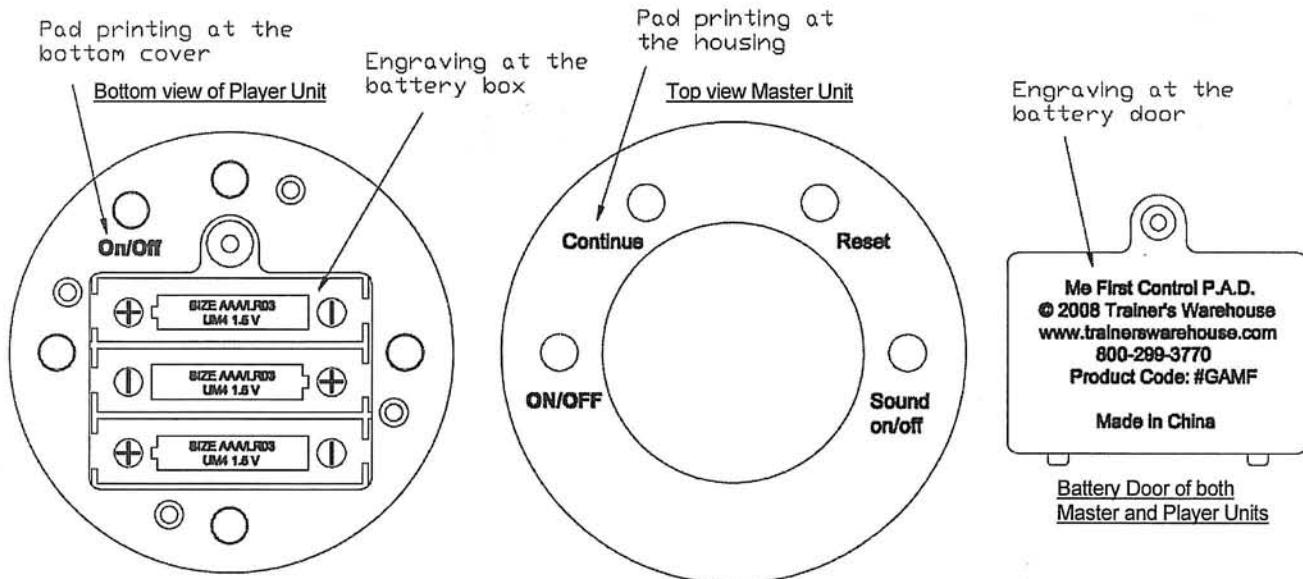




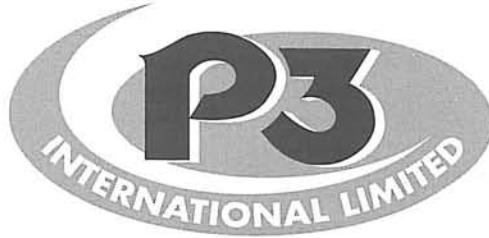
## Unlimited Player In-Line and Final Inspection Scope



Plastics: Black + Translucent Lenses + White Reflector  
 Pad Print: White

### PCBA:

1. Static electrical current
  - a) Master Unit  $\leq 10\mu\text{A}$
  - b) Player (Trigger) Unit  $\leq 10\mu\text{A}$
2. Working electrical current
  - a) Master Unit  $\leq 30\text{mA}$
  - b) Player (Trigger) Unit  $\leq 46\text{mA}$
3. Transmission power and RF frequency as well as oscillation



#### Final inspection procedures for final products:

- Step 1. Prepare a Master Unit and 12 Player Units, equipped each of them with 3 x 1.5V "AAA" batteries.
- Step 2. Press the "ON/OFF" switch of each unit and hold for 3 second at least, Master and Player units will then be turned on with RED light indication.
- Step 3. For the Master Unit, press the "Sound on/off" button by once, you can hear a 'BEE' sound; press once again then the Master Unit will be in Mute mode, no more sound.
- Step 4. Press the 'Reset' button of Master Unit, all Player Units will change into Amber light, that is in Standby mode for Player units.
- Step 5. When the Player units (2 and more units) are being pressed by once, 1 Player unit which is the 1<sup>st</sup> triggered (the Winner) would be lighted up with flashing Green while the other Player units (the Losers) would be lighted up with Red indicating their retarded press. Simultaneously the Master unit would also be lighted up with Green indicating there is a 1<sup>st</sup> trigger.
- Step 6. Press once of "Continue" button of the Master unit which would then be turned the light into Red (standby mode again) and at the same time turned the 1<sup>st</sup> triggered Player unit into Red (hold up mode) as well as the other non-first trigger Player units into Amber (resume standby mode) for another round of the game.
- Step 7. Repeat Step 6 until all Player units can function the same.
- Step 8. Press and hold for at least 3 second of the 'ON/OFF' button of the Master unit, ALL Master and Player units would be turned off at the same time.
- Step 9. 20-minute auto power-off feature testing-
  - a) After all above steps are being checked, leave the Master and Player units aside and away the checking location at least 30 meters.
  - b) See whether the Master and Player units could be turned off themselves automatically in 19-minute and 21-minute as inactivated.
- Step 10. Inspection completed.

#### Remarks:

- 1) Testing distance between Master and Player units – Minimum 15 meters but not exceeding 25 meters.
- 2) Auto power-off functioning time – 20 minutes ( $\pm$  1 minute)

#### FCC NOTE:

**THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE   
CAUSED BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT. SUCH MODIFICATIONS   
COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT**