

CONSOLE *for* 10 PLAYERS

Quiz Lockout System

Warranty

Your *Novel Electronic Designs* Console Quiz-Lockout for 10 Players has a **two year warranty** (parts and labor). All warranty service must be performed by NED.

Service

NED's service is quick and economical.

Overhauls – return your system to NED for restoration

Repair – return malfunctioning parts for repair or replacement

Trouble-shooting

Player can't ring in:

- Ensure connectors are pressed in firmly
- Is cable or pushbutton broken? Try different cable.

Player rings-in but light doesn't light up:

- Replace light bulb (see below)

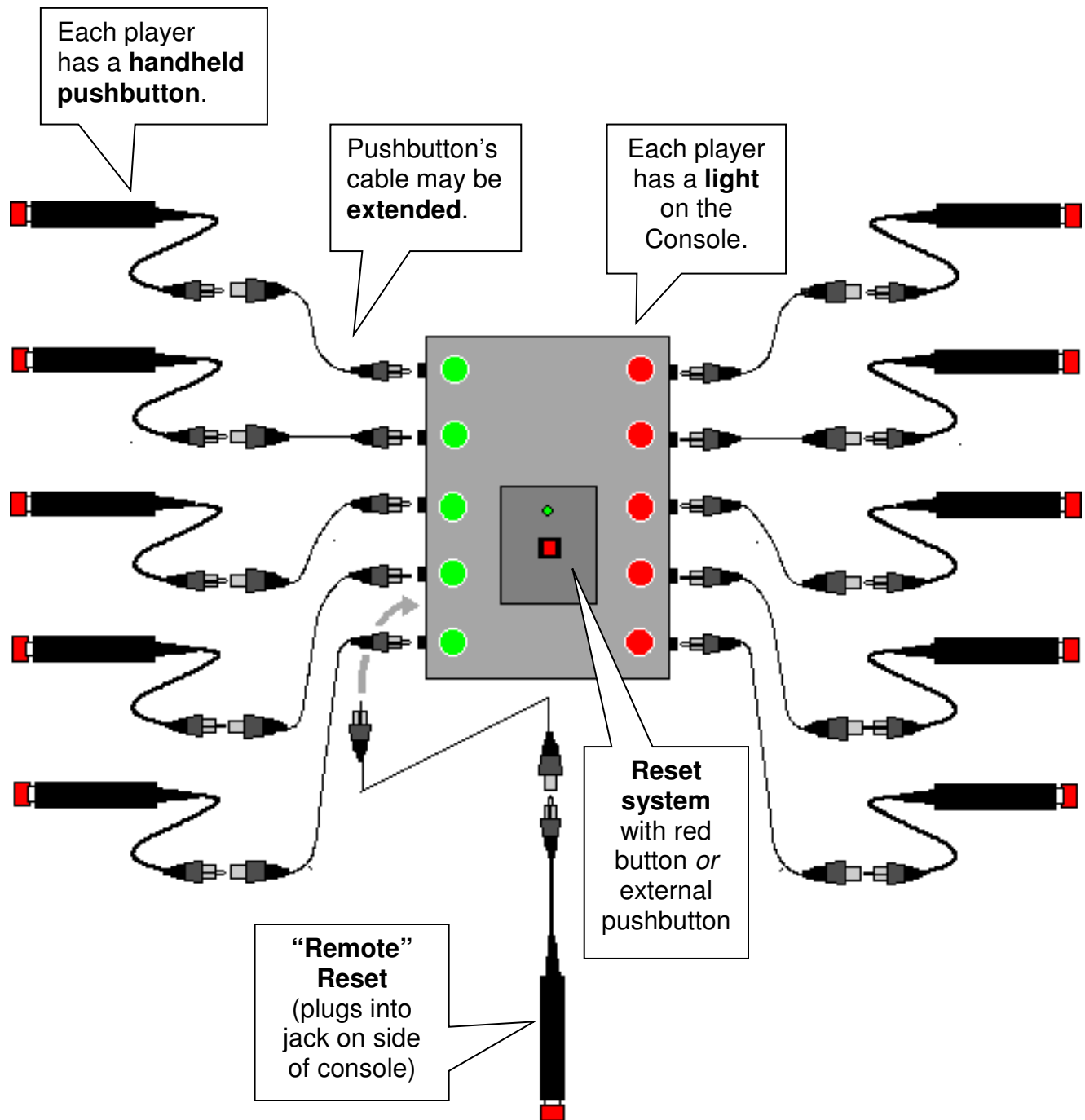
Status LED on console doesn't light:

- 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 rang in, or a multi-system cord is faulty.

Light Bulb Replacement

Light bulbs in the console are ultra long-life and should never need replaced. However, if a lamp fails to light, the bulb can be tested and/or replaced. Bulbs available from *BuzzerSystems.com*
The lens unscrews; push-and-turn bulb to remove.

Easy to Use!



The Multi-System Connection

What is it?

Multiple buzzer systems compete simultaneously.
Synchronizes two – or more – systems,
1st player locks out all players on *all* systems.

What's Needed?

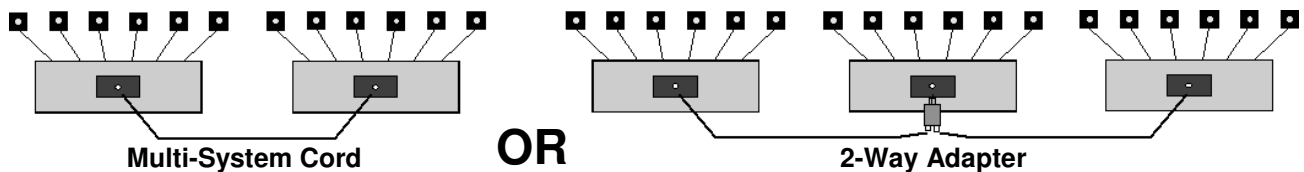
Interconnection cord(s).
Up to ten systems may be linked; no limit on cord length.
Use adapter when linking 3 or more systems.



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

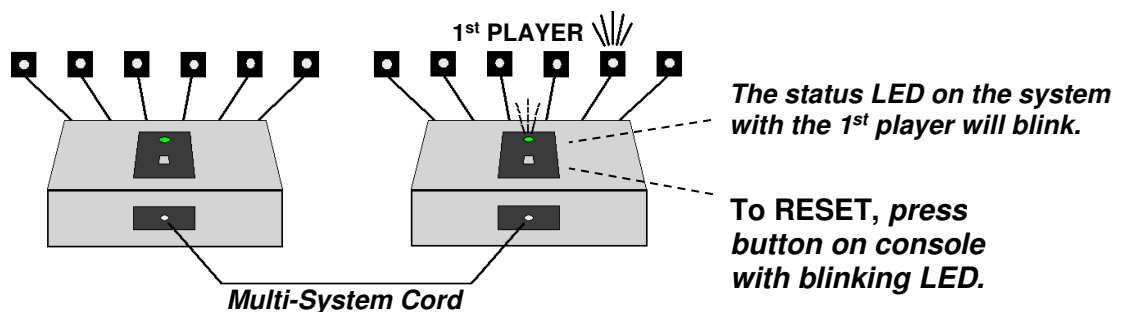
Setup

- ◆ Set up each lockout system.
- ◆ Connect cord between each system's MULTI-SYSTEM jack.
If 3 or more systems are linked, use a 2-way adapter (included in kit).



How to Use

When player rings 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.



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.