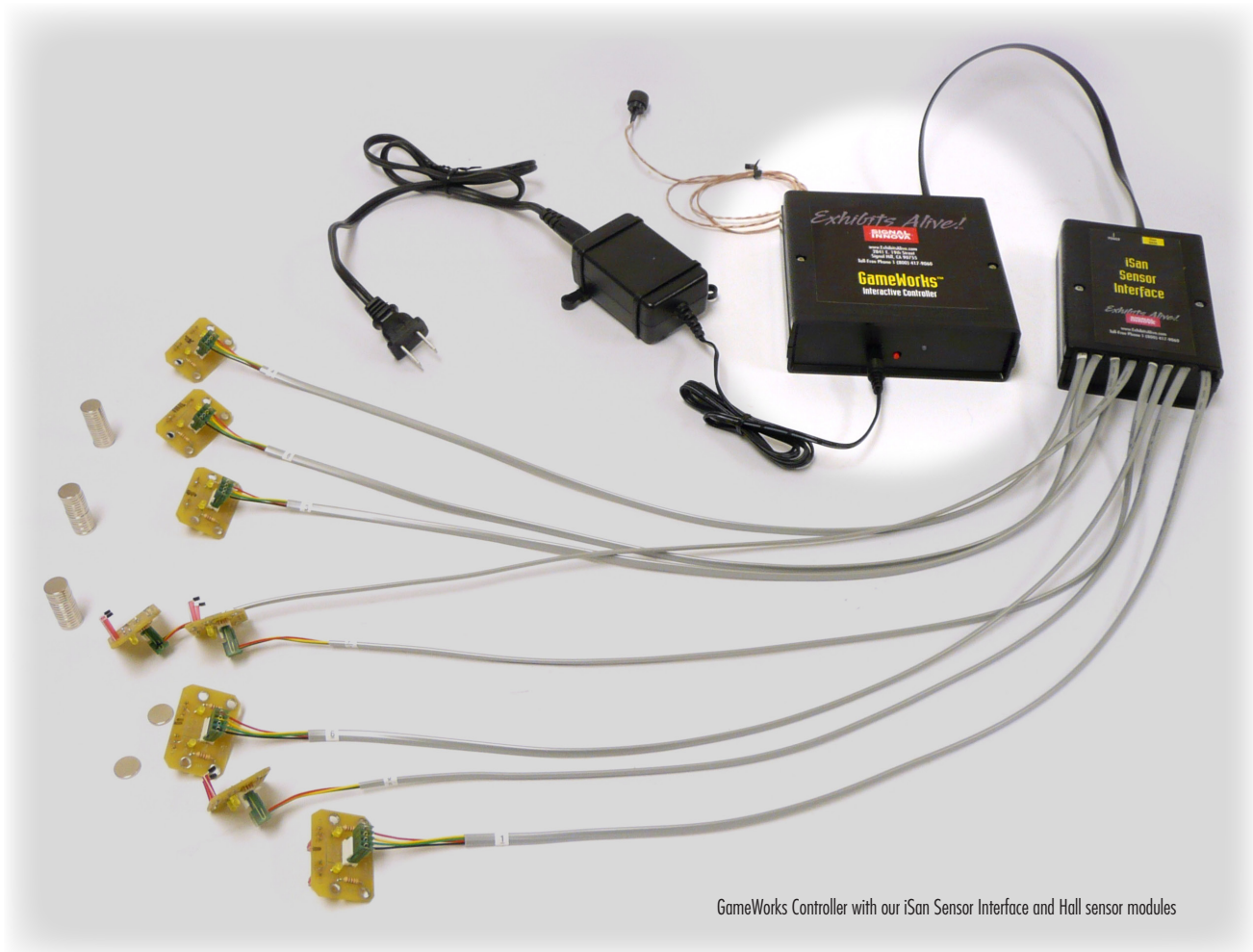


GAMEWORKS™ CONTROLLER

Inexpensive, compact controller module for adding custom interactivity to exhibits.



GameWorks Controller with our iSan Sensor Interface and Hall sensor modules

Signal-Innova programs GameWorks™ to your specifications for intelligent control of electronic devices.

GameWorks™ can bring your Exhibits Alive™ by engaging visitors in games of:

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

GameWorks™ can control up to 16 inputs and 16 outputs:

- 16 Inputs:**
- Pushbuttons
 - Sensors & Motion detectors
 - Coin/bill acceptors
- 16 Outputs:**
- LEDs, lamps, spotlights
 - Audio & video players
 - Motors & fans

Possibilities are endless when GameWorks™ is combined with Signal-Innova interface modules!

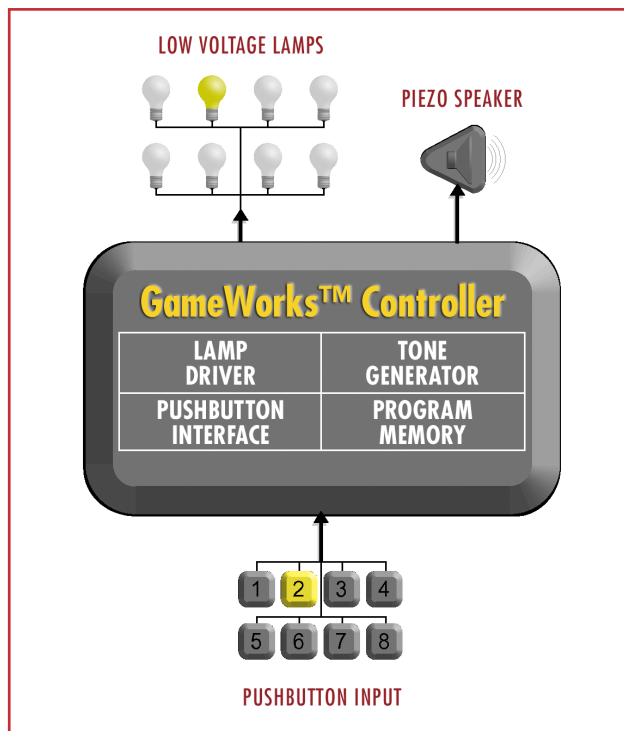
GAMEWORKS™ FEATURES

- ✓ Programmed to your specifications for intelligent control of electronic devices
- ✓ Game controller:
 - Question & Answer
 - True or False
 - Category Matching
 - Matching
 - Sequencing
 - Custom
- ✓ Piezo speaker for audio feedback and sound effects
- ✓ High current output allows control of various devices
- ✓ Automatic reset after specified period of inactivity
- ✓ Reusable: reprogrammable memory chip for different exhibit scenarios

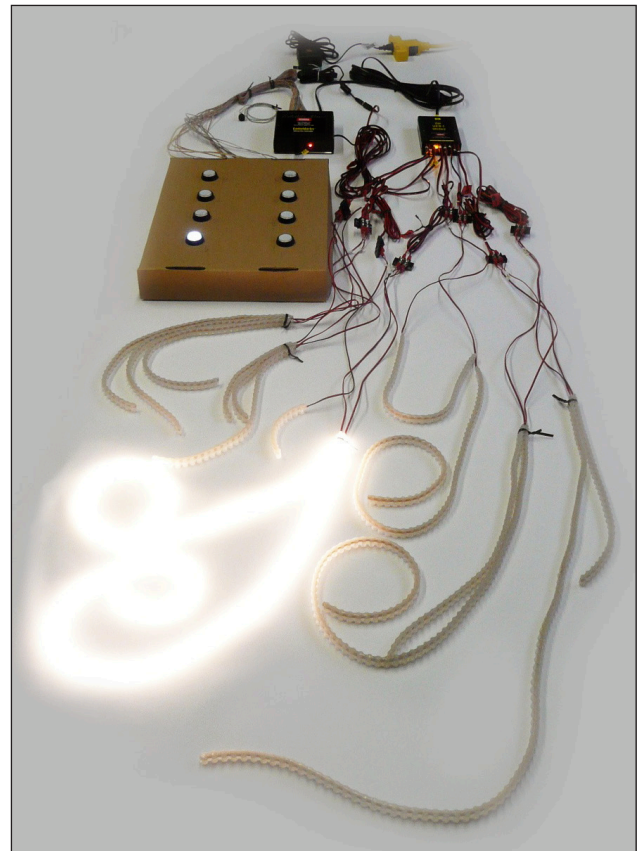
SPECIFICATIONS

GameWorks Controller: - Supports up to 16 inputs, up to 16 outputs and optional iSan Interface expansion modules (Enclosure: 5" x 5.25" x 1.625")

GameWorks Mini Controller: Supports up to 12 inputs and up to 16 outputs; not expandable (Enclosure: 3.375" x 5.25" x 1.25")

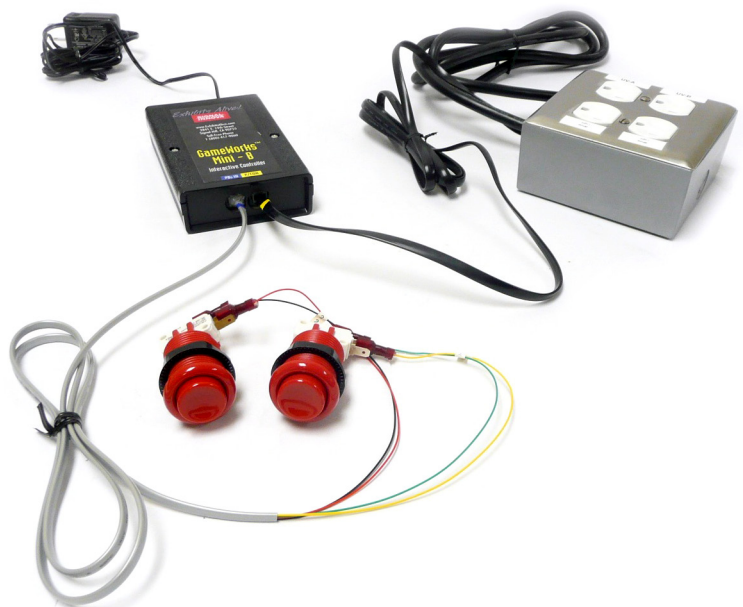


GameWorks™ block diagram for 8 pushbutton inputs and 8 lamp outputs.



GameWorks Controller with 8 Illuminated Pushbuttons, our iSan LED Hi-C Interface module and 8 sets of flexible LED strip segments (final testing before shipment).

Below: GameWorks Mini Controller with 2 red Arcade Style Pushbuttons to turn on outlets on Signal-Innova's Power/Con module with controllable outlets



For more examples: www.exhibitsalive.com/gameworks