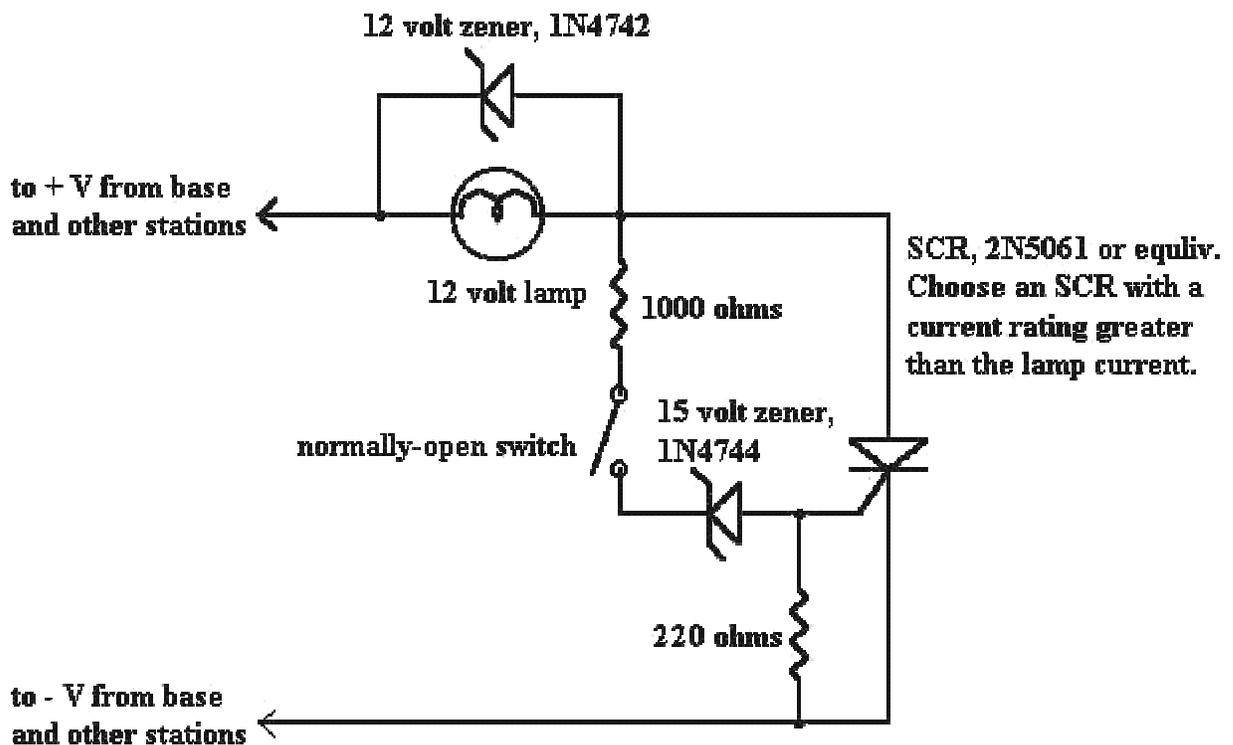


Original Two-wire Game Show Timer

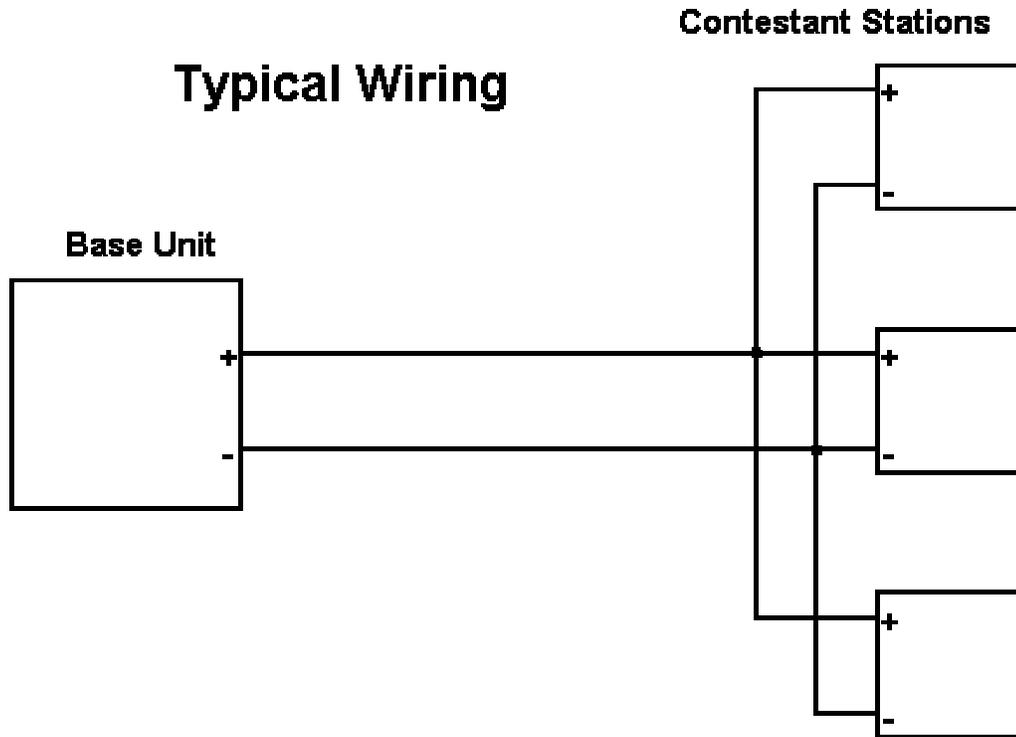
The game show timer determines which contestant presses their button first by lighting a lamp and ringing a bell and the slower contestants are locked out. The circuit is convenient in that only two wires are needed to interconnect the stations and the wires may all go back to the base unit or they may be "daisy-chained" between stations. There is no electronic limit on the number of stations. The circuit uses a 24 volt power source and 12 volt lamps when built as shown but the experienced experimenter may scale these voltages along with the zener voltages if desired. If the SCR triggers when the power is applied or when the reset button is pressed, add a 0.1uF capacitor from anode to cathode. (A sudden increase in voltage across some SCRs can trigger them, especially if the gate impedance is high.)



Contestant's station: One circuit for each contestant is required.

Circuit Operation

When the unit is first turned on, or after the reset button is pressed, all of the SCRs are in the off state. The full 24 volts is present on the two interconnecting



The Scavenger Hunt Game

The game is started by selecting an item to find from a list or deck of cards and the first person to see the item on the TV wins the point. The game winner is the first contestant to reach 10 points. The list should include unambiguous items which are commonly seen on TV programs and the channel may be randomly changed if needed. A contestant that presses the button when the item is not visible on TV loses a point. A TIVO is great for verification!