



In this application, we paired the Randomizer with a Pneumatic Switch and squeeze duck for the game Duck, Duck, Goose. We recorded “duck” and “goose” into the Randomizer. Both the user and the other game players must listen for the message, because no one knows what message will play next. When the duck is touched, the Randomizer will play a message. Messages can also be activated by touching the top of the Randomizer. Note: You may want to record “duck” several more times than “goose.”