

Quiz Box Information

Basic Features: The quiz box is designed to detect the player that has buzzed in first and to lock out the other players from buzzing in. When a player has buzzed in that player's indication light will be lit up. The lights are arranged with the following order G4-G3-G2-G1-Y-R1-R2-R3-R4. Please make sure the paddles are given to the players sitting in that order at the table. The center yellow light is an indication of the 5 second timer expiring which locks out all players from buzzing in.

Built in Timers: Every quiz box has built in timers. If the quiz box does not have timer buttons then the quiz box may be attached to a computer and the Virtual Button software may be used to activate the timers. Once a timer has been started the timer must expire or the reset button must be pushed to clear out the timer and allow the box to do other tasks. The exception to this is the 5 second timer, players may buzz in to interrupt the 5 second timer. All timers end with a double buzz. Players buzzing in will have a single buzz.

Reaction Game Timer: The reaction game timer helps players learn to hit the paddle quickly based on a visual cue. The center yellow light is the visual indication for players to buzz in. The quickest player will have their light indicated. If players buzz in too quickly they will be locked out. The game can be run two different ways.

- 1.) No Computer - By holding the reset button down while plugging in the power to the box. Keep holding the reset button down until the startup sequence is interrupted and the buzzer sounds. At this point the game will start. By hitting the reset button the winner will clear and the game will start again. There is a several second delay between the pushing of the reset button and the center light going on. This makes it more difficult for players to "guess" when the light will come on.
- 2.) Computer – The reaction timer software can be used to start the game. This software will also display the score of each player. The higher the score the faster the reaction time. The perfect score is 1,000. For each millisecond of reaction time a point is deducted from the perfect score. So a score of 850 is a reaction time of 150mSec.

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