

TRADITIONAL SYSTEM

Warranty

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

Add Players

Your buzzer system can have up to 12 buzzers. Additional buzzers are available from NED.

Service

NED's service is quick and economical.

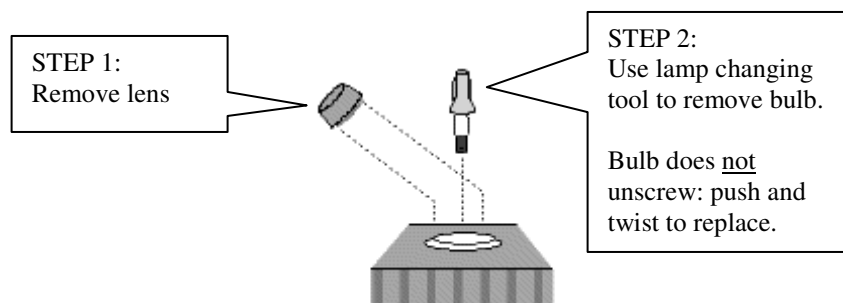
Overhauls – return your system to NED for complete inspection

Repair – return malfunctioning parts for repair or replacement

Troubleshooting

- Box doesn't buzz in:
 - Ensure connectors are pressed in firmly
 - Is cable broken? Try different cable.
- Box buzzes in but 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

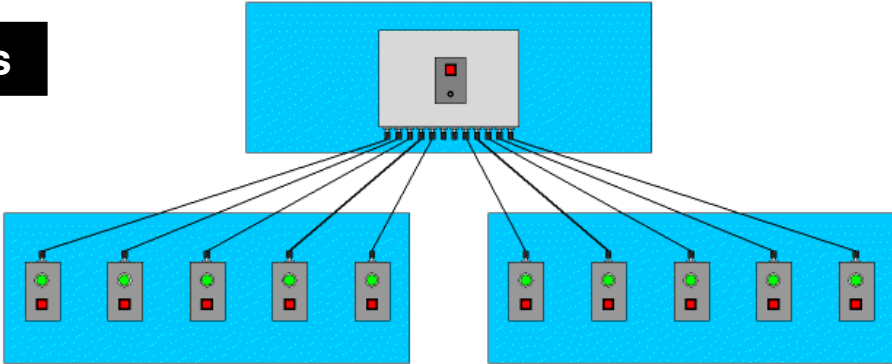
Light Bulb Replacement



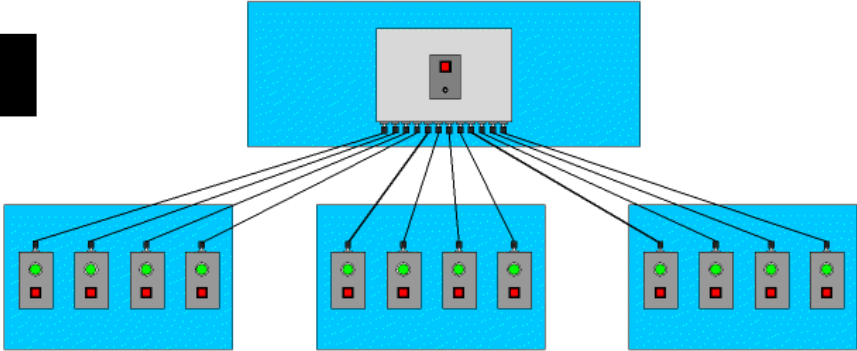
Novel Electronic Designs, Inc.
BUZZERSYSTEMS.COM

One System, Many Uses!

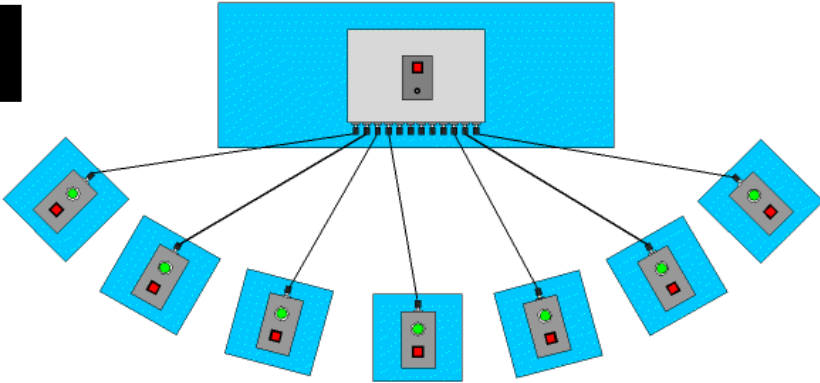
2 Teams



3 Teams



Individual Players



Novel Electronic Designs, Inc.
BUZZERSYSTEMS.COM

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?

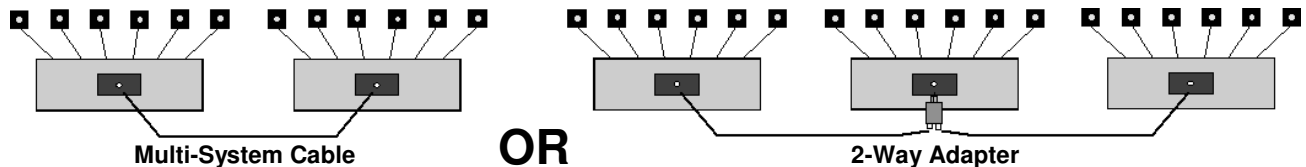
Interconnection cable(s) linking buzzer consoles. Up to ten systems may be linked; no limit on cable length. An adapter is needed when connecting 3 or more systems.



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

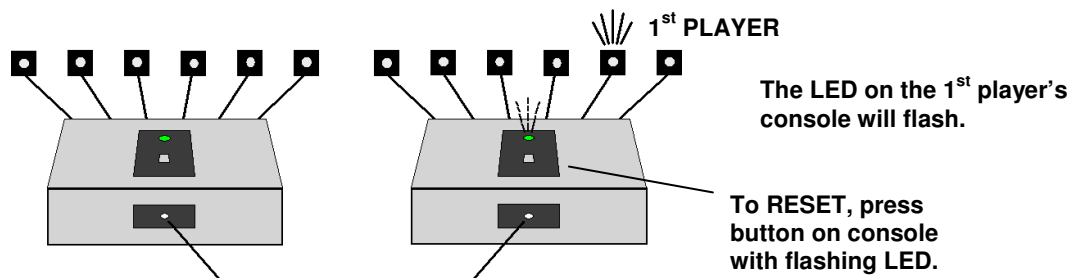
Setup

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.



Novel Electronic Designs, Inc.
BUZZERSYSTEMS.COM