

USER MANUAL (Game buzzers 8 pack)

1. PRODUCT OVERVIEW

The Wireless Buzzer is the client-side interaction terminal (Slave Device) of the Wireless Quiz Answer System. Equipped with an integrated low-power RF transceiver module and a multi-color LED status indicator, the device is designed to capture a participant's key-press actions during quiz events and transmit the response signals wirelessly to the system's remote controller (Master Device). The product features low power consumption, ultra-fast response speed, and robust anti-interference capabilities.

2. TECHNICAL SPECIFICATIONS & HARDWARE PREPARATION

- Operating Voltage: 3.0V DC (Powered by 2 × AAA batteries; batteries not included).
- RF Frequency Band: 2.4 GHz ISM Band (The exact operating frequency points are subject to the official certification test report).
- System Capacity: Supports 1 to 32 buzzers operating simultaneously within the same RF network without mutual interference.
- Physical Features: Features a large, high-elasticity buzz-in button on the top, an integrated high-brightness multi-color LED indicator, and a built-in buzzer.

3. DETAILED FUNCTIONALITY & LED STATUS INDICATIONS

- Power Management & Initialization: Toggle the power switch at the bottom of the device to the "ON" position. The system will initiate.
- LED Feedback: The multi-color LED indicator will flash briefly for 1–2 seconds accompanied by a power-on startup tone, and then enter a low-power standby state.
- Wireless Ready / Frequency Lock Status (Ready Status): When the buzzer receives the wireless "Start" broadcast command emitted by the host remote controller, the terminal is activated.
- LED Feedback: The LED indicators on all connected buzzers will light up uniformly (or display a specific color according to pre-set team groups), signaling to the participants that they are now permitted to buzz in.
- Buzz-in Trigger & RF Signal Transmission (Buzz-in Event): When a participant presses the top button, the device instantaneously transmits a pulsed RF signal packet to the remote controller.
- Successful Buzz-in: If this device's RF signal is received and locked first by the remote controller, the buzzer's LED indicator will transition into a rapid flashing state, and the built-in

buzzer will continuously play a victory sound effect. The button is subsequently locked, halting any further signal transmission.

- **Failed / Locked Status:** If another participant buzzes in first, this device receives a lock command from the remote controller. The LED indicator will automatically turn off or dim, and the button will become temporarily inactive until the host resets the system for the next round.

4. WIRELESS ADDRESS CONFIGURATION & PAIRING PROCESS

To ensure multiple buzzers map correctly to the master remote controller, a unique network address ID binding process must be executed:

1. Set the system remote controller to the wireless pairing broadcast mode.
2. Power on this wireless buzzer. The device will automatically scan the designated pairing frequency band. During this period, the LED indicator will flash slowly and rhythmically.
3. Once the wireless handshake is successful and the address code is written into the memory, the LED indicator will change from flashing to a solid light or turn off following a confirmation beep, indicating successful pairing (The system supports up to 32 independent address codes).

5. TROUBLESHOOTING & MAINTENANCE

- **Abnormal LED / Dim Light:** If the LED indicator fails to light up upon power-on, dims significantly during a buzz-in event, or the audio playback sounds raspy, the battery voltage is insufficient. Please replace both AAA batteries with fresh ones immediately.
- **Smart Power Saving (Auto-Sleep):** If the device detects no wireless commands or button operations for more than 10 minutes, it will automatically shut off the LED indicator and enter a deep sleep mode. To reactivate the device, toggle the power switch to "OFF" and then back to "ON".

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.

Model:2601JX02