

LABELS FOR GENIAC

GENIAC KIT NO. 1 -- LABELS

These sheets contain labels for machines, switches, positions of switches, and output lights, where the wording is long. These labels may be cut out and pasted with rubber cement to the panel in the proper places. If the wording consists only of one or two letters or digits, the crayoff pencil in the kit is more convenient than labels; the pencil applies particularly to certain machines 15 to 33.

1. THE FLASHLIGHT: SWITCH ON OFF LIGHT

2. THE HALL LIGHT: UPSTAIRS SWITCH DOWNSTAIRS SWITCH HALL LIGHT

3. THE DOORBELL:

Switches: FRONT DOOR BACK DOOR SIDE DOOR GARDEN DOOR

Positions: SILENT RING SILENT RING SILENT RING

SILENT RING

Light: DOORBELL
RINGING

4. THE PORCH LIGHT: HALL SWITCH UPSTAIRS SWITCH ATTIC SWITCH

PORCH LIGHT

5. THE BURGLAR ALARM:

Switches: LOCK 1 LOCK 2 DOOR 1 DOOR 2 WINDOW 1

WINDOW 2

Positions: ON OFF ON OFF SHUT OPEN SHUT

OPEN SHUT OPEN SHUT OPEN

Light: ALARM
RINGING

6. THE AUTOMATIC OIL FURNACE:

Switches: THERMOSTAT CHIMNEY PRESSURE FUEL BLOWER

WATER LEVEL

Positions: HEAT WANTED NO HEAT WANTED TOO HOT NOT TOO HOT

TOO HIGH OK TOO LOW OK NOT WORKING OK

TOO LOW OK

Light: FURNACE
 BURNING

7. PRIVATE SIGNALING CHANNELS:

Switches:	GEORGE	TOM	DICK				
Positions:	TOM	DICK	GEORGE	DICK	GEORGE	TOM	
Lights:	GEORGE CALLING TOM	GEORGE CALLING DICK	TOM CALLING GEORGE	TOM CALLING DICK	DICK CALLING GEORGE	DICK CALLING TOM	

8. MACHINE FOR A SPACE SHIP'S AIRLOCK:

Switches:	VALVE FROM SPACE SHIP TO AIRLOCK	PUMP FROM AIRLOCK TO SPACE SHIP	GAGE SHOWING PRESSURE IN AIRLOCK			
Positions:	OPEN	SHUT	ON	OFF	FULL PRESSURE	ZERO PRESSURE
Lights:	LIGHT 1: SAFE TO OPEN INNER DOOR; AUTOMATIC LOCK OF OUTER DOOR	LIGHT 2: SAFE TO OPEN OUTER DOOR; AUTOMATIC LOCK OF INNER DOOR	LIGHT 3: DANGEROUS TO OPEN EITHER DOOR; AUTOMATIC LOCK OF BOTH DOORS; CONDITIONS OK	LIGHT 4: DANGEROUS TO OPEN EITHER DOOR; AUTOMATIC LOCK OF BOTH DOORS; CONDITIONS BAD		

9. THE FOX, HEN, CORN, AND HIRED MAN:

Switches:	FOX	HEN	CORN	HIRED MAN			
Positions:	BARN 1	BARN 2	BARN 1	BARN 2	BARN 1	BARN 2	
	BARN 1	BARN 2	Lights:	DANGER	SAFETY		

10. MACHINE FOR THE TWO JEALOUS WIVES:

Switches:	HUSBAND ONE	HUSBAND TWO	WIFE ONE	WIFE TWO		
	CHAPERON					
Positions:	IN CANOE	NOT IN CANOE	IN CANOE	NOT IN CANOE	IN CANOE	NOT IN CANOE
	IN CANOE	NOT IN CANOE	Lights;	DANGER	SAFETY	

11. DOUGLAS MACDONALD'S WILL:

Switches:	ANGUS LIVING	ANGUS MARRIED	ANGUS A GRADUATE	BRIAN LIVING	BRIAN MARRIED	BRIAN A GRADUATE
Positions:	YES	NO	YES	NO	YES	NO
	YES	NO	YES	NO		
Lights:	ALL TO ANGUS	ALL TO BRIAN	ALL TO THE GAELIC HOME	20% TO ANGUS	30% TO ANGUS	
	40% TO ANGUS	50% TO ANGUS	60% TO ANGUS	70% TO ANGUS	80% TO ANGUS	

12. THE SPECIAL COMBINATION LOCK: Switches: FIRST DIGIT SECOND DIGIT THIRD DIGIT

13. THE GENERAL COMBINATION LOCK: Switches:

COMBINATION FIRST DIGIT	COMBINATION SECOND DIGIT	COMBINATION THIRD DIGIT
UNLOCKING FIRST DIGIT	UNLOCKING SECOND DIGIT	UNLOCKING THIRD DIGIT

14. MASCULINE-FEMININE TESTING MACHINE:

Switches:	QUESTION 1	QUESTION 2	QUESTION 3	QUESTION 4	QUESTION 5	
Postions:	MONROE	LIBERACE	WET IT	TAP IT	WOMEN BETTER	MEN BETTER
	SHOPPING	HUNTING	DOLL	TRAIN		
Lights:	MORE MASCULINE	MORE FEMININE				

15. ADDING MACHINE

18. DIVIDING MACHINE

16. SUBTRACTING MACHINE

19. MACHINE FOR
ARITHMETICAL
CARRYING

Lights:

17. MULTIPLYING MACHINE

CARRY ONE NO CARRY

20. COMPARING MACHINE: Lights: GREATER EQUAL LESS

21. REASONING MACHINE: Switches: FIRST STATEMENT SECOND STATEMENT

Positions:	ALL A IS B	ALL B IS C
	NO A IS B	NO B IS C
	SOME A IS B	SOME B IS C

	SOME A IS NOT B	SOME B IS NOT C
Lights:	ALL A IS C	SOME A IS NOT C
	NO A IS C	SOME C IS NOT A
	SOME A IS C	NO CONCLUSION ABOUT A AND C IS POSSIBLE

22. INTELLIGENCE TESTING MACHINE

23. THE URANIUM SHIPMENT AND THE SPACE PIRATES: Switches: 1. PIRATES LURKING ON:

2. FIGHTER TRAVELS VIA:	3. URANIUM SHIPMENT TRAVELS VIA:	4. FIGHTER TRAVELS:	5. PIRATE ATTACKS:
Positions: PALLAS	HERMES	PALLAS	HERMES
	FIRST	SECOND	FIRST SHIP
			SECOND SHIP
Lights:	1. PIRATES DESTROYED, URANIUM SHIPMENT SAFE	2. NO COMBAT	
	3. PIRATES AND URANIUM SHIPMENT BOTH DESTROYED	4. PIRATES CAPTURE THE URANIUM	

24. SECRET CODER

25. SECRET DECODER

26. NIM MACHINE: Positions: MACHINE'S TURN TO PLAY PLAYER'S TURN TO PLAY

27. TIT-TAT-TOE MACHINE: Switches: MACHINE'S LAST MOVE PLAYER'S CURRENT MOVE MACHINE'S NEXT MOVE

Positions: START Lights: MACHINE PLAYS HERE MACHINE PLAYS HERE AND WINS

28. TRANSLATOR FROM BINARY TO DECIMAL

29. TRANSLATOR FROM DECIMAL TO BINARY

30. BINARY ADDING MACHINE

31. BINARY MULTI-PLAYING MACHINE

32. BINARY COMPARISON MACHINE

33. TWO-OUT-OF-FIVE CODE TRANSLATOR