SERIES 6 BINGO   OPERATING INTRUCTIONS   1 – 90, 1 – 80, 1 – 75, 1 – 12.

Connect the power supply to the mains.
The unit enters a test routine.
The displays reset:
GL is displayed in the total numbers window.
90 is displayed in the next number window.

Setting the required bingo game.

Press the **SELECT** switch to choose between 90, 80 ,75 or 12 number bingo games.
When the required game is displayed press the **CLEAR** switch.
To change the game without disconnecting from the mains, clear the game to zero, and then press **RECALL**. GL is displayed: continue as above.

Setting the jackpot number.

After setting the required bingo game the display indicates JP and 00.
Press the **SELECT** switch to increase the value of the jackpot number, if required, from the default setting of 00.
The value changes from zero to 35 on the first press, and increases by one on each subsequent press of the **SELECT** switch.
The jackpot number decreases by one for each press of the **RECALL** switch.

When the required jackpot number is displayed, press the **CLEAR** switch.
A Zero is now displayed in each window.

Jackpot numbers lower than 35 are not valid.

The last selected game length and jackpot numbers are stored in memory.

Selecting Numbers.

Press and hold **SELECT**: The selected number is displayed to the operator only.
Release **SELECT**: The selected number is displayed to the audience.
The previous number selected is shown blinking on the 1 – 90 matrix.

To recall the selected numbers in reverse order: Press **RECALL**.
To exit recall mode, press **SELECT**.

Decimal points blinking in the displays indicate that the unit is in recall mode.

To begin a new game, press **CLEAR** twice.

Series 6 Bingo memory back-up.

In the case of power failure, or if the power lead is accidentally removed, the current game is stored in memory.
If at switch-on a previous game is displayed, press **CLEAR twice.**

External Display Socket.

This 3 pole stereo 3.5mm. jack socket allows for additional audience displays
(EDU 100) to be connected to Series 6 Bingo.

Important: Use only the power unit supplied. 9 volts d.c. 350Ma. Regulated Supply. Polarity: Centre Negative.
Do not use an unregulated power supply with Series 6 Bingo. Do not use a power supply greater than 9 volts d.c.

<h1 style="text-align:center"><u>SERIES 6 BINGO</u>   <u>OPERATING INTRUCTIONS</u>   <u>1 – 90 & 1 – 12</u></h1>

Connect the power supply to the mains. The unit enters a test routine.
The displays reset: GL in the total numbers window. 90 in the next number window.

Setting the required bingo game.

Press the **SELECT** switch to choose between 90, or 12 number bingo games.
When the required game is displayed press the **CLEAR** switch.
To change the game without disconnecting from the mains, clear the game to zero, and then press **RECALL**. GL is displayed: continue as above.

Setting the jackpot number.

After setting the required bingo game the display indicates JP and 00.
Press the **SELECT** switch to increase the value of the jackpot number, if required, from the default setting of 00.
The value changes from zero to 35 on the first press, and increases by one on each subsequent press of the **SELECT** switch.
The jackpot number decreases by one for each press of the **RECALL** switch.

When the required jackpot number is displayed, press the **CLEAR** switch.
A Zero is now displayed in each window.
Jackpot numbers lower than 35 are not valid.

The last selected game length and jackpot numbers are stored in memory.

Selecting Numbers.

Press and hold **SELECT**: The selected number is displayed to the operator only.
Release **SELECT**: The selected number is displayed to the audience.
The previous number selected is shown blinking on the 1 – 90 matrix.

To recall the selected numbers in reverse order: Press **RECALL**.
To exit recall mode, press **SELECT**.

Decimal points blinking in the displays indicate that the unit is in recall mode.

To begin a new game, press **CLEAR** twice.

Series 6 Bingo memory back-up.

If power is removed from the machine, the current game is retained in memory.
If at switch-on a previous game is displayed, press **CLEAR twice.**

External Display Socket.

This 3 pole stereo 3.5mm. jack socket allows for additional audience displays
(EDU 100) to be connected to Series 6 Bingo.

Note: **Use only the supplied power supply. 9 volts d.c. regulated 350mA.**
            Do not use an unregulated power supply.
            Do not use a power supply greater than <u>9 volts d.c.</u>