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|----------|----------------|---|----------|---|---|
| <b>A</b> | TOTAL CALLS    | Displays the number of calls made.  | <b>G</b> | OUTPUT  | Cable output to external display unit. (Selected models only) |
| <b>B</b> | MATRIX         | Displays selected numbers.  | <b>H</b> | DC IN   | Power supply in.  |
| <b>C</b> | NUMBER TO CALL | Displays the next number to call.   | <b>I</b> |  | Fold-out foot.  |
| <b>D</b> | CLEAR          | Press to select game to be played. Press twice to clear the machine at the end of a game. | <b>J</b> | OUTPUT  | Cable output to external display unit. (Selected models only) |
| <b>E</b> | SELECT         | Press to select numbers. Release to display the number to the audience.                   |          |   |   |
| <b>F</b> | RECALL         | Press to recall selected numbers in the reverse order.                                    |          |   |   |

*Important: Use only the power unit supplied. 5 Volts d.c. 500mA. min. Regulated Supply.  
Polarity: Centre Negative. Do not use an unregulated power supply.  
Do not use a power supply greater than 5 Volts d.c.*

## 1. CHOOSE BINGO MODE

At start up, the displays show **1-90** (Or the previously selected game.)

To play Bingo 1 – 90 press **SELECT**.

To play Bingo 1 – 75 Press **CLEAR** to show **1-75** then press **SELECT**.

## 2. SET A JACKPOT NUMBER

The displays show **JP-00** (Or the previously selected game.)

Press the **RECALL** switch to increase the jackpot number.

Press the **CLEAR** switch to lower the jackpot number.

Once the desired jackpot number is displayed press **SELECT**.

## 3. PLAY BINGO

Press and hold the **SELECT** switch to select a number.

Release the **SELECT** switch to display the selected number to the audience.

The previously selected number is shown blinking in the 1 – 90 matrix.

To clear the displays at the end of a game press the **CLEAR** switch twice.

### RECALL SELECTED NUMBERS

To recall selected numbers, in reverse order, press the **RECALL** switch. When all selected numbers have been recalled the machine reverts to select mode. To exit recall mode at any point press **SELECT**.

### EXTERNAL DISPLAY SOCKETS

Connect the bingo machine to additional RD 100 display units. (Selected models only)

RF model. Connects wirelessly to one or more RFD 100 display units.

### MEMORY BACK UP

The machine retains the current game in the event of the power being disconnected.

If a previous game is displayed at switch on, press the **CLEAR** switch twice, as above.

The previously selected game type and jackpot number are stored. These will then be displayed next time the machine is used.

Memory back up does not require batteries.