

GameWorks™ is an inexpensive controller module for providing interactivity to displays and exhibits. Bring your Exhibits Alive™ by engaging visitors in games of:

- Question & Answer
- True or False
- Matching
- Category Matching
- Sequencing

GameWorks™ can also be programmed for several exhibit control functions, including:

- Timed Controller/Sequencer for Backlit Graphics or Lights

See reverse side for features and suggested uses.

Example of GameWorks™ Category Matching



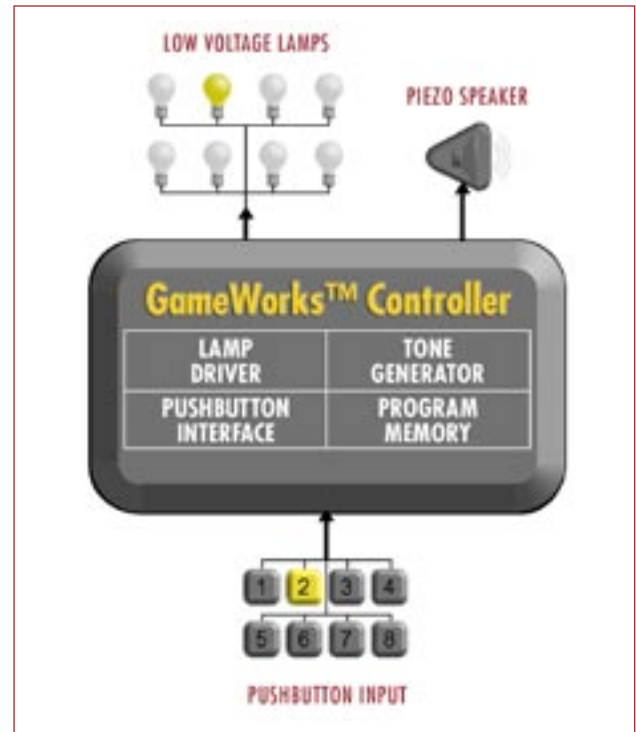
GOAL: Match each of the six sea creatures with its correct category — FISH or MAMMAL.

GAMEPLAY: The game begins when the user presses a button under an animal's picture: the button's lamp lights up, as do the "Fish" and "Mammal" answer buttons. The user must then select and press either the Fish or Mammal button. If the correct category is selected, the button under the animal remains on (lamp on). If the incorrect answer button is pressed, the button under the animal goes off (lamp off). The game continues until all button lamps are on, at which time a congratulatory tune is played.

OPTIONS: This same setup can be used as a TRUE or FALSE game by including a statement with each picture and labelling the answer buttons True or False.

FEATURES

- ✓ Programmed to your specifications for intelligent control of electronic devices
- ✓ Game controller:
 - Question & Answer
 - Matching
 - True or False
 - Sequencing
 - Category Matching
- ✓ Up to 16 Pushbutton Inputs
- ✓ Up to 16 Lamp Outputs
- ✓ Piezo speaker for audio feedback and sound effects
- ✓ High current output allows control of various devices
- ✓ Automatic reset after specified period of inactivity
- ✓ Reusable: change graphics for use with a new theme



GameWorks™ block diagram for 8 pushbutton inputs and 8 lamp outputs. GameWorks™ supports up to 16 inputs and up to 16 outputs.

SUGGESTED USES

- ✓ Simple educational game panels for children's exhibits
- ✓ Portable interactive exhibits for trade shows and outreach programs
- ✓ "Smart" Point-of-Interest controller
- ✓ Controller/sequencer for backlit graphic panels
- ✓ Controller/sequencer for animated lights and LEDs
- ✓ Controller for electromechanical devices (motors, solenoids, solenoid valves, etc.)
- ✓ Environment lighting control

GAMEWORKS™ STANDARD PACKAGE

1 GameWorks™ Controller (6.0" x 4.8" x 1.7") - Custom Programmed
1 Power Supply (12v DC)

OPTIONS / ACCESSORIES:

- Selection of pushbuttons (arcade, illuminated and others)
- Wiring harness with selection of lamps and LEDs
- iSan Interface for connecting expansion modules
- Graphics sourcing, design and panel output
- Complete system setup and assembly