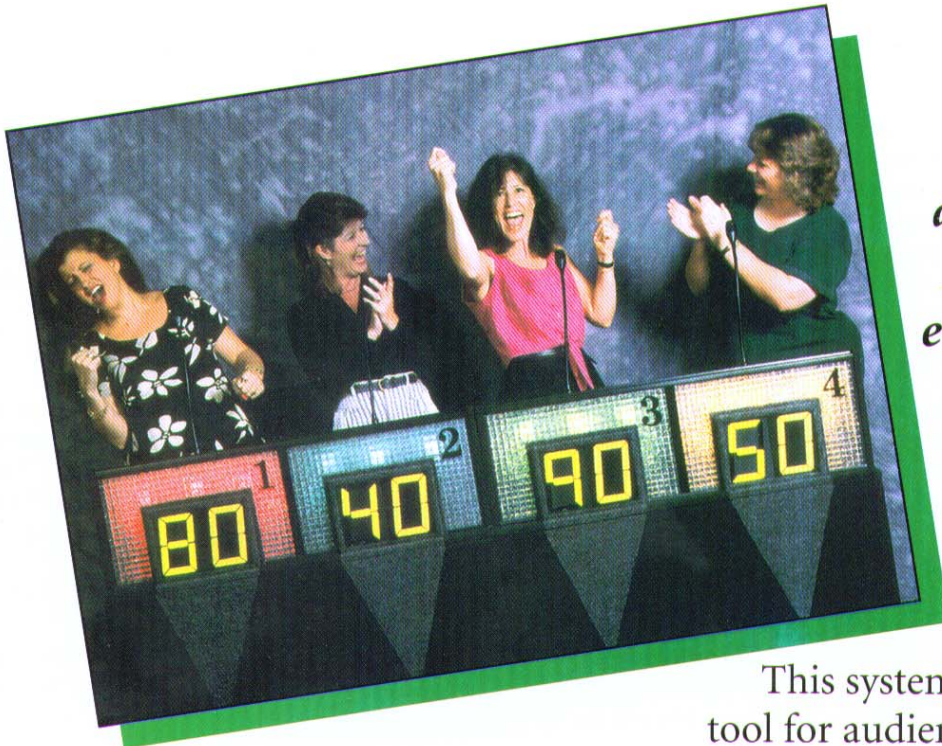


Creative IMAGINEERING™ presents

# Game Show Mania®



Entertain the audience in a unique and different way every time you use the GSS-III System.

This system is the ultimate tool for audience motivation and interactive entertainment. Play practically any type of quiz or trivia game in individual or team play mode... *imagine the possibilities!*

- DJ/Karaoke Shows
- Nightclubs & Bars
- Corporate Events
- Resorts & Hotels
- Cruise Ships
- Schools
- Parties



The master controller puts the host or MC in command of the game. With the push of a button, the score keeping, reset, or sound effects can be easily accessed.



The GSS-III is durable, portable, and can be easily set up in minutes.

# ***FEATURES & SPECIFICATIONS***

## ***PLAYER POSITION & LOCKOUT CIRCUIT***

The front of the player positions are functional, pleasing to the eye and feature backlit panels at each of the four player positions. During game play the lights in the front of the unit sequentially chase, which looks great and adds to the excitement of play. When a player is the first to **lockout** (also known as **buzz-in**), by pushing the heavy duty arcade type button, the backlit panel is illuminated on the front of that player position and a pleasant "ding" sound is produced for amplification. By use of the adjustable auto reset control the host can adjust the length of time that contestants have to answer a question or respond. If the auto-reset time expires or is manually activated, a "warble" sound is produced and the **lockout** automatically resets, allowing another contestant the opportunity to **lockout**.

## ***MASTER CONTROL CONSOLE***

The controller cabinet is industry standard width of 19 inches and 5.25 inches high (3 rack spaces). The panel is divided into three sections, game control/reset, score-keeping, and audio. All of the scoring and game mode/reset push buttons are clearly labeled for easy control of game functions. Multi-pin in/out and XLR connectors on the rear of the master control unit feed to the player position units. Also incorporated in this controller are the multi-tasking CPU ICs. The CPU is the brain of the system which interacts with each individual player position. The first contestant who presses the player position **lockout** button illuminates their player position, blacks-out all other player position lights, initiates "ding" sound effect, and activates the mic at that player position. In addition, the CPU automatically selects that position for scoring. The controller incorporates high speed digital technology for quick response time and long term reliability.

## ***SOUND SECTION & DIGITAL SOUND***

Each player position is equipped with a panel mount XLR jack for use with supplied gooseneck microphones. During **lockout**, only the microphone at that player position is activated. There are level controls for microphone master level, bass, treble, and sound effects level on the master controller. The output is line level to feed a mixer or practically any PA system amplifier. The pre-programmed internal sounds include a "ding" sound which indicates that someone has activated the **lockout**, a "warble" for reset or automatic time-up reset, and a catchy game show jingle which you can activate by the push of a button. Twenty seconds of user recordable space is provided so that you can record your own sound effects or jingle.

## ***SCORE KEEPING & DISPLAYS***

Each of the player position front panels are equipped with 6 inch high numeric displays for score keeping. The ones position is a constant '0' while the tens position can be changed by the push of a button on the master control console. The score can be increased (00,10,20,30 up to 90) or decreased (90, 80,70 down to 00) and can be seen up to 250 feet.

## ***PLAYER POSITION CABINETS***

The cabinets of the player positions were designed to be functional and attractive. Both the lid, which turns into part of the base, and the player positions are covered with heavy duty cabinet carpet for long life. For additional beauty and contrast jet black and charcoal gray cabinet carpet are used together. The player position hit-panels are made of a durable PVC material. While in the transport mode each cabinet measures 40" wide by 15" high by 19" depth, weighs less than 65 pounds, and has three handles for convenient handling. Two chaseway ports (right and left sides) provide easy running of wire to the center access area where all interconnections are made. This interconnection area is located behind the unique center flip handle and has a convenience light which make connections easy.

## ***MODULAR DESIGN***

In order to achieve maximum reliability and ease of repair in the unlikely event of a problem, all of the internal components are of a modular design. Even a person with little or no technical ability could easily change a module in minutes. Because of this design, a factory module exchange program makes it a snap to repair. This is further enhanced by our one year warranty exchange program (see warranty for details). This modular design also allows for future developments and expansion.

## ***OPTIONS & ENHANCEMENTS***

Custom backdrops, additional lockout buttons at player positions, powered and non-powered podiums, and mica finishes on player position cabinets are some of the available options.

*Features & specifications subject to change without notice.*

**Authorized Dealer:**

***Designed & Built with pride in Fort Lauderdale, Fl. by:***

***Creative IMAGINEERING***™

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