

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?

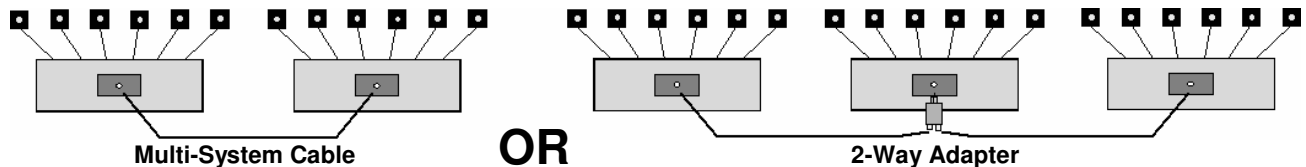
Interconnection cable(s) linking buzzer consoles. Up to ten systems may be linked; no limit on cable length. An adapter is needed when connecting 3 or more systems.



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

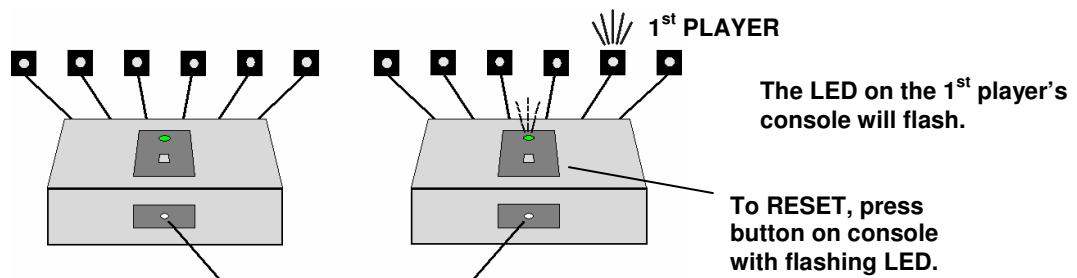
Setup

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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