![Capitol] **Statesman** *Premier*™
Bingo Console

Game # 1
Part 1/1
Last Ball 22
Total Calls 1
Dollar Value $75.00

Regular 13 Ways

B	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
I	16 17 18 19 20 21 **22** 23 24 25 26 27 28 29 30
N	31 32 33 34 35 36 37 38 39 40 41 42 43 44 45
G	46 47 48 49 50 51 52 53 54 55 56 57 58 59 60
O	61 62 63 64 65 66 67 68 69 70 71 72 73 74 75

Welcome to Our Bingo Hall - Good Luck .....

OPERATIONAL MANUAL
Statesman Premier Bingo Console

Introduction

This manual will assist you in unpacking and installing the system, summarizes the features of the Statesman Premier Bingo Console, introduce you to the security system, give you a Quick Tour, and guide you through the set up of the your Console.

All products ship from the factory pre-programmed with a DEMO program to allow you to quickly play a demo bingo session without spending many hours reading manuals. The DEMO accomplishes quick, hands-on training and understanding of system operations. Further knowledge is then derived from the manual for detailed answers to your questions such as how to setup your own organization, schedules, inventory, run reports, and tailor the system operations to your needs.

All product manuals, system documentation, and DEMO documentation are located on the Console's Main Menu screen under the Help button.

The optional hardware can be purchased to mount up to a 42" TV to the player side of the Console. The TV can display a flashboard screen and verify screen. See section 2.7 and Appendix C for more information.

Quick Tour the Included Demo Program

1. **Push the UPS on/off button to power up the system**

2. **On the Log In screen, use the touch panel to select the Login As Administrator button**

3. **Key in the password 13629, then Enter**

4. **On the Schedule screen, select Demo➞Paper➞Schedule 1 and then press Play**

5. **On the Main Menu screen, press Play Bingo**

6. **Call balls**

Table of Contents

Getting Started
1.0

The Premier Bingo Console was designed to have an attractive and modern appearance. Careful manufacturing and assembly techniques are used to ensure quality. The Premier is a single cabinet containing both the computer and the blower. The Console weighs approximately 240 pounds.

Unpacking the Console
1.1

• Inspect the shipping containers for possible signs of damage. If damage is detected, refer to the Damage Action Process section (1.4) for procedures.

• Use scissors or box cutter to cut the straps from the skid only, taking care not to cut the straps protecting the console. With the help of at least one assistant, carefully slide the console from the skid and place it on solid flooring. Cut the remaining four straps from the console and remove the cardboard top.

• Remove the foam packing inserts from inside the top and slide the cardboard tube up and off the console. A minimum of two people are required to safely unpack the console. Lift the console only by its top. With one person lifting from each end of the console, raise the console up and out from the carton and foam inserts. Check that all casters are in place. Do not destroy or discard carton or packing material until after final inspection and testing.

• At this point, you should inspect the console for any obvious shipping damage. If any problems are found, immediately contact your distributor for advice and refer to the Damage Action Process section (1.4) for procedures.

The following accessories should be found in the console:

(1) Set of bingo balls
(1) Computer mouse
(1) Computer keyboard
(4) Keys for cabinet doors
(1) Removable USB drive with software

OPTIONAL HDTV Mount
1.2

SEE APPENDIX C FOR ASSEMBLY INSTRUCTIONS

Requirements:

HDTV at 42" or Less
1a. VESA Mount hole pattern of 400mm x 400mm or less
1b. Resolution of 1920 x 1080
1c. VGA Input

HH3185 HDTV Mounting Kit

Service Contact
1.3

For Service information or technical assistance, contact:

Technical Assistance Center
1-800-277-6214

Damage Action Process
1.4

Your Console contains delicate electronic equipment. It is imperative that you thoroughly inspect the contents of each package before accepting product delivery from the carrier.

In case of severe damage, refuse the equipment from the carrier. Contact your distributor for immediate replacement.

In case of damage, make a note on the bill of lading before accepting, take a photo of the damage, and keep the packaging to aid in recovering the amount of claim against the carrier.

If the product is damaged but acceptable, take a photo before and after unpacking as a record of the damage and contact the carrier's agent immediately for inspection. Be sure to obtain a copy of the inspection report for your records.

If these precautions are not taken, we cannot assist you in recovering the amount of the claim against the carrier.

Tools
2.0

No tools are required for the install.

Console Installation
2.1

Provide a clean power source of 115-120VAC, 15A or better, with third wire earth ground for the Console.

For best anti-static operation of your console, the included bingo balls should be used. The bingo balls are multi-colored and double numbered. Open the set of bingo balls. Inspect each ball for damage and insert each ball into its corresponding slot in the ball tray to ensure the set is complete. Any problems, contact your distributor for a replacement.

The traditional Console outputs to drive composite video monitors and flashboards are provided in the cabinet on the left side of the Console. If additional system wiring requires special switches or converters, contact your distributor for assistance.

Optionally, a 42" TV and/or TV mounting kit may be included with the system. Follow the instructions included with the mounting kit that adapts the standard TV VESA mount to the Console. All necessary cables to connect to the Console are provided in the kit with the sourced TV.

Optionally, an Ethernet report printer may be included with the system. Use standard CAT network cabling practices between the printer and the Gaming computer in the Console.

Refer to the Appendix for wiring diagrams and electronic device connector definition as needed in the last pages of this manual.

The two following sections, 2.2 and 2.3 will familiarize you with the hardware elements of the console prior to completing the installation.
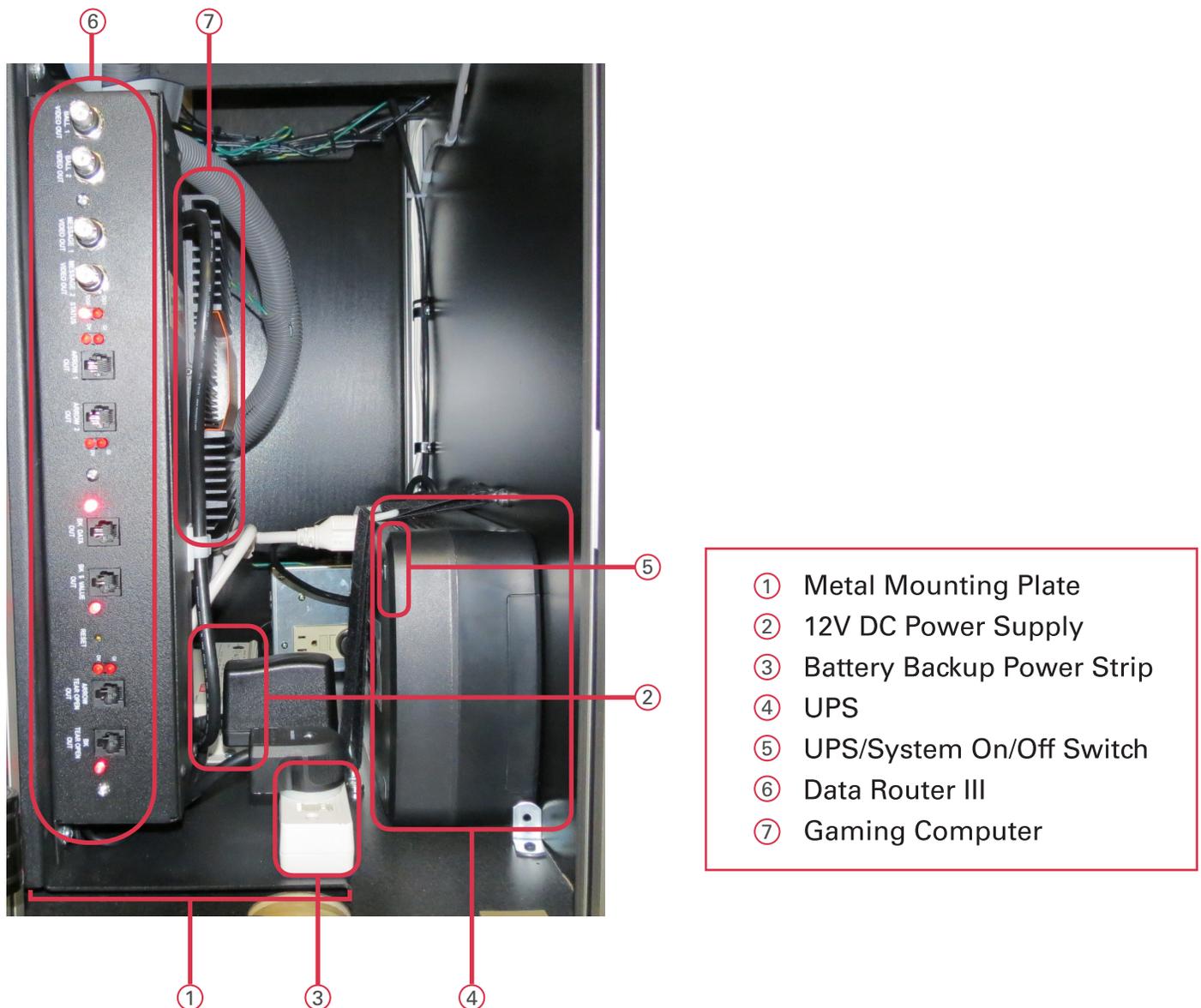
Console Electronic Devices
2.2

Primary AC power is brought into the cabinet to the AC junction box with a GFI protected duplex outlet.

The UPS (Uninterruptible Power Supply) plugs into the outlet. The UPS power on button is the main on/off switch for the Console. The UPS contains a backup power battery pack to provide temporary electrical power in the event of a primary AC power failure.

An AC power strip is plugged into the battery backup side of the UPS and is used to distribute reliable power to the key electronic devices.

The Gaming computer power supply is a 12VDC supply.

The metal mounting plate slides out for access to key electronic components.


1. Metal Mounting Plate
2. 12V DC Power Supply
3. Battery Backup Power Strip
4. UPS
5. UPS/System On/Off Switch
6. Data Router III
7. Gaming Computer

Console Electronic Devices (cont'd)

2.2

The Cable Adapter Board is a small PCB that adapts 15 cables into 1. The DR III scans the ball tray switch matrix and reports any switch depressions to the Gaming computer.

①   Switch Matrix Cables
②   Cable to Data Router III
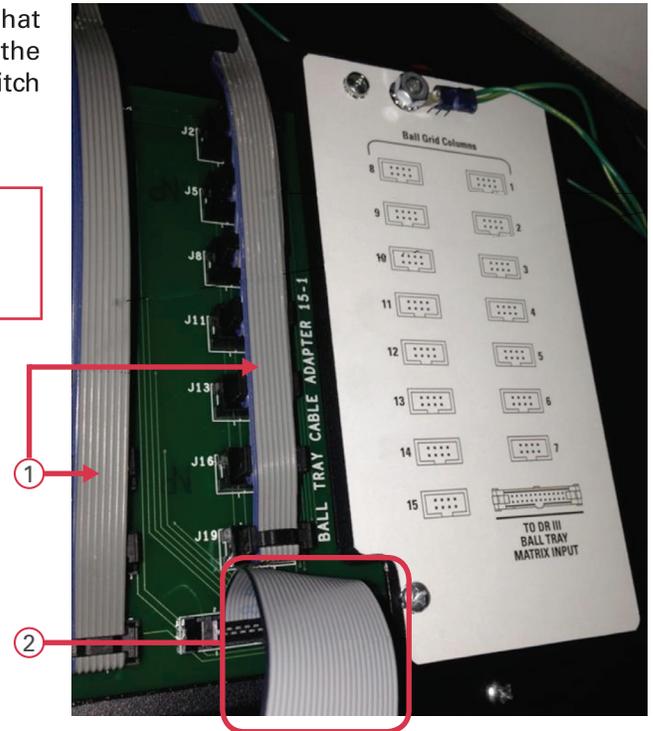
For ease of service, the removable metal plate mounts the following:

① **The Gaming computer**
Industrial grade, low power, fan less computer with two video channels (console monitor and the player monitors)

② **Data Router III**
Scans the ball matrix and communicates with the Gaming computer. Also incorporates composite video output for the player monitors and output for flashboards.

③ **Video converter**
Converts the Gaming computer digital video output to composite video for the Data Router III and analog VGA video for the optional front mounted TV.

④ **The main 12VDC power supply**

⑤ **The battery back up AC outlet strip**
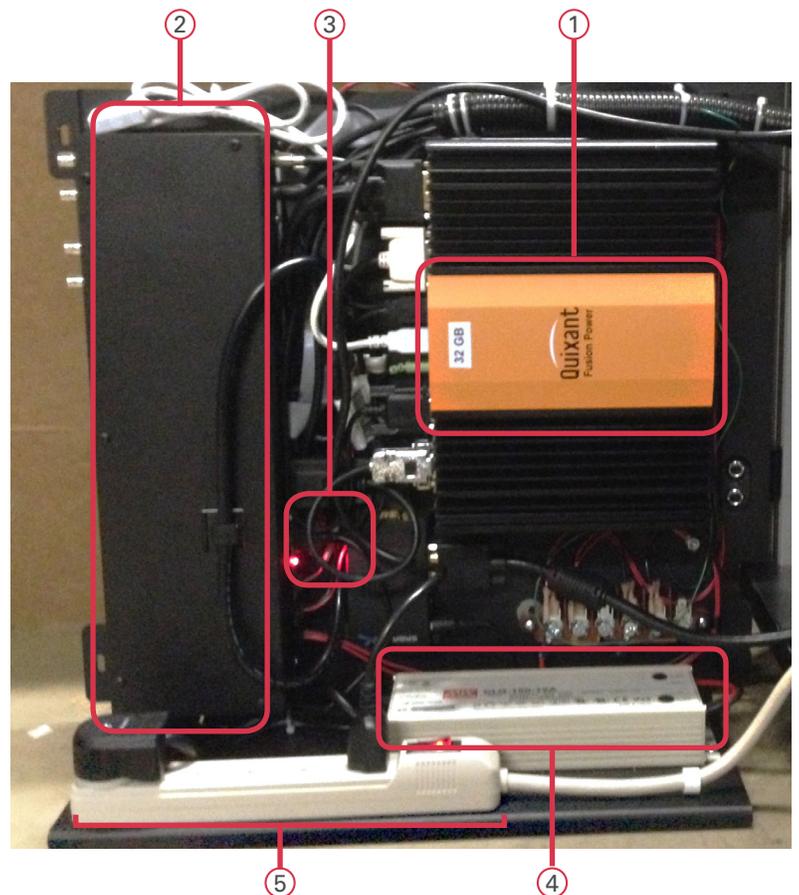
Basic Controls
2.3
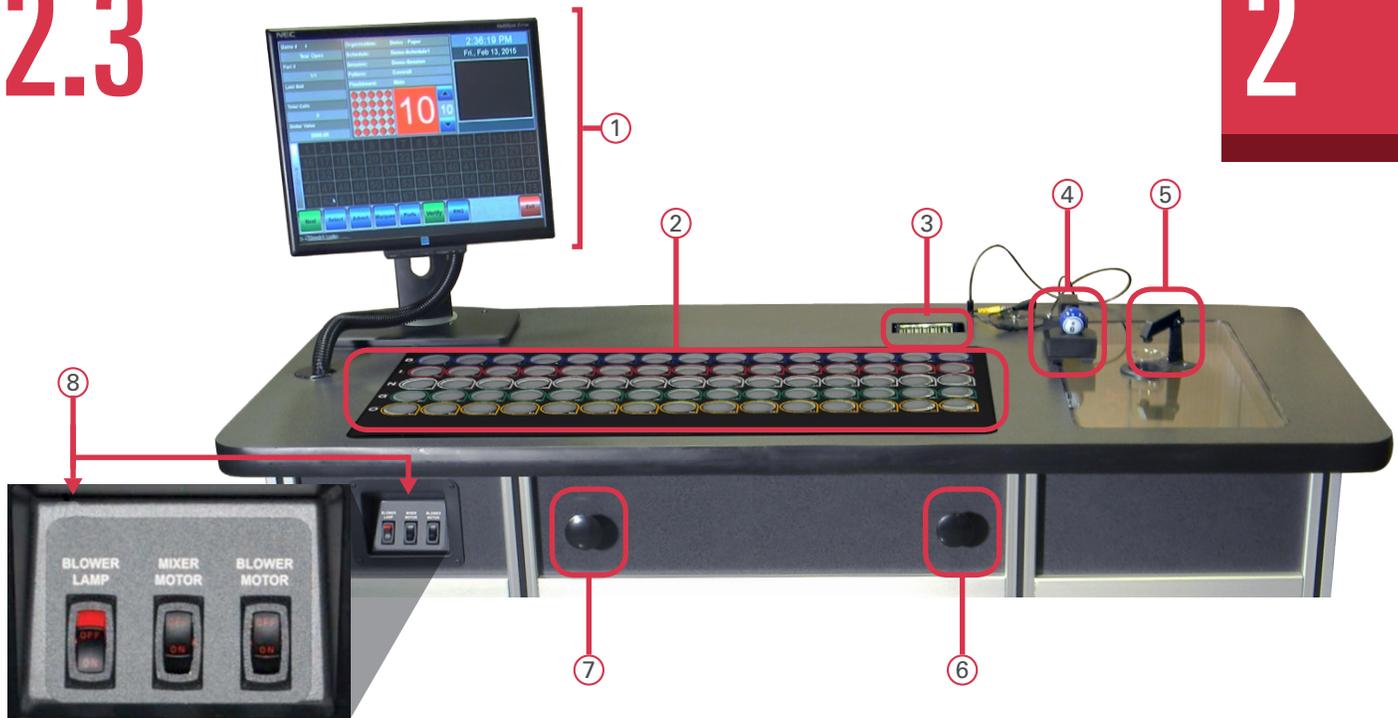
The Console top side controls are all within an easy reach for the operator. The console top is relatively free of devices that obstruct the player's view of ball calling operations.

The ball extraction tube contains a traditional ball stop mechanism.

A high resolution analog camera is mounted to a movable ball holding mechanism. The bingo balls are numbered on opposing sides to easily adjust the image on the monitors. The easily replaceable camera plugs into a conveniently located video port. The camera ground plug must be connected to the Console to insure protection from ESD (electrostatic discharges) from the operator.

The USB hub accommodates a USB keyboard and/or a USB mouse as an operator preference. The hub is also used to insert a USB drive for software upgrades, backups, jurisdictional configurations, and saving of reports.

The ball tray matrix has an individual switch under each of the 75 ball holes. The new reliable switch utilizes a sealed rubber membrane and is easily replaced without any tools. Once a switch has been depressed, further depressions are ignored until the start of the next game.

The adjustable operator monitor will move up and down, tilt, and rotate. It also incorporates a touch screen that works seamlessly with the mouse.

① Touch Panel
② Ball Tray
③ USB Hub
④ High Resolution Analog Camera
⑤ Ball Extraction Tube
⑥ Release Balls to Blower Chamber
⑦ Dump Balls to Holding Chamber
⑧ Motor & Light Switch Panel

The remaining operator controls are located on the operator side of the Console.

A switch panel controls power to the light in the blower chamber, the mixer motor, and the main blower motor.

The knob on the left of the operator is pulled outwards (towards seated operator) to dump balls from the ball tray into a holding chamber. The knob is pushed towards the console to return the ball tray mechanism to the full upright game playing position.

The knob on the right of the operator is pulled outwards (towards seated operator) to release the balls from the holding chamber into the blower chamber. The knob is pushed towards the console to close the ball release door to the blower chamber.

CHAPTER 2

Electrical Installation
2.4

Refer to Appendix A for Diagrams

The main AC power input to the Console should be a clean 115-120VAC, 60Hz. The power outlet or power cord to the Console should be wired with 12AWG or 14AWG with ground. The AC power input circuit must be rated for at least 15A and no other hall equipment should share this power source. Do not run long extension cords with inadequate wire gauge from the power source to the console.

The Console is provided with a 12 foot power cord with a standard three prong 120V 15Amp (NEMA 5-15 plug).

1. Plug the cord from Console into the main power source.

CAUTION! A POWER SOURCE WITH ABNORMAL VOLTAGE OR EXCESSIVE NOISE CAN RESULT IN IMPROPER CONSOLE OPERATION AND POSSIBLE DAMAGE NOT COVERED UNDER WARRANTY.

Powering Up the Console
2.5

For maximum battery backup time, allow the UPS to charge for a full eight hours prior to console use

1. The main power "ON" switch for the electronic console is the button on the side of the UPS, right at the front, in the electronics cabinet.

> Observe that the following events occur after pressing and releasing the push-button:
>
> • The green On Line indicator flashes.
>
> • The yellow On Battery indicator lights while the Self-Test is being performed.
>
> • When Self-Test has successfully completed, only the green On Line indicator will be lit and the UPS is ready for use.

WARNING!
If the internal battery is not connected properly, the green On Line indicator and red Replace Battery indicator will light and the UPS will also emit a chirping sound. (Call for service if this occurs).

2. The system will power up and a display will be seen on the monitor (refer to Chapter 5 for more information).

3. Turn on the three switches- chamber light, mixer motor, and blower motor. If any function fails to start, check the troubleshooting section (Chapter 10).

4. Release the balls into the ball tray chamber by pulling out the dump balls knob. Turn off the blower motor and release the balls into the blower chamber by pulling out the door release knob and holding until all balls have entered the blower chamber. Push in the ball release knob to close the door and push in on the dump balls knob until the ball tray is in the full upright locked position.

WARNING: A PROPER SHUTDOWN OF THE GAMING COMPUTER IS REQUIRED. SEE SECTION 5.7.

Flashboards, Video & Audio Installation
2.6

The Console supports a wide variety of video and flashboard systems. Each installation is unique to your hall environment. Please refer to the Bingo Console Installation Guide which describes how video, audio and flashboard systems interface to consoles. Your Arrow distributor or factory representative should be consulted and assist with these installations.

TV Option
2.7

One Console option is the mounting of a 42" TV to the front side (player side) of the Console. The option is supplied as a kit with cables, and mounting hardware and VESA adapter plate to be assembled at the installation site. The console operator can change between the flashboard and verify images during the game. The verify screen automatically appears without operator intervention.

Images on the TV Include:

1. A combination screen of ball and flashboard data during gaming
2. Large card face during verify
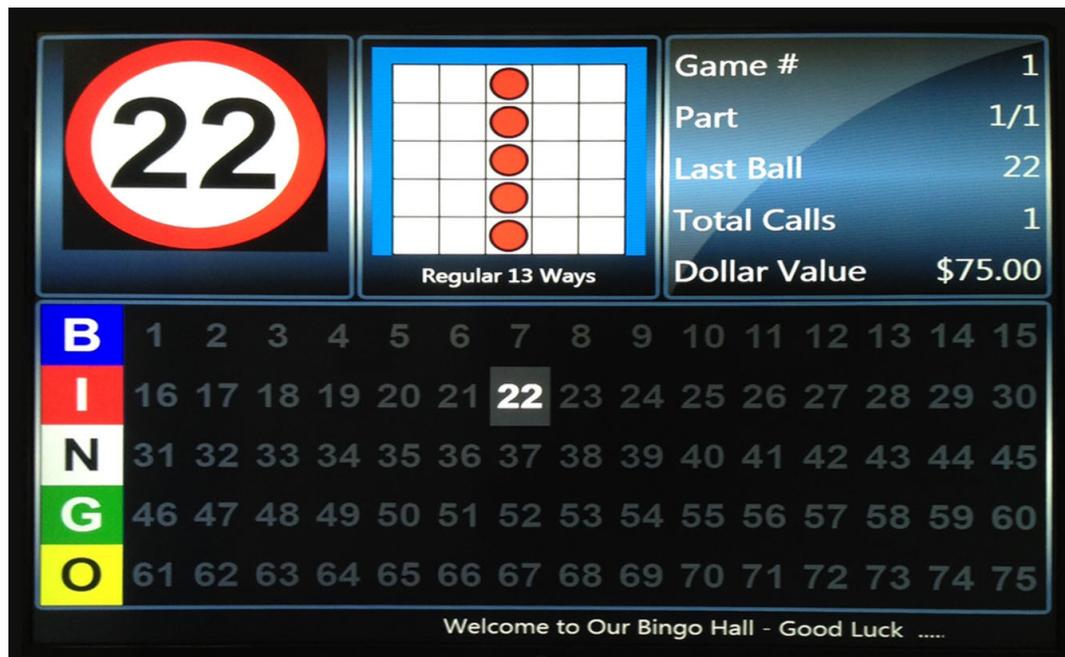
Note: The Live Ball image from the analog camera is routed through the Ball output on the Data Router III. It is transmitted to the ball monitors driven by the console. A composite version of the video flashboard image above is transmitted through the message monitor output on the Data Router III. It is driven out to the message monitors connected to the console.

Introduction
3.0

This chapter of the manual briefly describes the use of the Operator Display screen. Detailed use of the screen is provided in Chapter 5 – Quick Tour.

Operator Display
3.1
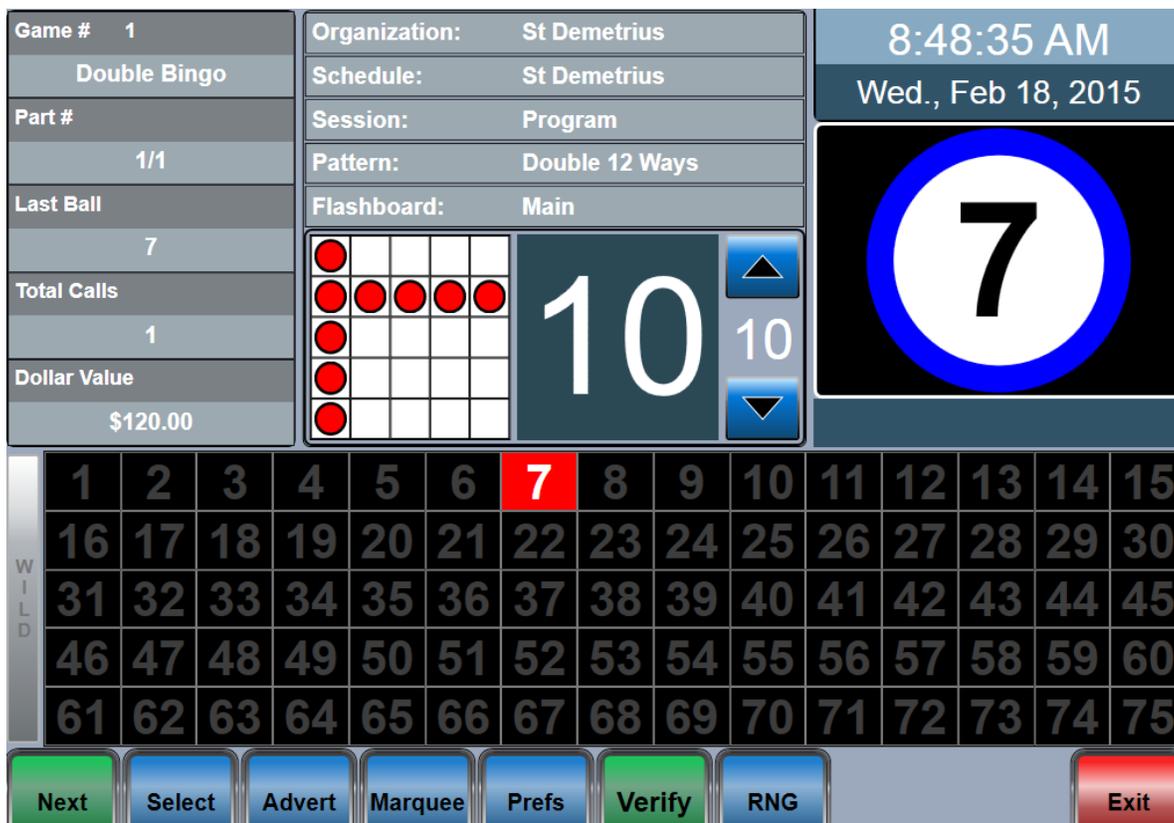
There are several items that make up this screen:

- Active Gaming Information (upper left corner) – This area of the screen displays the Game number, the game Part number, the Last Ball called, Total Calls , and the Dollar Value for the current game.

- Clock Display (upper right corner) – Displays the current time and date in the upper right corner.

- Organization/Schedule (upper center) – Displays the names of the organization, Schedule, Session, and current Game.

Operator Display (cont'd)
3.1

There are several items that make up this screen (cont'd):

- Flashboard Screen – Displays all called balls and the last ball called (same data output as the external flashboards). Last ball called is shown in red.

- Ball Call Timer (center) – Displays a timer that counts down the number of seconds between ball calls for each game. A fast ball game will be preprogrammed to a different timer value than that of a standard, slower paced game. There are up/down arrows provided for the operator to dynamically adjust the programmed time to a different value during gaming. The timer value of zero blinks red when the time has elapsed.

- Game Pattern (center)– Displays the current game pattern being played.

- The Live Video Window (center- right side) – This window displays information for three functions:
    1. Live ad that plays at the start of the current game
    2. Graphical image of the ball called

- Toolbar (bottom)– The toolbar allows the operator to control and modify certain functions and change preferences during the current Schedule, advance to the next game or select a particular game to jump to, verify a winning bingo card, and exit to the Main Menu screen..

- Marquee –The current marquee will be displayed scrolling at the bottom of the screen. Marquees can be pre-programmed when a session is built, or they can be dynamically selected from the Marquee screen.

Ball Handling
3.2

The ball chamber uses a special anti static mat and anti-static coated bingo balls. The anti-static properties of the Console are dependent on the use of these balls. It is recommended that only the balls that are supplied with the Premier Bingo Console be used.

A ball mixer motor is provided in the blower chamber. When the blower motor is turned on, the balls are extracted from the ball tube and then the operator places the ball in front of the camera. The double numbered balls allow the operator to view the ball instead of viewing the monitor when adjusting the image position.

Calling a Ball
3.3

When you are ready to call the ball on the Console, remove it from the camera mount, insert it in the proper hole in the ball tray, then depress the ball down to activate the ball switch. Depressing the ball and activating the same switch again has no effect on the system for the remainder of that game. When the system advances to the next game, the switch becomes active again.

Resetting a Ball
3.4

If the ball was inserted into the wrong hole then:

- Remove the ball from the hole

- On the operator monitor, touch the ball number of the wrong hole. This will clear the ball and the system will be updated.

- Insert the ball in the proper hole and depress it to activate the switch. The system is updated and correct.

Ball Tray System Failure
3.5

If the ball tray switches stop working, the ball should still be placed in its proper hole. The ball can be "called" by touching the ball number on the operator monitor. The system will be properly updated.

CHAPTER
4

Security/Compliance
4.0

Initial Factory Security
4.1

On a new Console, the computer loads a Name and Password into the database for a System Administrator. The System Administrator can log in to the system and set up a different password. An Arrow service representative or an authorized Arrow distributor can provide assistance in the set up.

FCC Part 15
4.2

The Console computer, the system printers, and the UPS devices are all pre-tested by their corresponding manufacturers and certified to meet FCC part 15 requirements.

16 CAPITOL STATESMAN PREMIER

CHAPTER
4

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16 CAPITOL STATESMAN PREMIER

Gaming Regulatory Compliance
4.3

If properly configured and operated, the Statesman Premier Bingo Console can comply with many different Regulatory requirements for the function that the system performs.

The system employs a State Configuration method to configure the Console to be compliant to the state in which they are installed. During installation of the system, the state licensed and Arrow authorized distributor is required to load the State Configuration information and select the State that it is being installed in. The system then places those restrictions on the Console operation. The State Configuration is a tool that makes it easier and faster for distributors and organizations to set up the equipment to state requirements. The State Configuration tool configures the console to be in compliance at the time of manufacture. It is the responsibility of the distributor to insure the console complies at the time of installation.

Arrow assumes no liability for the absolute accuracy of the configuration content at any point in time. To determine what current restrictions are placed on the system by this method, and the States that the system has been approved in, please contact Arrow legal department for the latest information.

Licensed hall owners, organizations, distributors, and game operators have prime responsibility, not Arrow, to configure the Arrow equipment and operate a bingo Schedule that meets Regulatory requirements in their State.

IF FOR ANY REASON THE SYSTEM DOES NOT APPEAR TO BE IN REGULATORY COMPLIANCE, YOU MUST IMMEDIATELY CONTACT ARROW LEGAL DEPARTMENT SO CORRECTIVE ACTION CAN BE TAKEN.

The State Configuration can be loaded onto the Console using the **Utilities** button on the Main Menu screen and then the **Upgrade Software** button.

Regulatory Summary
4.4

In general, the Console tracks, reports and logs:

• Gaming report showing winning faces and patterns for each verification

• Payout reports for each verification, with game and session totals

• Ball frequency report showing ball call statistics for the session

• Error logging

• Software revision levels in clear view on the log in screens of all equipment

• Stores 13 or more months of historical data

Quick Tour

5.0

Quick Tour takes you through the basic steps required to play a bingo Schedule. Quick Tour will discuss:

• Log in to the Console

• Activate a Schedule and Call Balls

• Verify a winner and make a payout

• Intermission

• Deactivate a Schedule

• View and print reports

• Shutdown

NOTE: AFTER COMPLETING THE QUICK TOUR, TO CREATE YOUR OWN SCHEDULES SEE CHAPTER 6

Quick Tour uses the pre-loaded DEMO program to conduct a bingo Schedule.

Quick Tour describes only basic functions to run the Schedule. At the end of Quick Tour, other special and more detailed features available on the Console are discussed.

LET'S BEGIN!

Log In
5.1

To start the Quick Tour you must first apply power to the Console. The system will take a few moments to boot up which will bring you to the **Login** screen.

Select **Login as System Admin** and enter the factory default **password of 13629,** then hit the **ENTER** button

Log In (cont'd)
5.1

The **ENTER** button causes the Main Menu Screen to appear.
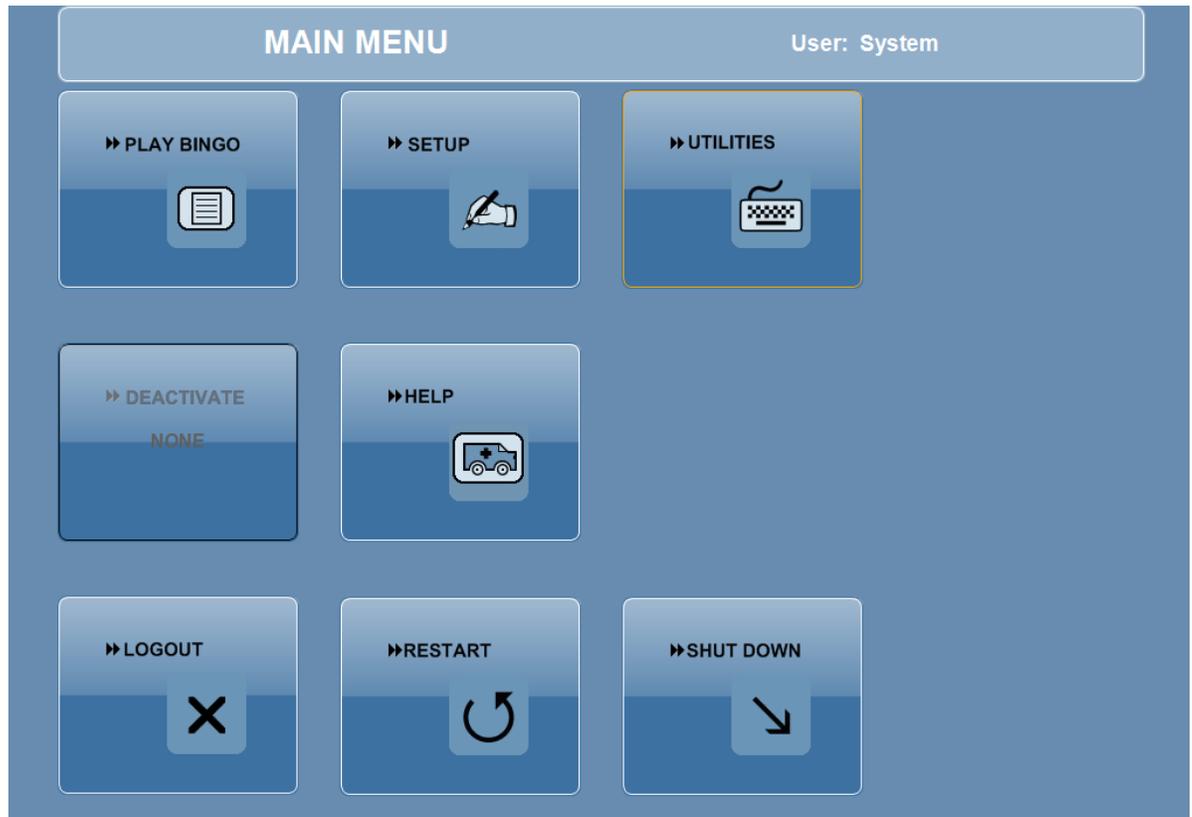
PLAY BINGO
• Get to the Organization / Schedule screen and activate a Schedule

SETUP
• Edit or make new Organizations, Schedules, and associated activities and patterns

HELP
• Allows you to select the Premier's manual

LOGOUT
• Logs the current operator off the Console

RESTART
• Will reset the Console computer and bring you back to the Log In screen

SHUTDOWN
• Will power off the Gaming computer.

UTILITIES
• Change system password
• Retrieve and print schedule reports
• View hardware setup and software revision levels
• Perform backup, restore, upgrade software, and log maintenance functions
• Set date and time
• Calibrate the touch screen
• Perform flashboard lamp test
• View error logs

Activate Schedule – Call Balls
5.2

Touch the **PLAY BINGO** button and the **Schedule** screen will appear. This screen displays a list of preprogrammed Schedules on the left side of the screen, details about those Schedules on the right side of the screen.

Schedules		Schedule Categories and Series		
		Category	Series	Cut
St Demetrius: **St Demetrius**		Arrow Standard	Unimax 60,001-69,036	3 ON V
test2: test		Arrow Standard	Unimax 70,001-79,096	3 ON V
test2: tester		Arrow Standard	Unimax 80,001-89,036	3 ON V
test: test		Arrow Standard	Unimax 90,001-99,036	3 ON V
test: test2		Arrow Standard	Capitol 1-9,000(36)	3 ON V
Demo - Paper: Demo-Schedule1		Arrow Standard	Capitol 9,001-18,000(36)	3 ON V
		Arrow Standard	Capitol 18,001-27,000	3 ON V

Schedule Details

Organization: St Demetrius
Schedule: St Demetrius
   Session: Program
      Game (1): Double Bingo
         Part: 1/1
            Pattern: B-N-O Rows
               $120.00 - 75 - Arrow Standard

      Game (2): Six Pack
         Part: 1/1
            Pattern: Six Pack in Corner
               $120.00 - 75 - Arrow Standard

      Game (3): Letter X
         Part: 1/1
            Pattern: Letter X
               $120.00 - 75 - Arrow Standard

      Game (4): Double Bingo

[Print] [Save]   [Activate] [Play] [Cancel]

[▲] [▼]   [▼]   [Eject Media]

Select the **Demo-Paper: Demo-Schedule 1** button on the left side of the screen and then touch the **PLAY** button which activates the Demo-Schedule 1.

Activate Schedule – Call Balls
5.2

The **Live Game** screen is now displayed.

Call balls as previously discussed in Chapter 3. As balls are called and placed in the ball tray, the called ball will be shown on the flashboard area of the screen. Continue calling balls until a winner has been declared from the floor.


If the game is pre-programmed to include a wild ball(s), the BINGO text on the left side of the flashboard area will turn into a **WILD** button. Touching the button will activate whatever type of wild ball has been preprogrammed.

The Console will then automatically call/daub the correct wild balls.

Verify a Winner – Make a Payout
5.3

Touch the **VERIFY** button located on the toolbar.
This will bring up the **Enter Card** screen.
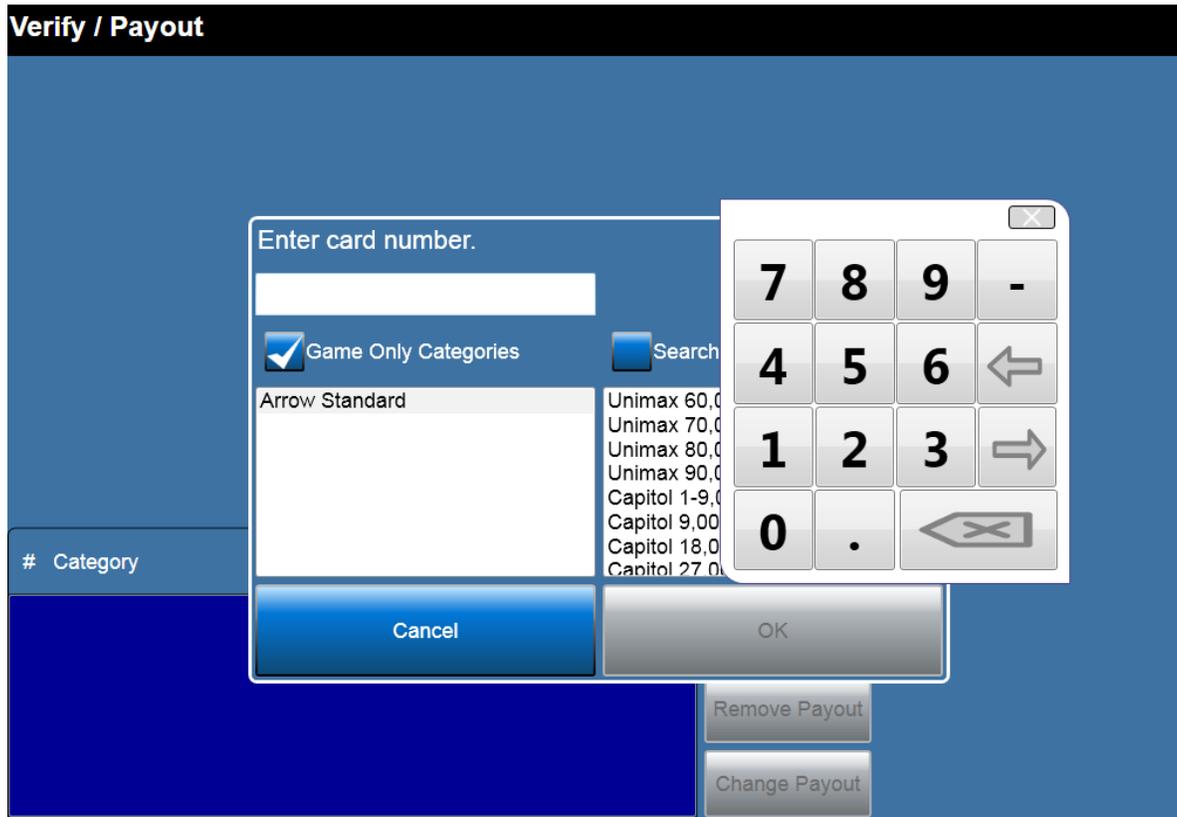
The paper categories for the session being played will appear on the top of the Category list. If more than one Category is programmed for a bingo session the Console will perform an Auto Search of all the programmed Categories in order to determine a valid winner.

If you are playing a different Category from the one that is programmed, you can choose a Category on the left side of the screen to specify the perm you wish to verify.

Enter the **free space number** of the winning card, then hit **ENTER.**

The **Verify/Payout** screen is now displayed.

Winner or **Not a Winner** will be displayed on the lower left portion of the card with the last ball number flashing.
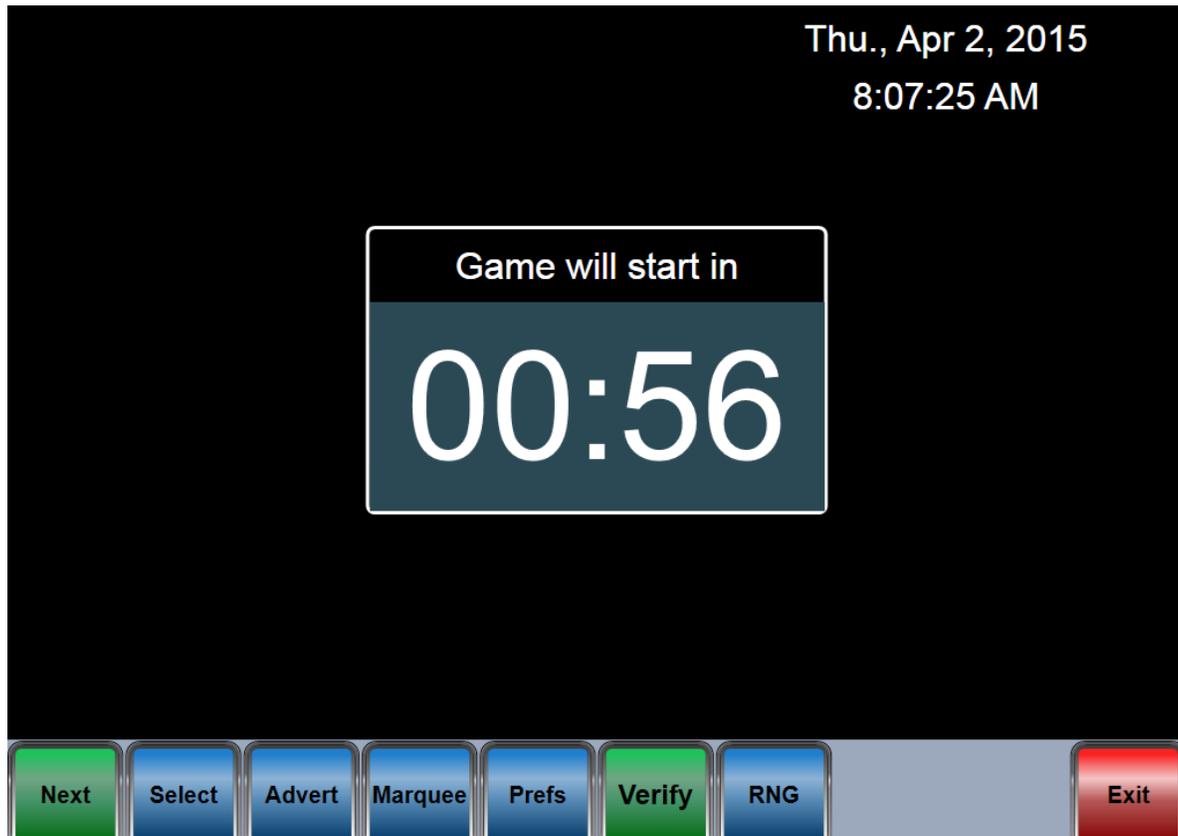
If not a winner, the payout screen will display the first card type with the entered free space number. Hit the **CANCEL** button to return to the Live Game screen.

If a winner, and there are no other cards are on the floor being declared as winners, hit the **DONE** button. This will take you back to the Live Game screen and automatically advance the session to the next game or next part number of the current game.

If more than one winner exists, hit the **NEXT** button to enter in another card number to verify multiple winners, then hit **DONE** to take you back to the Live Game screen and automatically advance the session to the next game or next part number of the current game.

Intermission
5.4

Continue calling and verifying each game until the **Intermission** screen appears.

Thu., Apr 2, 2015
8:07:25 AM

Game will start in

00:56

| Next | Select | Advert | Marquee | Prefs | Verify | RNG | | Exit |

The screen displays a count down timer. When the time has elapsed, the zero value will flash red. To terminate the intermission and return to bingo play, hit the **NEXT** game button on the toolbar.

Deactivate Schedule
5.5

Continue calling and verifying each game until the end of the Schedule is finally reached.

Hit the **EXIT** button on the toolbar to take you back to the Main Menu screen. The **DEACTIVATE** button will be red to remind you to deactivate the Schedule before shutting down the Console.
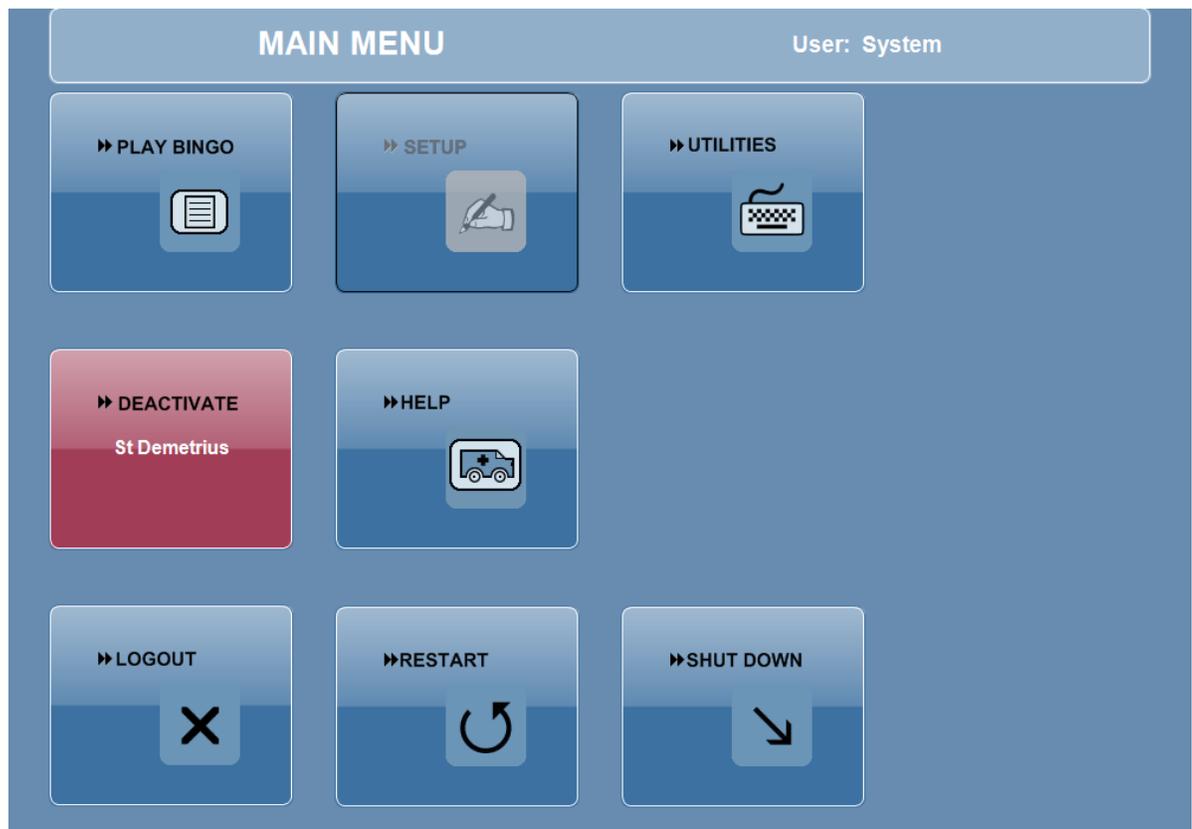
Pressing the **DEACTIVATE** button will result in a prompt message to confirm this action. Depending on the setup of the Console, a second prompt message may appear asking if you want to save gaming data for the Schedule just played.

You are now on the **Main Menu** screen and the Schedule is now officially closed.

Hit the **UTILITIES** button on the Main Menu screen to view the gaming reports for the Schedule.

To view one of the reports, select the desired report button and the Schedule selection screen will appear. The last completed Schedule will appear in the list at the top of the screen and the report for that Schedule will automatically be displayed. Use the **Next Page** and **Previous Page** buttons to scroll through a multi-page report. Hit the **Print** button to print the report. Repeat for each report that needs to be printed.

The **Save File** button requires that a removable USB drive be plugged into the hub on the Console top.
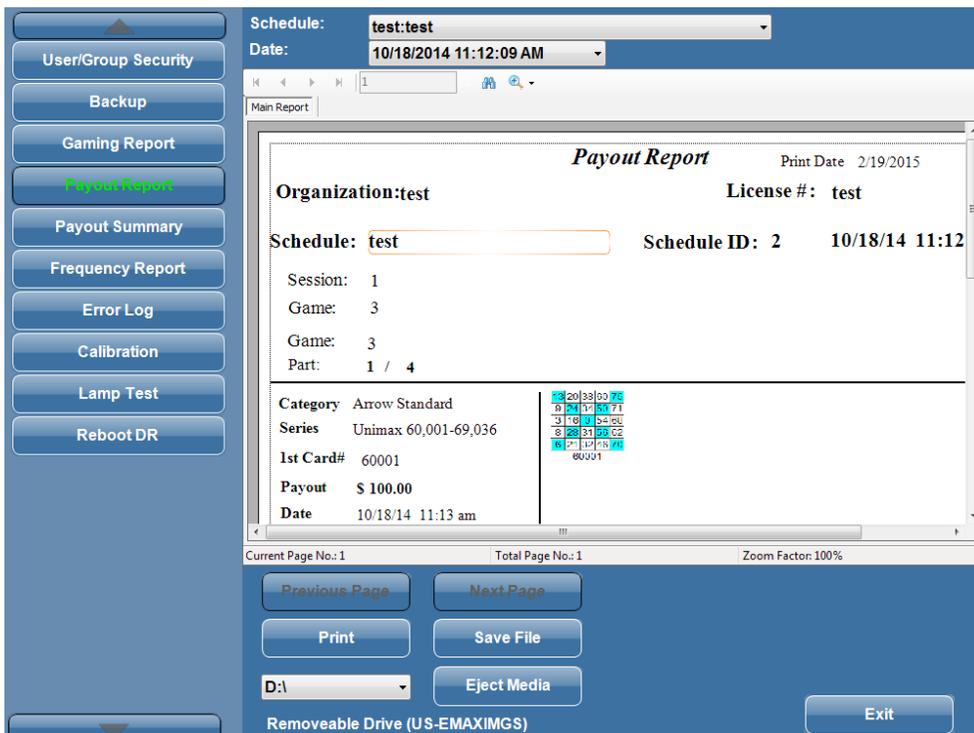
The following closed Schedule reports are available:

Payout: Shows for each game in the Schedule: the game name, Category, Series, free space number(s), payout amount(s), Date and Time of each payout, actual card face(s) with the winning pattern, and a total payout amount for the sessions and the completed Schedule.

Frequency: Graphically and numerically shows how many times each ball was called for all the games in the Schedule.

Gaming: Displays the Operator name, all of the above payout information, and in addition for each game in the Schedule and each ball called: how many balls were called, the number of each ball called, the type of call (regular or Wild), and the time each ball was called. At the bottom of the report is a summary list of the Schedule showing all the game names, payout amounts and whether paper and/or electronics was played.

Log Out and Shutdown
5.7

With the Schedule closed and all reports printed, the operator can then go ahead and log off the Console by hitting the **LOGOUT** button on the Main Menu screen.

If the Gaming computer is to be shutdown, then hit the **SHUTDOWN** button on the login screen or main menu screen. Prompt messages will appear reminding you to back up your system and confirm the shutdown. After the gaming computer is shut down, press the power button on the UPS to completely remove the power from the console.

WARNING: A PROPER SHUTDOWN OF THE GAMING COMPUTER IS REQUIRED. TO MAINTAIN THE INTEGRITY OF THE SYSTEM'S SOFTWARE.

NOTE:
To turn the Gaming computer back on, the UPS power ON/OFF button must be pushed to power off the UPS. Wait approximately 15 seconds, and then press the UPS on/off button again to cause the Gaming computer to reboot.

QUICK TOUR IS NOW COMPLETE!

To learn about additional features that the Console has to offer, please continue reading the following sections that describe Console features in more detail.

Toolbar Functions
5.8

The system **Toolbar** located at the bottom of the **Live Game** screen allows you to control all live gaming operations.

NEXT Button:
Will move you forward to the next game or the next part of the current game. It will become disabled and appear grayed out when you reach the last part of the last game in the schedule.

SELECT Button:

Touching it brings up the Game Selection screen. This screen is a scrollable list of all the games in the schedule. The current game being played is displayed at the top of the screen. To change the current game, scroll the game you wish to play using the arrow buttons at the bottom of the screen, and select the desired game from the list.

ADVERT Button:

Touching it brings up the Advertisements Selection screen. A list of available ads are at the top. Select the ad from the top list and the ad picture is shown in the middle of the screen. Press the Right Arrow button to test play the ad locally or the PAUSE button to stop it. If you wish to send the selected ad to the monitor hit the SEND button.

Toolbar Functions (cont'd)
5.8

MARQUEE Button:

Touching it brings up the Game Selection screen. This screen is a scrollable list of all the games in the schedule. The current game being played is displayed at the top of the screen. To change the current game, scroll the game you wish to play using the arrow buttons at the bottom of the screen, and select the desired game from the list.

Available, pre-made marquee messages are shown in the upper list at the top of the screen. At the lower portion of the screen is the list of marquee messages that are currently playing. To play additional messages, select each message from the top list and touch the down arrow to move it to the play list.

To stop a message that is currently playing, select the message in the play list and touch the up arrow to remove it from the play list.
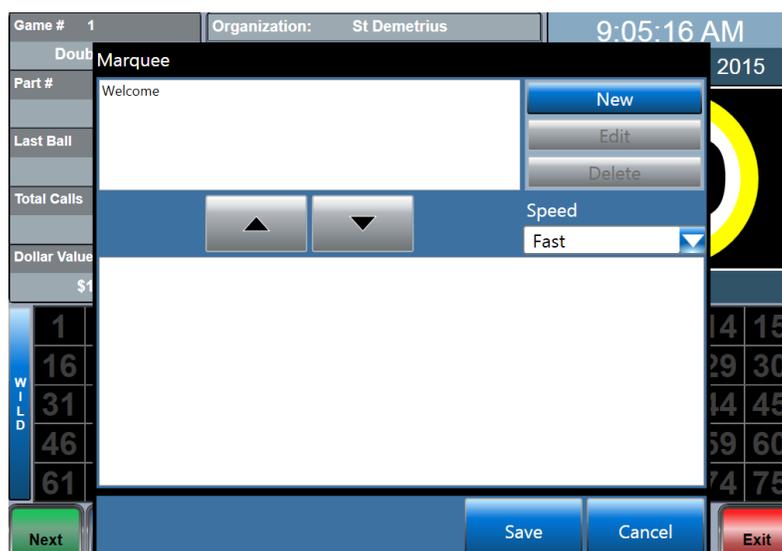
Touching the OK button will accept any changes you have made to the play list and return you to the Live Game screen. Messages added to the play list will start scrolling, and any removed from the list will be removed from the scrolling marquee.

To add a new marquee, touch the **NEW** button, and enter your new message on the Keyboard screen. Touch the OK button to add the new marquee. To edit an existing marquee, touch the marquee in the top list you wish to edit. Next touch the **EDIT** button which will bring up the Keyboard screen. You may edit your marquee then touch OK to save your new marquee message. To delete a message, select it in the top list, and touch the **DELETE** button.

PREFS Button:

Touching it brings up the Preferences on screen. This button allows the operator to dynamically change certain functions during gaming.

Volume:

Select the desired volume from the list and you will return to the Live Game screen.

Caller Choice:

Caller's choice should be executed at the beginning of a game prior to any balls being called. Two fields are editable- Payout amount and the pattern.

To adjust payout amount, touch the Payout field and enter a new value, then hit the SAVE button and you will return to the Live Game screen.

The pattern example shown below is a combined pattern of an X, an L, and a T. To play one or more of the three patterns on the current game, select each pattern that you wish to play. The played pattern(s) will be only those highlighted in blue (L shown below). Hitting the SAVE button will return you to the Live Game screen.

Refer to Chapter 6, SETUP, section 6.6, the SESSIONS tab, Delete Pattern box. If this box is checked on, the winning pattern for this game will be automatically unselected for the next part of a multi-part game. Occasionally, the last ball wins on two of the patterns simultaneously. Both patterns will be unselected. When all patterns have won, before all parts of a game have been completed, the console will always leave one of the patterns in play for the next part.
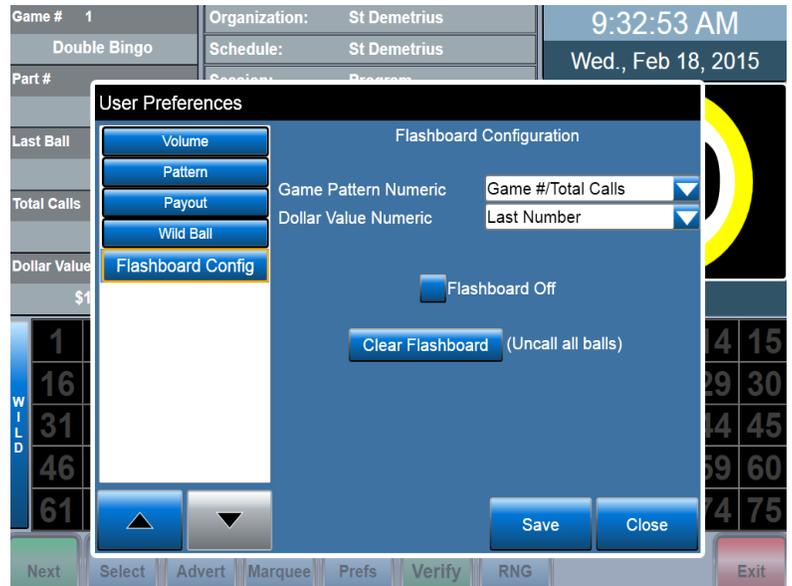
Flashboard:

Use the down arrows to display a list of items.
Choices for Game Pattern display digits :
• Number of total calls
• Game Number
• Last Number

Choices for Dollar Value Numeric display digits:
• Game Number
• Last Number

Select the desired feature from the list(s) and/or touch the Disable Flashboard box then hit OK and you will return to the Live Game screen.

VERIFY Button:

Verify/Payout screen options not discussed in the QUICK TOUR:
- If more than one winner exists, hit the NEXT button to enter in another card number to verify multiple winners.

- If you wish to change the preprogrammed payout amount, select the payout line to be changed and touch the CHANGE button. Enter the payout amount on the pop up keypad.

- If you wish to add a new payout, hit the ADD button and the payout amount will automatically be split evenly between the winners. Note that any payout entered from the Change function will only change the one payout selected and not the split.

- If you wish to remove a payout, select the desired payout line and touch the REMOVE button.

- Touch the SAVE button to save the payouts and take you back to the Live Game screen without advancing the session to the next game.

- You can also remove the winning cards from progressive games.

- The Serial number window on the right hand side of the screen allows you to enter the serial numbers of the books sold for your session. This adds another dimension to game security and integrity.

EXIT Button:

This button returns you to the Main Menu screen.

RNG Button:

Touching the RNG (Random Number Generator) button brings up the Ball Count Screen. You can then enter the number of balls you wish to be randomly called.
- Balls will be called at the rate specified by the Ball Call Timer. Balls will be called until the specified count is reached or the caller stops it.

- The RNG function may be prohibited by regulations. Setup is discussed in section 6.1.

Setup
6.0
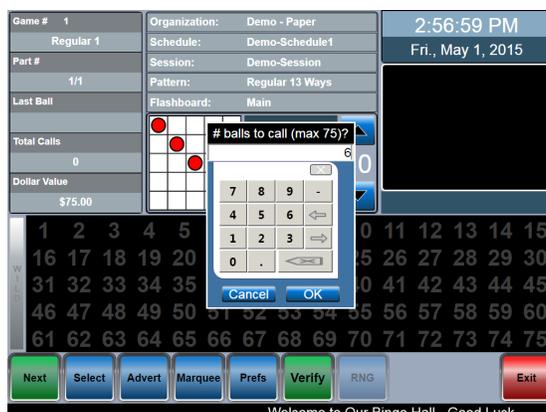
The Console is very flexible in its ability to change its operational characteristics to meet the needs of your organization. The downside of good flexibility is that there are many parameters that need to be defined.

The order each product is setup is very important. Please review Chapters 6 and 7 before setting up your particular system.

Also use the **DEMO** documentation stored under the **Help** screen as a guideline in defining your system.

Architecture for the Console
The following block diagram defines the internal architecture and the order of hierarchy for functional elements within the Console. The product supports single level setup of the functional elements to meet the needs of your small organization and also multiple levels of the functions for a large hall. The diagrams provide you with terminology that will be used in the description of the setup of the system.

After a quick glance of the architecture, you will be guided step by step in the simple use of each setup screen.

Console Main Menu buttons and sub buttons in order of their use:
SETUP:
- Organization (One or more per hall)
- Category (Specify permutation and paper to be used)
- Optional Advertisements (Define custom Text ads)
- Optional Marquee (Define custom text message that scrolls on the hall monitors)
- Optional Pattern (Define custom winning game patterns)
- Session (Create Activities, Games, include optional ads and Marquees)
- Schedule (Join multiple Sessions together)

Console Hierarchy

Hall

Multiple Organizations per Hall	Organization 1
Multiple Schedules per Organization	Schedule 1
Multiple Sessions per Schedule	Session 1
Multiple Games per Session	Activity/Game 1
Multiple Parts per Game	Game Part 1
Multiple Categories per Game Part	Category 1 (type/cut)
Multiple Series per Category	Series 1 (number)

The following sections of this chapter walks you though the setup of the Console. After completing this chapter, Chapter 7 guides you through Utilities security setup.
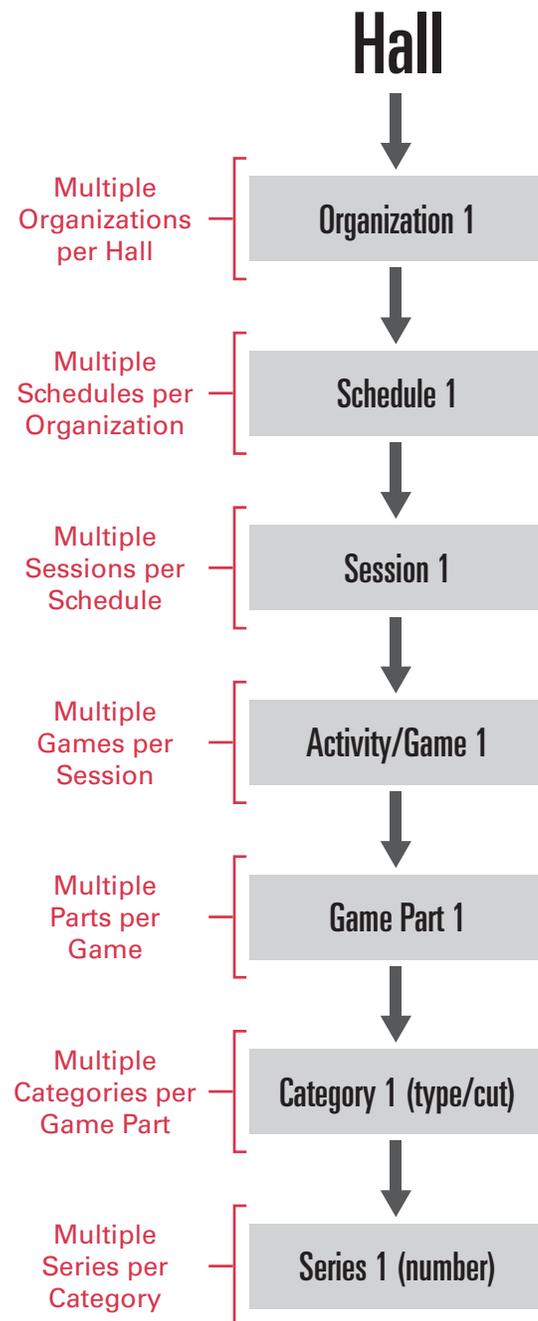
Organization
6.1

Touch the **SETUP** button from the Main Menu.
The **Organization** screen is displayed.

ORGANIZATION Tab:
Can have one or more organizations per hall and you can edit
an existing Organization (if present) to create a new Organization
by selecting the organization from the list on the left side of the
screen, then hit the EDIT button. For now, we will proceed with
the setup of a new Organization.

• Touch the **NEW** button.

• A pop up keyboard will appear. Enter the name of the new
  organization (15 characters or less is ideal).

• At the top of the screen, touch each white box and fill in the
  Address, City, State, ZIP, Phone number, Fax number, and
  Organization License Number. The license number is important
  since it shows up in financial and regulatory reports.

Console Gaming Operations

Verification: select how the game is to be played, with or with out the last ball determining a valid win.

Marquee speed: select the rate at which the message scrolls across the monitors and blinks on the.

Ask to log: Leave box unchecked (highly recommended) if you wish to automatically save all gaming data when the Schedule is deactivated. Checking this box will provide the operator with a prompt to Save or discard the gaming data upon Schedule deactivation (prone to wrong responses to the prompt).

Round payout: Select the direction to round up or down and the amount to round to. Typically $1, rounded up is used.

Single win: Checking this box will cause a single payout to be made if there are multiple winning patterns on a single face.

Auto search: Checking this box (recommended) enables auto searching through all perms to find the winning card.

RNG: Checking box (may be prohibited by regulations) enables the random number generator for ball calling. The RNG button on the toolbar becomes active.

Callers choice: Check this box on to enable the callers choice screen under PREFERENCES on the tool bar.

Number parts: Checking this box on (recommended) will automatically number multiple parts of a game. This feature allows the creation of progressive or multiple part games

Camera Monitor: Only the camera is available

Show Marquee: NOT AVAILABLE

Message Monitor: Choose either Flashboard or Advertisement to display.

Show Marquee: Check box if want to have the marquee show up at the bottom of the message monitor.

Game Pattern Numeric: Choose what to display in the numeric digit position of the flashboard (flashboard types vary)- (Game Number, Last number, or Total calls).

Dollar Value Numeric: Choose what to display in the dollar value digit position of the flashboard (flashboard types vary)- (Game Number, Last number).

Lucky Ball: Selection of Bonus Balls for Winning Bingo Numbers is supported.

HIT THE SAVE BUTTON!

Category
6.2

CATEGORY Tab:
(Specify permutation and paper to be used)

Touch the **Category** tab at the bottom of the screen.

Touch the **NEW** button.

Name: A pop up keyboard will appear. Enter the name of the new Category (15 characters or less is ideal)

Description: Enter a description for the Category

Card type: Choose from the list of available card types

Cut: Choose the ON cut from the list.

Series:
• Hit the **NEW** button then touch the entry that pops up in the screen.
• Choose the desired series from the pull down list that is displayed
• Hit the **NEW** button again and repeat above to enter another series

Provide enough series of faces to support the sales of card faces on the floor.

HIT THE SAVE BUTTON!

Advertisements
6.3

ADVERTISEMENT Tab:
Text and graphic setup

Text and graphical ads can be entered directly into the Console during setup.

Creating an ad in the setup process is optional. You can come back later, make a Text ad and insert it into a Session by using the **ADVERT** tab and then the **SESSION** tab.

Name: A pop up keyboard will appear. Enter the name of the new Text ad (15 characters or less is ideal)

Description: Enter the correct description for the ad

Duration: Enter a duration value in seconds for the ad to run

To enter a Text ad:
Touch the **NEW** button.
• Enter the text message one line at a time.
• Each line can have a maximum of 25 characters

To enter a Graphic ad:
Touch the **IMAGE** button.
• Select the desired image
Touch **SAVE** button.

To view a graphics ad:
Touch the desired ad in the list on the left side of the screen.

Marquee
6.4

MARQUEE Tab:
(Define a custom text message that scrolls on the hall monitors))

Creating a marquee in the setup process is optional. You can come back later, make a marquee and insert it by using the **MARQUEE** tab and then the **SESSION** tab.

To enter a Text Message to be Scrolled:
Touch the **NEW** button.

Name: A pop up keyboard will appear. Enter the name of the new Marquee (15 characters or less is ideal)

Description: Enter the text message to be scrolled. A maximum of 80 characters can be shown, longer messages on the monitors.

Pattern
6.5

PATTERN Tab:
(Define custom winning game patterns)

The Console has a very large number of pre-built patterns to choose from. If these standard Patterns are acceptable for your Schedule(s) than you can skip this setup procedure. Proceed to building a Session.

To View a Standard Pattern:
Select the Pattern from the list on the left side of the screen
The name of the highlighted pattern and its description appears in the Name and Description fields and Pattern combinations appear on the right side of the screen. The Number of Combinations is also displayed.

To Create a Custom Pattern
Touch the **NEW** button.

Name: A pop up keyboard will appear. Enter the name of the new Pattern (15 characters or less is ideal)

Description: Enter the description for the Pattern
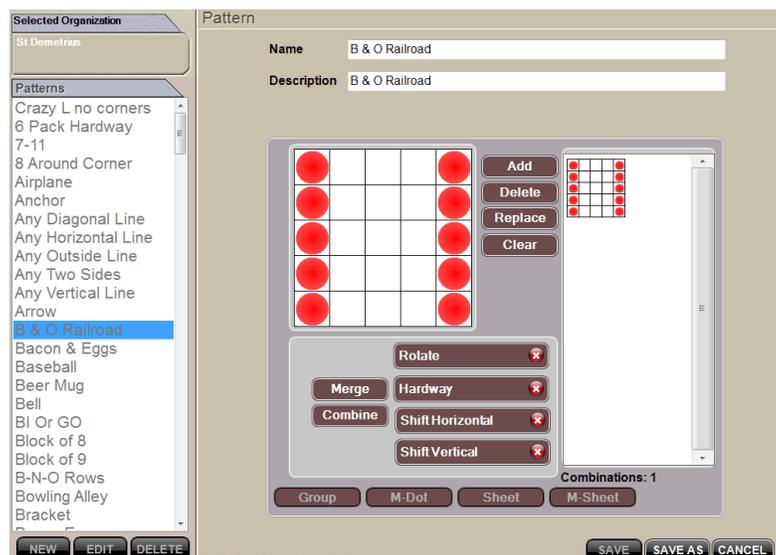
You can make a custom Pattern from scratch or use a standard Pattern as a starting point and modify it. You can also combine any number of programmed Patterns to create multiple bingo Patterns. The following definitions on the next page will help you understand some terminology.

Touching
Patterns are next to but do not share any cells. (any line with block of 4)
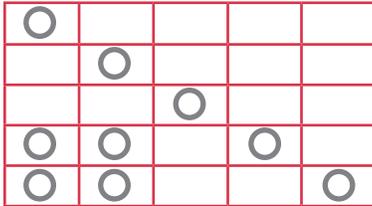
Sharing
Share one and only one cell between patterns. (any line with block of 4)
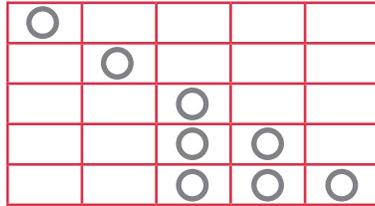
Options
Touch – True
Share – False
Overlap – False
Definition: Patterns must be next to but do not share any cells.

Touch – False
Share – True
Overlap – False
Definition: Patterns must share one and only one cell between patterns.

Overlap
Must share two or more cells between patterns. (any line with block of 4)
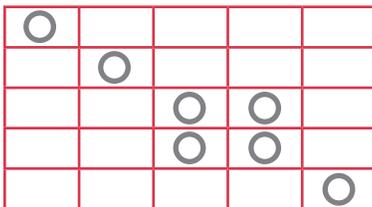
Separate
Patterns do not share any cells (any line with block of 4)
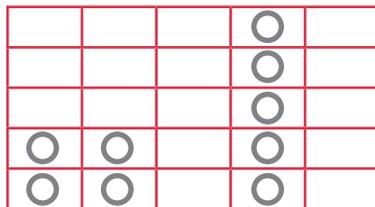
Touch – False
Share – False
Overlap – True
Definition: Patterns must share two or more cells between patterns.

Touch – True
Share – True
Overlap – False
Definition: Patterns that are next to but do not share any cells and patterns that share one and only one cell.

Other functions to aid you in generating a pattern:
Add-
Merge-
Continue-
Group-

Rotate-
Hardway-
Shift Horizontal-
Shift Vertical-

Touch – True
Share – False
Overlap – True
Definition: Patterns that are next to but do not share any cells and patterns that share two or more cells.

Touch – False
Share – True
Overlap – True
Definition: Patterns that share one or more cells.

Refer to a separate manual for use of Multi–face patterns.

Touch – False
Share – False
Overlap – False
Definition: Patterns with one or more cells are between patterns.

SESSION Tab:
(Create Games and Activities)

A Session is a collection of several Activities consisting of games and one or more intermission. The Games can have one or more parts. You are going to create the first Activity and then repeat the process creating additional Activities until the desired Session is completed. The Activities are sequentially numbered as you complete them.

Touch the **SESSION** tab at the bottom of the screen.

Touch the **NEW** button.

Name: A pop up keyboard will appear.
Enter the name of the new Session
(15 characters or less is ideal)

Description: Enter a description for the Session

Session (cont'd)
6.6

ACTIVITY

Name: Touch Name box and enter the name of Activity

Color: Choose the desired border color for the displayed bingo card face from the pull down list

Advertisement: Choose one of the existing Text or Graphical ads shown in the pull down list or skip this step if you have not made any ads.

Marquee: Choose one of the existing marques shown in the pull down list or skip this step if you have not made any marquees.

Intermission: Check this box if an Intermission Activity is desired. The screen on the Console and the hall monitors will display a count down timer.

Timer: If Intermission box was not checked, skip this setup procedure, otherwise, enter intermission count down timer value in minutes. When the timer reaches zero, it will flash red on the Console and hall monitors. You do not need to complete the rest of this setup procedure. Go directly to Hit the Save button below.

Game: Always check this box unless the Activity is an Intermission.

Delete Pattern: For multi-part games, checking this box will automatically delete the last winning pattern before the start of the next part of the game. This eliminates re-winning on the same card face when advancing to the next part.

Bingo FB: Check the box if you want the called balls to be displayed on the main Bingo flashboard(s)

Tear Open FB: Check the box if you want the called balls to be displayed on the Tear Open flashboard(s)

Disable FB: Check this box if the Activity is a fast ball game and no called balls are to be displayed on the flashboard(s)

Tray, Tear Open: For a Premier Console this box will be grayed out.

Paper: Select from the pull down list the type of border for the paper to be displayed

Color: Select from the pull down list the color of border for the paper to be displayed

You've completed the general portion of the Activity. You must now specify the details of the Part of the Game Activity. Remember that a single Game can have multiple Parts.

PART

Pattern: Select desired winning pattern from the pull down list. If the pattern is not present and you want to create a new one, for now, select one of the standard patterns and continue with setup. You can come back later and select the new pattern that you created.

Timer: Enter the value of the ball count down timer in seconds

Game Number: Enter the Game number that is displayed on the flashboard and the screen

Wild Number: If a wild number function is desired for this Part, select the type of wild number from the pull down list. Then hit the ADD button to include it.

Payout: Enter the amount for the payout.

Calls: Enter, in association with the Payout amount, the required number of balls called to achieve the payout. Several tiers of Payout/Calls can be entered for each Category.

Category: Select one from the pull down list of available Categories. For each tier of Payout/Calls, select the same Category. Multiple Categories with multiple tiers within each category can be entered such as three tiers of Payout/Calls for a Paper Category and the same three tiers of Payout/Calls for an Electronics Category.

HIT THE SAVE BUTTON!

6.6

You have now completed a single Activity containing a single Part.

You must now go back in and **EDIT** the new Session and add more Parts per Activity and then new Activities until the entire Session is completed. Hitting the Save button after each Activity is a precautionary step. If you are confident about not losing data, complete all Activities in the Session and then hit Save.

EDIT the Session or adding more Activities and Parts:
If you want to add more Parts to an Activity, do it first before creating a new Activity:
Go to the Part portion of the screen, hit the NEW button. A pop up keyboard will appear. Enter the name of the new Part and repeat the Part procedure described above.

After entering all Parts, you can add new Activities:
Go to the Activity portion of the screen, hit the NEW button. A pop up keyboard will appear. Enter the name of the new Activity and repeat the Activity procedure described above.

When completed with all Activities and all Parts
HIT THE SAVE BUTTON!

You have now completed a Session.

If you wish to play multiple Sessions per Schedule, such as Early Bird Session then a Regular Session, you can go back and create the additional Sessions BEFORE proceeding to the following Schedule setup procedure.

Schedule

6.7

SCHEDULE Tab:
(Join multiple Sessions together)

A Schedule joins Sessions together to complete the full night of bingo entertainment. Typically a hall may have an Early Bird Session, a Regular Session, and a Late Session. For instance, those Sessions can be combined into a Schedule named Saturday.

Touch the **SCHEDULE** tab at the bottom of the screen.

Touch the **NEW** button.

Name: A pop up keyboard will appear. Enter the name of the new Session (15 characters or less is ideal)

Description: Enter a description for the Schedule

Sessions: A list of all the Sessions you have built appears on the left side of the screen. Touch the desired session in order of the way you want them played (Early Bird first), then hit the Right Arrow to include it in the Schedule. Repeat placing all desired Sessions in the right side list.
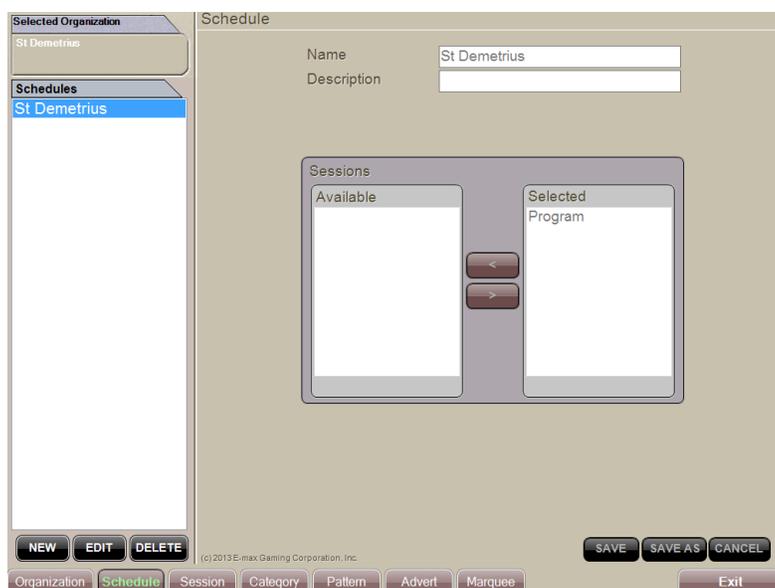
HIT THE SAVE BUTTON!

You have now completed a Schedule.

Congratulations! You've Completed Console Setup!

Utilities

7.0

In this section you will learn how to:

- Create a back up USB drive of sessions and games
- Restore the system for a previous back up USB drive
- Calibrate the touch screen
- Set the Date and Time
- Flashboard lamp test
- Display, print, and save to USB drive gaming reports and logs
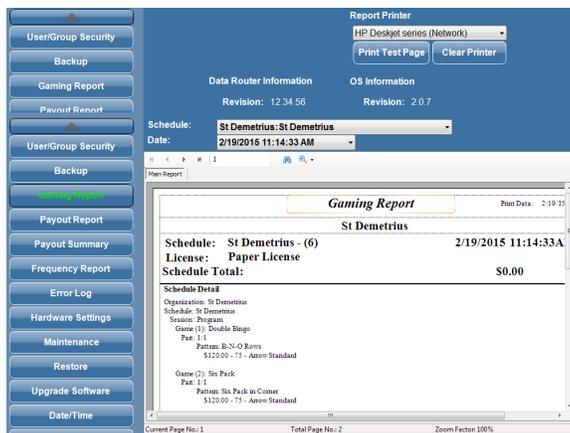
Gaming Report
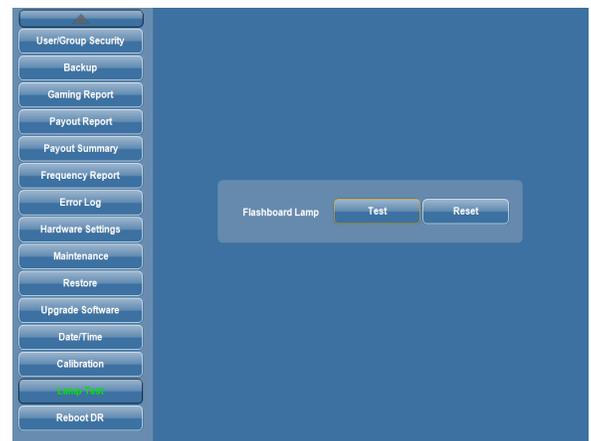
Test Flashboard
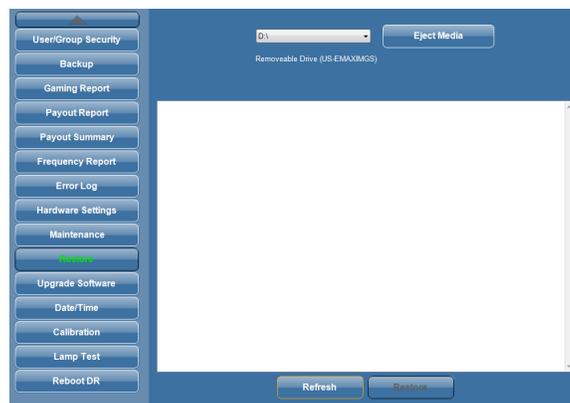
Restore System
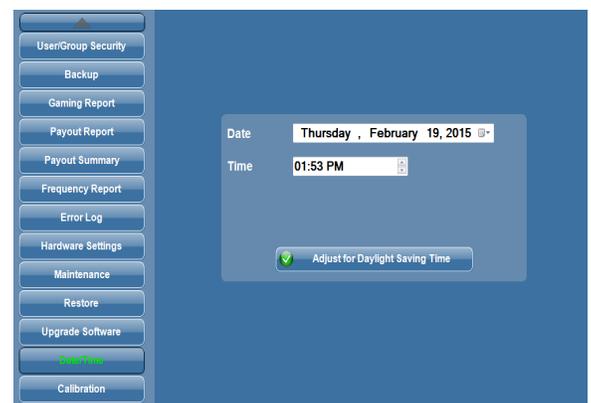
Set Date & Time

Backup

7.1

It is highly recommended that backup operations be performed after initial installation. Thereafter, whenever any important changes are made to Console

The schedule must be deactivated for Backup to function.

1. Select Utilities from the Main Menu

2. Insert a USB drive into the USB hub on the top of the console

3. Touch Backup button on the left side menu.

4. The backup operation screen will appear

5. Touch Backup button in center of the screen

6. A confirmation window will appear and ask you if you wish to continue

7. Touch Yes

8. The backup operation will run.
    NOTE: This may take several minutes

9. The Backup completed successfully window will appear when the backup operation is complete.

10. Touch OK

11. You will be returned to the backup screen

12. Remove USB drive, label it with "Console backup" and the date, and store in a safe place.
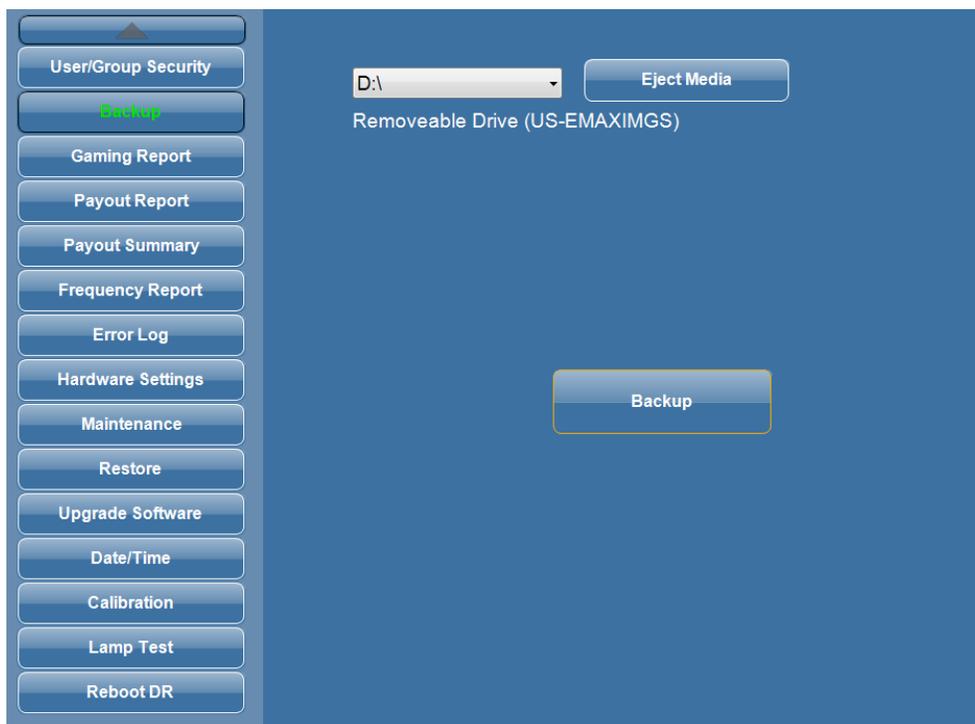
Restoration of the system is needed after a CPU change, operating system load or other system failure that results in the game information being lost.

The schedule must be deactivated for Restore to function.

1. Select Utilities from the Main Menu

2. Insert backup USB drive into USB hub on top of console

3. Touch the Restore button on the left side menu.

4. The restore operation window will appear

5. Touch the Refresh button

6. A list of available backup dates will appear on the screen

7. Select file you want to use for restore by touching Filename

8. Touch the Restore button

9. The restore operation will run

10. When the restore is complete the Restore Complete window will appear

11. Touch OK

12. This will reboot the system

13. Remove the backup USB drive from the drive on boot up
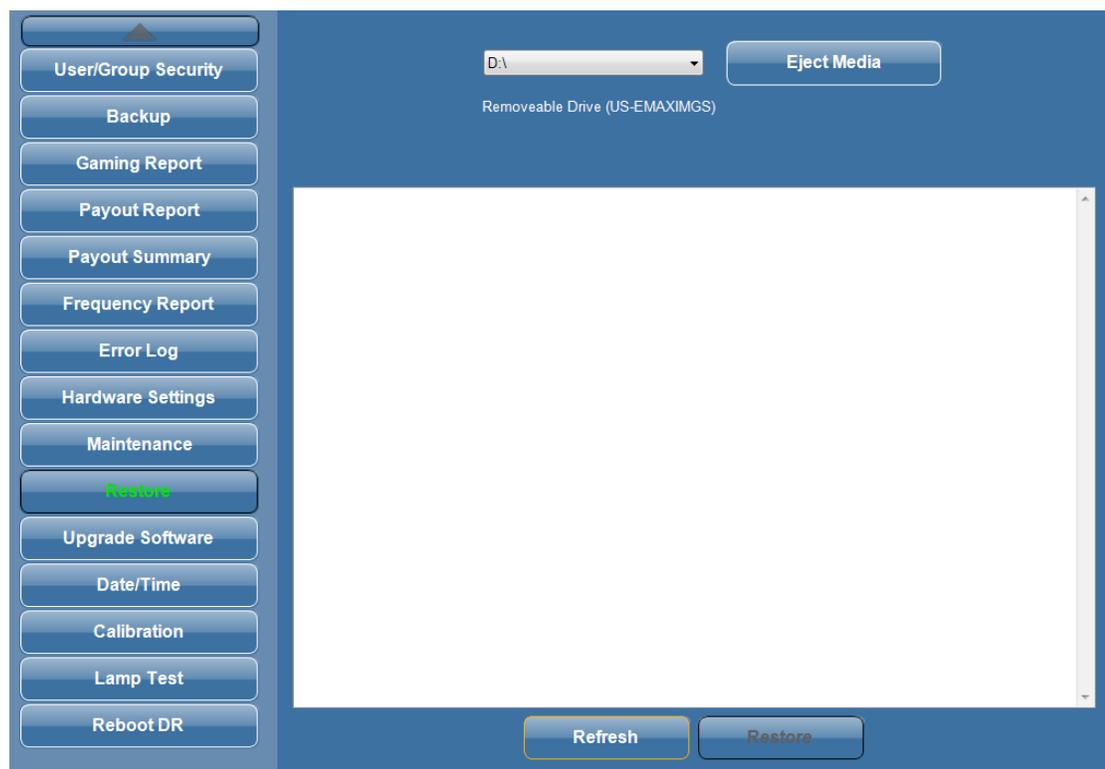
Touch Screen Calibration
7.3

1. Select Utilities from the Main Menu
2. Touch the Calibration button
3. The calibration screen will appear
4. Touch the diagnostics button in the center of the screen
5. The calibration screen will run through 9 points on screen
6. Touch each calibration point as it appears on the screen
7. When all the points are finished you will then be returned to the Utilities screen once again

Setting the Date and Time
7.4

1. Select Utilities from the Main Menu
2. Touch the Date/Time button
3. The Date/Time settings screen will appear
4. Touch the Date drop down menu to adjust the date
5. Touch the Time (arrow up/Down) to adjust the time
6. Touch Time Zone drop down menu to set the time zone
7. Select the check box to allow for daylight savings time
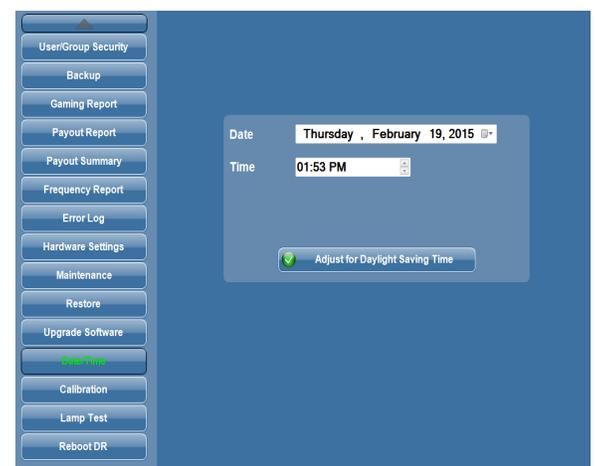
Test Flashboard
7.5

This test does function with an active schedule.
1. Select Utilities from the Main Menu
2. Touch the Lamp Test button
3. The lamp test screen will appear
4. Touch Test button. (all flashboard lamps should turn on)
5. Touch the Reset button to turn the test off

Reports

7.6

The Console provides many reports to document the schedule played. They are described in Chapter 5.6. They all use common controls to view them, print them, or record them to a USB drive. Some reports, such as Gaming, are available during an active schedule, but most other reports are not.

1. Select Utilities from the Main Menu

2. Touch the desired Report button

3. Touch the Schedule drop down menu and select the schedule name

4. Touch the Date drop down menu to select the date of the schedule

5. The report will be display.

6. Use the Next and Previous page buttons to view a multi-page report.

7. Touch the Print button. (This will print out the report)

8. If you want to put the report on a USB drive, open insert the USB drive into the hub on the top of the console.

9. Touch the Write to Disk button.
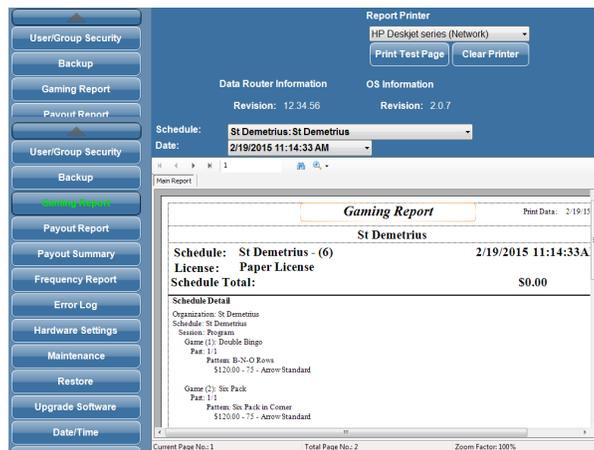
Gaming Report
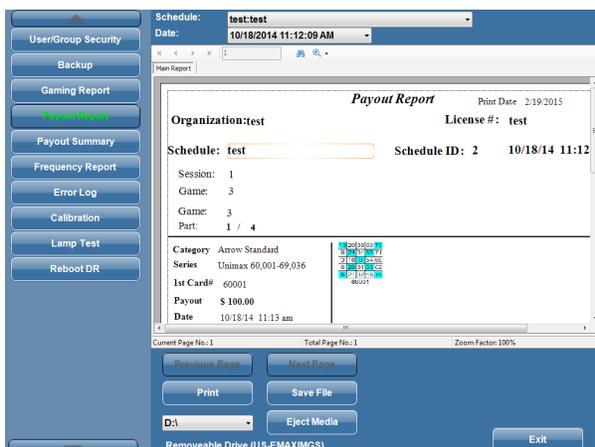
Payout Report
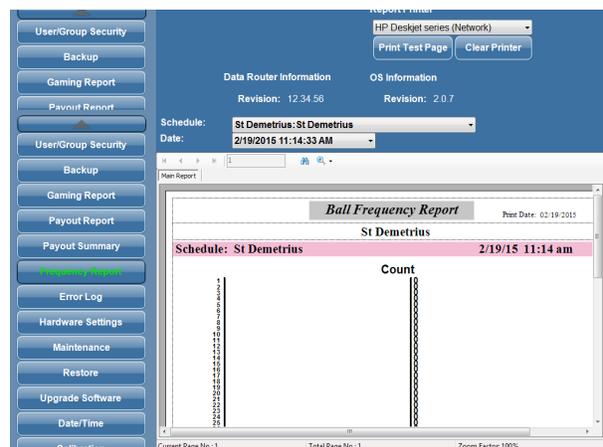
Frequency Report

System Logs
7.7

The Console generates Error Log files to be used for troubleshooting.

1. Select Utilities from the Main Menu

2. Touch the desired Log button

3. Touch the Schedule drop down menu and select the schedule name

4. Touch the Date drop down menu to select the date of the schedule

5. The report will be displayed.

6. Use the scroll bars on the right side of the screen to view the logs

7. Touch the Print button.
   (This will print out the logs for you)

8. If you want to put the report on a USB drive, insert the USB drive into the USB hub on the top of the console

9. Touch the Write to Disk button.

10. Touch the Refresh button to update the screen with the latest data.

11. Touch Delete button to clear the log file.
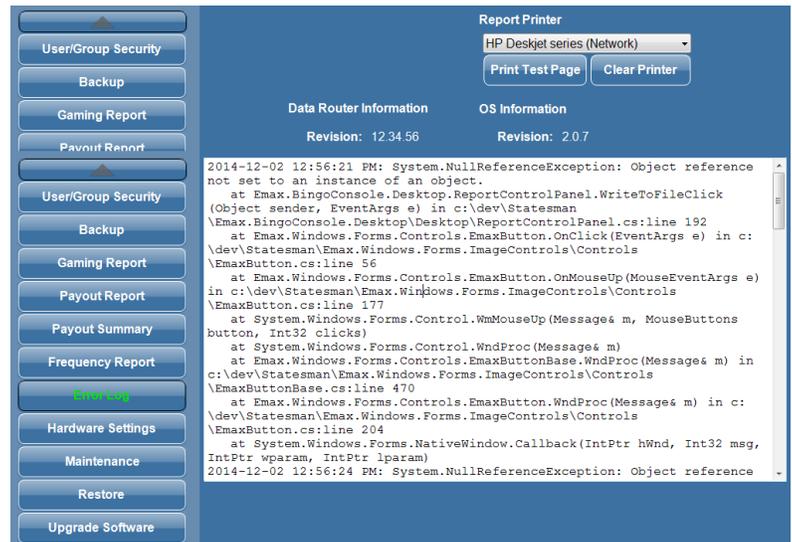
File Maintenance
7.8

This utility is not available during an active schedule.

1. Select Utilities from the Main Menu

2. Touch the Maintenance button

3. Hit Clear button to clear any of the existing data files

4. A confirmation window will appear

5. Hit OK

6. If you wish to change the duration that the data is stored, hit the data white box

7. A pop up keypad appears

8. Enter new duration between 13 - 24 months

9. Hit Save button

Hardware Settings

7.9
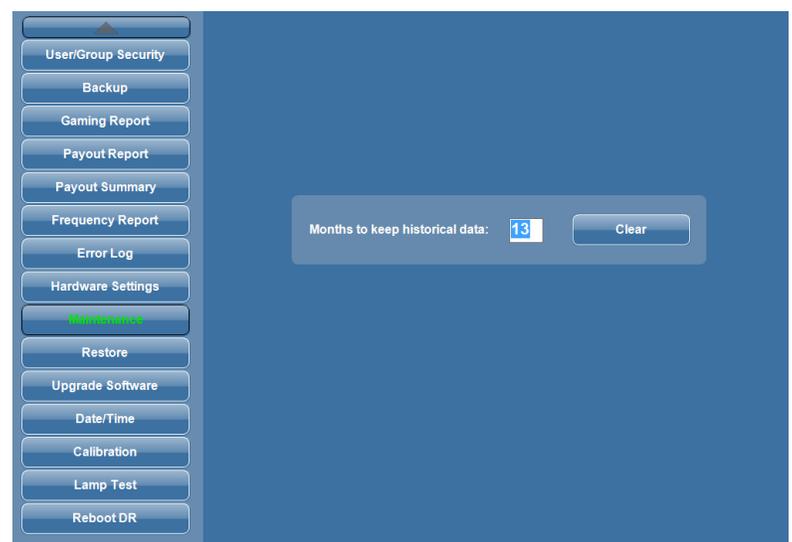
This function can be executed with an active schedule, but not recommended.

1. Select Utilities from the Main Menu

2. Touch the Hardware Settings button

3. The Console can send reports to a network printer (6100).

4. Select the printer output device.

5. Touch Print Test Page button.

6. Touch the Save button

7. Note that other devices in the Console system have software revision numbers that are displayed if they are active components of the system.

Wild Number
8.0

1. Touch SETUP button from Main Menu.
2. Touch desired Organization from the Organization Screen.
3. Touch the Sessions tab.
4. Touch desired Session from the list of available sessions.
5. Touch the EDIT button.
6. Touch Wild Number drop down list box from the Part area.
7. Select the desired Wild Number option and touch the ADD button. This will place the selected Wild Number in the Wild Number list box.

The following wild number options are available for you to select from:

- **EVEN:** All even numbers will be called.

- **ODD:** All odd numbers will be called.

- **Trailing Number**: Any number ending with that number will be called.

- **Leading Number:** Any number beginning with that number will be called.

- **Day:** All odd or all even numbers will be called based on the calendar date.

- **Double Reverse:** Calls the reverse of the last number called.

- **Even/Odd Ball:** Calls Odd/Even balls based on first ball called

CHAPTER

9

Servicing & Cleaning
9.0

Regular cleanings are the best way to extend your equipment's life and keeping it look new. Periodic servicing of your bingo equipment should include cleaning, polishing, and light bulb replacement. Doing so will increase trade in value, and reduce breakdowns.

The frequency of cleaning should be based on the number of sessions played, climate, pollutants and contaminants that affect the quality of your indoor environment. Regardless, daily wear and tear is inevitable and during cleaning you should inspect your console for potential problems. If you notice an issue with your console, please contact your local distributor for service.

General Cleaning
9.1

Recommended cleaning agents and methods for the console and the flashboard are as follows:

Monitor Touch Screen
First, turn off the touch screen. Apply rubbing alcohol on a soft, clean cloth and gently rub the screen to remove greasy finger prints. CAUTION: Do not pour alcohol, water or any other liquid directly on the screen.

Console Painted Metal Surface
Use a mild soap solution or mild cleanser on a soft cloth. Harsh cleansers or solvents may damage the paint or lettering. Follow cleaning with an automotive style polish for additional protection. CAUTION: Do not pour alcohol, water or any other liquids directly on the surface of the console.

Console Laminate Panels
Use a mild soap solution or mild cleaner on a soft cloth. Harsh cleaners or solvents may damage the laminate surface.

Camera Lens
Use vacuum cleaner to remove dust and debris and wipe the lens with a soft cloth.

Console and Flashboard Acrylic Surfaces
Use only a mild soap solution such as a liquid detergent solution on a clean soft cloth. Do not use solvents, aromatic spirits, mild cleansers or paper towels since they may scratch the surface. CAUTION: Do not pour alcohol, water or any other liquid directly on the surface.

Bingo Balls
Clean with a soft cloth and mild soap solution such as a liquid detergent and warm water (not hot water) or a solution of 25% rubbing alcohol and 75% warm water. Harsh cleansers or solvents may damage the finish or lettering. Dry the balls thoroughly using a cloth towel. Do not submerge the balls in liquids or use automatic washing machines.

Replacing the Blower Air Filter
9.2

CAUTION! Check to make sure that the console power switch for the blower motor is in the off position before servicing the filter.

The **air filter** is located under the blower chamber. Slide each air filter locking retainer away from the filter then pull filter up to remove. Air filter should be replaced with the filter specified in Appendix B. Air filter replacement interval varies depending on hall air conditions and number of hours played. Check filter once a month. A dirty filter can cause motor overheating and poor ball action.

Cleaning Ball Tray Chamber
9.3

Call your authorized distributor for all ball chamber maintenance needed.

FOR ALL OTHER SERVICE NEEDS CONTACT YOUR LOCAL DISTRIBUTOR OR CAPITOL REPRESENTATIVE.

Troubleshooting & Diagnostics
10.0

HAZARD!

Note that when trouble shooting electrical systems, be aware of the potential dangers of coming in contact with 120VAC line voltages. Use caution when handling AC power cords and devices. When feasible, during the trouble shooting procedure, turn off the AC power input when handling these devices if you are concerned with safety or call your service personnel for assistance.

When working with fuses or circuit breakers, call for service.

The trouble shooting guide is broken down into two main sections:

System Power Issues

Electronic Issues

Isolate your particular problem to one of these sections and then refer to that section for guidance.

System Power Issues

Problem	Possible Cause	What to Do or Check
Console has no power	Hall power not available	Check hall fuses or circuit breakers
	Power cord not plugged into hall power	Plug cord into 120 VAC, grounded power source
	GFI circuit breaker tripped	Press the reset button on the junction box circuit breaker
	UPS power switch not ON	Depress power ON switch
	UPS circuit breaker tripped	Depress UPS circuit breaker button on the back of the UPS
Power available but console equipment not powered correctly	12VDC power supply AC cord unplugged	Plug in power cord as shown in the Section 2.2
	Operator Monitor AC cord unplugged	Plug in Operator Monitor AC cord as shown in the Section 2.2
	Operator Monitor turned off	Depress Monitor ON switch on the front panel of the monitor
	Blower motor AC cord not plugged in	Access filter compartment and verify AC cord plugged into AC socket provided shown in Sect. 9.2.
	Blower motor switch OFF	Place motor switch to ON position
UPS did not work properly when AC power failed	UPS defective or battery pack worn or defective	Call for service to replace the UPS
UPS is beeping	Low AC line voltage	Specification in Appendix

Troubleshooting & Diagnostics
10.0

Electronic Issues

Problem	Possible Cause	What to Do or Check
Operator Monitor touch panel is not operating properly	Touch panel calibration	→ Calibrate the touch panel using Utilities provided
	Touch panel defective	→ Call for service
	Touch panel cable unplugged	→ Plug in cable to computer and/or Monitor as shown in Appendix
	Computer defective	→ Call for service
Operator Monitor video image	Monitor data cable is unplugged	→ Plug in cable to computer and/or Monitor as shown in Appendix
	Display defective	→ Call for service
	Computer defective	→ Call for service
Operator Monitor audio	Monitor audio cable unplugged from computer	→ Plug in cable to computer and/or Monitor as shown in Appendix
	Monitor speakers defective	→ Call for service
	Computer defective	→ Call for service
Data Router status LEDs not on	Data Router software	→ Exit program and do an orderly shutdown of the computer. Shut off UPS with the UPS OFF switch. After 15 seconds, power the UPS back ON. If still not operating properly, call for service.
	Data Router hardware	→ Call for service
	Computer defective	→ Call for service
Data Router flashboard LED and associated flashboards not working	Individual flashboard driver fuse blown	→ Transfer flashboard cable to an unused connector, if available. If not available, call for service
Computer not operating properly	Program mis-operating	→ Exit program and do an orderly shutdown of the computer. Shut off UPS with the UPS OFF switch. After 15 seconds, power the UPS back ON. If still not operating properly, call for service.
	Excessive noise on the AC power line	→ Use cleaner AC power to system
	Corrupted hard drive	→ Reload Operating System Reload Application Load last console backup data

Electronic Issues (cont'd)

Problem	Possible Cause	What to Do or Check
Monitor stand	Defective or broken	Call for service
Mouse or keyboard	Cable(s) unplugged	Plug in cable(s) to USB hub
	Defective equipment	Call for service
Poor bingo ball action	Clogged blower air filter	Replace filter
	Low line voltage	Specification in Appendix
	Excessive static	Use a new set of E-max balls provided with console
	Ball extraction tube misaligned	Check for proper length and straightness of ball extraction tube so that it is centered over blower hole properly
	Defective blower motor	Call for service
None of the ball tray switches work	Ball Tray cable unplugged from Data Router or Cable Adapter Board	Plug in cable as shown in Section 2.2.
	Data Router or Ball Tray software	Exit program and do an orderly shutdown of the computer. Shut off the UPS with the UPS OFF switch. After 15 seconds, power UPS back ON. If still not operating properly, call for service.
	Defective Ball Tray interface Inside the Data Router	Call for service. In the meantime, use the touch panel on the Operator Monitor to call and reset balls
	Defective Data Router or Computer	Call for service
One or a few of the ball tray switches do not work	Defective Ball Tray or Data Router	Call for service. In meantime, use the touch panel on the Operator Monitor to call and reset balls
Depressing the bingo ball on the ball tray switch works the first time, but not the second time	During a given game, the system disables all repeat actuations of ball tray switch	System OK. The switch becomes active again on Next Game.

Electronic Issues (cont'd)

Problem	Possible Cause	What to Do or Check
No camera image	Video cable is unplugged	Plug in the video cable to the camera input.
	Camera defective	Replace camera.
All bingo balls don't return to blower chamber when the release knob is used	Dirty ball holding chamber	Clean or call for service.
	Console not level	Level console
Ball Tray dump knob does not operate smoothly or fails to lock	Improper ball tray return spring tension or dirt accumulation	Call for service.
Camera does not display good ball image on Hall Monitor	Program is not on the main Operator gaming screen	Use touch panel to display the main Operating gaming screen
	Camera lens is blocked by foreign material	Remove material from the camera lens area
	Data Router Camera switch is incorrect	Top switch should be set to Analog Camera
No video image on the hall Ball Monitor	Video cable not plugged into the Data Router/Computer	Check video cabling as shown in the Appendix
	Defective Data Router or Computer	Call for service.
Flashboards not operating	Flashboard cable not plugged into the Data Router/Computer	Check cabling is plugged into the correct RJ connector on the Data Router as shown in the Appendix
	Data Router problem	Check Data Router troubleshooting procedures shown above
	Computer problem	Check computer troubleshooting procedures shown above
	Flashboard type not compatible with new Console	Call for service

UPS Status Indicators & Alarms
10.1

There is a status indicator light on the front of the UPS.

On Line (GREEN): lit whenever utility power is powering Battery Backup outlets.

On Battery (YELLOW): lit whenever the battery of the UPS is powering equipment connected to the Battery Backup Outlets.

Four Beeps Every 30 Seconds: this alarm is sounded whenever the UPS is running on Battery. There is approximately 10 minutes of run time on batteries. Suggest waiting 1-2 minutes in case the main power is restored then start shutting the computer down in an orderly manner.
 Continuous Beeping – this alarm is sounded whenever a low battery condition is reached. Battery run-time is very low. The computer must be entirely shut down by this time.

Overload (RED): is lit whenever power demand has exceeded the capacity of the UPS.

Continuous Tone: this alarm is sounded whenever the Battery Backup outlets are overloaded.

Circuit Breaker: the circuit breaker button located on the rear panel of the UPS will stick out if an overload condition forces the UPS to disconnect itself from utility power.   Reset the circuit breaker by pushing the button inward.

Replace Battery (RED): is lit whenever the battery is near the end of its useful life, or if the battery is not connected. A battery that is near end of its useful life has insufficient runtime and should be replaced.
(CALL FOR SERVICE IF THIS OCCURS!)

Chirps for 1 Minute Every 5 Hours: this alarm is sounded whenever the battery has failed the automatic diagnostic test.

Warranty Information
11.0

Set out below are the terms of the Limited Warranty made by Arrow International, Inc./Arrow Games Corporation ("Arrow') in connection with the sale of the Capitol® Bingo equipment (the "Equipment").

1. Limited Warranty
Subject to the limitations in the next paragraph, Arrow warrants to the original purchaser ("Purchaser") that the Equipment will, to the extent manufactured by Arrow, be free from defects in material and workmanship for a period of ONE (1) YEAR from the date of shipment of the Equipment from Arrow. Purchaser represents to Arrow that no employee, agent, or representative of Arrow (or an Arrow dealer) has made any representation or warranty regarding the Equipment except as set out herein.

This Limited Warranty applies to normal commercial use and does not cover failures or damage which (a) occurs in shipment; (b) are caused by products not supplied by Arrow; or (c) result from accident, misuse, abuse, neglect, mishandling, misapplication, alteration, set-up-adjustments or modifications. This Limited Warranty also does not cover any damage resulting from failure to install the Equipment in strict conformity with local fire and building codes and regulations, or if the installation does not comply with the installation instructions provided by Arrow. Products which are manufactured by a third-party vendor and offered with the Equipment (such as monitors, keyboards, cables, cameras, consumable items and other peripheral products) are not covered by this Limited Warranty. Purchaser needs to consult the third-party manufacturer's warranty for warranty claims related thereto. Arrow will supply a copy of any third-party vendor's warranty upon written request.

2. Disclaimer of Warranties
ARROW MAKES NO WARRANTIES, EXPRESS OR IMPLIED (INCLUDING, WITHOUT LIMITATION, MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR AGAINST INFRINGEMENT OF ANY PATENT), EXCEPT AS EXPRESSLY PROVIDED HEREIN. THE EXPRESS WARRANTIES PROVIDED HEREIN ARE IN LIEU OF AND EXCLUDE ALL OTHER WARRANTIES, GUARANTEES OR REPRESENTATIONS, EXPRESS OR IMPLIED, WHETHER ARISING BY OPERATION OF LAW OR OTHERWISE.

3. Limitation of Remedies
If the Equipment does not conform to the Limited Warranty set out above, Arrow will, at its option, (a) repair or replace the Equipment, or part thereof, which is defective, or (b) refund so much of the purchase price as Purchaser has paid for the defective Equipment, less 1/12th of the purchase price for each month between the date of the purchase from an authorized Arrow dealer and the date of the discovery of the defect, provided that written notice of the defect and its nature is given to Arrow as soon as practical after discovery of the defect, but in no event later than 90 days from the date of the discovery of the defect. All part repairs are through the Arrow Cleveland Depot.

Warranty Information (cont'd)

11.1

4. Limitation of Liability

The remedy of repair, replacement, or refund of the purchase price is Purchaser's sole and exclusive remedy and will satisfy all of Arrow's liabilities, whether based on contract, negligence, tort, product liability, strict liability, or otherwise. IN NO EVENT WILL ARROW BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, NOR WILL ITS LIABILITY IN CONNECTION WITH ANY EQUIPMENT OR SERVICE SOLD (INCLUDING NONDELIVERY OR LATE DELIVERY THEREOF) EXCEED THE SALES PRICE OF SUCH EQUIPMENT OR SERVICE.

5. Warranty Voided

Any obligations of Arrow under this Limited Warranty will be deemed to have been satisfied if anyone other than an authorized Capitol® Bingo Equipment Dealer services the Equipment.

6. Transfer Of Limited Warranty

Purchaser may transfer its rights under this Limited Warranty subject to the terms and conditions hereof, to a buyer ("Buyer") from Purchaser of the Equipment. Thereafter, the rights under this Limited Warranty are not transferable. For the transfer by Purchaser of the Limited Warranty to be effective, the following conditions must have occurred no later than the 30th day following the date of resale to Buyer:

A. Purchaser must have complied with all requirements to make the Limited Warranty effective as to Purchaser; and

B. The Equipment (as an entire unit and as purchased by Purchaser) must be transferred to Buyer.

Upon an effective transfer of this Limited Warranty, Buyer will be considered to be "Purchaser" for paragraphs 1, 4 and 8 hereof.

7. Inspection

With respect to any claim that the Equipment is defective, Arrow will be allowed a reasonable time to inspect the Equipment, in place. If the Equipment is altered or removed before Arrow has made such inspection or waived its right to do so, the obligations of Arrow under this Limited Warranty will be deemed to have been satisfied.

8. Proof of Purchase

Notwithstanding anything to the contrary in this Limited Warranty, Purchaser must, upon Arrow's request, submit proof of purchase (satisfactory to Arrow) of the Equipment. The Limited Warranty set out above shall not apply to, nor cover, any Equipment for which Purchaser is unable, upon Arrow's request, to supply such proof of purchase.

Warranty Information (cont'd)
11.1

9. Limitation of Actions
Any legal action against Arrow for a default of its obligations under this Limited Warranty must be commenced within two years from the date the Equipment was sold by an authorized dealer of the Equipment.

10. How to Obtain Service
If a Problem with this Equipment develops during or after the warranty period, proceed as follows:

A. Refer to your Operator's Manual and follow the Troubleshooting Table within the "Service Section";

B. Contact the authorized Capitol® Bingo Equipment Distributor from whom you purchased the Equipment; or

C. Contact the Capitol telephone support center at (800) 277-6214. Telephone support is available 7 days a week (including holidays) from 8:00 a.m. until 12:00 a.m. (Eastern Standard Time).

SERVICE CALLS WHICH DO NOT INVOLVE DEFECTIVE MATERIALS OR WORKMANSHIP AS DETERMINED BY ARROW IN ITS SOLE DISCRETION ARE NOT COVERED. THE COST OF SUCH SERVICE CALLS IS THE RESPONSIBILITY OF THE PURCHASER.

Arrow wants you to remain a satisfied customer. If a problem occurs that cannot be resolved to your satisfaction, please contact us immediately. Phone the number listed above or write to:

Capitol Bingo Equipment Division
C/o Equipment Support Manager
9900 Clinton Road Cleveland, OH 44144

Please be sure to include the name, model number, serial number, date of original purchase, and the distributor from whom you purchased the Equipment, as well as any actions taken to correct the problem.

Console Diagrams

In this section there are diagrams for:

- Gaming Computer Connectors
- Console Block Diagram
- Data Router Field Connectors

Gaming Computer Connectors

SYSTEM SIDE

DVI-I   DVI-D   USB   LINE   COM 5   COM 3   SATA / IDE / +3.3V / +12V

1 2   3 4 LINE OUT   COM 6   COM 4

1 LAN 2

Video to Caller monitor   Spare   To USB Hub   To Data Router

Video to Composite Converter   To Caller monitor touch panel   To network report printer   Audio to Caller monitor

I/O CONTROL SIDE

J1   J2   J3   FAN   SPK   J4   J5   PWR

12VDC power in

HH2200 Statesman Premier Console Block Diagram
4/2/2015

HH2211 Console Frame Assembly

HH644 Tru-Max Multi-Color Bingo Balls

HH3354 Assembly
Blower
Mixer

HH525 Lamp

Ball Tray Cover

Switch Matrix Assembly HH3055

Cable Adapter Board 15 HH3556

HH3151V000B 8 cables
HH3151V000A 7 cables

HH3096 SW POD Assy
Blower Switch
Mixer Switch
Lamp Switch

HH3160 LED String

HH3564 Cable

12V-B

ANALOG CAMERA 46639
Camera Bracket Assy HH3482
Video Panel 4450050

HH3367 Frame GND Banana Jack Connection

USB KEYBD HH636USB
USB MOUSE HH637USB
USB HUB HH703
Hub Bracket

12V-A
RCA BALL
5V

HH3245 41" Frame GND wire
HH3246 16" & 44" Frame GND wire
Metal Ball Chute, HH3157
HH3355 29" Frame GND wire

Data Cable, 45in HH305V0200

J23

Terminal Block For Ground Wires 40950
Terminal Block GND Jumper HH3364

HH3247 Frame GND wire

120VAC POWER INPUT

HH3227 Junction Box with GFCI outlet and relay

HH3366 7" Frame GND Wire attaches to #8 screw
HH3244 63" Frame GND wire

stud

FLASHBOARD OUTPUTS

RCA OUT TO HALL MONITORS

CONSOLE MONITOR (Field option; based on HH3152)

OPTION: HH3185 KIT Mounting Hardware for TV

TV Power

HH440V0010 VGA
RCA BALL

BD0204 VGA to RCA Adapter
RCA cable From BD0204

HH3132
5V-USB
USB2 (spare)
USB4
DB9 CONN (COM3)
J6

HH1797 USB Extender
HH444V0003
5V-USB

12V-B
12V-A

DR III HH3505
Ball In
Message In
Host Computer
12V In
Ball Tray Matrix

HH3148V0100 CPU n POWER PLATE ASSEMBLY

5V Supply from HUB HH703V0PWR
5V
Caller Monitor Power

Battery backup
On/Off Switch
UPS HH2816
Circuit Breaker
Non backup

TV Power

HH2667V0100

1 2 V G N D
HH959 Terminal block, 6 position

HH3230V0100 Power Supply Assy
12V Supply 62708

HH445 Power Strip

USB Cable 10ft HH2664

Cable bundle

17" CALLER MONITOR w/TouchPanel HH1803V1000

DVI-D Cable HH2692V0001
USB Touch Cable + HH1797 3ft extender
Audio Line Out
Caller Monitor Power

Quixant CPU HH2582V0432
Audio USB1 DVI-D COM5 USB3 DVI-I
Ethernet
4GB DRAM 32GB SSD

(Optional)
Ethernet Printer HH3241

The HH3148V0100 Assembly may be lifted out of the electronics cabinet intact.

CPU Assembly replacement requires:
the monitor bundle be disconnected at the CPU;
the 12V-A, 12V-B and HH305x cables be disconnected at the DR III.

Console Diagrams– Data Router III Connectors

Data Router Hall Side

75 Ohm BNC Composite Video Outputs
Ball Video, x2
Message Monitor Video, x2

Flashboard Outputs
Arrow Main, x2   Arrow Tear Open, x1
BK Data, x1   BK Tear Open, x1
BK Dollar Value, x1

Data Router Gaming Computer Side

Power Connections
12V Power In
12V Power Out: Analog Camera
12V Power Out: Internal Lighting Strip
 5V Power Out: Video Converter Power, Spare

Not Applicable to the Premier Statesman
Manual Mode Switches
Bingo Ball Tray In
Tear Open Ball Tray In

Signal Connections
Host Computer: Serial Connection to Gaming
                    Computer

Ball Tray Matrix: Ribbon Cable Connection to
                    Cable Adapter Board

Video Inputs
Message Video In: Composite output signal from
                   the Video Converter Box

Ball Video In: Composite output signal from
                   the Analog Camera

Data Router Top Side

Check page 7 for reference on the location of Data Router III.

Ball Video Switch: Analog Camera position
                    implemented for the
                    Statesman Premier Console

Specifications

Disclaimer:
Not all consoles are shipped with identical specifications and equipment and the following specifications are intended as a base line reference for the performance of the product line. Specifications are subject to change without notice because of the dynamic aspect of the computer hardware and software marketplace.

General:
Slate gray wood/metal cabinet with black edge trim
Heavy duty casters, rear locking front non-locking
Locked access doors to computer compartment and ball chamber
Rubber, sealed ball tray switches
UPS, Internal, 10 minute backup
Computer: Industrial grade Qxi200, 1.6GHz, dual core, solid state drive, with keyboard, mouse
USB hub provided for keyboard, mouse, external removable drive
Operator display: 17" color LCD flat display with touch panel, tilt, up/down, rotate, and speakers
Data Router III:
    1 Ball tray computer serial port
    2 Arrow main flashboard outputs, each with both game indicator, dollar value and status LEDs
    1 BK B Data main flashboard output with status LEDs
    1 BK dollar value flashboard output with status LEDs
    1 Arrow & 1 BK Tear Open flashboard output with status LEDs
    2 BNC connectors with Ball Camera composite video output
    2 BNC connectors with Message Monitor composite video output
    Software switched external video
Analog ball camera
Internal lighting of the electronics section and ball chute
Optional console mounted hall display: 42" LED TV
Optional report printer

Size/Weight:
57" wide x 27" deep x 33" high (53" high with the monitor); 240 lbs.

Environment:
Indoor use only, no condensation
Recommended Operating Temperature: 15C to 35C (59F to 95F)
Storage temperature: -5C to 45C (23F to 113F)

Regulatory:
Components meet UL and CSA requirements

Electrical:
Flashboard outputs are short circuit and ESD protected, fused for protection
Video outputs: Composite video – 0 to 5V max, 75 ohm output, RCA jack

Power Input:
60 Hz, 115 VAC nominal, 103 VAC min, 126 VAC max
Service feed wire must be 14 AWG or better and must be able to support 15 A. Power should be free of noise and large surges. Console will operate from the UPS for up to 10 minutes in the event of a power failure.

Specifications (cont'd)

Gaming Related Specifications:

Software Architecture:
MSWindows 7 operating system with custom Arrow gaming application shell.
Gaming operator never has access to the Windows operating system

Perms:
Verifies all Arrow paper perms – other perms available on special request
Optionally tracks paper serial numbers

Security:
User can change system password
Encrypted hard drive for maximum gaming security

Operations:
Supports multiple organizations and multiple sessions on one console with security access
Operator can interchangeably use touch panel, keyboard, or mouse for input
Balls wrongly inserted in the ball tray can be easily reset on the operator screen
Supports multilevel payouts and generates payout report
Hundreds of factory pre-loaded game patterns
Powerful, yet easy to use pattern generator
Logs all gaming activity to a file which can be printed or recorded on a USB drive
Backup USB drives can be generated to protect gaming setups and database
Console Operator Manual stored on the system
Ethernet port for optional report printer

OPTIONAL HDTV Mount (cont'd)

Requirements:

HDTV at 42" or Less
1a. VESA Mount hole pattern of 400mm x 400mm or less
1b. Resolution of 1920 x 1080
1c. VGA Input
Less than 2" HDTV depth, and mounting Option 1, recommended if the console is to
fit through a 28" doorway.

HH3185 HDTV Mounting Kit
Included in kit:
• Qty: 1 HH3177 Monitor Mounting Rail Left
• Qty: 1 HH3178 Monitor Mounting Rail Right
• Qty: 1 HH3179 Rail Attachment Bracket
• Qty: 8 HH3234 Rubber Washer (Size: 1/4" ID x 5/8" OD)
• Qty: 5 HH3181 External Tooth Lock Washer (Size: 5/16")
• Qty: 4 HH3229V0875 Nylon Spacer (Size: 1/4" ID x 5/8" OD x 7/8" Length)
• Qty: 4 HH3443 Screw (Size: M6 x 60mm Length)
• Qty: 4 HH3470 Screw (Size: M6 x 40mm Length)
• Qty: 5 HH3049 Screw (Size: 5/16-18 x 3/4" Length, Tamper Resistant)
• Qty: 4 HH3444 Nut (Size: M6 with KEPS Lock Washer)
• Qty: 1 HH3152ADAP1 VESA Mounting Plate Adaptor & Hardware
• Qty: 1 HH3272 Hex Bit Tool (Size: 3/16" Hex, Tamper Resistant, 1/4" Drive, 6" Length)
• Qty: 1 HH440V0010 VGA Cable

Note: Additional mounting options are possible and are dependent on the size, shape, and VESA mounting size and position on the back of the HDTV. The most common VESA mounting schemes are shown below and explained on the following pages.
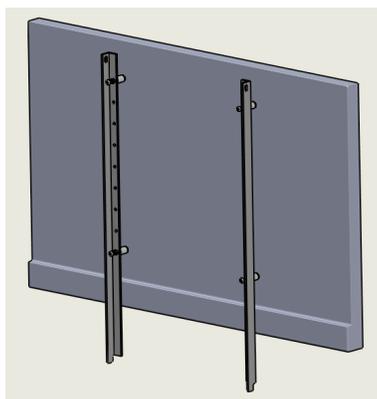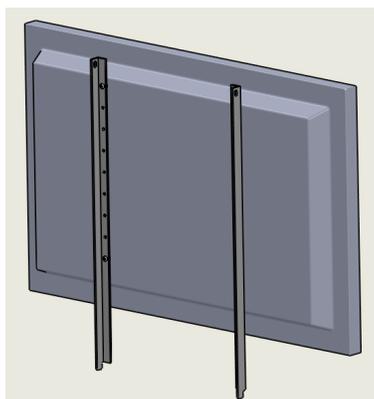
| Option 1	Option 2	Option 3
400 x 400 or 400 x 200 VESA mount	400 x 400 or 400 x 200 VESA mount	Less than 400 x 200 VESA mount
Mount rails with spacers to allow for 1/4" gap between top of HDTV and top of rails	HDTV has extended back that allows for 1/4" gap between top of monitor and top of rails (Rails mount directly to HDTV)	Use adaptor plate and rails to mount HDTV

OPTIONAL HDTV Mount (cont'd)

Option 1

400 x 400 or 400 x 200 VESA mount

Mount rails with spacers allow for 1/4" gap between tops of HDTV and rails

NOTE: 400mm x 400mm VESA mounting shown, mounting for 400mm x 200mm VESA pattern is the same other than a 200mm vertical mounting hole pattern on rails are used instead. (Can use any set of 200mm vertically spaced holes that keep the top of the HDTV as close to the top of the rails as possible)

Step 1 (Detail A)

HH3444
HH3443
(4 PLACES)
THREAD NUT HH3444 ALL THE WAY
TO THE HEAD OF SCREW HH3443
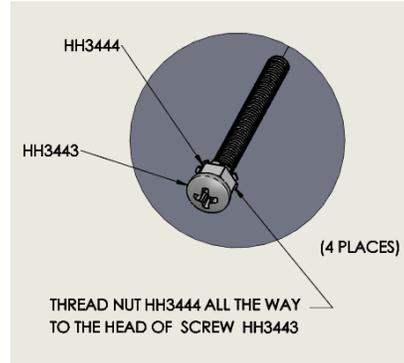
Two key requirements when mounting the HDTV are the distance from the top of the HDTV to the top of the Mounting Rails and the distance from the mounting rails to the back of the HDTV (Fig 1.). All mounting schemes should follow these requirements.
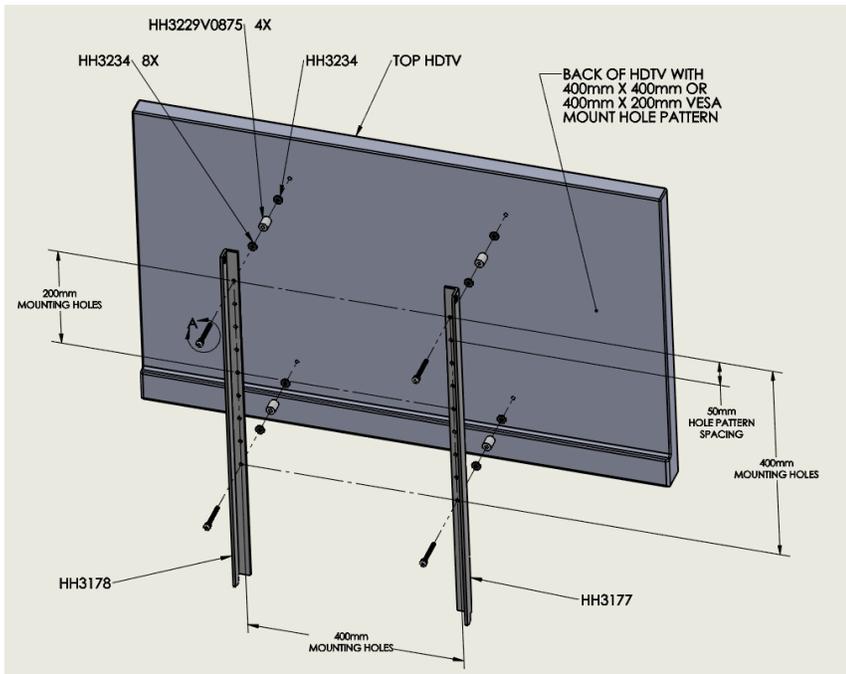
Figure 1

MIN $\frac{1}{4}$"
MOUNT THE HDTV
SO THAT THE TOP
OF THE HDTV IS AS
CLOSE AS POSSIBLE
TO THE TOP EDGE OF
MOUNTING RAILS
HH3177
HDTV
REQUIRED OF ALL MOUNTING SCHEMES
(RIGHT SIDE VIEW)

Step 2 (Assemble parts to HDTV)

HH3229V0875 4X
HH3234 8X   HH3234   TOP HDTV
BACK OF HDTV WITH
400mm X 400mm OR
400mm X 200mm VESA
MOUNT HOLE PATTERN
200mm
MOUNTING HOLES
50mm
HOLE PATTERN
SPACING
400mm
MOUNTING HOLES
HH3178
HH3177
400mm
MOUNTING HOLES

Step 3

THREAD SCREW INTO HDTV
VESA MOUNT HOLE UNTIL IT
STOPS. THEN BACK OUT SCREW
BY ONE FULL ROTATION
(4 PLACES)

Step 4

HOLD SCREW IN PLACE WHILE
THREADING THE NUT DOWN TO
THE RAIL. TIGHTEN THE NUT
DOWN WITH A 10mm WRENCH
(4 PLACES)
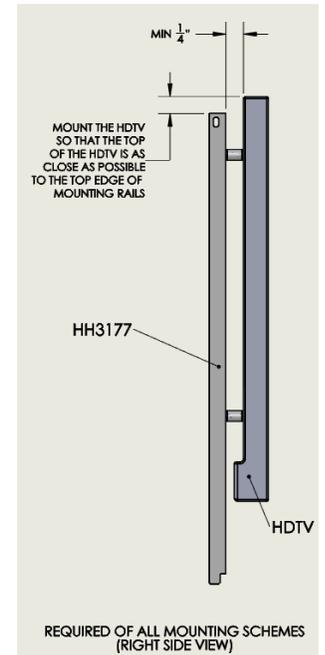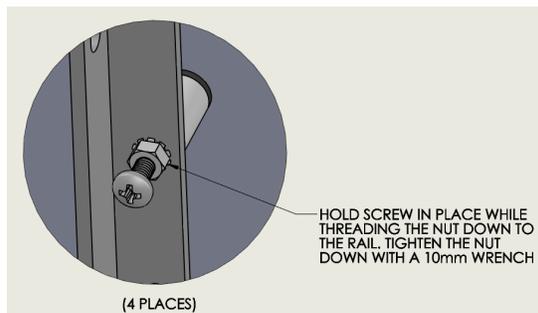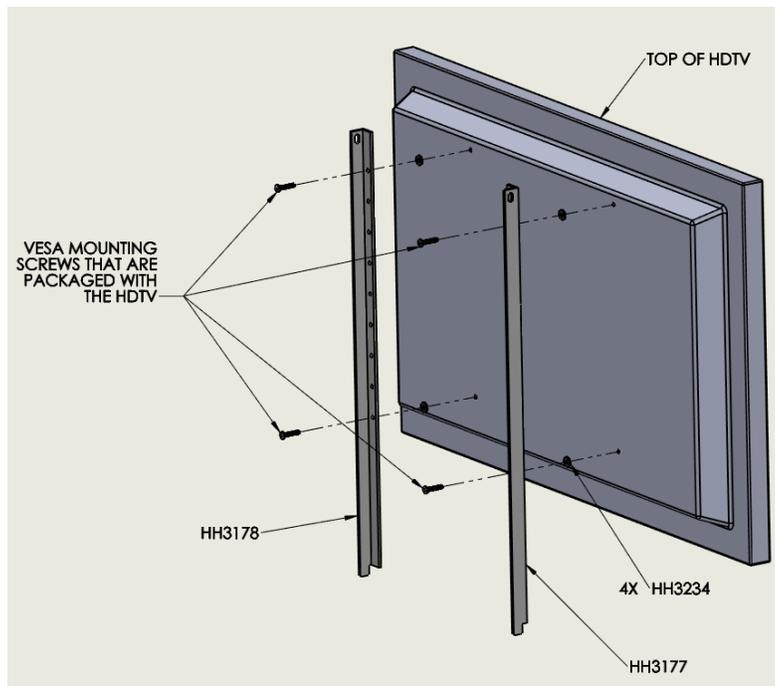
OPTIONAL HDTV Mount (cont'd)

Option 2

400 x 400 or 400 x 200 VESA mount

HDTV has extended back that allows for 1/4" minimum gap between top of monitor and top of rails (Rails will mount directly to HDTV)

NOTE: 400mm x 400mm VESA mounting shown, mounting for 400mm x 200mm VESA pattern is the same other than a 200mm vertical mounting hole pattern on rails are used instead. (Can use any set of 200mm vertically spaced holes that keep the top of the HDTV as close to the top of the rails as possible)

If HDTV mounting screws are not long enough then the rubber washer can be omitted.

Option 3

Less than 400 x 200 HDTV VESA mount

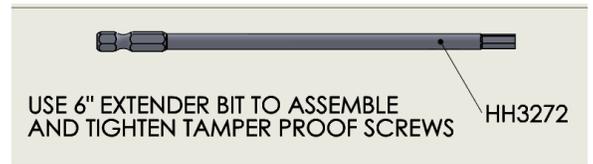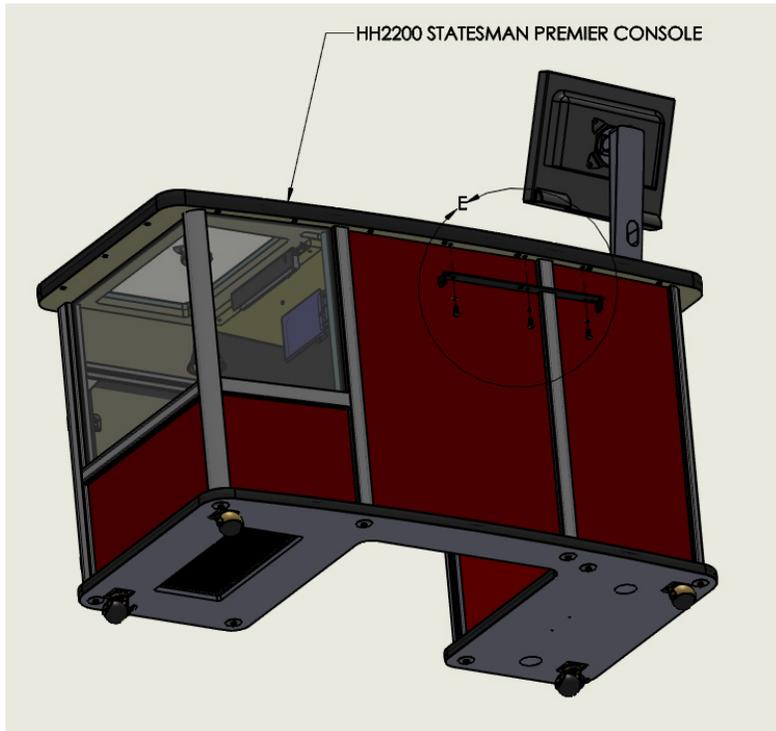Use adaptor plate and rails to mount HDTV

NOTE: Use appropriate adaptor plate holes & mounting screws based on requirements and/or specifications of the HDTV
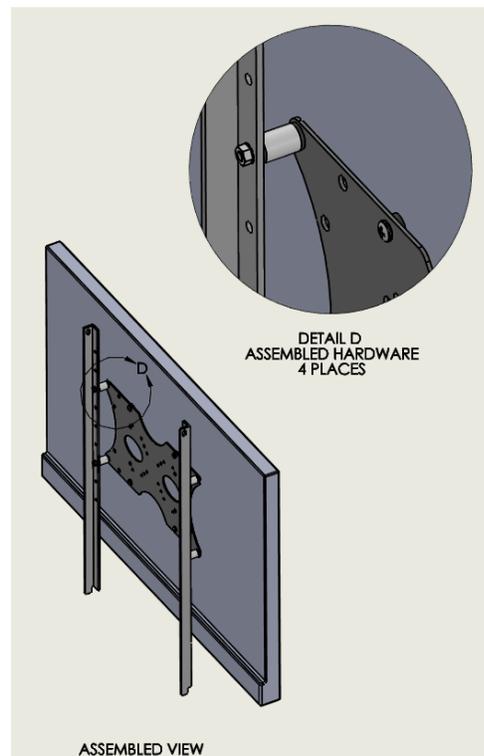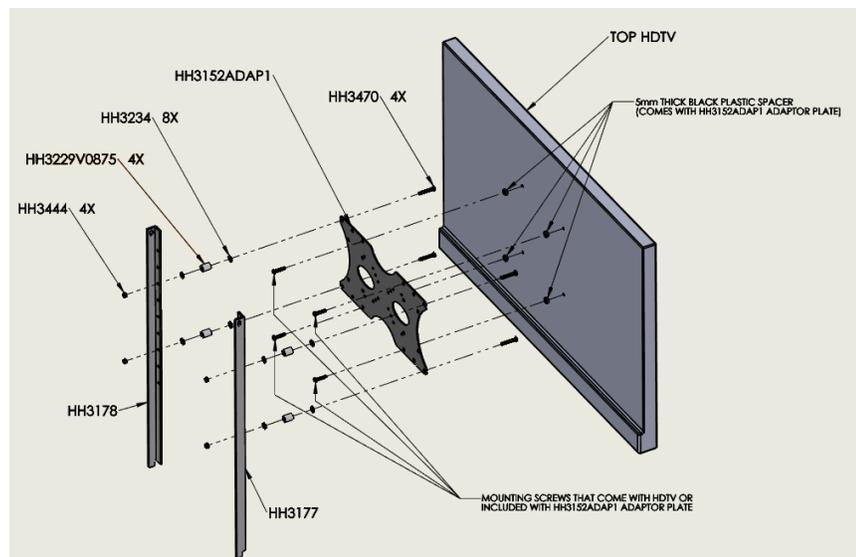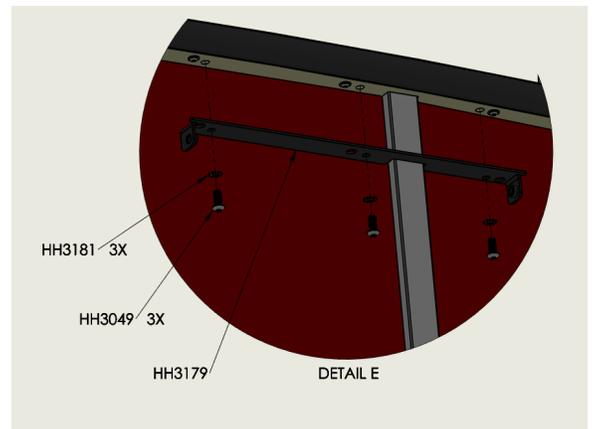
OPTIONAL HDTV Mount (cont'd)

Assembly of Rail Mounting Bracket to Statesman Premier Console

HH2200 STATESMAN PREMIER CONSOLE

E

USE 6" EXTENDER BIT TO ASSEMBLE AND TIGHTEN TAMPER PROOF SCREWS   HH3272

Close-up Detail E area of Statesman Premier
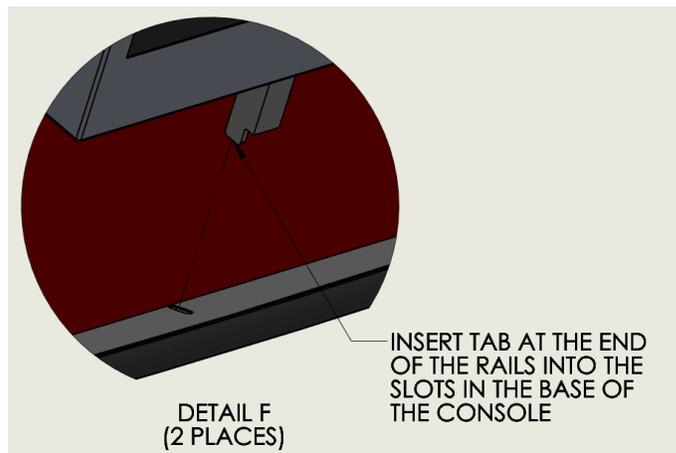

HH3181 3X

HH3049 3X

HH3179   DETAIL E

Assembly of HDTV to Statesman Premier Console

NOTE: Prior to attaching the HDTV to the Console; Connect the power cord (unless permanently attached) and the HH1440V0010 VGA Cable to the HDTV (See instructions that are included with the HDTV for appropriate connection points for power and VGA)
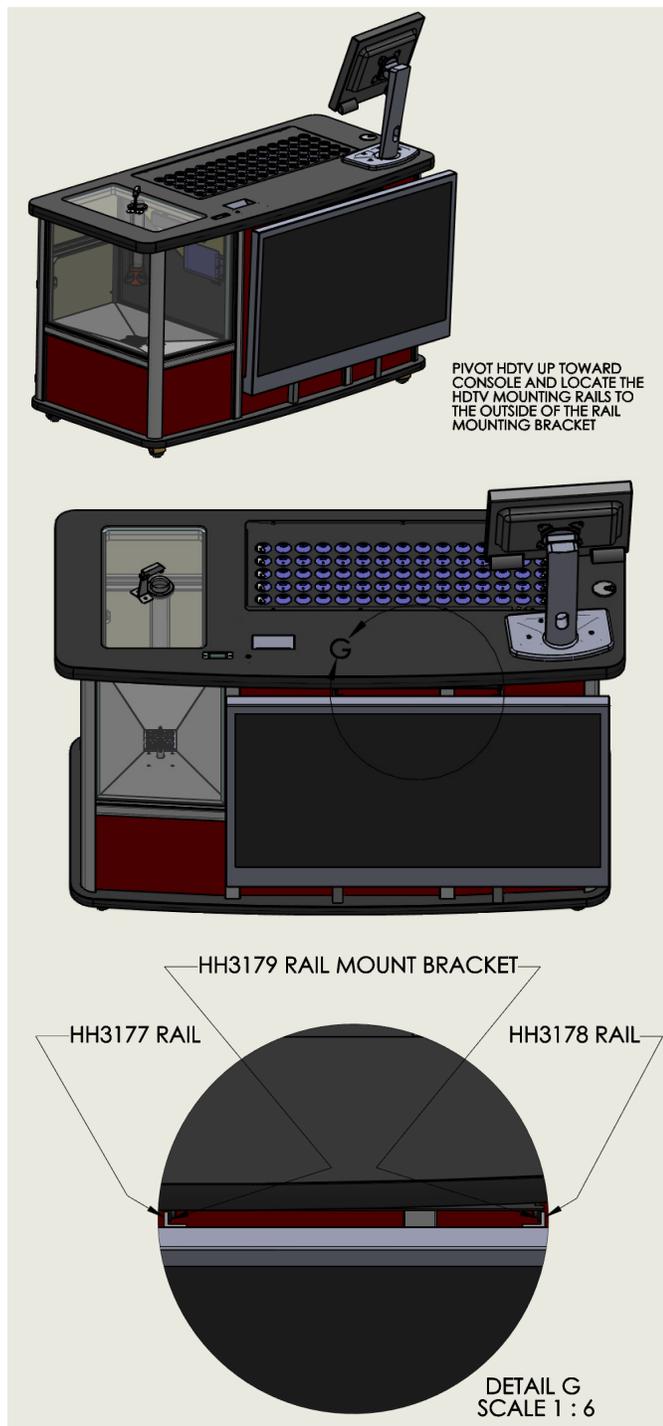
Step 1

Step 1 (closeup)

INSERT TAB AT THE END OF THE RAILS INTO THE SLOTS IN THE BASE OF THE CONSOLE

DETAIL F
(2 PLACES)

OPTIONAL HDTV Mount (cont'd)

Assembly of HDTV to Statesman Premier Console (cont'd)

Step 2

PIVOT HDTV UP TOWARD CONSOLE AND LOCATE THE HDTV MOUNTING RAILS TO THE OUTSIDE OF THE RAIL MOUNTING BRACKET

HH3179 RAIL MOUNT BRACKET

HH3177 RAIL

HH3178 RAIL

DETAIL G
SCALE 1 : 6

Step 3

Insert screws (2 places) to assemble the rails mounted to the HDTV to the bracket attached to the Console

HH3181
HH3049
HH3177

DETAIL H
SCALE 1 : 2

HH3181
HH3178
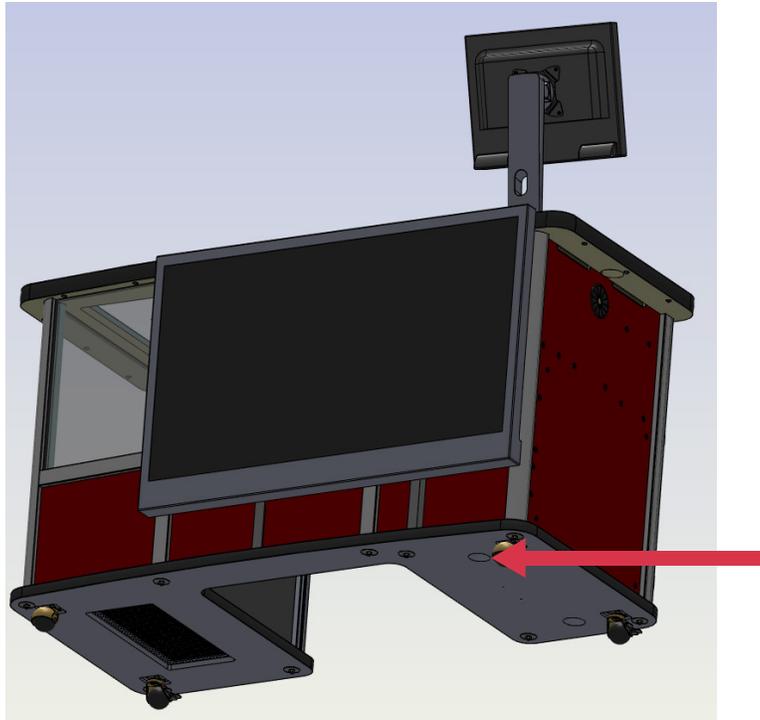HH3049

DETAIL J
SCALE 1 : 2
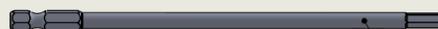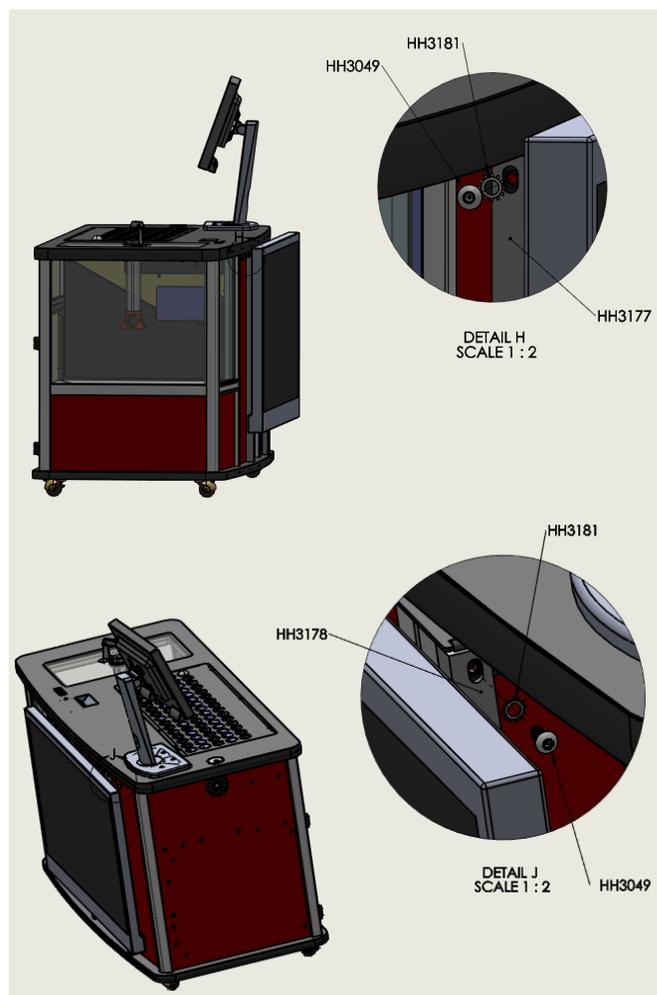
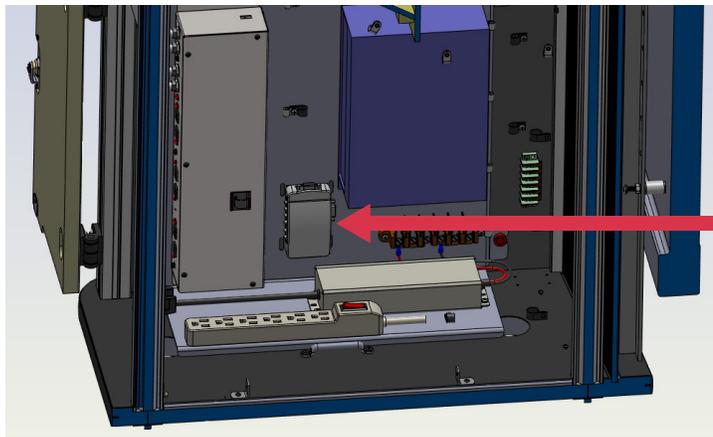USE 6" EXTENDER BIT TO ASSEMBLE AND TIGHTEN TAMPER PROOF SCREWS   HH3272

OPTIONAL HDTV Mount (cont'd)

HDTV Power Cord and VGA Cable Routing and Connections

Run cords under the console and up through front hole into the electronics compartment.

(View into the electronics compartment shown for clarity. Some components not shown)

Add VGA cable to video converter connector

NOTES

www.arrowinternational.com
9900 Clinton Road Cleveland, Ohio 44144

Arrow Technical Assistance Center
Phone Support Hours: 8am to 12am
1-800-277-6214

HH2200-MNL