

## How to Use PlayStation® BUZZ! buzzers with Game Show Presenter - Updated

**Need game show buzzers, but only if the price is right?** Using the experimental approach described below, your cost would be \$60 or less for a nice set of 4 USB buzzers that can communicate directly with Game Show Presenter PLUS v4.9.16. Previous versions of Game Show Presenter could work with the wired BUZZ buzzers -- not the wireless -- and required a third-party software to act as a digital interpreter. But that's changed with **Game Show Presenter PLUS Edition v4.9.16 on Windows**, which can read the BUZZ buzzers directly on a PC -- including the wireless ones -- without a third-party program. If you're interested, be sure to carefully read the following info so you understand how this is done and the limitations of this experimental solution.

If your version is earlier than v4.9.16 of the PLUS Edition, get the [update](#).)

Thanks to the clever software users who discovered this solution!

### What to buy and why:



#### What you need:

1. **Game Show Presenter PLUS Edition software** on your Windows computer. (Sorry, the BUZZ communication does not work on the Mac.)
2. **PlayStation BUZZ! game with buzzers (wireless or wired)**. The wired version sells for **about \$30 at Amazon.com** and includes 4 **wired** USB Buzzers. For wireless, you'll pay a bit more -- about \$57 -- when you order the **Buzz! Quiz World Bundle with 4 wireless buzzers at Amazon.com**.

#### How this works:

To work with Game Show Presenter PLUS v4.9.16 software on Windows, the buzzers do not need a third party program to relay the button signals as in the past. Instead, this new version can read the

buzzer signals directly after you set it up using the steps below. (If you are not sure which version you have, open Game Show Presenter, go to the HELP menu and choose About Game Show Presenter. If you need to upgrade or update, go to the [update page](#).)

## Limitations:

**Note these limitations:**

- \* **The BUZZ! PlayStation game does not run on the PC and is not going to be used here** -- just the hardware buzzers (and wireless receiver, if you got that version) that come with the game.
- \* **Game Show Presenter PLUS Edition software does not run on PlayStation.**
- \* **The buzzer system has only 4 USB buzzers.** If you need buzzers for more than 4 players, this solution will not work for you. (Adding a second set of buzzers does NOT work on the PC as it does on the PlayStation. The limit is 4 buzzers.)
- \* **If you have the wired type of buzzers**, the total cord length between the buzzers and your PC will be about 11 feet.
- \* **The wireless buzzers have a range** of approx. 50 feet. It helps if your players aim their buzzers at the PC where the wireless receiver is plugged in, and not aim them at the projected image of game on screen.
- \* **This does not work on the Mac -- only PCs.**
- \* **This solution is experimental.** We've had good results with it, but we don't guarantee it will work for you or that this capability will remain a part of future releases of Game Show Presenter.

## Avoid Confusion by Labeling Your Buzzers



**Label your buzzers 1 through 4:**

The buzzers have no labels and this is SURE to create confusion. So avoid that by adding your own

labels. Why? These buzzers all look alike and you must be certain that you are giving buzzer 1 to player 1, etc.. Otherwise, the scores will not be credit correctly. Save yourself time and trouble by putting a label either the front or back of each buzzer. Number them 1 through 4. (It doesn't really matter which buzzer gets which number label, as the process below lets you synchronize the buzzers at the time of use.)

## Plug the Buzzers into the USB port of your PC



### Plug in your buzzers as follows:

**Wired:** The 4 buzzers all have wires that combine into a single USB cable. Plug that cable into a USB port on your PC.

**Wireless:** Choose a USB port that faces your game participants. Plug in the wireless receiver dongle (shown above) into the PC's USB port. Allow at least 30 seconds for the PC to find and recognize the new device. Then **slide the POWER switch on the side of each buzzer** so each buzzer lights up.



**Normal game show buzzers just have one button. But these have five!** So we can set those to do more than just buzz-in a player -- instead, players can use the buttons to transmit their multiple choice answers! Better yet, if you play in Group Mode (the default), all four players get to answer each multiple choice question. (Hidden answer question still use the lockout approach with just one player getting to answer after buzzing in.)

To use the buzzers, you just need to know the maximum number of answers used in your multiple choice questions. Then just make that selection when you see the screen during setup that asks you to set the Buzzer Button Answer Output.

If you only plan to have a maximum of 4 possible multiple choice answers per question, use the four same-size color buttons along the front of the buzzer unit. For example, the blue button can select the A answer, orange selects B, green is the C choice and that leaves yellow for D. (You might want to label them.)

For this tutorial, we will set the buzzers up for the following plan:

**RED button on top = nothing**

**BLUE button = answer A**

**ORANGE button = answer B**

**GREEN button = answer C**

**YELLOW button = answer D**

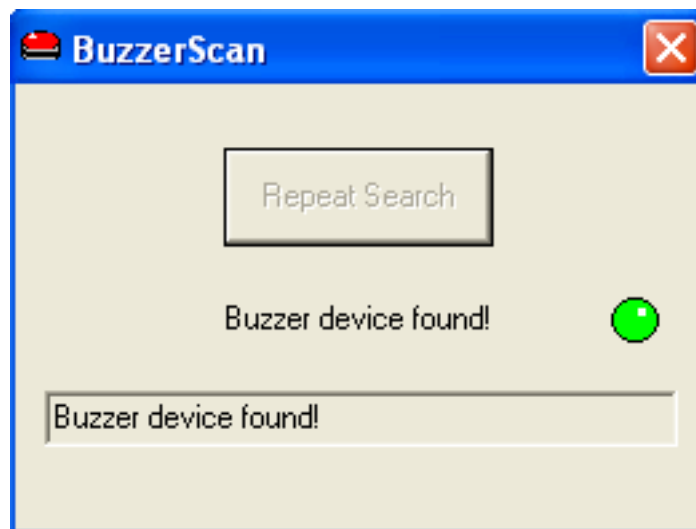
## Launch Game Show Presenter PLUS



Game Show  
PLUS.exe

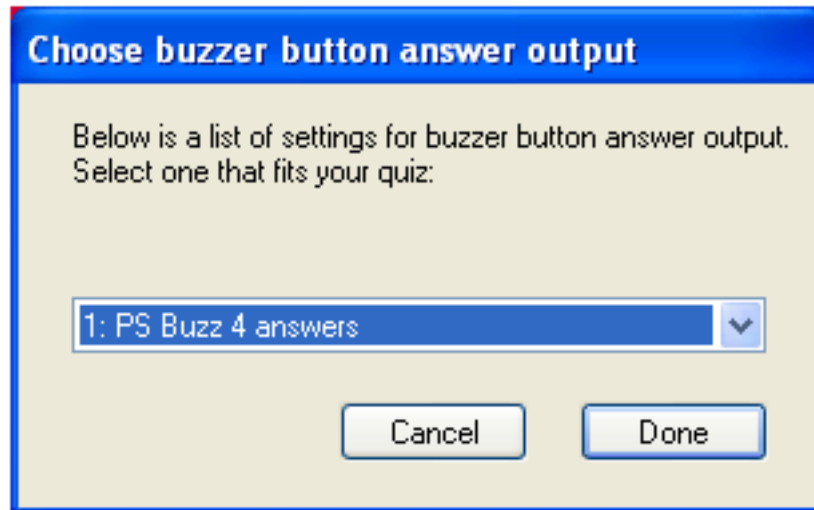
- 1) Start the **Game Show Presenter PLUS** software.
- 2) Click **Play Game Show** and choose your quiz show file to be opened.

## Wireless Buzzer Setup only



**When Game Show Presenter PLUS** open to the title screen of your quiz, it will check to see if **there are buzzers attached**. If it sees buzzers but it has not already established communication with them, then the BuzzerScan window (shown above) will open and it will try to establish communication. If successful, you can go to the next step.

## Match the Buttons to the Answers

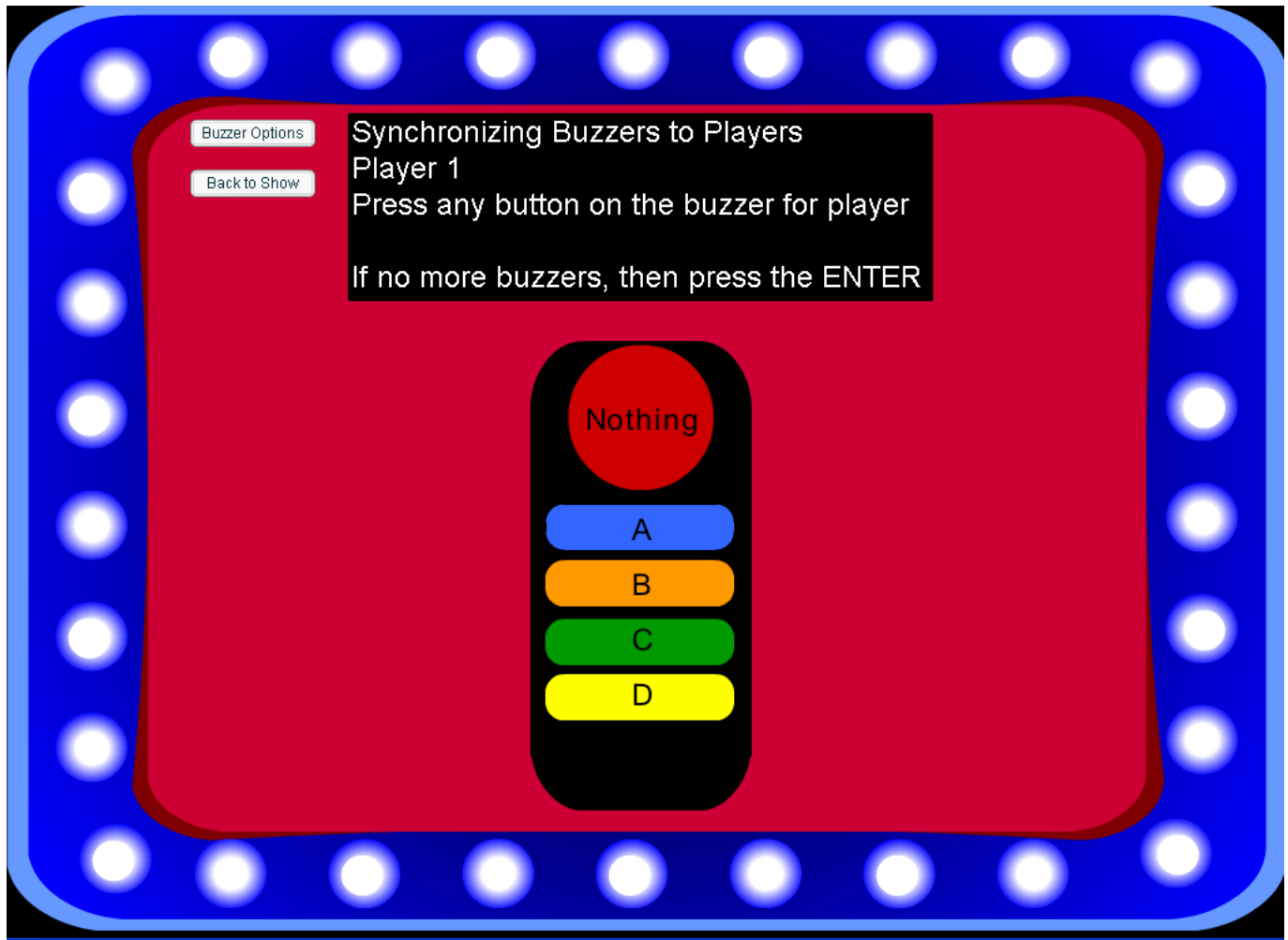


**Next, Game Show Presenter PLUS needs to know which buttons will correspond to your multiple choice answers. It will ask you to choose a buzzer button answer output plan.** This is how the program knows which button will send which answer to the game.

If your quiz has a maximum of 4 multiple choice answers, then choose "PS Buzz 4 answers" from the drop down menu. In this case, the red button on the buzzers will do nothing, the blue = A, orange = B, Green = C and Yellow = D. If your quiz has 5 possible answers, then choose the 5-answer button output. In that case, red = A, blue = B, orange = C, green = D and yellow = E.

**TIP: Later, if you need to change this setting, here's how:** Go to the Buzzer Test screen -- that's an option under the PLAY SHOW button -- and then click the BUZZER OPTIONS button. From there, choose "Buzzer Button Answer Output" from the drop down menu.

## Synchronize and test the buzzers



**TIP:** If buzzers do not respond, slide the **POWER** button up on each buzzer before you synchronize it.

**1) Synchronize the buzzers:** Just follow the instructions on screen. The purpose of synchronizing is so the software knows which buzzer will be in the hands of player 1, player 2, player 3 and player 4. (Aren't you glad you labeled your buzzers as recommended a few steps back?) If nothing happens when you press a buzzer's buttons, then slide the **POWER** switch up on each buzzer.

**2) Test your buzzers.** After synchronizing, the game will invite you to test the buzzers by pressing buttons so you can see the output on the test screen. There is also a graphic that shows which buttons will trigger which multiple choice answers. In the image above, the game is set to use 4 answer keys so the big red button is labeled "nothing".

**3) All done? Click Back to Show.** You are ready to play your game show.

**4) Want to tweak the options?** Click the Advanced Buzzer settings button. There is help under this screen if you can't get your buzzers to synchronize.

## Play Show using "Players Buzz-In" mode



From the Title Screen of your show, start your quiz show by clicking the **PLAY SHOW** button and choosing "Player's Buzz-In" as the mode of play. (The other modes don't make use of these buzzers.)

1) Select "Players Buzz-In" as your mode of competition after you click the PLAY button in the title screen.

2) At the player sign-in screen, click the **PLAYERS** button and select **4 players** so you can check all 4 buzzers. Click the PLAY button to start the quiz. (Of course, if your game only has 2 or 3 players, then select that number of players and the game show will ignore any buzzer that is not in use.)

## Important wireless buzzer notes:

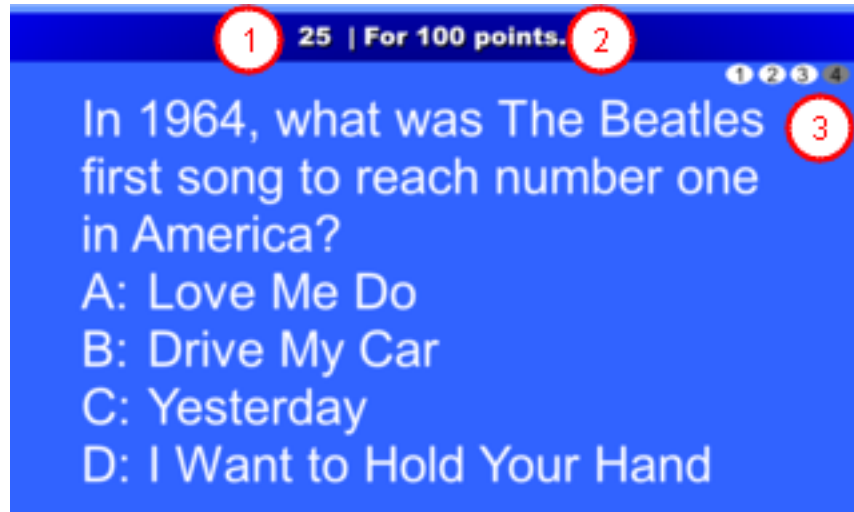


1) The wireless **BUZZ** buzzers go to **sleep** to conserve the battery if the units go for 5-10 minutes with no button being pressed. If this happens during the game, it's an easy fix. **Just slide the power switch on the side of the buzzer up to the top position and let go**, a light should flash to show the

buzzer is now awake.

**2) Once you have plugged in the wireless USB receiver dongle, do not unplug it** until you are finished with the show. If you unplug it too soon, you will break the communication path and you may need to restart the computer and repeat the setup process.

## Multiple players can answer on multiple choice



**If you use these buzzers in the group play mode, every player can buzz in to answer each multiple choice question.** (Though for hidden answer questions, there can only be one player answer so those questions become a lockout race.) There are a number of special options for group play buzzers that you can find under Advanced Buzzer Settings in the PREFERENCES menu.

**In the screen shot above, note these features of an active question:**

- 1) This is the countdown timer** showing the time remaining to answer the question. However, once all players have buzzed in their answers, the time ends automatically even if there is time still on the clock.
- 2) This shows the points available for the active question.**
- 3) The numbered ovals show which teams have buzzed in** so far. When you buzz in, your team number turns white. Before you buzz, it is gray. So in the image above, player's 1,2 and 3 have already buzzed in, but player 4 has not answered yet.

### Details about group play:

- \* The first player to buzz in with the correct answer on multiple choice will get **bonus points for being first**. (You can turn this feature off or change the value of the bonus under Advanced Buzzer Settings.)
- \* For a **Category Board round**, the player who was first to give the right answer is the player who gets to choose the next question on the category board. (Look at the top of the category board and it will show the name of the player who gets to pick next.)
- \* For a **hidden answer question**, a padlock icon will appear in the upper left corner to show this is a lockout question. Only one player -- the first to buzz in -- will get to answer. (A player can press any active buzzer button in order to buzz-in.) After buzz-in in, that player's name will appear across the top

of the question and that player needs to give a verbal answer. Then you judge whether that answer is right or wrong. For a right answer, you press the "r" key. For a wrong answer, press the "w" key.

\* You can always **pass a question** with the ENTER key.

## Scoreboard icons



**After everyone has buzzed in or after time runs out, correct answer is revealed and updated scores appear at the top of the screen.** When those scores are shown as in the picture above, icons beside the player names have the following meaning:

### What the icons mean:

- 1. Star icon** = the player who buzzed in first with the correct answer and who got the bonus (if the bonus option was turned on). Note in this image the player's score has an extra 5 points added for being first. So the player got 400 points for the question and 5 bonus points for being first.
  - 2. Checkmark icon** = this player gave the correct answer and scored points for getting it right, but no bonus. This player received 400 points for the question. (The player's total score is in parenthesis and the points for the current question are in front of that.)
  - 3. "No" symbol icon** = this player gave the wrong answer. If the quiz was set to deduct points for wrong answers, this player will have the points subtracted from his score. So in the image above, two players (#1 and #4) got it wrong and had 400 points deducted from their scores.
- blank** = if a player gives no answer at all, there is not change to his score and no icon by his name.

## Enjoy!

We hope this has provided you with a low-cost method to add buzzers to Game Show Presenter software, keeping in mind the limitations noted above. Thanks again to the users who figured out how to make these buzzers communicate on the PC.

Legalities and such:

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