch glass

Take out a new glass and the etching pen. Notice that Gagarin provides ExxonMobile with 200 glasses. They will be scratched all together at ONS 2014.

While holding glass, use the etching pen to make a few scratches in the top edge of the glass.

2.

Recording

Take the glass and hold it by the stem. When ready to record, press the button once on the right hand side of the shelf to start recording. Use the mallet to hit the glass two or three times so that it rings. Make sure to hold the glass near the pedestal, so the microphone can pick up the ringing of the glass. When finished, press the button again to stop the recording. When this is finished the sound of the glass should be played in the speaker after the button has been pushed the second time as a confirmation that the recording went ok. (see image)



3.

Place glass

After the glass has been recorded, place the glass onto the pedestal. Slide bottom of glass into slot to keep it securely in place. (See image)



4.

Close Door

After the glass has been recorded and put in place, close the door and make sure it is securely shut.

During Gameplay

After a new glass has been prepared, the booth is ready for game play. A player will enter the booth and close the door behind them. Each player will play for 60 seconds.

If the player breaks the new high score at the end of the game, the score will remain on the screen for 30 seconds. Be sure to record the new high score before the game resets.

Clean up

Be sure to wear gloves when handling broken glass.

After a glass has been broken, open the door and remove the glass from the pedestal.

Open the drawer beneath the pedestal and place the broken glass inside. Sweep any small glass pieces into the slot with the hand broom.



In case of malfunction or in need for assistance please contact the solution provider:

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Hardware Layout

