

“TRADITIONAL” QUIZ SYSTEM

Warranty

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

Add Players

Your buzzer system can accommodate many player boxes. See “add players” option at our website.

Service

NED’s service is quick and economical.

Overhauls – return your system to NED for complete inspection

Repair – return malfunctioning parts for repair or replacement

Troubleshooting

Player can’t ring in:

- Ensure connectors are pressed in firmly
- Is cord broken? Try different cord.

Player rings-in but player’s box doesn’t light:

- 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 buzzed in, or the multi-system cord is faulty.
- If system is **connected to an external timer**, make sure timer is powered and functioning correctly

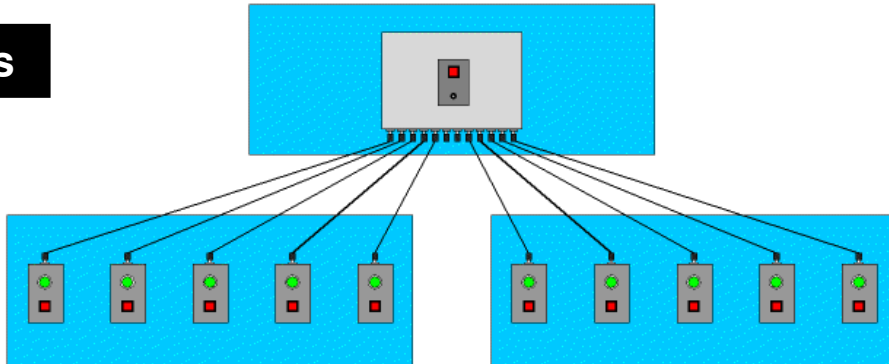
Light Bulb Replacement

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

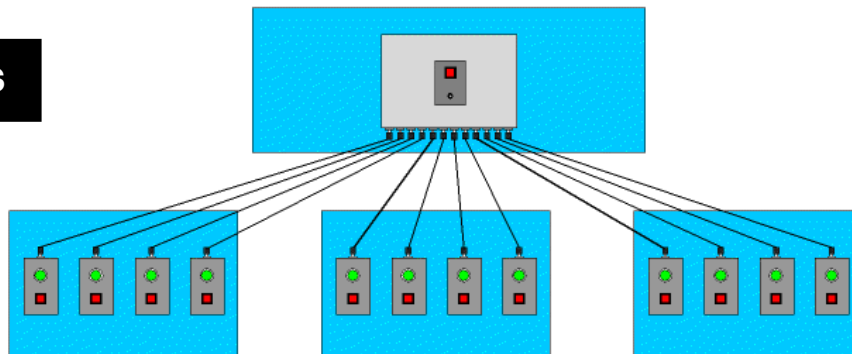
A Very Flexible System!

player boxes can be arranged in many configurations

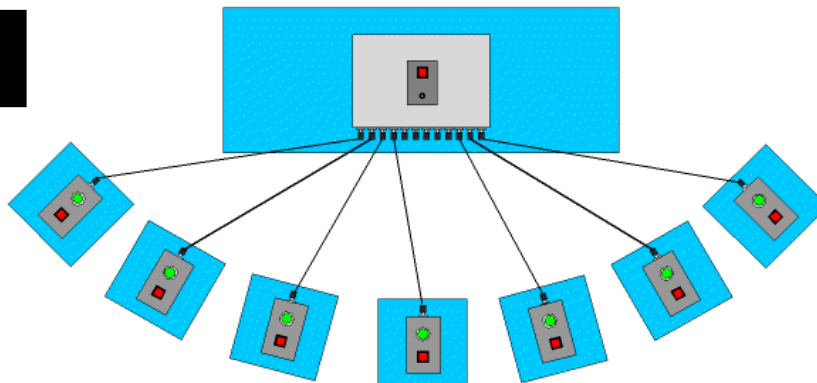
2 Teams



3 Teams



**Individual
Players**



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?

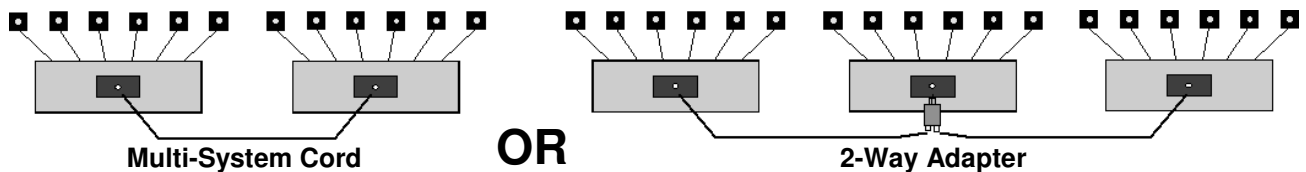
Interconnection cord(s).
Up to ten systems may be linked; no limit on cord length.
Use adapter when linking 3 or more systems.



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

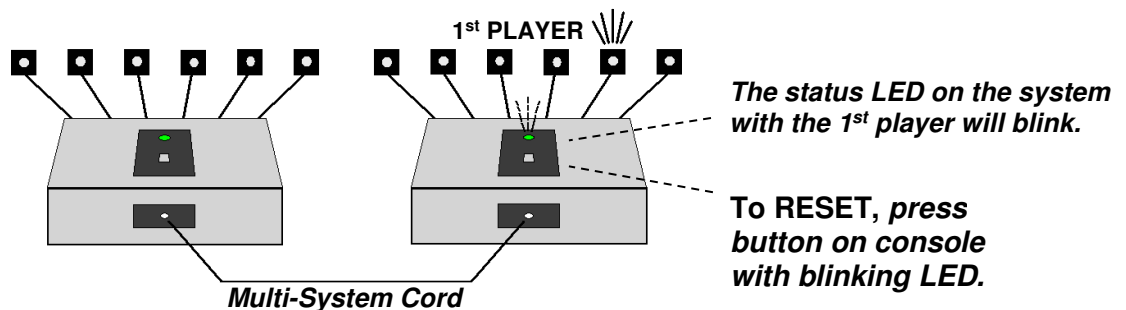
Setup

- ◆ 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.