SERIES 5 MULTI

Bingo Operating Instructions.

Connect the power supply.

Series 5 Multi enters a test routine and resets to **Bingo** mode 1 - 90, (GL 90).

(If you do not wish to play bingo please see below).

Use the **SELECT** switch to change the game required.

Press **SELECT** to change from 1-90, 1-80,1-75,1-12 and back to 1 - 90.

When the game length you wish to play is displayed press CLEAR.

The display now reads JP 0. (Jackpot is not available on 1 - 12, (GL 12).

The zero indicates that a jackpot number is not required.

To enter a jackpot number press the **SELECT** switch to increase the jackpot number, and use the **RECALL** switch to decrease the jackpot number required.

The number increases or decreases by one for each press of the switch.

Numbers below 35 are not permitted.

0 increments to 35 with one press of the switch, and similarly 35 reverts to 0 with one press.

Once the jackpot number you require is displayed press CLEAR.

Series 5 Multi is now set to play bingo.

To select numbers to call press **SELECT.**

The number selected is displayed to the operator only.

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

Press **SELECT** again for the next number.

The last number selected is now shown in the Last Number display.

The number selected prior to the last number is shown blinking on the matrix.

Repeat until the game is won.

To recall numbers in the reverse order to which they were called press **RECALL**.

Recall mode is indicated by the blinking decimal points.

Once all selected numbers have been recalled, Series 5 Multi returns to select mode.

To return to **select** mode without recalling **all** selected numbers, press **SELECT**.

Press **SELECT** to select more numbers.

If a jackpot number has been set, the displays flash when this number of calls is reached.

To cancel a game press **CLEAR** twice.

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

Use only the power supply supplied with Series 5 Multi.

DO NOT use an unregulated power supply. This may cause damage to Series 5 Multi.

<u>DO NOT</u> use a power supply greater than 9 volts d.c. This will cause damage to Series 5.



Selection of Raffle Numbers.

Use the **MODE** switch to display **raffle**. Press **SELECT**

The display shows Lo

Key in the Lo (start) number. Press SELECT.

The display shows Hi

Key in the Hi (finish) number. Press SELECT.

Press CHECK to verify the Lo (start) number, and again to verify the Hi (finish) number.

Press **CHECK** again to display dashes.

Press **SELECT** to select a winning number, and repeat as required.

NOTE: The Lo number must be **Lower** than the Hi number or ERROR will be displayed..

Press **RECALL** to display the winning numbers in the order they were selected.

Recall mode is indicated by the blinking decimal points.

Once all selected numbers have been recalled, Series 5 Multi returns to **select** mode.

To return to **select** mode without recalling **all** selected numbers press **SELECT.**

Press **SELECT** for more random numbers.

Press **CLEAR** twice to erase all selected numbers.

NOTE: Clear all selected numbers before switching between raffle and tote modes.

Selection of Tote Numbers.

Press **MODE** to display **tote d** for tote selections allowing duplicate numbers (e.g. 12 - 12), or **tote nd** for selections allowing no duplicate numbers.

Press **SELECT**.

Key in the **lo** (start) number in the range 0 - 99. Press **SELECT.**

Key in the **hi** (**finish**) number in the range 0 –99. Press **SELECT.**

Press CHECK to verify the lo (start) number and again to verify the hi (finish) number.

Press **CHECK** again to display dashes.

Press **SELECT** to select the first tote number and again for the second.

Repeat for further selections

NOTE: The Lo number must be **Lower** than the Hi number or **Error** will be displayed.

Press **RECALL** to display winning tote selections in their original order.

Recall mode is indicated by the blinking decimal points.

Once all selected numbers have been recalled, Series 5 Multi returns to **select** mode.

To return to **select** mode without recalling <u>all</u> selected numbers press **SELECT**.

Press **SELECT** for more winning selections.

Press **CLEAR** twice to erase all selected numbers.

Setting Speed of Number Selection.

Use the **MODE** switch to select raffle.

Whilst **raffle** is displayed, press any of the switches marked 1 - 6 to determine the speed at which selected winning numbers are displayed.

Press 1, for the quickest selection speed; 2,3, 4 or 5, for the slowest selection speed.

Press 6 to display selected numbers instantly.

Sp Set will be displayed briefly, followed by raffle.

Press **SELECT** and enter the lo and hi numbers.

The selected speed will apply to raffle and tote selections and will be stored for future use.