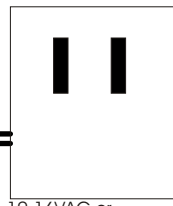
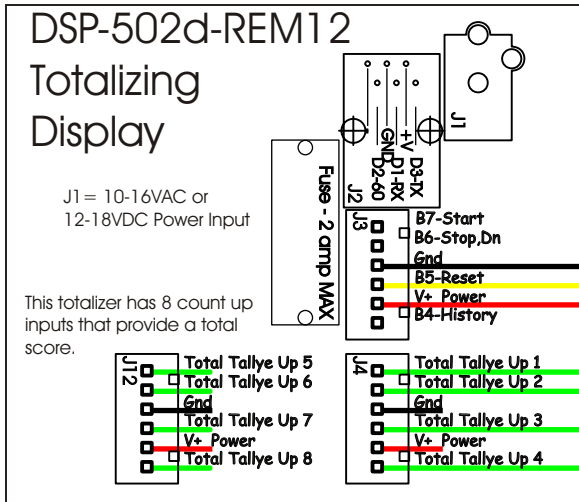
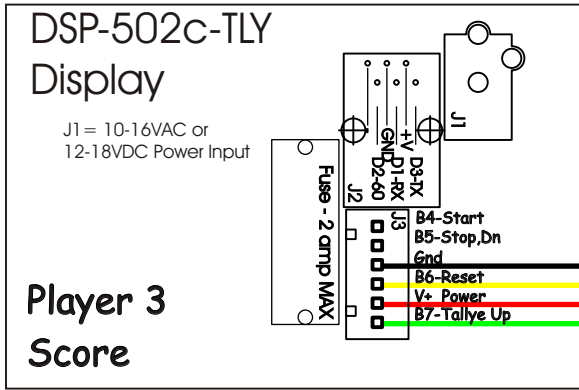
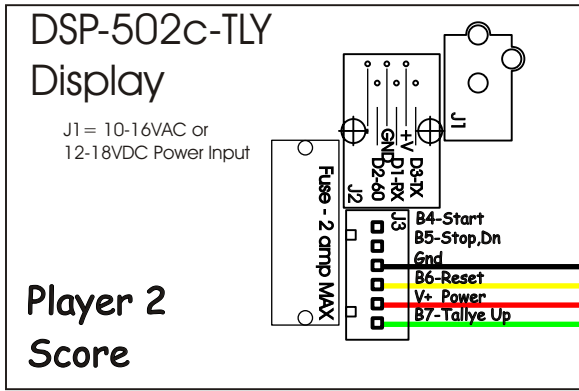
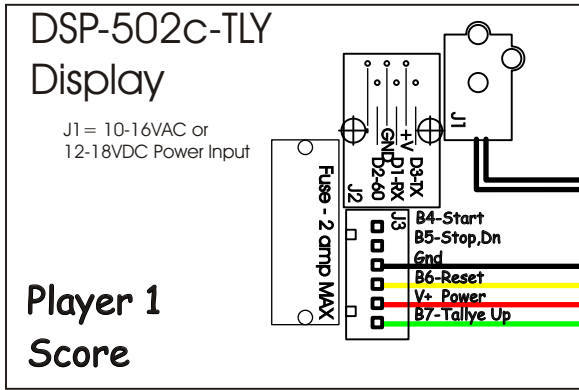


Game Scoring System



Up to 10 displays may be powered from one wall transformer. Connect the wall transformer to J1 on any of the displays. Parallel connect the +V and Gnd terminals on all of the other displays.

The internal power supply, can supply a maximum of 2 amps of current. Each display draws between 100ma and 400ma depending on brightness and number of digits.



Each press of button 1 increments the player score and increments the total score.



Each press of button 2 increments the player score and increments the total score.



Each press of button 3 increments the player score and increments the total score.

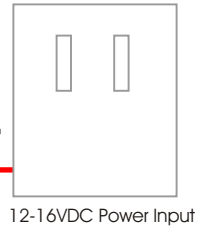


Each press of reset button clears all player scores and the total score.



Each press of button 4 increments the player score and increments the total score.

Alternative power source.



To more displays

www.alzatex.com Alzatex, Inc. DSP502C-TLY

- J3-B7-Tallye Up ground closure input.
- J3-V+ Power input 12-18VDC.
- V+ is power output when powered by J1 or J2.
- J3-B6-Timer and Tallye Reset gnd closure input.
- J3-Ground
- J3-B5-Timer Stop,Tallye Down gnd closure input.
- J3-B4-Timer start ground closure input.

- J2-D3-TX - Serial data output (special order)
- J2-V+ Power input 12-18VDC.
- V+ is power output when powered by J1 or J3.
- J2-D1 - RX - Serial data input, 2400 baud 8N1
- J2-Ground
- J2-D2 - 60 Hz Sync signal in or out.