

GAME SHOW 8 Station Quiz System

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SZIKLA

Speaker

Emits audible tone when a Contestant Button is pressed. Period, Frequency and Volume are adjustable via the Front Panel Audio Controls. Volume can be adjusted to zero.

First In Indicators

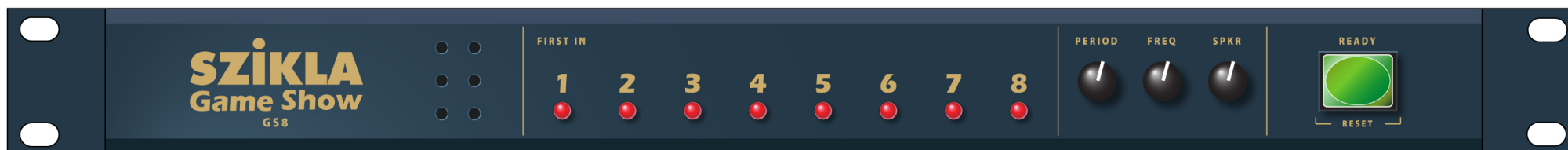
5mm LEDs light up individually to indicate which Contestant Station has delivered the first Button press in the current round.

Audio Controls

Unit emits audible tone when a Contestant Button is pressed. Period, Frequency and Speaker Volume are all independently adjustable. This tone is also output via the Rear Panel XLR for injection into a P.A. system. XLR output is pre-fade, and not affected by the Speaker Volume knob.

Ready / Reset Button

Press to reset system, ready for next question. Switch illuminates green to indicate system is ready. Pressing this switch also extinguishes all Contestant Station LEDs, Audience Lamps and First In Indicator LEDs.



Contestant Station Inputs / Outputs

Connect to up to 8 x Contestant Stations via 3 pin XLR cables. Pin 2 carries 12VDC. Pin 3 carries the Button return. Pin 1 switches the Audience Lamps on.

Lamps Fuse

Protects relays which switch the Audience Lamps via XLR Pin 1.

XLR Audio Output

Inject pre-fade balanced audio tone into P.A. system at -10dBu. Unaffected by Speaker Volume knob.

Contestant Button

Large 60mm diameter heavy duty button is designed to take a pounding !



Audience Lamp

Large 70mm lamp glows to indicate which Contestant Station has delivered the first Button press. (faces audience)

XLR Input /Output

Located on front of unit, the XLR cable can then be neatly dressed via the front of the table, to match the dress of microphone cables etc. Can be located anywhere else via special order.

Aluminium Enclosure

Die cast and powdercoated black.



Contestant Confidence LED

10mm LED glows to indicate which Contestant Station has delivered the first Button press. (faces contestant)

Rubber Base

Helps absorb shock and discourage sliding.

GAME SHOW GS8 – SIMPLIFIED WIRING CONNECTION SCHEME

