

MISSIONARY CHURCH QUIZBOX OPERATION

When the first person jumps, the quizbox turns their light on, locks the other lights off and sounds a tone. The light will stay on (even if the person sits back down) until the quizmaster pushes the **SEAT RESET** button.

Each seat has a corresponding switch on the quizbox to turn the seat off if it is unused. There is a tone switch on the back of the box to turn the tone off if the beep is not desired.

OPERATING PRINCIPLE

When someone jumps, the switch in the bench presents an open circuit to the quizbox. The box interprets this open circuit as a "jump" and turns the light on. If a wire gets broken or a cable gets unplugged, an open circuit is created, and one or more lights will come on. In this way, the box will indicate a fault or an unplugged bench. The switches on the front of the quizbox override an open circuit and thus can turn off an empty seat or unplugged bench.

TIMER OPERATION

If someone jumps

- Push **START** to start the timer. It will count down from 30 and beep.
- Push **HOLD** to hold the time if needed.
- Push **START** to restart the time if it is on hold.
- Push **RESET** at any time to clear the timer.

If no one jumps

- Push **START** to start the timer. It will count down from 5 and beep. If someone jumps before the five seconds are up, the timer will stop instantly and must be reset prior to the quizzers' 30 seconds.
- Push **RESET** at any time to clear the timer.

Time out

- Push **45** for a 45 second time out. The timer will count down from 45 and beep. The **HOLD** button will have no effect.
- Push **60** for a 60 second time out. The timer will count down from 60 and beep. The **HOLD** button will have no effect.
- Push **RESET** at any time to clear the timer.

Rear tone switch

The rear tone switch will not shut off the beep from the timer. It will only shut off the beep from when someone jumps.

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