

4-IN-1 BUZZER SYSTEM

Warranty

Your *Novel Electronic Designs* 4-IN-1 Buzzer System has a **two year warranty** (parts and labor). All warranty service must be performed by NED.

Use External Buttons

In addition to the buttons on the console, players can buzz-in with handheld buttons or tabletop "slam" buttons (see opposite side of card). Handheld and Slam buttons are available from NED.

Service

NED's repair service is quick and economical.

Troubleshooting

Player doesn't buzz in:

- Ensure connectors are pressed in firmly
- Is cable or pushbutton broken? Try different cable.
- Players with buttons pressed when the reset button is released are **penalized**. To buzz-in, a penalized player must release button for 1/3 second, then press button again.

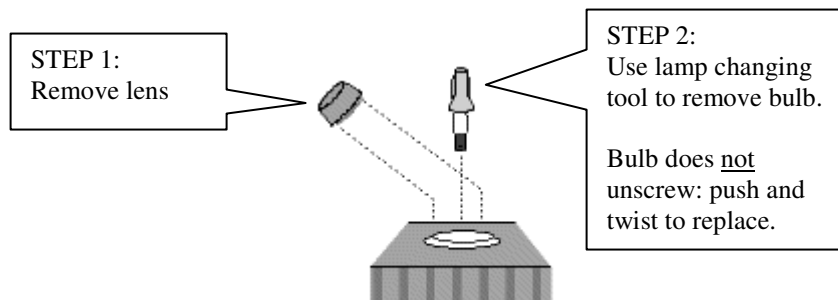
Console buzzes but light doesn't light up:

- Replace light bulb (see below)

Green LED on console doesn't light:

- Confirm power pack is plugged into a live outlet
- Ensure power connector is plugged firmly into console
- If system is connected to another buzzer system via Multi-System port, the other system may have its power disconnected, a player has buzzed in, or a multi-system cord is broken.

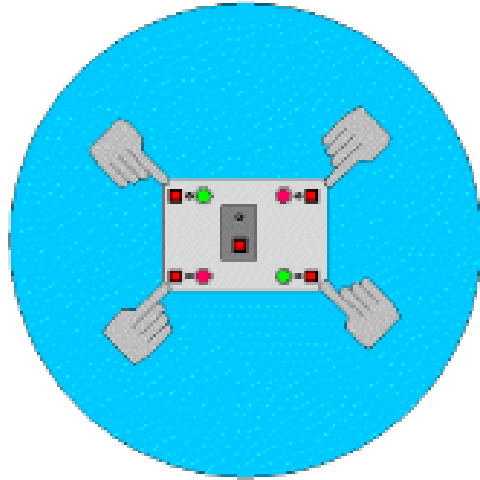
Light Bulb Replacement



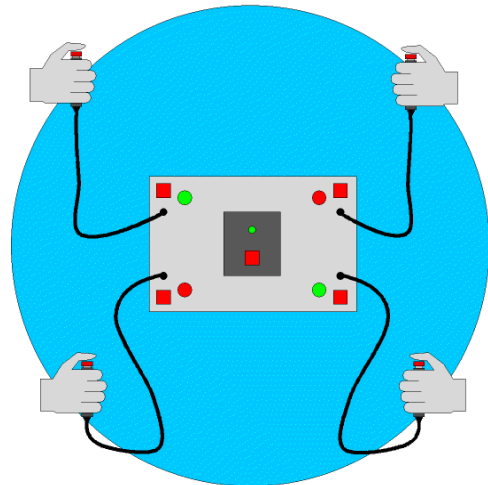
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Buzz-In 3 Different Ways!

**Buttons
on Console**

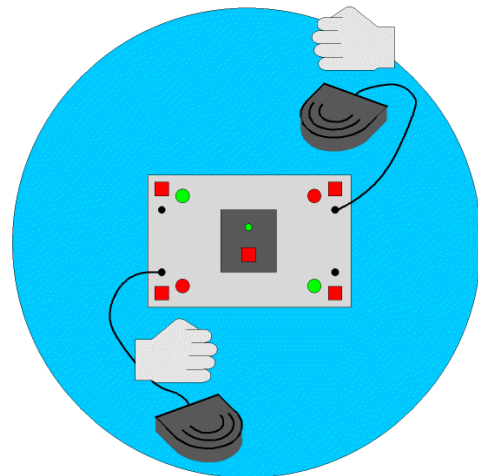


**Handheld
Pushbutton**



*Pushbuttons and
Slam Buttons
can be added
at any time.*

**Tabletop
"Slam" Button**



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The Multi-System Connection

What is it?

Allows players on multiple buzzer systems to compete simultaneously. Connects two – *or more!* – systems, allowing a player to buzz in and lock out all players on all systems.

What's Needed?

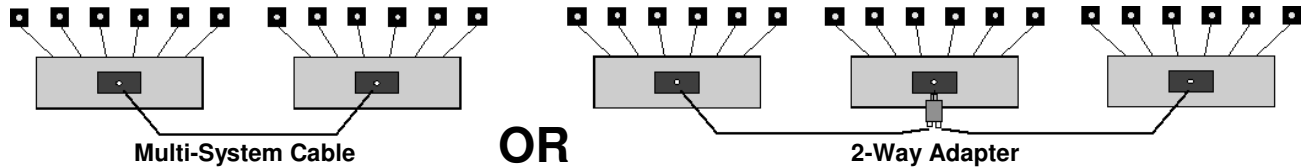
Interconnection cable(s) linking buzzer consoles. Up to ten systems may be linked; no limit on cable length. An adapter is needed when connecting 3 or more systems.



Each buzzer system's controller must have a MULTI-SYSTEM connection (older systems can be upgraded, please contact NED for details).

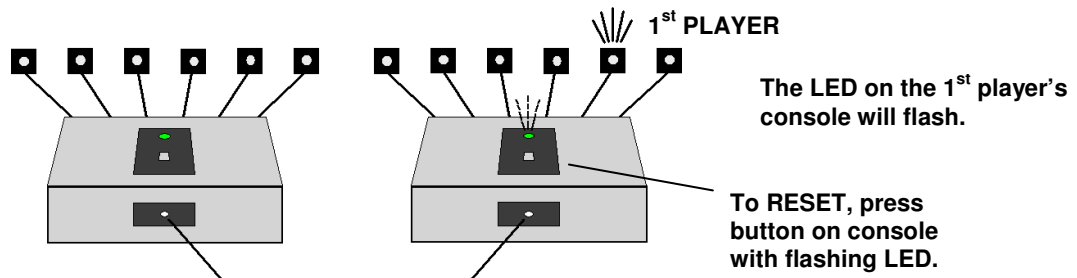
Setup

1. Set up each buzzer system according to instructions.
2. Connect power to each buzzer system.
3. Connect a cable between each console's MULTI-SYSTEM jack.



How to Use

When someone buzzes in, that player's light will come on and all other players – *on all systems* – will be locked out. Player's light will remain lit until system is reset.



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TIMEKEEPER and RESET



Manual Timekeeper

MODEL PB-1

Lock out players when time expires.



Remote Reset

MODEL PB-1

Press button to reset system.



Automatic Tabletop Timer

MODEL TIMER300

After a question's been asked, the Timer300 counts down and locks out players when time expires.



Remote Pause/Reset

MODEL RMT-PAUSE

Prevent players from responding until complete question is read.

These accessories are available for your system. Please refer to your system's *Replacement Parts* order form at our web site.

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