

SAGA 2 OPERATING INSTRUCTIONS

Connect the power supply and switch on at the mains.

Do not touch any of the switches whilst connecting the power supply. (See below.)

The machine enters the test routine and resets to 90. (Left decimal point blinking)

Press the red **SELECT** switch.

Zero is now displayed. (Right decimal point blinking) See Setting a Jackpot Number below.

If a jackpot number is NOT required press the red select switch.

Zero is displayed ready to start the game.



Setting a Jackpot Number.

After setting the game length (90).

Press the blue **RECALL** switch to increase the jackpot number by 1 for each press.

Use the black **TOTAL CALLS** switch to decrease the number in the same way.

The jackpot changes from 0 – 35 with one press and from 35 – 0 with one press.

When the required jackpot number is displayed, press **SELECT**.

Zero is now displayed.

When setting the jackpot number the right decimal point flashes.

The last jackpot number selected is retained in memory when the unit is disconnected and will be displayed when the machine is next used.

Playing Bingo.

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

Release the switch to display this number to the audience.

To check the number of calls made press and hold the **TOTAL CALLS** switch.

To recall the numbers called in reverse order press the blue **RECALL** switch.

The **RECALL** switch can also be held down for automatic recall of numbers.

In recall mode both decimal points flash alternately.

Press the red **SELECT** switch to return to select mode.

The last number called is shown blinking on the 1 – 90 matrix.

If a jackpot number is set, the displays flash when that number is reached.

To clear the machine at the end of a game press the red **SELECT** switch, whilst holding down the black **TOTAL CALLS** switch.

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, clear as above.

Memory back up does not require batteries.

External Display.

This socket allows SAGA 2 to be connected to another display unit EDU 100.

Power Supply.

Regulated 9 volts d.c. 350 mA. Polarity: Centre Negative.

Note: Do not use an unregulated power supply.

Do not use a power supply greater than 9 volts d.c.

If Saga 2 will only select numbers 1-75, clear the game and unplug the power supply.

Press & hold down the blue button, plug in the power supply, and then release the blue button.

Saga 2 is now re-set to play 1 – 90 bingo.

SAGA 2 OPERATING INSTRUCTIONS 1 - 75 & 1 - 90.

Connect the power supply and switch on at the mains.

The machine enters the test routine and resets to 75. (Left decimal point blinking).

To play 1 - 75 press the red **SELECT** switch.

(If you wish to play 1 - 90, press either the blue or black switches to change the display to 90, and then press the red **SELECT** switch.)

Zero is now displayed. (Right decimal point blinking) See Setting a Jackpot Number below.

If a jackpot number is NOT required press the red select switch.

Zero is displayed ready to start the game.

Setting a Jackpot Number.

After setting the game length (75 / 90).

Press the blue **RECALL** switch to increase the jackpot number by 1 for each press.

Use the black **TOTAL CALLS** switch to decrease the number in the same way.

The jackpot changes from 0 - 35 with one press and from 35 - 0 with one press.

When the required jackpot number is displayed, press **SELECT**.

Zero is now displayed.

When setting the jackpot number the right decimal point flashes.

The last jackpot number selected is retained in memory when the unit is disconnected and will be displayed when the machine is next used.

Playing Bingo.

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

Release the switch to display this number to the audience.

To check the number of calls made press and hold the **TOTAL CALLS** switch.

To recall the numbers called in reverse order press the blue **RECALL** switch.

The **RECALL** switch can also be held down for automatic recall of numbers.

In recall mode both decimal points flash alternately.

Press the red **SELECT** switch to return to select mode.

The last number called is shown blinking on the 1 - 90 matrix.

If a jackpot number is set, the displays flash when that number is reached.

To clear the machine at the end of a game press the red **SELECT** switch, whilst holding down the black **TOTAL CALLS** switch.

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, clear as above.

Memory back up does not require batteries.

External Display.

This socket allows SAGA 2 to be connected to another display unit EDU 100.

Power Supply.

Regulated 9 volts d.c. 350 mA. Polarity: Centre Negative.

Note: **Do not use an unregulated power supply.**
 Do not use a power supply greater than 9 volts d.c.