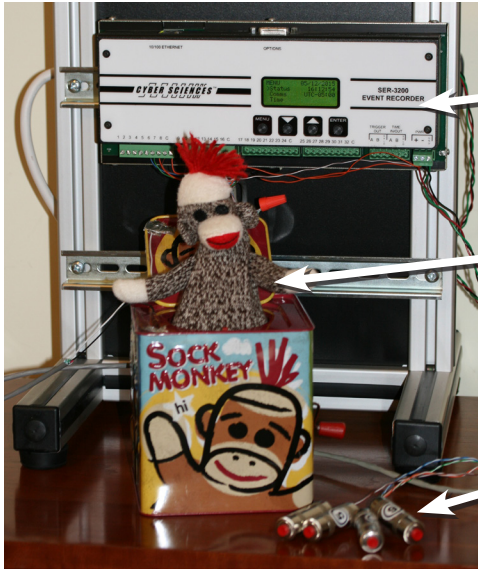


SOCK MONKEY Game—SER Demo!

*Test your
reaction time!*



CyTime SER-3200

Sock Monkey
(or Jack-in-the-Box
of your choice)

Player
Pushbuttons

Sock Monkey game hardware

Demonstrates Sequence of Events Recording (SER)

- Brings SER concept to life
- Lively competition for a few players...or a large group
- See results instantly in the SER-3200 Events web page
- Game tests players' reaction times within 1 ms

The Sock Monkey (Jack-in-the-Box) game uses a CyTime SER-3200 Event Recorder to demonstrate the concept of Sequence-of-Events-Recording. Players compete in a fast-action game in which the CyTime records players' reaction times to 1-ms resolution, and results are shown in the SER-3200 Events web page, viewed with a standard web browser.

**Sock Monkey
POPPED!**

Event	Date and Time	Channel	Event Type	Status	Time Quality	Seq #
3019	05/12/2015 18:42:07.628	Player 05	Input Status Change	ON → Off	3:Bad (no sync)	3019
3018	05/12/2015 18:42:07.371	Player 05	Input Status Change	Off → ON	3:Bad (no sync)	3018
3017	05/12/2015 18:42:06.979	Player 08	Input Status Change	ON → Off	3:Bad (no sync)	3017
3016	05/12/2015 18:42:06.770	Player 08	Input Status Change	Off → ON	3:Bad (no sync)	3016
3015	05/12/2015 18:42:06.342	Player 06	Input Status Change	ON → Off	3:Bad (no sync)	3015
3014	05/12/2015 18:42:06.327	Player 07	Input Status Change	ON → Off	3:Bad (no sync)	3014
3013	05/12/2015 18:42:06.019	Player 06	Input Status Change	Off → ON	3:Bad (no sync)	3013
3012	05/12/2015 18:42:05.809	Player 07	Input Status Change	Off → ON	3:Bad (no sync)	3012
3011	05/12/2015 18:42:05.561	SOCK MONKEY	Input Status Change	Ready → POPPED!	3:Bad (no sync)	3011
3010	05/12/2015 18:41:51.682	SOCK MONKEY	Input Status Change	POPPED! → Ready	3:Bad (no sync)	3010
3009	05/12/2015 18:41:49.386	System Event	Power On	---	3:Bad (no sync)	3009
3008	05/12/2015 18:41:09.000	System Event	Power Fail	---	3:Bad (no sync)	3008
3007	05/12/2015 17:41:30.421	Player 08	Input Status Change	ON → Off	3:Bad (no sync)	3007
3006	05/12/2015 17:41:30.222	Player 08	Input Status Change	Off → ON	3:Bad (no sync)	3006
3005	05/12/2015 17:41:30.061	Player 05	Input Status Change	ON → Off	3:Bad (no sync)	3005
3004	05/12/2015 17:41:29.884	Player 05	Input Status Change	Off → ON	3:Bad (no sync)	3004

**First player
to react!**

See results instantly using the SER-3200 Events web page

Original game concept: courtesy of Matt Groom.

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