

# Statesman™ Bingo System

## Operator's Manual

Arrow International  
Equipment Division



Thank you for choosing Arrow International's Capitol Bingo Equipment. We are confident that you will be completely satisfied with our high quality, durable bingo equipment. Our Capitol Bingo Equipment has the most technologically advanced electronics and is designed for easy, reliable operation and trouble-free maintenance by the operator.

**We are proud to announce that we have been given design and safety certification approval on our bingo equipment from Underwriter's Laboratories, Inc. (UL) and Canadian Standards Association (CSA). Arrow International, Inc. is the only bingo equipment manufacturer that has earned the UL and CSA approval certification. Look for the UL and CSA seal of approval on our Capitol Bingo Equipment.**

Arrow manufactures the highest furniture quality, handcrafted equipment consoles in the industry. Our metal fabricated steel consoles are constructed of the finest, heavy-duty materials available and are guaranteed to withstand many years of use.

This revised bingo equipment manual introduces you to the many new features of the Statesman™ not found in competitive bingo systems. It will take you step by step through unpacking and installing the system. It will show you how to program and run games easily, and how to operate your new bingo system. Easy-to-follow instructions and illustrations guide you step by step through routine service and maintenance.

Arrow's hard work and dedication enable us to offer you a breadth of product line that continues to grow. We are proud to offer you the most extensive charitable fundraising product line consisting of high-quality, easy-to-open Popp-Opens™ tabs; "Top Shelf" banded jar tickets; the largest series of bingo paper available (54,000 series) in the largest variety of colors, patterns and cuts to meet your game's needs; Tear Opens™; and our popular Wink® Ink, Ink-A-Dot™, Winner's Gold™ and Electra Dot™ bingo markers. This dedication to providing an extensive line of high-quality products is accompanied by our commitment to satisfying your product needs with fast and trouble-free service.

We value you as a customer and always welcome and appreciate your comments and suggestions to help improve our products. Our best suggestions always come from our game operators and distributors. We want you to always be a satisfied customer, and we will continue to design and improve our products through the valuable feedback received from you and our outstanding network of Arrow Distributors.

Once again, thank you for choosing Arrow International/Capitol Game Manufacturing for your charitable fundraising needs.



John E. Gallagher, Sr.  
C. E. O.



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## Introduction

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Your new CAPITOL STATESMAN™ Bingo System console was designed using state-of-the-art technology. Its modern design, woodgrain console and exceptional user convenience have set it apart from the competition.

The Statesman features flashing B-I-N-G-O letters corresponding with the last number called on the flashboard; one-hundred pre-programmed game patterns; up to 99 user-programmable game patterns; up to 15 bingo sessions—each consisting of up to 50 games with up to 5 progressive game patterns; verifier with Arrow/Capitol 54,000 Series and Dab-All™ 18,000 Series; automatic video control; tear open capability; wild-number entry; real-time clock; random-number generator (optional); ball tray memory; system test; and much more.

Digital communication from the console to the flashboard eliminates bulky, complicated cabling between the two components. Advanced design techniques make real-time features possible, such as the scrolling, multiple game pattern display. The Statesman Bingo System was specially designed with the operator in mind. For example, all system controls are placed on a single control panel. The Statesman will provide years of trouble-free service. However, if a problem should arise, our service personnel will provide timely response on repairs, spare parts and technical support.

This revised manual will guide you through programming, and running games and sessions with easy-to-follow instructions and illustrations of the screen displays and console key sequences.

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### **Damage Action Process**

***Your Capitol Bingo Equipment contains delicate electronic equipment. It is imperative that you thoroughly inspect the contents of the package before accepting product delivery from the carrier.***

***In case of severe damage, refuse the equipment from the carrier. Contact your distributor or Arrow International 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.***

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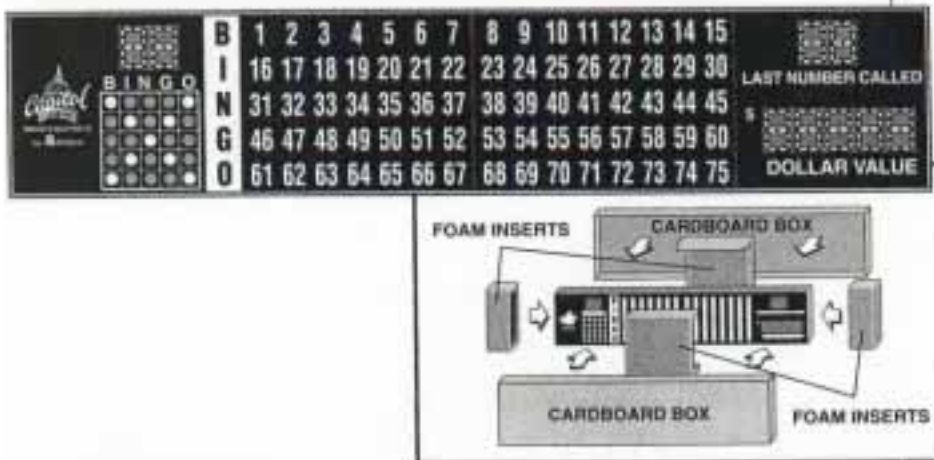
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# I. Getting Started

## A. Unpacking

Arrow International designed your Statesman Bingo System to have a distinctively attractive appearance, and we used careful manufacturing and assembly techniques to preserve this appearance. Each Statesman system is inspected for scratches, bumps or abrasions during packing, and is warranted to be free from defects.



### 1. Flashboard

The flashboard is banded into a heavy cardboard enclosure with foam inserts at each end and in the middle. This carton is marked with various warning labels and stampings. Lay the carton flat, observing labels indicating which side is up.

Before opening, closely inspect the carton for evidence of shipping damage such as puncture holes, tears, and crushed edges or corners. Damage to the carton may alert you to damage to the flashboard. If damage is detected refer to the Damage Action Process section (p. 3) for procedures.

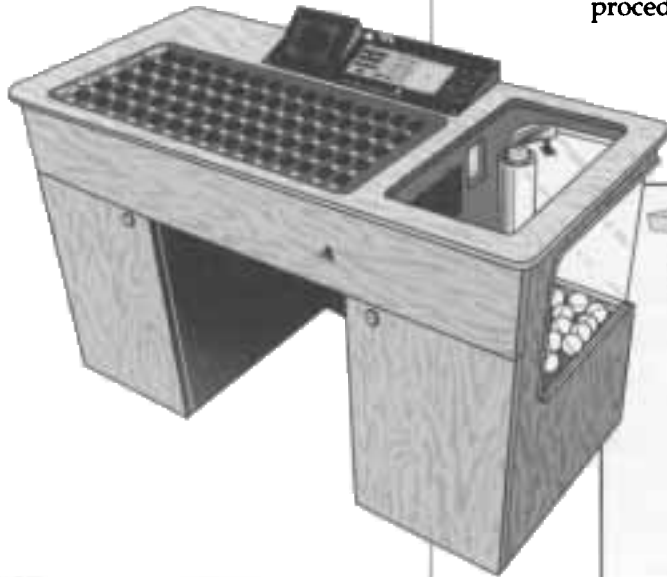
Use scissors to cut all straps. Carefully lift off the carton top. Cut the tape on the four corners of the carton and lay the carton flaps down flat. Slide the end and top center foam pieces off to allow access to the flashboard. To prevent scratches, make sure the flashboard remains on cardboard prior to actual installation. Obtain assistance in setting the flashboard upright.

Do not destroy or discard carton materials until after final inspection and testing.

Inspect the flashboard to insure that all acrylic panels are in place and free of cracks or heavy scratches. Inspect the masonite panels for damage. If damage to your equipment is evident, or if you have problems in any of the above areas, contact your area distributor immediately for advice and refer to the damage action process section (p. 3) for procedures.

*Caution: This flashboard weighs approximately 175 pounds. Use care and get assistance before unpacking and lifting. A minimum of two individuals is required for unpacking.*

*Caution: This console weighs approximately 170 pounds - get assistance before lifting. A minimum of two individuals is required for unpacking.*



## 2. Console

The Statesman console is packed with foam protectors in a cardboard carton and is skid-mounted. Once again, check the carton for possible signs of damage and be sure to check inside the console for signs of damage. If damage is detected refer to the damage action process section (p. 3) for procedures.

Use scissors 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 lift 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 two foam protectors 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. With one person

lifting from the top of the ball-blower end and another individual grasping the two handles on the opposite end, raise the console up and out from the carton and foam inserts. Check that all casters are in place. Set unpacked console on solid flooring.

At this point you should inspect the console for shipping damage. All acrylic panels should be in place. Metal panels and their associated switches and parts should be operational. If problems are found in any of these areas, immediately contact your distributor for advice and refer to the Damage Action Process section (p. 3) for procedures.

The following can be found inside the left door of the console:

- (1) Box of Samson balls
- (1) Standard 20 ft. data cable (other lengths optional)
- (1) Customer parts kit, which includes:
  - (4) Low-voltage ball switches
  - (4) #1820 28V bulbs
  - (2) .1 AMP MDL fuses
  - (2) 6 AMP AGC/3AG fuses

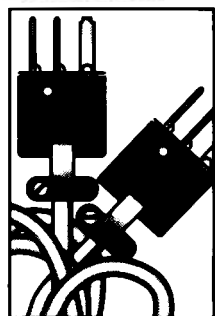
Open the box of Samson balls, check each ball for damage and insert each ball into its corresponding slot in the console ball tray. If a ball has a flat spot, immerse it in hot water. Usually the flat area will pop out. If it does not, contact your distributor for a replacement.

*Note: Do not destroy or discard carton materials until after final inspection and testing.*

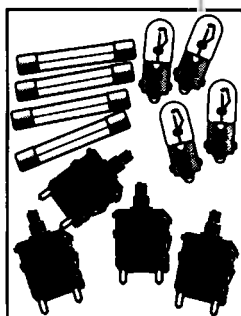
### SAMSON BALLS



### 20 FT. DATA CABLE



### PARTS KITS



## B. Warranty Assurance

At this time, please verify the serial numbers located on the output panel inside the left compartment of the console and on the left side of the flashboard. Check them against those shown on the enclosed warranty card, please fill out all requested information and return the completed card to Arrow International within 30 days of purchase along with proof of purchase date.

A second warranty card appears on the back cover of this manual. We suggest that you fill out this card and keep the information on hand for future reference.

## C. Basic Controls

1. Power - This is the ON/OFF switch for the onboard computer.
2. Lamp - This is the ON/OFF switch for the mixer-chamber lamp.
3. Blower - This is the ON/OFF switch for the ball-blower motor.
4. Mixer - This is the ON/OFF switch for the ball-mixer motor.
5. Contrast - This is used to adjust the contrast for the LCD graphic display panel (backlighting).
6. Volume - This is the volume adjustment for the audible beeper.

## D. Electrical Installation

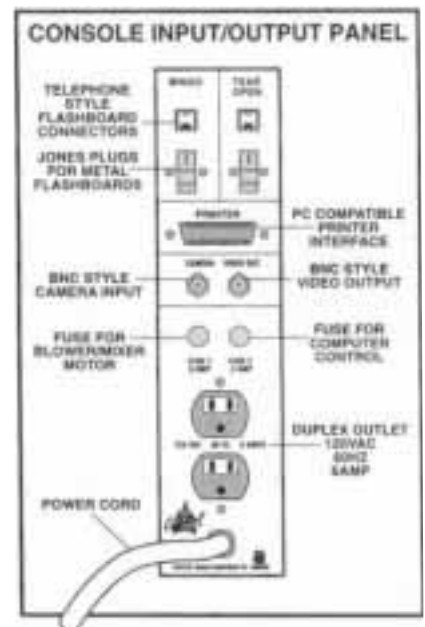
1. Plug the bingo console and flashboards into any 110/120VAC 60HZ grounded power outlet.
2. Once the system has been completely setup, turn the "POWER" switches on. Use the other controls as needed.

## E. Flashboard Installation

1. The Statesman bingo system is compatible with the following flashboards:
  - Capitol extruded flashboard line.
  - Capitol 2001 system flashboards.  
(See p. 49 for flashboards older than Jan. 1991.)
  - Capitol Presidential system flashboards.  
(See p. 49 for flashboards older than Jan. 1991.)
  - Several models from other manufacturers.  
Please inquire for specifics.
2. Connections for regular Bingo flashboards are made with the console data output connectors labelled "BINGO."
3. Connections for Tear Open flashboards are made with the console data output connectors labelled "TEAR OPEN." All control of Tear Open flashboards is automatic.

To validate your warranty, you must **complete** the enclosed warranty card and return it to Arrow International, INC. within 30 days of purchase from your Capitol Bingo Equipment Distributor.

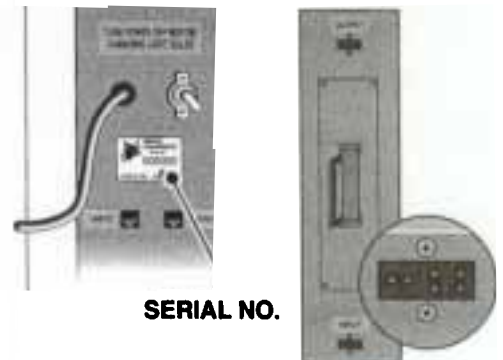
Note: If you have an older Statesman console, the power switch may be labeled "Computer."



## FLASHBOARD DATA CONNECTIONS

EXTRUDED  
FLASHBOARD  
SIDE PANEL  
UPPER LEFT SIDE

METAL  
FABRICATED  
FLASHBOARD  
SIDE PANEL

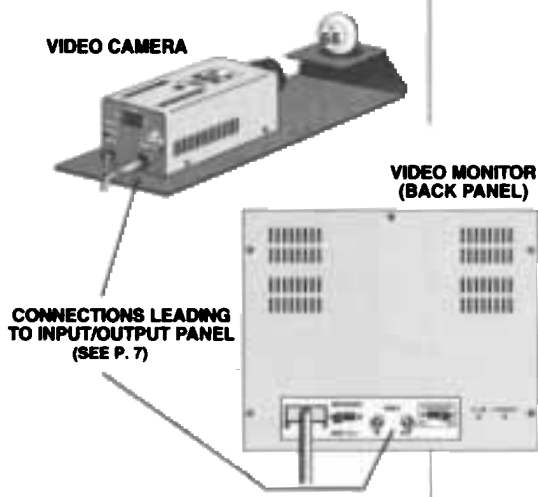


*Note: If not using a Tear Open flashboard, the Tear Open outputs may be used for regular bingo flashboards.*

*Note: Refer to diagram D on p. 45 for Presidential/2001 AR style.*

*Note: If utilizing Capitol Bingo Equipment video components please refer at this time to the video equipment manual for further instructions.*

*Note: If using multiple monitors, run a cable from the BNC connector labelled "VIDEO OUTPUT" to the "VIDEO INPUT" on the first monitor. Set all monitors to High Impedance with DC Restoration off, except for the last monitor, which is set to 75 ohm.*



4. Install the flashboard data cable. When possible, we recommend using a one-piece cable avoiding splices, adapters and other mating devices. Wiring to the flashboard may be permanently installed using a wire mold. Or, where permanent installation is not possible, install the flashboard data cable through the walls and ceiling to an area where the console can be rolled in and easily connected with all data and power cables. Install it in such a manner that it will not be subject to undue wear and tear and will not create a traffic hazard. Avoid running the flashboard cable next to high-current lines such as smoke eaters, air conditioners, etc.

For metal fabricated style flashboards, plug the 3-pin male data connector into the lower connector marked "INPUT." For brass-style flashboards, plug the data cable into the rear telephone jack on the left side of the flashboard marked "INPUT."

5. You may have an installation that requires hook up of more than one flashboard. In such an instance, the second and subsequent flashboards may be daisy chained by connecting the data cable to the "OUTPUT" connection on the first flashboard to the "INPUT" connection on the second flashboard, and so on.

#### F. Optional Video Installation

1. The BNC-type connector marked "CAMERA INPUT" is used with any camera having a standard composite video output. Cameras that are "TV ready" or have an RF video output are not compatible with this system. Use a high-quality RG 59U video cable with BNC connections, plug one end into the "CAMERA INPUT" connector on the Input/Output panel, which is located in the left hand compartment of the console. Connect the other end to the "VIDEO OUTPUT" connector on the camera.
2. The BNC-type connector marked "VIDEO OUTPUT" can be used with any composite video monitors. Use a high-quality RG 59U video cable with BNC connectors, plug one end into the "VIDEO OUTPUT" connector located in the left compartment of the console and the other end into the "VIDEO INPUT" connector on the monitor.

If your organization has chosen to use televisions instead of monitors, an RF modulator is required. Contact your distributor for a copy of the Capitol Bingo Equipment Video Components Manual and/or advice.

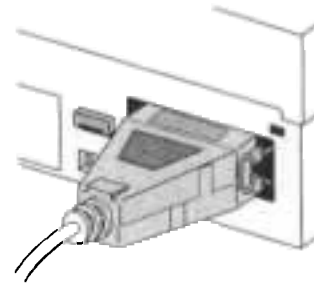
**G. Optional Printer Installation**

1. The connector marked "PRINTER" is a standard IBM compatible dot matrix printer interface. Simply plug in any PC-compatible printer power cord and printer signal cable (please refer to the printer operating manual for proper instructions) and you are ready to run. Always keep the printer loaded with paper and set to "ON LINE" to prevent any errors.
2. If you do not use the printer, either turn the printer power off or unplug the printer from the printer signal connector.
3. When using your printer, always keep paper installed in the printer and have an adequate paper supply on hand. While an "out of paper" error will not lock-up the system, you will lose valuable game log information if the printer runs out of paper and new paper is not inserted.
4. Refer to the owner's manual of your specific printer for additional information.



**9-PIN DOT MATRIX PRINTER**

**PRINTER CABLE**



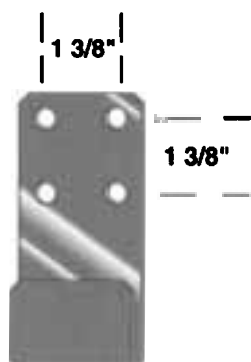
*Caution: Before attempting any installation, have a qualified, licensed and bonded rigger or electrician verify the type of installation. In many cases, the local building inspector may require a permit as well as an inspection of the site for structural stability.*

**II. Physical Installation**

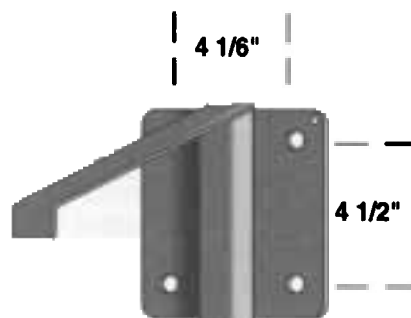
**A. Suggested Number of Flashboard Mounting Assemblies**

SUGGESTED NUMBER OF FLASHBOARD MOUNTING ASSEMBLIES				
	PART NO.	NUMBERS ONLY	NO. & GAME INDICATOR	NO., GAME INDICATOR & DOLLAR VALUE
2" Wall Mount	45253	2	2	3
J Bracket	415805	2	2	3
Eye Bolt	46515	2	2	3
4" Wall Mount	45254	3	3	4
J Bracket	415805	3	3	4
Eye Bolt	46515	3	3	4

*Caution: Do not suspend the flashboards using the handles. The handles are to be used for handling purposes only.*



**WALL MOUNT J BRACKET**



**WALL MOUNT TUBULAR BRACKET**



## B. Wall Mounting Preparation for Flashboard(s)

Before attempting to mount any flashboard to the wall, you must first determine the type of wall construction. For hollow walls, we recommend that the flashboard mounting brackets be fastened directly into wall studs. For concrete, brick and cinder-block construction, the mounting brackets should be fastened using a bolt and anchor method (moly bolt). If other methods of wall construction are used, consider ceiling mounting or consult the Capitol Bingo Equipment service department for advice.

### 1. 2" and 4" aluminum extruded flashboards

Use J-brackets or tubular brackets mounted to either a hollow wall or masonry (solid concrete or cinder-block construction) wall. Or, mount it to the ceiling. Eyebolts are available upon request.

## C. Wall Mounting Instructions

For hollow-wall construction use  $\frac{3}{8}$ " x  $3\frac{1}{2}$ " lag bolts. Fasten brackets directly to wall studs. For masonry construction, use a  $\frac{3}{8}$ " or larger lag-screw expansion shield with suitable-length lag screw.

### 1. Wall-Mount J Bracket

(2" & 4" aluminum extruded flashboards)

Supplied with the flashboard are four J-shaped wall brackets. Each bracket has four holes for  $\frac{3}{8}$ " bolts. Choose a height that allows easy viewing and mark the location on the wall. Then, measure in  $8\frac{1}{2}$ " and  $9\frac{7}{8}$ " from each end of the flashboard and mark the vertical center lines. Next, from the top of the flashboard, measure up 2" and  $3\frac{3}{8}$ " from the horizontal center lines.

Before drilling any holes, check for possible electrical or plumbing interference behind the mounting holes and make sure that the flashboard is level from side to side. Next, space any additional brackets equally between the previous brackets and locate the mounting holes, again checking for level. Drill the proper clearance holes for the method of mounting appropriate for your wall as described above.

### 2. Tubular Bracket (optional)

(2" and 4" aluminum extruded flashboard and fabricated flashboard with tubular mounting brackets)

Choose the proper height for easy viewing and mark the location on the wall. This mounting bracket supports the flashboard from the bottom and may be used to mark the mounting holes. Locate brackets 9" from each end; make sure the brackets are level; and check for possible electrical or plumbing interference behind the mounting holes. Equally space the remaining brackets between the end brackets insuring that all supporting surfaces are level. Drill the proper clearance holes for the mounting method appropriate for your wall.

**D. Ceiling Mounted Flashboards**

In any ceiling mount application, the chain or wire must be attached to the steel building frame or girder. In addition, check with the local building inspector for local codes governing weight restrictions and mounting methods.

There are two different methods for suspending these flashboards from the ceiling.

**1. Chain:**

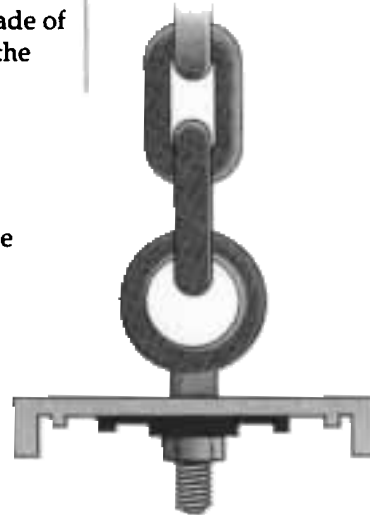
Use a high-quality 3/8" minimum-diameter chain link made of high-strength alloy steel grade 80 or its equivalent. Bolt the chain together with a 3/8" 18 NC 1 3/4" bolt with two flatwashers, a lockwasher and a hex nut.

**2. Cable:**

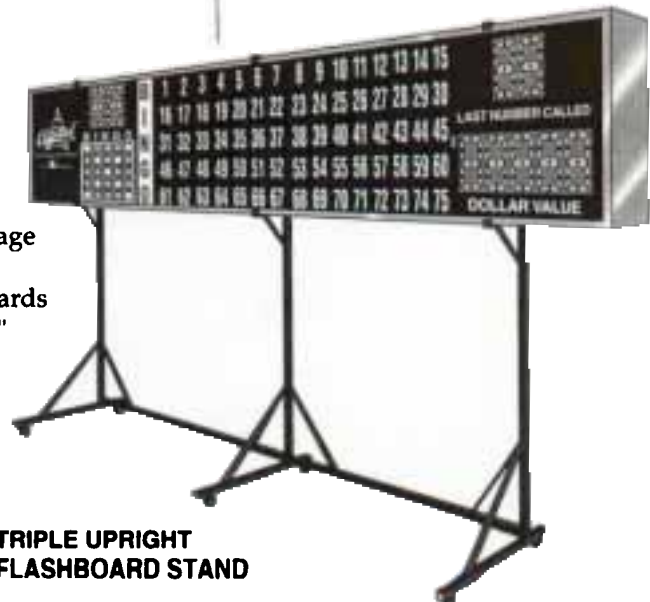
Use a high-strength 1/8" minimum-diameter 19x7 strand steel aircraft cable or its equivalent and appropriate cable clamps.

*Note: See Capitol Bingo Equipment 8" & 12" Aluminum Extruded Flashboard Manual for additional information on these products.*

FLASHBOARDS	EYEBOLT LOCATIONS MEASURED FROM LEFT END			
	22"	46"	94"	118"
4" Dollar Value	22"	46"	94"	118"
4" Game Indicator	22"	38 3/4"	55 1/4"	72 1/4"
4" Numbers Only	17"	49"	76"	
2" Dollar Value	18"	36"	48"	
2" Game Indicator	18"	47"		
2" Numbers Only	12"	44"		



**EYEBOLT FOR  
CHAIN MOUNT  
(ARROW PART #46515)**



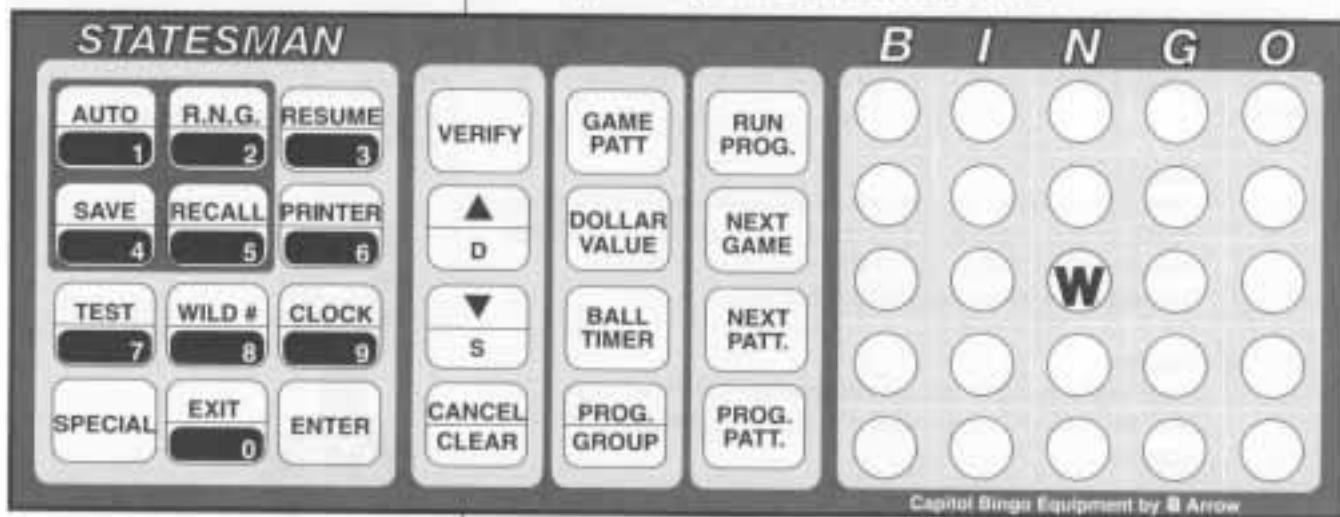
**TRIPLE UPRIGHT  
FLASHBOARD STAND**

**E. Flashboard Stand (optional)**

A flashboard stand allows for easy mobility and storage of your flashboard. Capitol offers a triple upright flashboard stand for the 4" dollar-value-style flashboards and a double upright flashboard stand for all other 4" and 2" flashboards. These stands may be ordered through your distributor.

### III. System Programming

#### A. Keypad Programming Reference Guide



FUNCTION	KEY SEQUENCE
Clear All Memory	Special — Cancel/Clear — W
Select Constant Timer Mode	Special — Auto — Enter: Alternates w/ Ball-Activated Timer
Select Ball Activated Mode	Special — Auto — Enter: Alternates with Constant Timer
Random Number Generator (optional)	Special — RNG — (number of balls to be called) — Enter
Save Tear Open Game	Special — Save — Enter
Recall Tear Open Game	Special — Recall — Enter
Test Flashboards	Special — Test
Wild-Number Entry	Special — Wild # (menu options) — Special — Exit
Set Time	Special — Clock — Enter — (hour) — Enter — (minutes) — Enter
Set Date	Special — Clock — D — (month) — Enter — (day) — Enter — (year) — Enter
Leave Session or Resume Manual Mode	Special — Exit — Enter (to leave session) Special — Exit — Cancel/Clear (to resume current session)
Cancel a Call	Cancel/Clear — (number of ball to be cancelled) — Enter
Instant Game Pattern	Game Patt. — Enter — (game pattern keys) — Enter

FUNCTION	KEY SEQUENCE
Verify	
Standard Face	Verify — (free-space number) — Enter
Dab All Face	Verify — D — (free-space number) — Enter
Win Tally	Verify — W — Enter (default # of winners) Verify — W — (number of winners)—Enter (override default)
Program Session	Prog./Group — (session number) — Enter — (game number) — Enter
Game Pattern Select	Game Patt. — (game pattern number) — Enter
Next Game	Next Game — Enter
Ball Timer	Ball Timer — (number of seconds) — Enter
Dollar Value	Dollar Value — (dollar value) — Enter
Leave Program Session	Special — Exit — Enter
Next Pattern	Next Pattern
Run Pre-Programmed Session	Run Prog. — (session number) — Enter — (game number) — Enter
Program Individual Pattern	Prog. Patt. — Enter — (game pattern number) — Enter — (game pattern keys) — Prog. Patt.
Program Grouped Pattern	Prog. Patt. — Prog./Group — (game pattern number) — Enter — (game pattern number) — Enter — Prog. Patt.

STATESMAN SYSTEM  
BY CAPITOL BINGO  
EQUIPMENT VT 3.4  
COPYRIGHT 1992

PRESS ANY KEY TO  
START THE GAME -  
FOLLOW WITH RUN  
PROGRAM KEY FOR A  
PRE-PROGRAMMED  
BINGO SESSION

Turn the "POWER" switch on.

The display will read:



POWER

*Note: When the flashboard is turned on, the system will automatically perform sequential self test.*

*** MANUAL GAME:	1
DOLLAR VALUE:	0
PATT: 0<	BINGO
0	. . . . .
0	. . . . .
0	. . . . .
0	. . . . .
0	. . . . .
LAST CALL: 0	TIMER
# of BALLS: 0	= 0

Press the "ENTER" key

The display will read:



*Note: Bold numbers on future screens are for example only.*



ENTER A PATTERN #  
FROM (101-199):

- b. Press the "PROG./  
GROUP" key.

The display will read:

PATTERN NUMBER 101  
0 0 0 0  
0 0 0 0  
0 0 0 0  
0 0 0 0  
0 0 0 0  
ENTER PATTERN 1:

- c. Enter a game pattern number.  
d. Press the "ENTER" key.

The display will read:

(101 is used as an example  
in this game pattern)

- e. Enter your game pattern numbers either from the built-in patterns (1-100) or from individual game patterns you've created (101-199). Refer to note.  
f. Press "ENTER" after each pattern number is entered.  
g. Press the "PROG. PATT." key to save the patterns

Use the "Prog./Group" function to program game patterns with 21-400 valid bingo combinations by combining individual game patterns from those supplied by the factory or created by yourself. Refer to note.

### C. Creating a Session

This system allows you to program 15 sessions. Each session allows you to program up to 50 games. For each game in a session, you may program up to 5 different patterns to be played on the same card. This is also called a "Progressive Game."

PLEASE ENTER A  
SESSION NUMBER  
FROM 1-15:

1. Press the "PROG./  
GROUP" key.

The display will read:

2. Enter a session number  
(1-15).

3. Press the "ENTER" key.

The display will read:

4. Enter a game number.

PLEASE ENTER A  
SESSION NUMBER  
FROM 1-15: 1  
PLEASE ENTER A  
GAME NUMBER  
FROM 1-50:

PROG.  
GROUP

NUMERIC  
KEYPAD

ENTER

NUMERIC  
KEYPAD

ENTER

*Note: If the selected group pattern number has been previously programmed as an individual pattern, the display will read: "Your selection is not a grouped game pattern. Press the 'CANCEL' key to quit or press 'ENTER' to overwrite."*

PROG.  
PATT.

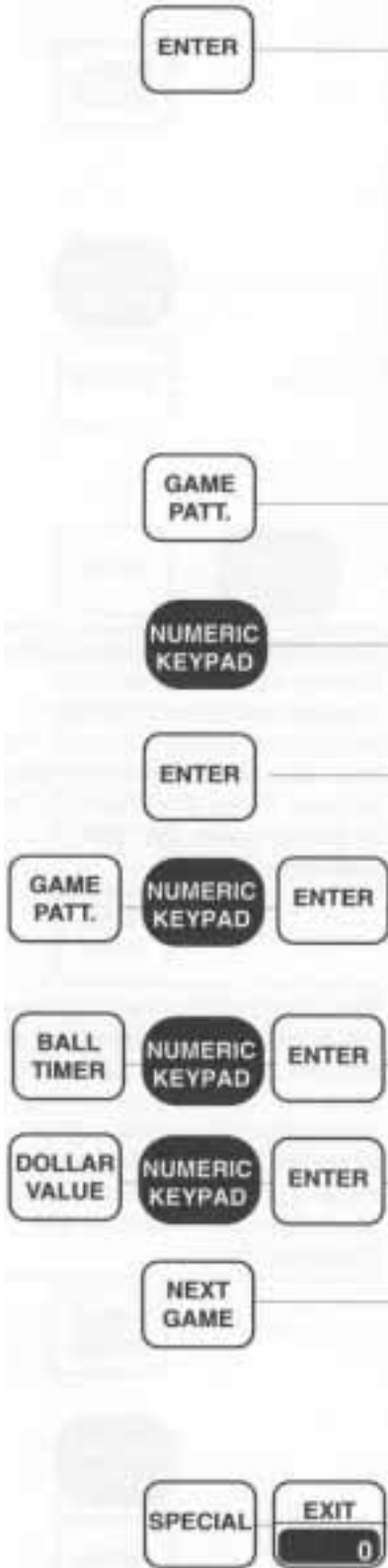
*Note: The system does not allow the grouping of previously grouped patterns (any game pattern with more than 20 winning combinations) with other patterns. For example: Pattern # 36 (Double Bingo-a grouped pattern) cannot be grouped with Pattern # 69 (Postage Stamp).*

PROG.  
GROUP

NUMERIC  
KEYPAD

ENTER

NUMERIC  
KEYPAD



5. Press the "ENTER" key.

The display will read:

SESSION:	1	GAME:	1
PATTERNS:	1.	0<	
	2.	0	
	3.	0	
	4.	0	
	5.	0	
DOLLAR VALUE:		0	
BALL TIMER:		0	

6. Press the "GAME PATT." key.

The display will read:

SESSION:	1	GAME:	1
PATTERNS:	1.	0<	
	2.	0	
	3.	0	
	4.	0	
	5.	0	
DOLLAR VALUE:		0	
BALL TIMER:		0	
ENTER A GAME PATTERN #:			

7. Enter a game pattern number either from the built-in list (1-100) or from the game patterns you have created on your own (101-199).
8. Press the "ENTER" key. The cursor "<" will move down to the second pattern to be programmed. (If you do not want to program a progressive game, skip to step # 10 now.)
9. To program your second pattern of a progressive game, press "GAME PATT." key again and type in your next pattern number. Press "ENTER" and continue programming until you've entered your fifth or last pattern for that game.
10. To enter the "BALL TIMER" and "DOLLAR VALUE" data, press the corresponding key on the keypad, enter the data and follow with the "ENTER" key.  
 For example: To select a dollar value of \$50, press "DOLLAR VALUE," press "5", then "0", and then the "ENTER" key.  
 Another example: To select ball timer, press "BALL TIMER," enter a value from 1 to 99, followed by the "ENTER" key.

Program additional games (up to 50) for that session by pushing the "NEXT GAME" key and continuing, starting with step #6.

11. After completing your last entry, press the "SPECIAL" key followed by the "EXIT" key to save the program and return to the manual mode.

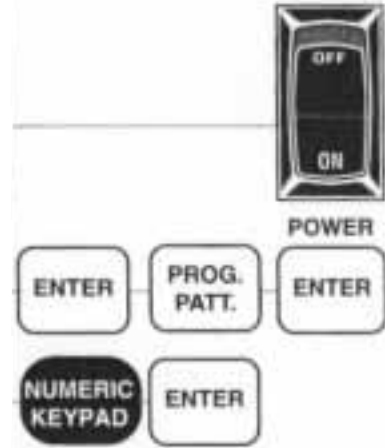
Once the session is programmed, it is retained in memory and may be changed at your discretion

**D. Quick Reference Guide**  
**- Programming an Individual Game Pattern**

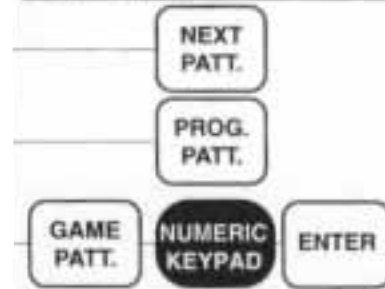
1. Turn the "POWER" switch on.
2. Press the "ENTER" key.
3. Press the "PROG. PATT." key.
4. Press the "ENTER" key to program individual game pattern(s).
5. Enter a game pattern number between 101-199. **See note and proceed to step 6.**
6. Press the "ENTER" key.
7. Using the BINGO face keypad, type in the desired pattern. **See note.**
8. Press the "NEXT PATT." key to enter up to 20 possible winning game pattern combinations.
9. Using the BINGO face keypad, type in the desired pattern. **See note.**
10. Press the "PROG. PATT." key to save the created pattern.
11. Record your newly created game pattern on your pattern work sheets (pp. 24-27) for future reference.
12. To view or review previously programmed game patterns, press "GAME PATT." key followed by game pattern number and the "ENTER" key.

**EXAMPLE:** Creating a "CRAZY T" multiple-win pattern.

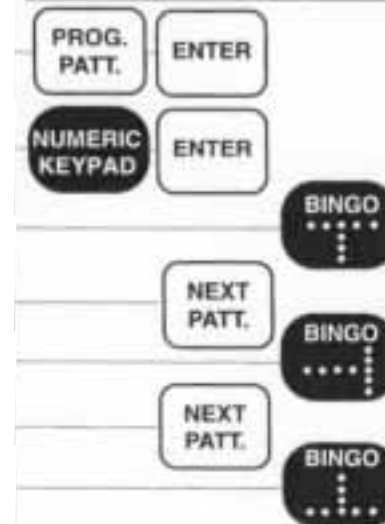
1. Press the "PROG. PATT." key.
2. Press the "ENTER" key.
3. Enter a game pattern number between 101-199. **See note and proceed to step 4.**
4. Press the "ENTER" key.
5. Press in "T" pattern on the BINGO face keypad.
6. Press the "NEXT PATT." key.
7. Press in "┌" pattern on the BINGO face keypad.
8. Press the "NEXT PATT." key.
9. Press in "└" pattern on the BINGO face keypad.

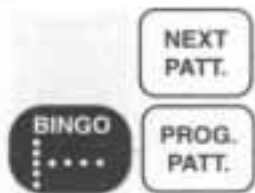


*Note: If you have selected a grouped pattern. Press "CANCEL" to quit or "ENTER" to overwrite the old game pattern.*

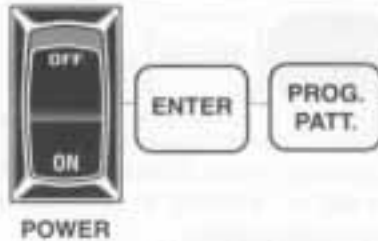


*Note: If entering a game pattern with up to 20 multiple winning patterns, all possible winning combinations must be entered at this time. For game patterns with more than 20 multiple winning game patterns, please refer to Section B2- Programming a Group Pattern (p.14).*





*Note: If you have selected a grouped pattern, Press "CANCEL" to quit or "ENTER" to overwrite the old game pattern.*



*Note: Game pattern memory cannot exceed 400 possible bingo combinations. Previously grouped game patterns such as 36, 37, 80 and 81 in the game pattern section (pp. 20-23) may not be grouped.*

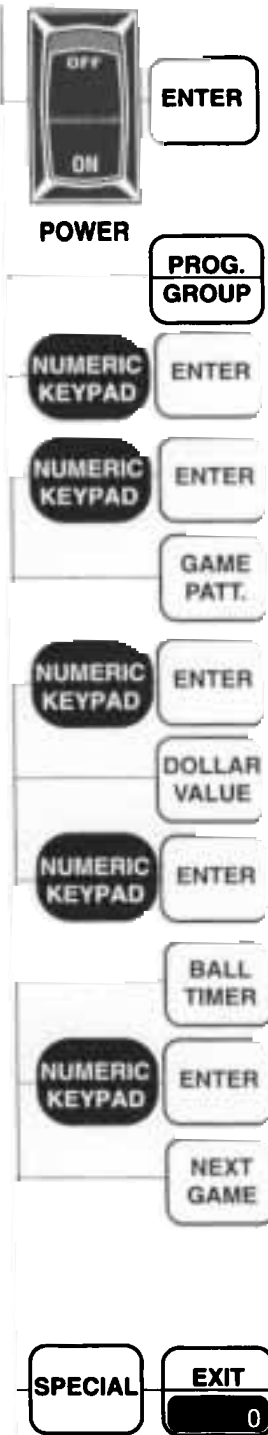
10. Press the "NEXT PATT." key.
11. Press in "┌" pattern on the BINGO face keypad.
12. Press the "PROG. PATT." to save the patterns.

**E. Quick Reference Guide  
-Programming a Complex Game Pattern**

1. Turn the "POWER" switch on.
2. Press the "ENTER" key.
3. Press the "PROG. PATT. " key.
4. Press the "PROG. GROUP" key.
5. Enter a game pattern number between 101-199. See note.  
Note: Your selection is not a grouped game pattern—press the "CANCEL" key to quit or press "ENTER" to overwrite.
6. Press the "ENTER" key.
7. Enter numbers between 1-100 from Statesman pre-programmed game patterns pp. 20-23 or those that you have previously programmed (game patterns #101-#199, pp. 24-27).
8. Press the "PROG. PATT" key to save the created pattern.
9. Record your newly created patterns on your game pattern work sheets on pp. 24-27 for future reference.
10. To view or review previous programs, press the "GAME PATT." key followed by the game pattern number and the "ENTER" key.


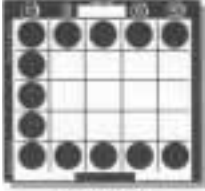
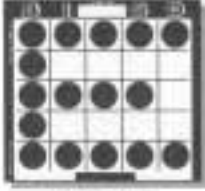
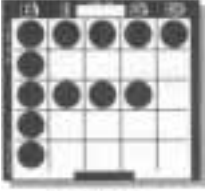
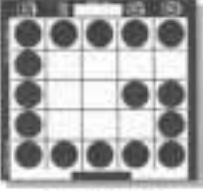
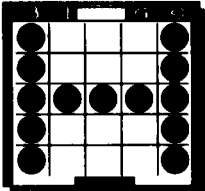
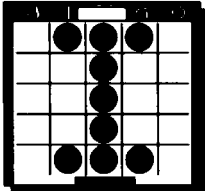
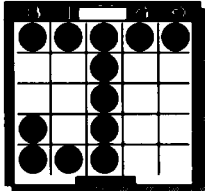
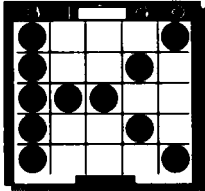
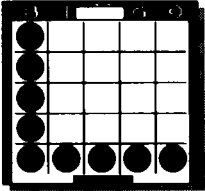
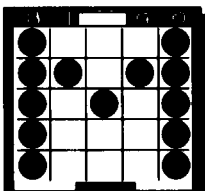
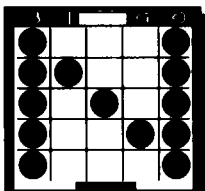
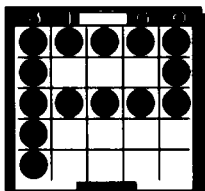
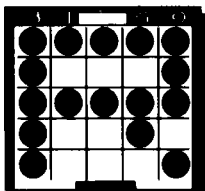
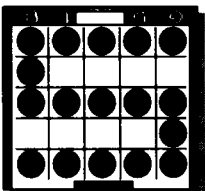

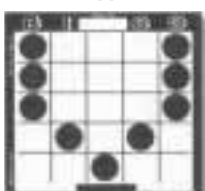
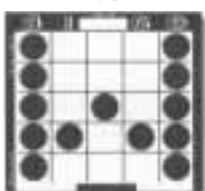
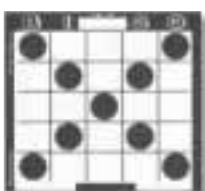
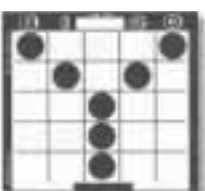
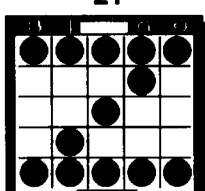
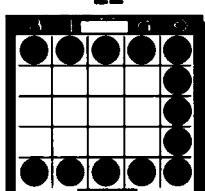
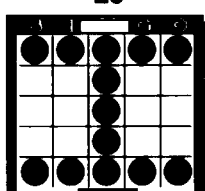
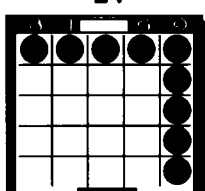
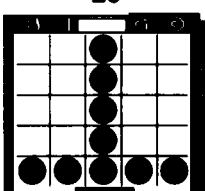
**F. Quick Reference Guide  
-Programming a Session**

1. Turn the "POWER" switch on.
2. Press the "ENTER" key.
3. Press the "PROG./GROUP" key.
4. Type in your desired session number between 1-15.  
If you are programming a new session, enter "1" to begin with the first game in that session.
5. Press the "ENTER" key.
6. Type in your desired game number between 1-50. See note.
7. Press the "ENTER" key.
8. Press the "GAME PATT." key. See note.
9. Type in a game pattern number from 1-199.
10. Press the "ENTER" key. See note.
11. Press the "DOLLAR VALUE" key.
12. Type in your payout (i. e. for \$50.00 payout, type "50")
13. Press the "ENTER" key.
14. Press the "BALL TIMER" key.
15. Type in the desired time interval between ball calls from 1-99.
16. Press the "ENTER" key.
17. Press the "NEXT GAME" key to program the next game in your session.
18. If you are programming a progressive game (one that has more than one payout and/or pattern), each pattern must be entered now. Go back to step 8 and continue until all patterns are programmed.
19. Press the "SPECIAL" key to save your programming.
20. Press the "EXIT" key to exit the session. Your screen will return to the manual game screen.

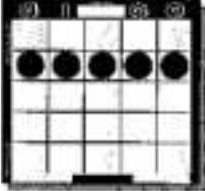
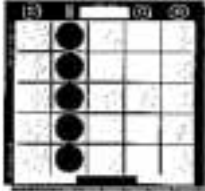

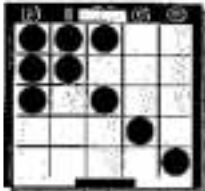
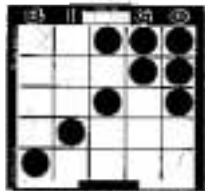

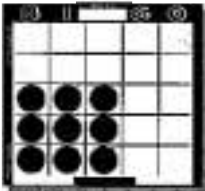
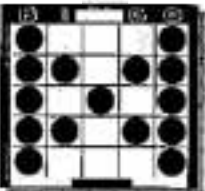
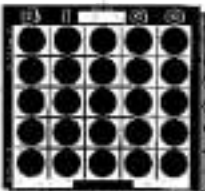
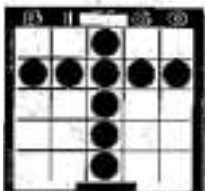



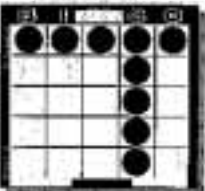
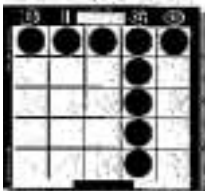



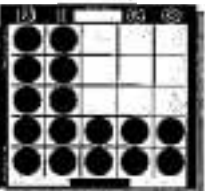



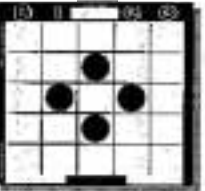
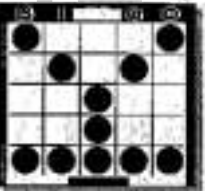



*Note: The dollar value that you enter is not progressive. In other words, the last value entered will replace values entered for previous patterns. The system will prompt the caller to update the value as needed for specific patterns by flashing the dollar amount.*

G. Statesman Pre-Programmed Game Patterns 1-25

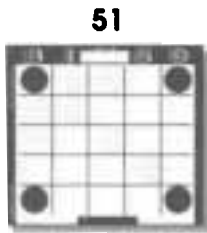
1  Letter A	2  Letter C	3  Letter E	4  Letter F	5  Letter G
6  Letter H	7  Letter I	8  Letter J	9  Letter K	10  Letter L
11  Letter M	12  Letter N	13  Letter P	14  Letter R	15  Letter S
16  Letter T	17  Letter V	18  Letter W	19  Letter X	20  Letter Y
21  Letter Z	22  Crazy C (4 possible combinations)	23  Crazy H (2 possible combinations)	24  Crazy L (4 possible combinations)	25  Crazy T (4 possible combinations)

Statesman Pre-Programmed Game Patterns 26-50

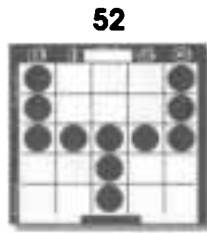
26  Any Horizontal (5 possible combinations)	27  Any Vertical (5 possible combinations)	28  Anchor	29  Arrow 1 (Only 1 combination)	30  Crazy Arrow (4 possible combinations)
31  Bell	32  Block of Nine (9 possible combinations)	33  Butterfly	34  Coverall (or Blackout)	35  Church Cross
36  Double Bingo w/o 4 corners (68 poss. comb.)	37  Double Bingo with 4 corners (80 poss. comb.)	38  DPerm 1 * (Any 2 lines)	39  DPerm 2 * (Any 2 lines)	40  DPerm 3 * (Any 2 lines)
41  DPerm 4 * (Any 2 lines)	42  Double Cross	43  Solid Diamond	44  Double L	45  Double X (2 possible combinations)
46  Double Plus (2 poss. comb.)	47  Diamond (Large)	48  Diamond (Small)	49  Empty Glass	50  Full Glass

\* THESE GAME PATTERNS ARE USED TO BUILD THE DOUBLE PATTERNS 36 & 37

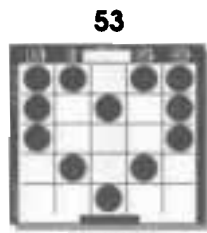
Statesman Pre-Programmed Game Patterns 51-75



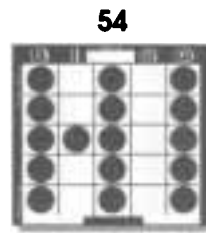
Four Corners



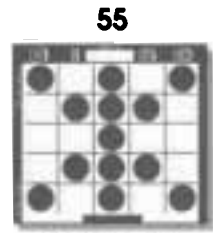
Goal Post



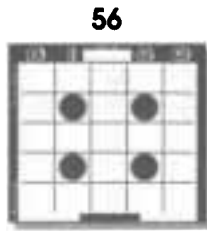
Heart



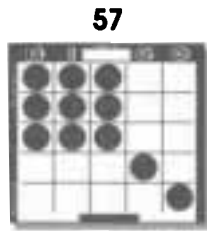
Hi



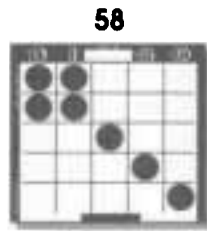
Indian Star



Inside Corners

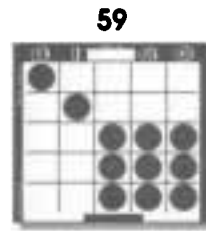


57



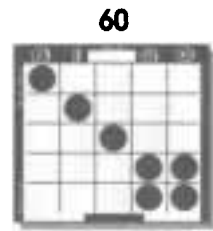
58

Kite (Small)



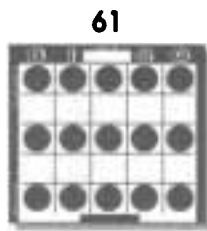
59

Crazy Lg. Kite  
(4 possible combinations)



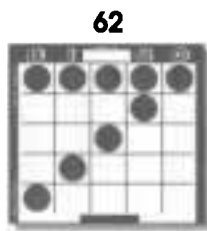
60

Crazy Sm. Kite  
(4 possible combinations)



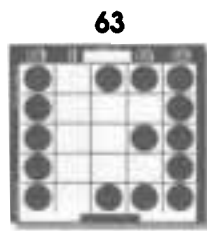
61

Layer Cake



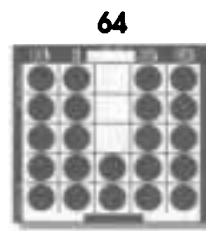
62

Lucky 7



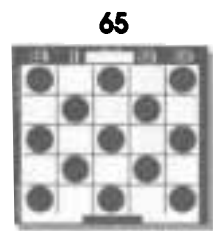
63

Lucky 13



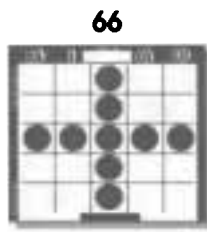
64

Moat



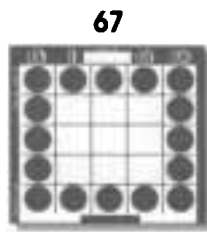
65

Plaid



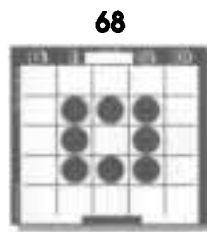
66

Plus Sign



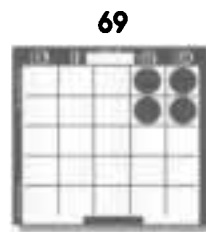
67

Picture Frame  
(Large)



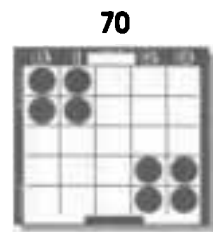
68

Picture Frame  
(Small)



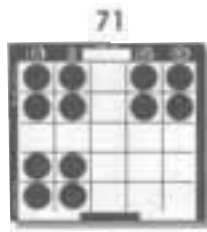
69

Single Post. Stamp  
(Corners, 4 poss. combinations)



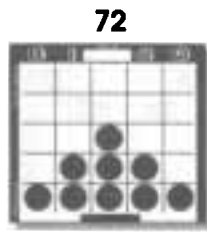
70

Double Post. Stamp  
(Corners, 6 poss. combinations)



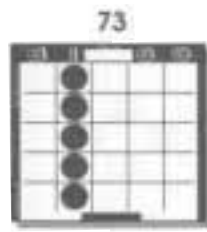
71

Triple Post. Stamp  
(Corners, 4 poss. combinations)



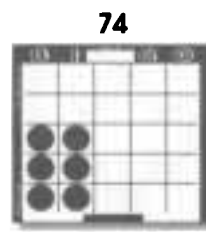
72

Crazy Pyramid  
(4 poss. comb.)



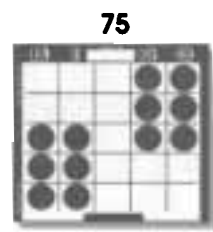
73

Regular Bingo  
(with 4 corners, 13 poss. comb.)



74

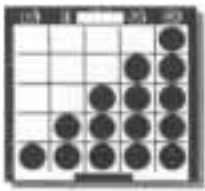
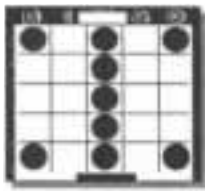
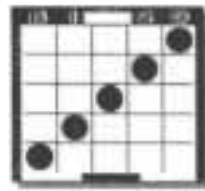
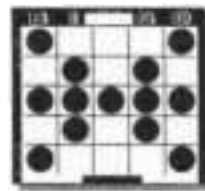
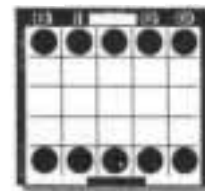
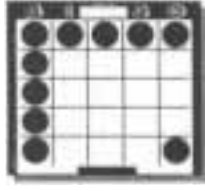
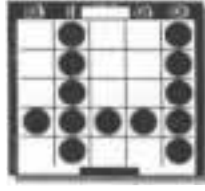
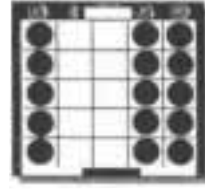
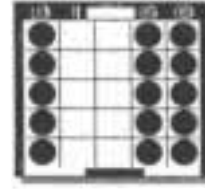
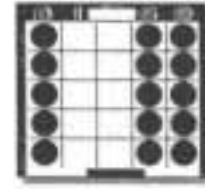
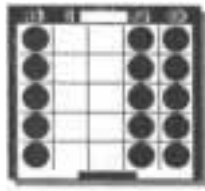
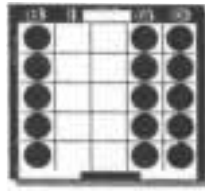
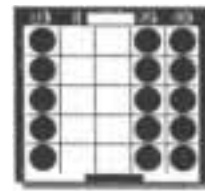
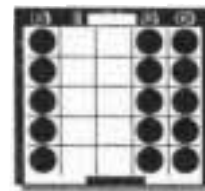
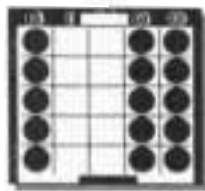
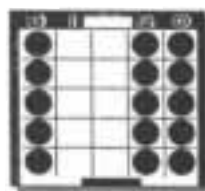
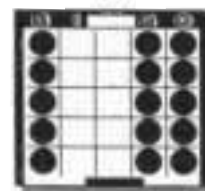
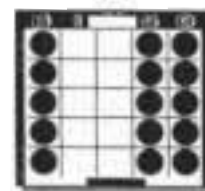
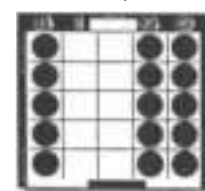
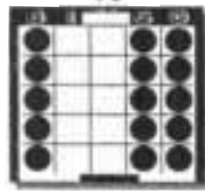
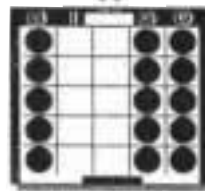
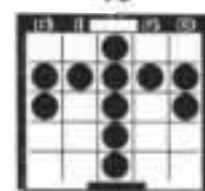
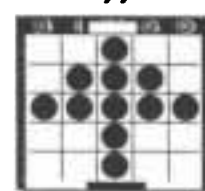
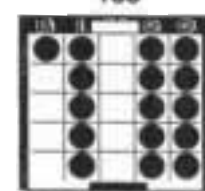
Six Pack  
(Hard way, 12 poss. comb.)



75

Six Pack  
(Double, Hard way, 18 poss. combinations)

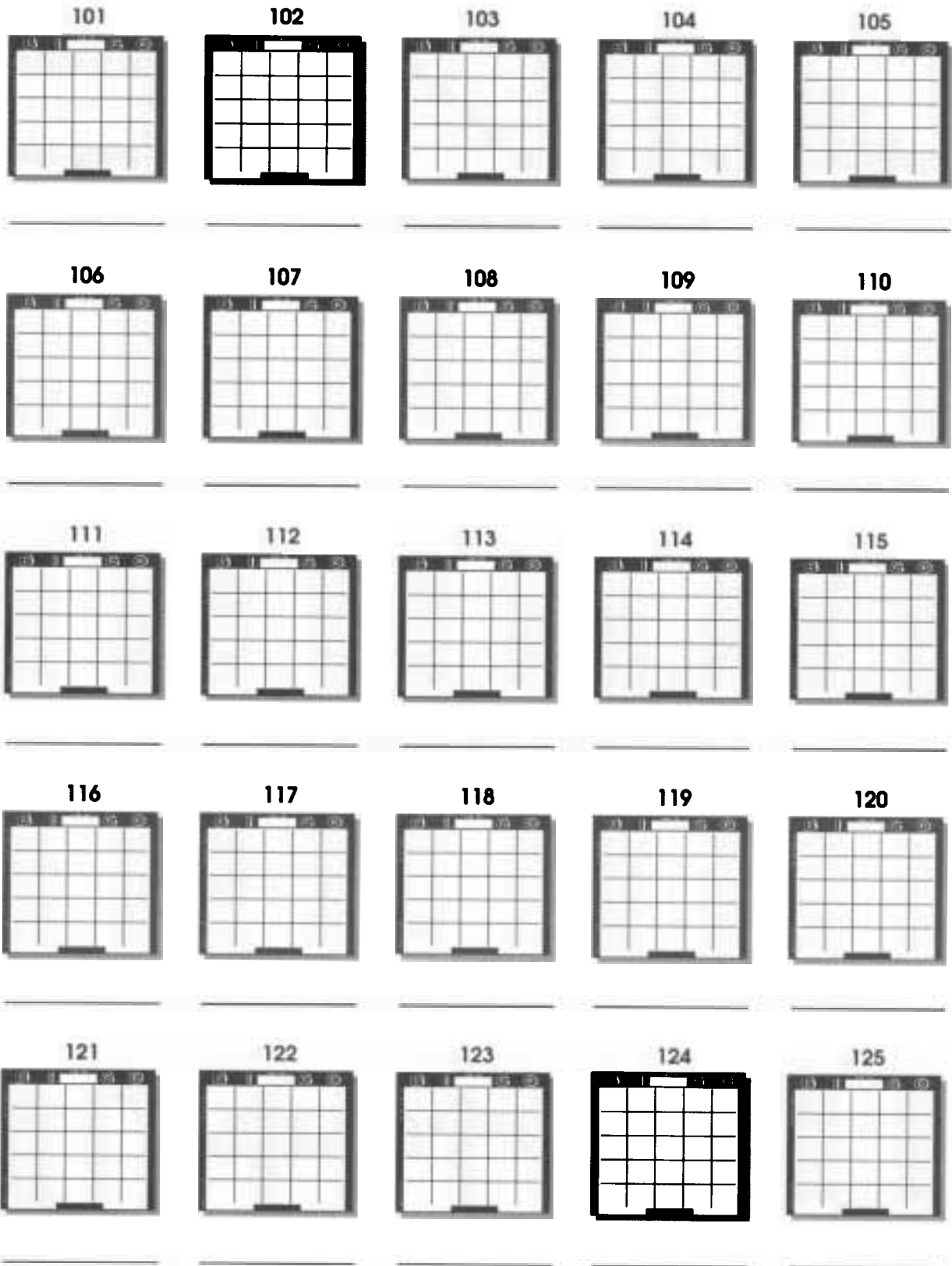
**Statesman Pre-Programmed Game Patterns 76-100**

76  Stairs	77  Single plus 4 corners (12 poss. comb.)	78  Standard Bingo (No 4 corners, 12 poss. comb.)	79  Starburst	80  Top & Bottom
81  Triple Bingo 1 with 4 corners (286 poss. comb.)	82  Triple Bingo 2 No 4 corners (220 poss. comb.)	83  Trip 1 *	84  Trip 2 *	85  Trip 3 *
86  Trip 4 *	87  Trip 5 *	88  Trip 6 *	89  Trip 7 *	90  Trip 8 *
91  Trip 9 *	92 	93  Trip 11 *	94  Trip 12 *	95  Trip 13 *
96  Trip 14 *	97  Trip 15 *	98  T-Bird	99  Xmas Tree	100  7-11

\* THESE GAME PATTERNS ARE USED TO BUILD THE TRIPLE PATTERNS 81 & 82

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**H. Operator's Worksheet Game Patterns 101-125**



**Operator's Worksheet Game Patterns 126-150**

**126**



**127**



**128**



**129**



**130**



**131**



**132**



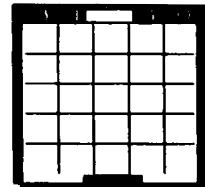
**133**



**134**



**135**



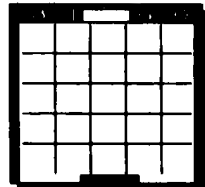
**136**



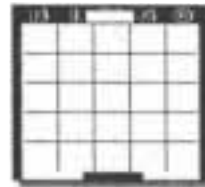
**137**



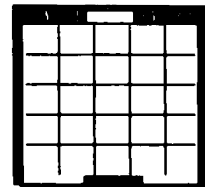
**138**



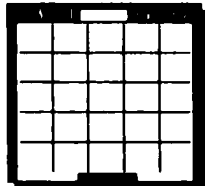
**139**



**140**



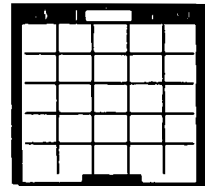
**141**



**142**



**143**



**144**



**145**



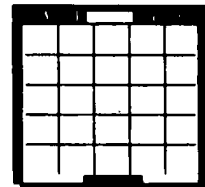
**146**



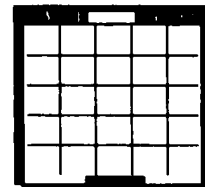
**147**



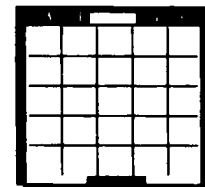
**148**



**149**

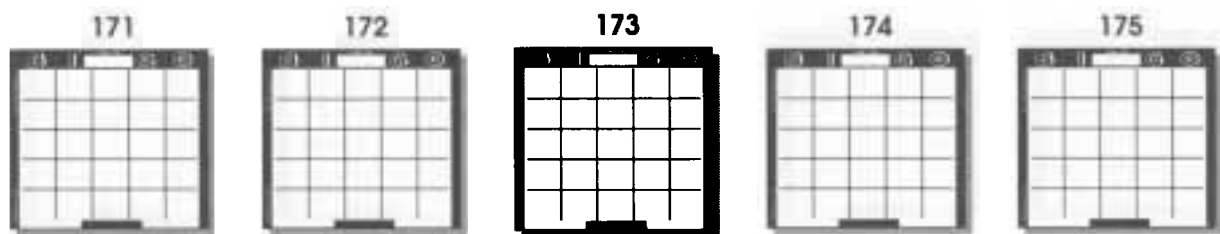
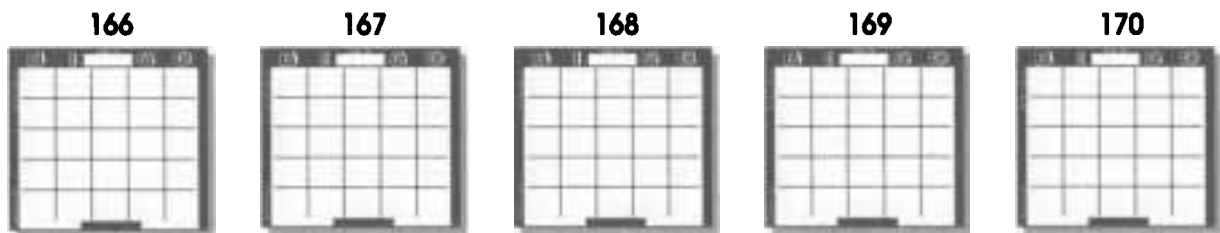
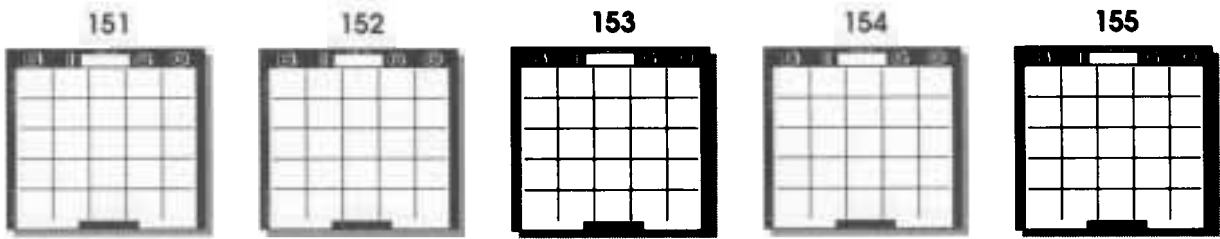


**150**



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Operator's Worksheet Game Patterns 151-175



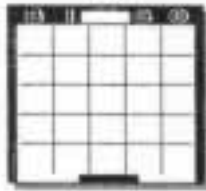
---

**Operator's Worksheet Game Patterns 176-199**

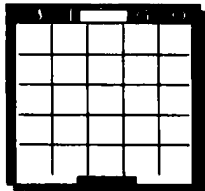
176



177



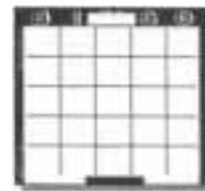
178



179



180



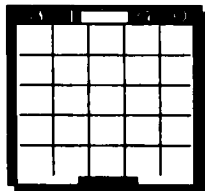
181



182



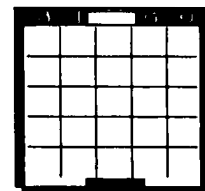
183



184



185



186



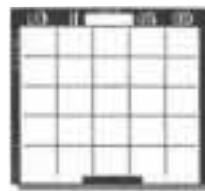
187



188



189



190



191



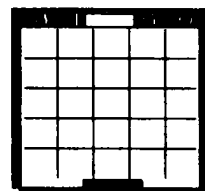
192



193



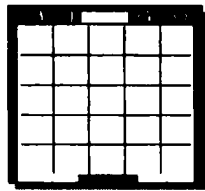
194



195



196



197



198



199



Note: When placing balls in the ball tray, be sure to press the ball down until you hear an audible beep.



POWER



POWER



Note: The numeric display on the flashboard will show the game number between games and will automatically switch to the total number of balls called with the calling of the first ball.

## IV. Running Individual Games and Sessions

### A. Manual Game

1. Turn the "POWER" switch on.
2. Press the "ENTER" key.

The display will read:

*** MANUAL GAME: 1	
DOLLAR VALUE: 0	
PATT: 0<	BINGO
0	. . . . .
0	. . . . .
0	. . . . .
0	. . . . .
LAST CALL: 0	TIMER
# of BALLS: 0	- 0

You may now enter the data for the game patterns, dollar value or ball timer via the numeric keypad.

3. To enter any data, press the "GAME PATT.," "DOLLAR VALUE," or "BALL TIMER" key and select the desired value or pattern using the numeric keypad.
4. Complete each selection with the "ENTER" key.

### B. Programmed Session

1. Turn the "POWER" switch on.
2. Press the "ENTER" key.
3. Press the "RUN PROG." key.

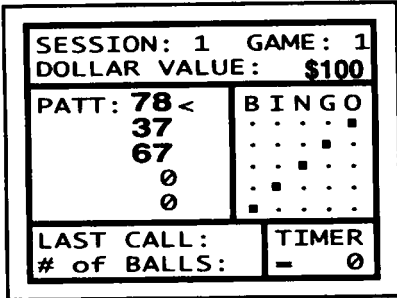
The display will read:

ENTER THE SESSION NUMBER (1-15):
----------------------------------

4. Enter the session number using the numeric keypad.
5. Press the "ENTER" key.

The display will read:

ENTER THE GAME NUMBER (1-50):
-------------------------------



6. Enter the game number using the numeric keypad.

7. Press the "ENTER" key.

The display will read:

(The numbers shown here are examples.)

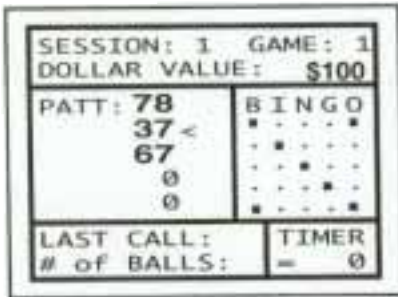
8. Turn on the "MIXER" switch.

9. Turn on the "BLOWER" switch.

10. Begin the game.

11. Use the "NEXT PATT." key to move the cursor to the next game pattern.

The display will read:



The game pattern number display will show the cursor next to the game pattern number currently in play and the screen will display the game pattern selected.

12. You may elect to change the dollar value to correspond to the progressive game pattern at this time: select "DOLLAR VALUE" enter in the desired dollar value using the numeric keypad and press "ENTER."

13. When you are ready to move to the next game in your session, press the "NEXT GAME" key, followed by the "ENTER" key.

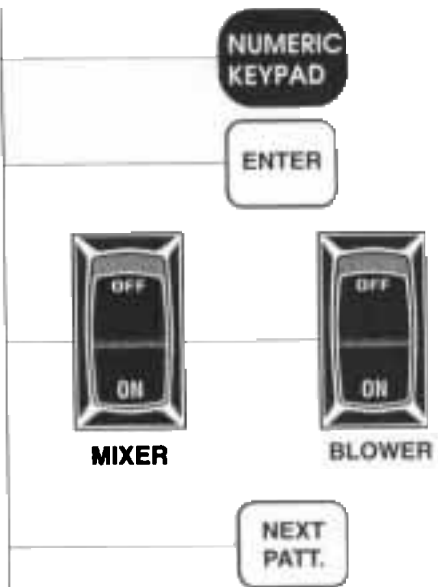
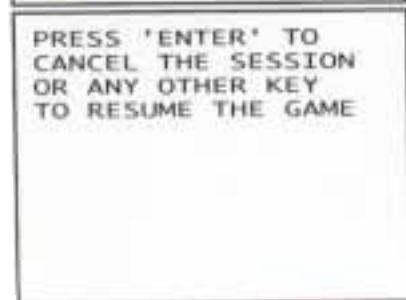
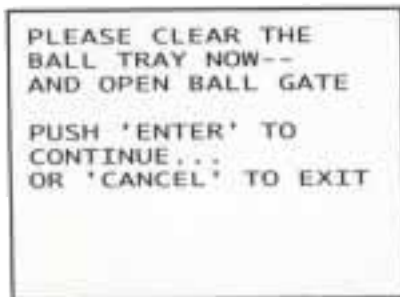
(Refer to the illustration for the proper procedure to return balls to the mixing chamber. You may press the "CANCEL" key to resume your current game if the "NEXT GAME" key was pressed in error.

The display will read:

14. Begin the next game.

To exit the session, press the "SPECIAL" key followed by the "EXIT" key.

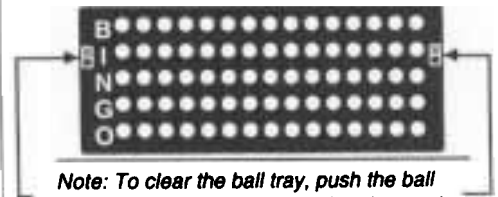
The display will read:



Note: If "NEXT PATT." is pressed too many times, continue pressing the "NEXT PATT." key until the cursor corresponds with the desired game pattern.



Note: If "NEXT GAME" is pressed in error, press "CANCEL" to return to previous game.



Note: To clear the ball tray, push the ball tray release tabs fully forward and open the gate to return the balls to the mixing chamber.



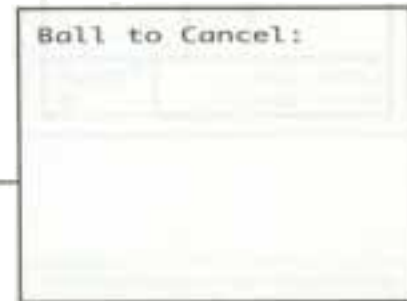
Note: If you choose to push the "ENTER" key and exit the session, the system will return to the manual game screen display.

### C. Canceling a Ball

If a ball has been inserted in the wrong numbered slot:

1. Remove the ball from the incorrect ball tray slot.
2. Press the "CANCEL" key.

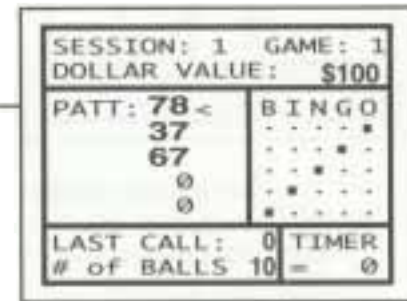
The display will read:



3. Type in the number of the ball to cancel using the numeric keypad.
4. Press the "ENTER" key.

The display will read:

The incorrect number will disappear from the flash-board and the total number of balls called display will decrease by one.



The timer will begin to countdown.

5. Insert the ball into the correct ball tray slot.
6. Resume game.

### D. Changing Pre-Programmed Data

The pre-programmed data may be temporarily changed at any time.

1. To enter a new pattern, press the "GAME PATT." key.
2. Enter the new pattern number using the numeric keypad.
3. Press the "ENTER" key. The screen will display the new pattern.

The same may be done for the ball timer and dollar value amounts.



*Note: Changing of pre-programmed data is a temporary change of data and will display pre-programmed data the next time the pre-programmed session is called up.*



VERIFY OPTIONS:  
 D = DAB ALL PERM  
 W = WIN TALLY  
 or CANCEL to quit  
 ENTER ANY STANDARD  
 FACE NUMBER:

**E. Verifying a Bingo**

When a player calls "Bingo:"

1. Press the "VERIFY" key.

The display will read:



*Note: The Statesman system will automatically verify a BINGO from standard paper unless you choose "D" for Dab-All™ paper.*

VERIFY OPTIONS:  
 D = DAB ALL PERM  
 W = WIN TALLY  
 or CANCEL to quit  
 ENTER ANY STANDARD  
 FACE NUMBER: **54000**

2. Enter the free-space number using the numeric keypad from the card of the person who called "BINGO."

The display will read:



3. Press the "ENTER" key.

The display will read:



B	I	N	G	O	W I N N E R
11	23	31	51	65	
13	22	32	60	73	
6	30	00	50	61	
2	25	39	48	70	
15	27	33	56	75	

FREE SPACE = 54000

(This winning bingo face is used as an example.)

The screen will flash the word "WINNER" if that free-space number is indeed a winner.

*Note: If the system only verifies 1-27,000 series, 1-36,000 series or 1-45,000 series paper, call your distributor for a Capitol bingo 54,000 series perm upgrade kit.*

4. If you have another bingo to verify, press the "ENTER" key.

The display will return to the "Verify Options" screen.

The display will read:



*Note: If a valid bingo is detected only the valid game pattern balls will be highlighted. If no winner is detected, all balls called on the bingo face will be highlighted on the displays.*

VERIFY OPTIONS:  
 D = DAB ALL PERM  
 W = WIN TALLY  
 or CANCEL to quit  
 ENTER ANY STANDARD  
 FACE NUMBER:

5. If you have more than 1 winner in a game, you may press the "W" key and the "ENTER" key to calculate the payouts to each winner based on the dollar amount previously entered for the game.

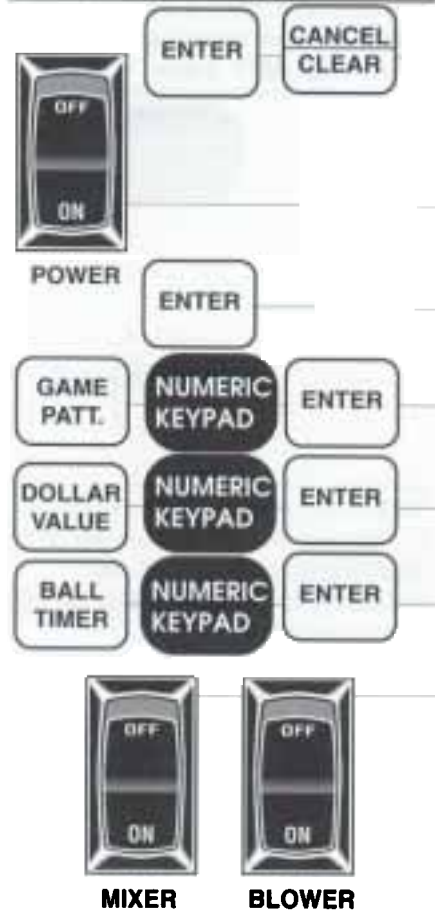
The display will read:

CURRENTLY: **2**  
 WINNERS DETECTED-  
 IF DIFFERENT, ENTER  
 NEW NUMBER OF  
 WINNERS:

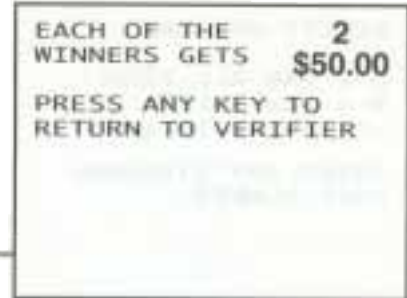




*Note: If you choose to enter more than one game pattern, simply press the "NEXT PATT." key to move the cursor to the next pattern to be entered and then continue starting with step 3.*



If your total number of winners does not correspond to the systems total, enter the new number of winners before pressing the "ENTER" key.



The display will read:

- To exit the verify mode, press the "ENTER" key and then press the "CANCEL" key.

#### F. Quick Reference Guide -Running a Manual Game

- Turn the "POWER" switch on.
- Press the "ENTER" key.
- Press the "GAME PATT." key, then enter your game pattern number using the numeric keypad and then press the "ENTER" key. **See note.**
- Press the "DOLLAR VALUE" key, enter the dollar amount using the numeric keypad and then press the "ENTER" key.
- Press the "BALL TIMER" key, enter the value of time using the numeric keypad and then press the "ENTER" key.
- Turn on the ball mixer switch, then the blower switch.
- Begin the game by calling balls and inserting them into the ball tray.
- After a valid bingo has been detected, refer to section H, Verifying a Bingo (p. 33), and when the game is over, press either the "NEXT GAME" key followed by the "ENTER" key to proceed to the next game pattern. Or, if you wish to exit the session, press the "SPECIAL" key and then the "EXIT" key.

#### G. Quick Reference Guide -Running a Session

- Turn the "POWER" switch on.
- Press the "ENTER" key.
- Press the "RUN PROG." key.
- Type in the session number (1-15) using the numeric keypad and press the "ENTER" key.
- Type in the game number (1-50) using the numeric keypad, then press the "ENTER" key.

6. Turn on the ball mixer switch, then the blower switch.
7. Begin the game by calling balls and inserting them into the ball tray.
8. After a valid bingo has been detected, refer to section H, Verifying a Bingo (p. 33), and when the game is over, press either the "NEXT GAME" key followed by the "ENTER" key to proceed to the next game pattern. Or, if you wish to exit the session, press the "SPECIAL" key and then the "EXIT" key.

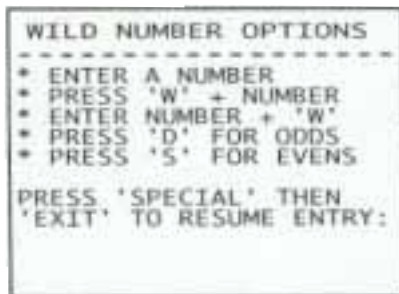
#### H. Quick Reference Guide

##### -Verifying a Bingo

1. Press the "VERIFY" key.
2. Enter the free-space number from the bingo card face of the person who called "BINGO," then press the "ENTER" key.
3. Press the "ENTER" key again if you need to verify other bingos called in that game.
4. Press the "W" key to calculate the payout to each winner, followed by the "ENTER" key.
5. To exit the verify mode, press the "ENTER" key followed by the "CANCEL" key.

## V. Special Functions

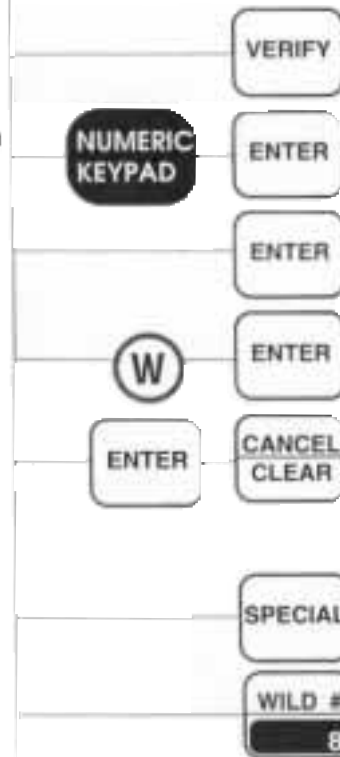
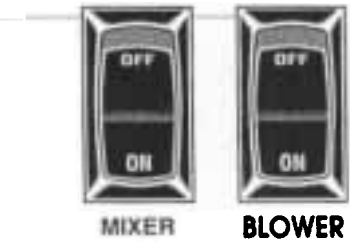
### A. Entering a Wild Number



1. Press the "SPECIAL" key.
2. Press the "WILD #" key.

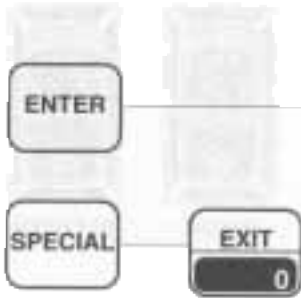
The display will read:

3. Wild number options:
  - a. Use "W" before a single digit to call all balls ending in that digit.  
For example: (W3 = 3, 13, 23, 33,.....73)
  - b. Use "W" after a single digit to call all double-digit ball numbers beginning with that digit.  
For example: (3W = 30, 31, 32,.....39)
  - c. Use "D" to call all odd numbers.
  - d. Use "S" to call all even numbers.



*Note: Another way to enter a wild number is to press the ball switch(es) with your finger. Keep the switch depressed until you hear a beep. The number will light up on the flashboard. Continue to press additional ball switch(es) as needed for multiple wild numbers.*

*Note: The wild-number feature may be temporarily used to override a defective ball tray switch.*



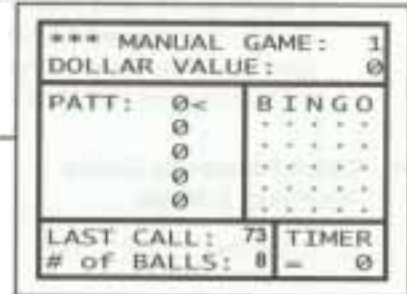
*Note: Tear Open flashboards will retain balls called while Bingo flashboards will clear for next regular game.*



e. Enter any 2-digit number for a single wild number.

4. Press the "ENTER" key. If multiple wild numbers are desired, enter as many numbers as you want and then press the "ENTER" key.
5. When finished, press the "SPECIAL" key and then the "EXIT" key to exit this mode.

The display will read:



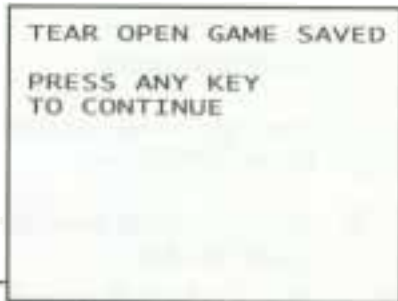
## B. Tear Open Save and Recall

### 1. Saving a Tear Open Game

After calling a specified number of balls (40-50):

- a. Press the "SPECIAL" key.
- b. Press the "SAVE" key.

The display will read:



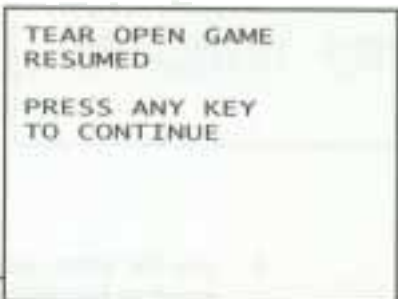
The game will be saved.

- c. Press the "ENTER" key.
- d. Press the "NEXT GAME" key.
- e. Press the "ENTER" key.

### 2. Recalling a Tear Open Game

- a. Press the "SPECIAL" key.
- b. Press the "RECALL" key.

The display will read:



- c. Press the "ENTER" key.

All data will be restored and all flashboards will display the Tear Open game information.

PRESS 'D' FOR DATE  
OR 'ENTER' FOR TIME

### C. Time & Date Programming

#### 1. Programming the Date

- a. Press the "SPECIAL" key.
- b. Press the "CLOCK" key.

The display will read:

- c. Press the "D" key for date and the system will prompt you for the following:  
Month  
Day  
Year
- d. Use the numeric keypad to enter the requested information.
- e. Follow each entry with the "ENTER" key.

#### 2. Programming the Time

- a. Press the "SPECIAL" key.
- b. Press the "CLOCK" key.
- c. Press the "ENTER" key for time and the system will prompt you for the following:  
Hour (use 24-hour military time)  
Minute
- d. Use the numeric keypad to enter the requested information.
- e. Follow each entry with the "ENTER" key.

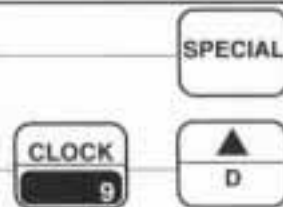
All values that are entered are permanently saved and automatically updated with time in the system memory. Operators may change or reset the time and date at their discretion.

### D. Auto Call or Random-Number Generator (optional feature)

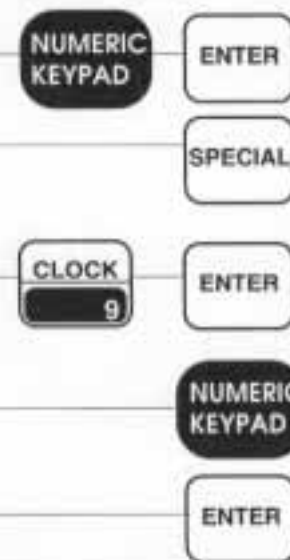
When this mode is used, the computer will randomly choose a selected number of balls. (This is a no-charge optional feature. Please consult your distributor for legal restrictions.)

1. Press the "SPECIAL" key.
2. Press the "RNG" key.

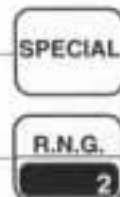
Note: Time and date programming is available only in the manual mode or at the time of power-up.



Note: Enter data as 2-digit numbers, for example, "01" or "90." When the sequence is complete, the system will return to the game manual screen.



Note: Time and date are appropriate only if using the printer option.



Note: If the system prompts you with a message "This option not available," press any key to return. Consult your distributor to order this option if it is legal in your jurisdiction.

NUMERIC  
KEYPAD

ENTER

SPECIAL

AUTO  
1

ENTER

SPECIAL

AUTO  
1

ENTER

The display will read:

- 3. Enter a number from 1-75.
- 4. Press the "ENTER" key. The system will now randomly call the number of balls you've chosen. Call speed is determined by the ball timer.

ENTER TOTAL NUMBER OF BALLS TO CALL

ENTRY:

**E. Changing the Ball Timer Mode**

When the power is turned on, the Statesman system is automatically set for the ball activated timer mode. The timer will reset only when a ball is inserted into the ball tray. The ball timer mode is changed between constant and ball-activated modes by pressing the "SPECIAL" and "AUTO" keys.

**1. Constant timer mode**

- a. Press the "SPECIAL" key.
- b. Press the "AUTO" key.

The display will read:

- c. Press the "ENTER" key.

CONSTANT TIMER MODE SELECTED - PRESS ANY KEY TO RETURN

**2. Ball-activated mode**

- a. Press the "SPECIAL" key.
- b. Press the "AUTO" key.

The display will read:

- c. Press the "ENTER" key.

BALL ACTIVATED MODE SELECTED - PRESS ANY KEY TO RETURN

**F. Printed Audit Trail and Summary of Balls Called (w/optional Printer)**

**1. Audit Trail: Prints out all vital game statistics.**

- a. Be sure the printer is installed with an ample supply of paper, the communications cable is installed properly, the power switch is on and the printer is "ON LINE."
- b. The printing of Audit Trail is automatic with play of the bingo session.

Statesman Bingo System by Arrow

Session: 3 Game: 6 Time: 8:21 Date: 2-28-92

ROT	BALL	TIMER	ROT	BALL	TIMER	ROT	BALL	TIMER	ROT	BALL	TIMER
1	#62	8:21	2	#22	8:21	3	#3	8:21	4	#16	8:22
5	#57	8:22	6	#27	8:22	7	#12	8:23	8	#75	8:23
9	#42	8:23	10	#9	8:24	11	#72	8:24	12	#11	8:24
13	#79	8:25	14	#73	8:25	15	#48	8:25	16	#31	8:25
17	#58	8:26	18	#40	8:26	19	#13	8:27	20	#70	8:27
21	#49	8:27	22	#20	8:28	23	#63	8:28	24	#47	8:28

VERIFY 8:29 Face:45000 WINNER

B	I	N	G	O
3	18	45	46	70
13	26	31	57	75
11	25		53	73
12	22	40	47	62
9	27	38	49	72

PATTERN

```

***
***
***
***
***

```

**2. Summary of Balls Called: Prints out the frequency of each ball called during the current play of bingo.**

- a. Press the "SPECIAL" key.
- b. Press the "PRINTER" key. The summary is valid for the duration that the machine is on. Each time the system is turned off the ball summary memory is cleared.

PRINTING BALL TRAY ACTIVITY REPORT

SUMMARY OF BALL TRAY ACTIVITY											
BALL	COUNT	BALL	COUNT	BALL	COUNT	BALL	COUNT	BALL	COUNT	BALL	COUNT
1	10	2	15	3	12	4	8	5	20	6	18
7	12	8	10	9	14	10	11	11	13	12	9
13	11	14	10	15	12	16	10	17	11	18	10
19	11	20	10	21	12	22	11	23	10	24	11
25	10	26	11	27	12	28	10	29	11	30	12
31	11	32	10	33	11	34	12	35	10	36	11
37	11	38	10	39	11	40	12	41	10	42	11
43	11	44	10	45	11	46	12	47	10	48	11
49	11	50	10	51	11	52	12	53	10	54	11
55	11	56	10	57	11	58	12	59	10	60	11

The display will read:

The hard copy will print:



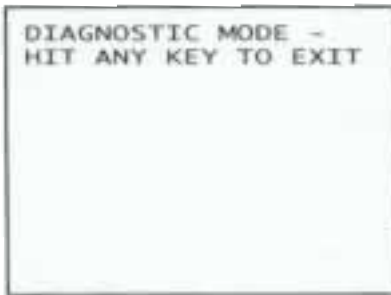
Note: This function is only available in the manual mode.

**G. Testing the System**

1. Press the "SPECIAL" key.
2. Press the "TEST" key. All flashboard lights come on.

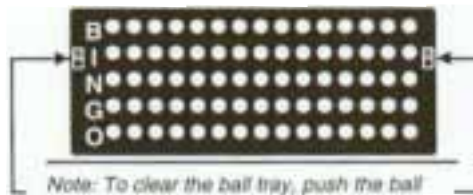
The display will read:

3. Press the "ENTER" to leave the test.



**H. Speed Bingo**

1. Drop the balls.
2. Press the "SPECIAL" key.
3. Press the "RESUME" key.



Note: To clear the ball tray, push the ball tray release tabs fully forward and open the gate to return the balls to the mixing chamber.



This feature is used when the same game parameters are used several consecutive times.

**VI. Service**

**A. Cleaning Your Statesman Bingo System**

Periodic servicing of your Statesman Bingo System should include cleaning, polishing and light-bulb replacement. Recommended cleaning agents for the console and flashboard are:

**Console, Wood Surface**

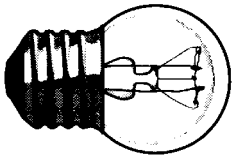
Use any high-quality wood and furniture polish. Liberally apply with a clean soft cloth. Polish frequently.

**Caution: Always unplug the Statesman console and flashboard before performing any type of maintenance.**

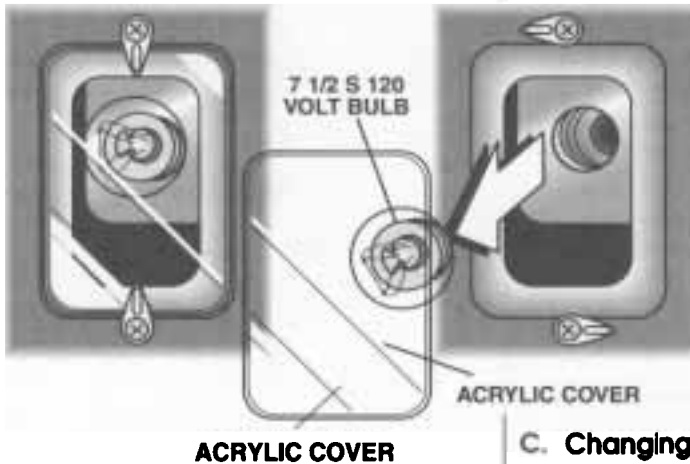
**Caution: Always unplug the Statesman console and flashboard before performing any type of maintenance.**

*Note: Old English furniture polish may be used to cover or hide any minor surface imperfection.*

**Caution: The front of the flashboard acrylic is a painted surface.**



**7 1/2 S 120 VOLT BULB**



### Console, Painted Surface

Use a mild soap solution or mild cleanser. Harsh cleansers or solvents may damage the paint or lettering. Follow with an automotive-style polish for additional protection.

### Console and Flashboard Acrylic Surfaces

Use only a mild soap solution such as liquid detergent with a clean soft cloth for best results and protection of the surfaces.

### Flashboard, Painted Surface

Use a mild soap solution or mild cleanser. Harsh cleansers or solvents may damage the paint or lettering. Follow with an automotive-style polish for additional protection.

### Bingo Balls

Clean with a mild soap solution such as a liquid detergent. Harsh cleansers or solvents may damage finish or lettering. Dry the balls thoroughly using a towel. Insert towel-dried balls into a paper bag with a small amount of talcum powder, agitate the balls and shake off the excess powder.

### Static Treatment

Lightly spray anti-static aerosol compound over the blower base pan foam and inside the blower chamber windows to eliminate static. (**Caution: Be sure not to apply anti-static compound to ball-catcher acrylic tube – this may cause the ball tube to shatter.**) Perform this treatment every few months or when you notice balls sticking together or to the windows.

## B. Changing the Mixing Chamber Light bulb

1. Open the mixing chamber access door.
2. Remove the acrylic panel covering the lamp by turning the two plastic tabs for clearance.
3. Turn the light bulb counter-clockwise to remove it.
4. Insert the new light bulb and turn it clockwise until it is snug. Do not over-tighten the light bulb.
5. Replace the acrylic cover and lock it into position with the two plastic tabs.

## C. Changing Light Bulbs in the Flashboard

### 1. Metal Fabricated Flashboards

#### a. Low Side Light Bulbs(B-7):

Remove three Phillips screws from the front of the power pack panel, swing the hinged panel to the left and slide out the acrylic panel approximately 6 inches. Firmly grasp the acrylic panel in the center of both ends and gently bow out. (See drawing A on the following page.) Change the light bulb(s) as necessary.

- b. **High Side Light Bulbs (8-15):**  
Remove the metal trim from the right end of the flash board removing the five Phillips screws. Gently slide the acrylic panel to the right. (Refer to drawing A.) Change the light bulb(s) necessary.

- c. **Game Pattern Indicator:**  
Remove three Phillips screws from the front of the power pack panel and swing the hinged panel to the left. Gently slide the acrylic panel out to the right. (Refer to drawing A.) Change the light bulb(s) as necessary.

**2. Brass Anodized Aluminum Extruded Style Flashboards**

- a. 2" and 4" large numbered flashboards:

1. Remove the retaining strip next to the vertical bingo lamps. This is accomplished by gently pushing in the low side acrylic panel while grasping the retaining strip and gently pulling it out and to the right. (Refer to drawing B.) Once the strip is removed, slide the acrylic panels to gain access to the light bulbs needing replaced.

2. Change the light bulb(s) as necessary.
3. Slide the acrylic panels to their home position.
4. Re-insert the retaining strip.

- b. 8" and 12" large numbered flashboards:

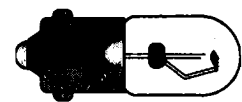
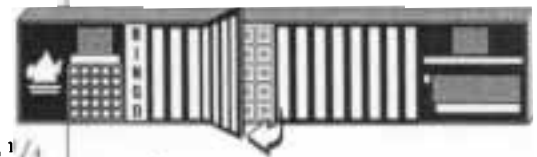
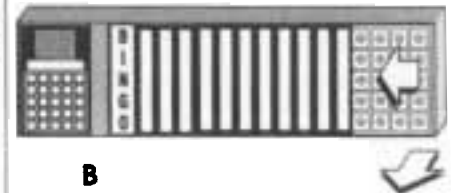
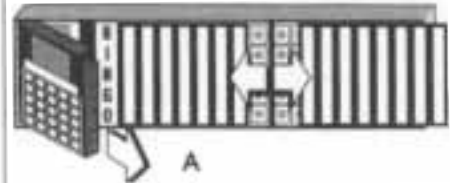
1. Open individual acrylic panels by locating the two  $\frac{1}{4}$  turn fasteners for each panel and twisting each  $\frac{1}{4}$  turn counter-clockwise. Note: Power pack/game indicator sections require the use of a Phillips screwdriver. (Refer to drawing C.)
2. Gently open the acrylic panels allowing the velcro tabs to release.
3. Change the light bulb(s) as necessary.
4. Close the acrylic panels and apply gentle pressure to lock the velcro tabs.
5. Lock the acrylic panels in place by gently pushing in and twisting the  $\frac{1}{4}$  -turn fasteners clockwise.

- c. To change light bulbs:

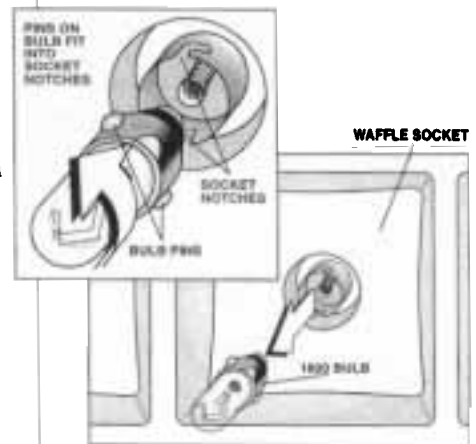
1. Gently push light bulb in while turning counter-clockwise. Socket is spring loaded and only requires  $\frac{1}{4}$  turn to release light bulb from socket.
2. Remove the light bulb from the socket.

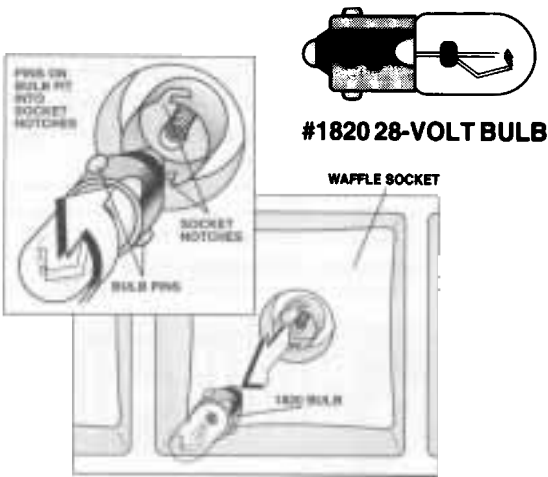
*Caution: Always unplug the Statesman console and flash-board before performing any type of maintenance.*

**Caution: Always turn the power off when changing light bulbs.**



**#1820 28-VOLT BULB**

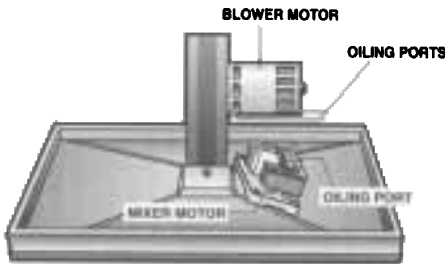
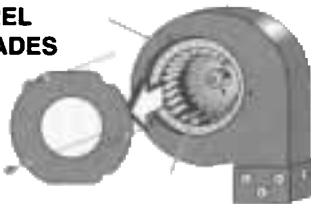




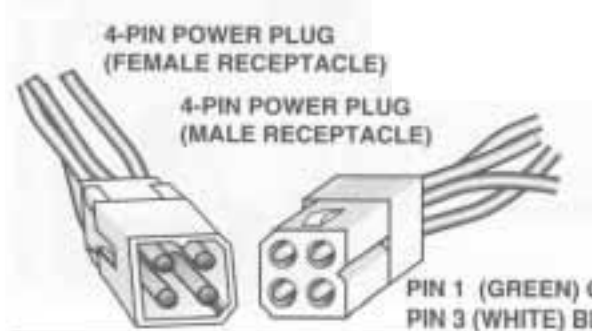
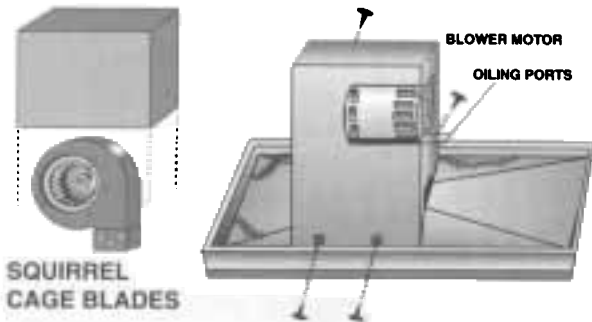
**#1820 28-VOLT BULB**

**OLD STYLE BLOWER ASSEMBLY**

**SQUIRREL CAGE BLADES**



**NEW STYLE (UL) BLOWER ASSEMBLY**



3. Insert the new light bulb by gently pushing in and turning clockwise. Twist  $\frac{1}{4}$  turn to secure the light bulb in place.

4. Additional light bulbs may be purchased from your Arrow distributor or a local electrical or electronics supply house.

When ordering replacement light bulbs for 2" high number-style flashboards, ask for #1829 28-volt miniature bayonet light bulbs.

When ordering replacement light bulbs for all other electronic flashboards, ask for #1820 28-volt miniature bayonet light bulbs.

**D. Servicing the Blower and Mixer Base Pan Assembly:**

The blower motor and mixer motor should be lubricated every four months or every 200 operating hours.

1. Unlock and open the right-hand-side blower compartment door.
2. Disconnect the power plug located below the blower base pan and pull the tray out of the console.
3. Lay the removed blower base pan assembly upside down on a flat surface, remove the four Phillips screws (two from each side) from the protective guard, and flip the protective guard on its side.
4. Put a few drops of 20W oil into the two oiling ports located on the top side at each end of the blower motor.
5. Oil the mixer by removing the two  $\frac{1}{4}$ " bolts from the rear plate of the mixer motor. Oil the felt pad, replace plate and reinsert the bolts, being careful not to overtighten them.
6. Check the blower motor squirrel cage blades for debris. If dirty, loosen the cage from the shaft with an Allen wrench and remove from the shaft.
7. Clean the blades with a small stiff brush, using soap and water and towel dry. Reinstall the squirrel cage and check that the blades are free wheeling and not binding.
8. Re-assemble and carefully slide back into the console with the mixer arm pointing towards the front of the console.
9. Make sure to re-connect the four-pin power plug.

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## **E. Troubleshooting**

This troubleshooting section will help you, your distributor or a local electrician locate electrical problems that may arise with the Statesman Bingo System. Several diagrams and schematics have been included to help you trace any problems that may occur. Problems that are not covered in this section should be directed to your local distributor or directly to Arrow International as listed on p. 59. Please have the unit's serial number and distributor name readily available when calling for assistance.

Before referring to the troubleshooting table, please check to see that the following conditions are met:

1. Check that all power and data connections to the system are properly installed. Look for loose connectors or broken wires. Do not attempt to service the control panel in the Statesman console. Only trained service personnel are qualified to work in this area.
2. If flashboard difficulties arise, check the power and data cable connections to the flashboard. If power is being supplied to the flashboards, either the vertical BINGO lamps or the horizontal lamps for the game number display should be on. If these lamps are not on, check the primary power to the flashboards.
3. If flashboard primary power is present, run the TEST function (refer to section G, p. 37) at the Statesman console. When TEST is selected, the system will illuminate all light bulbs on the flashboard. On the newest Capitol flashboards, a diagnostic self-test runs at power-up.
4. Consult the Troubleshooting Table (pp. 41-46)
5. If further difficulties arise, consult the factory service center or an authorized distributor as listed on p. 59.

## Statesman Console Troubleshooting Table Part 1

PROBLEM	CAUSE	CORRECTIVE ACTION
<ul style="list-style-type: none"> <li>• No console power:</li> </ul>	<ul style="list-style-type: none"> <li>• Tripped service breaker</li> <li>• Blown primary fuse</li> <li>• Unit not plugged in</li> <li>• Bad service outlet</li> </ul>	<ul style="list-style-type: none"> <li>• Reset service breaker</li> <li>• Replace with 6-AMP AGC-3AG style fuse</li> <li>• Plug system into 120V AC grounded wall outlet</li> <li>• Have electrician repair unit as is deemed necessary</li> </ul>
<ul style="list-style-type: none"> <li>• No blower action:</li> </ul>	<ul style="list-style-type: none"> <li>• Blower motor switch off</li> <li>• Blown 6-AMP fuse</li> <li>• Defective blower motor</li> <li>• Blower connector loose</li> <li>• Defective blower switch</li> </ul>	<ul style="list-style-type: none"> <li>• Turn blower motor switch on</li> <li>• Replace fuse with 6-AMP AGC-3AG style fuse</li> <li>• Replace blower motor with Arrow part #41620</li> <li>• Re-seat connector (Refer to section D, p. 40)</li> <li>• Replace blower switch with Arrow part # 42523</li> </ul>
<ul style="list-style-type: none"> <li>• No mixer action:</li> </ul>	<ul style="list-style-type: none"> <li>• Mixer motor switch off</li> <li>• Defective mixer motor</li> <li>• Blower connector loose</li> </ul>	<ul style="list-style-type: none"> <li>• Turn mixer motor switch on</li> <li>• Replace the mixer motor with Arrow part #41630</li> <li>• Re-seat connectors (refer to section D, p.40)</li> </ul>
<ul style="list-style-type: none"> <li>• Primary fuse blown:</li> </ul>	<ul style="list-style-type: none"> <li>• Bad fuse</li> <li>• Defective blower motor</li> <li>• Defective mixer motor</li> </ul>	<ul style="list-style-type: none"> <li>• Replace fuse with 6-AMP AGC-3AG style fuse</li> <li>• Replace the blower motor with Arrow part #41620</li> <li>• Replace the mixer motor with Arrow part #41630</li> </ul>
<ul style="list-style-type: none"> <li>• Power fuse blown:</li> </ul>	<ul style="list-style-type: none"> <li>• Bad fuse</li> <li>• Defective PCB</li> <li>• Shorted transorb</li> </ul>	<ul style="list-style-type: none"> <li>• Replace fuse with 1-AMP MDL style fuse</li> <li>• Replace ASX PCB</li> <li>• Replace transorb with Arrow part #48927</li> </ul>
<ul style="list-style-type: none"> <li>• No computer power:</li> </ul>	<ul style="list-style-type: none"> <li>• Power switch off</li> <li>• Defective switch</li> <li>• Wiring harness loose</li> </ul>	<ul style="list-style-type: none"> <li>• Turn power switch on</li> <li>• Replace switch with Arrow part #42523</li> <li>• Re-seat connectors</li> </ul>
<ul style="list-style-type: none"> <li>• No keypad response:</li> </ul>	<ul style="list-style-type: none"> <li>• Keyboard not plugged in</li> <li>• Keyboard harness loose</li> <li>• Inoperative keypad switch(es)</li> <li>• PCB defective</li> </ul>	<ul style="list-style-type: none"> <li>• Re-seat keypad connector (refer to p. 48)</li> <li>• Re-seat keypad connector (refer to p. 48)</li> <li>• Replace keypad</li> <li>• Replace ASX PCB</li> </ul>

**Statesman Console Troubleshooting Table Part 2**

PROBLEM	CAUSE	CORRECTIVE ACTION
<ul style="list-style-type: none"> <li>• No flashboard operation:</li> </ul>	<ul style="list-style-type: none"> <li>• System set for in-process task (e.g., TIME and DATE set)</li> <li>• PCB defective</li> </ul>	<ul style="list-style-type: none"> <li>• Finish operation</li> <li>• Replace ASX PCB</li> </ul>
<ul style="list-style-type: none"> <li>• No LCD display:</li> </ul>	<ul style="list-style-type: none"> <li>• Contrast adjustment down</li> <li>• LCD connector loose</li> <li>• Computer not functioning</li> <li>• Defective LCD display</li> </ul>	<ul style="list-style-type: none"> <li>• Turn contrast up</li> <li>• Re-seat connector (refer to p. 48)</li> <li>• Replace ASX PCB</li> <li>• Replace LCD panel with Arrow part #41997</li> </ul>
<ul style="list-style-type: none"> <li>• No beeper:</li> </ul>	<ul style="list-style-type: none"> <li>• Volume adjustment down</li> <li>• Beeper connector loose</li> <li>• Defective beeper</li> </ul>	<ul style="list-style-type: none"> <li>• Turn volume up</li> <li>• Re-seat connector (refer to p. 48)</li> <li>• Replace beeper with Arrow part # 49208</li> </ul>
<ul style="list-style-type: none"> <li>• No response to ball insertion:</li> </ul>	<ul style="list-style-type: none"> <li>• Defective ball tray switch</li> <li>• Loose ribbon cable connection</li> </ul>	<ul style="list-style-type: none"> <li>• Replace defective switch with Arrow part # 42504</li> <li>• Check connectors on switch bars and the adapter PCB</li> </ul>
<ul style="list-style-type: none"> <li>• Ball stays called after tray cleared:</li> </ul>	<ul style="list-style-type: none"> <li>• Defective ball tray switch</li> </ul>	<ul style="list-style-type: none"> <li>• Replace defective switch with Arrow part # 42504</li> </ul>
<ul style="list-style-type: none"> <li>• No video output:</li> </ul>	<ul style="list-style-type: none"> <li>• Video cable defective</li> <li>• Loose or defective connectors</li> <li>• Camera failure</li> <li>• Monitor failure</li> </ul>	<ul style="list-style-type: none"> <li>• Replace or repair cable as is deemed necessary</li> <li>• Check connection or replace connector</li> <li>• Repair or replace camera (refer to camera manual)</li> <li>• Repair or replace TV/ monitor (refer to TV/monitor manual)</li> </ul>
<ul style="list-style-type: none"> <li>• Video scrambled:</li> </ul>	<ul style="list-style-type: none"> <li>• Defective video cable</li> <li>• TV system driven with incompatible video signal</li> <li>• Defective AC power outlet</li> </ul>	<ul style="list-style-type: none"> <li>• Replace or repair cable as is deemed necessary</li> <li>• Insert RF modulator</li> <li>• Consult local electrician</li> </ul>
<ul style="list-style-type: none"> <li>• Verifier not switching to camera:</li> </ul>	<ul style="list-style-type: none"> <li>• Defective ASX PCB or video relay</li> <li>• Video connections reversed</li> </ul>	<ul style="list-style-type: none"> <li>• Replace ASX PCB</li> <li>• Switch connections (refer to p. 8)</li> </ul>

### Statesman Flashboard Troubleshooting Table Part 1

PROBLEM	CAUSE	CORRECTIVE ACTION
• No flashboard power	• Power switch is off	• Turn switch on (up position)
	• Unit not plugged into outlet	• Plug into a 120VAC grounded outlet
	• No voltage at power outlet	• Check outlet with test lamp or voltmeter, reset circuit breaker, replace defective fuse or consult electrician
	• Primary fuse defective	• Replace fuse with a 4 AMP SLO BLO ACG 250 V fuse
	• Defective bridge rectifier	• Test bridge rectifier with a voltmeter, There should be a reading of 28VDC between the + & - terminals of bridge rectifier. Replace defective bridge rectifier with (35AMP 800PIV) Arrow part #41940
	• Defective power switch	• Replace switch with Arrow part #42517
	• Defective power transformer	• Test transformer with a voltmeter, 28VAC should be read across the unmarked or AC terminals of the bridge rectifier. If the voltage varies +/-20%, replace transformer with Arrow part #42720
• Primary fuse defective	• Defective fuse	• Replace fuse with a 4AMP SLO BLO ACG 250 V fuse
	• Defective socket in vertical or horizontal bingo lights	• Disconnect the + lead off bridge rectifier. If fuse quits opening, examine lamp sockets for shorted sockets or crossed wires. Will read about 22 ohms if good
	• Defective bridge rectifier	• Remove unmarked or AC terminals from bridge. Do not let terminals touch. If fuse quits opening replace bridge (35AMP 800PIV) - Arrow part #41940
	• Defective power transformer	• Remove unmarked terminals from bridge. Do not let terminals touch. If fuse continues to open, change power transformer - Arrow part #42720

**Statesman Flashboard Troubleshooting Table Part 2**

PROBLEM	CAUSE	CORRECTIVE ACTION
<ul style="list-style-type: none"> <li>• BINGO lamps on with no response from console</li> </ul>	<ul style="list-style-type: none"> <li>• Defective data cable</li> </ul>	<ul style="list-style-type: none"> <li>• Repair or replace data cable. Check for loose or dirty connections and frayed or broken wires</li> </ul>
	<ul style="list-style-type: none"> <li>• 1 AMP logic fuse blown</li> </ul>	<ul style="list-style-type: none"> <li>• Replace fuse with a 1 AMP SLO BLO ACG 250 V fuse on ACRD PCB (Refer to p. 51)</li> </ul>
	<ul style="list-style-type: none"> <li>• Defective PCB</li> </ul>	<ul style="list-style-type: none"> <li>• Replace ACRD PCB in flashboard</li> </ul>
<ul style="list-style-type: none"> <li>• No response to ball insertion in tray</li> </ul>	<ul style="list-style-type: none"> <li>• Lamp failure</li> </ul>	<ul style="list-style-type: none"> <li>• Replace lamp in flashboard - use #1820 for 4" or #1829 for 2" flashboard (Refer to p. 38)</li> </ul>
	<ul style="list-style-type: none"> <li>• SCR / Darlington failure</li> </ul>	<ul style="list-style-type: none"> <li>• Refer to map corresponding to style of PCB. Change SCR/Darlington. SCR's must be desoldered to be replaced. To replace a Darlington, use an IC puller or small screwdriver to gently pry the darlington out of the socket. Replace with Arrow part #41947</li> </ul>
	<ul style="list-style-type: none"> <li>• Lamp socket failure</li> </ul>	<ul style="list-style-type: none"> <li>• Check connections on back of lamp socket. Use ohm meter to check for a shorted lamp socket. (0 ohms) Replace defective socket. If good, meter will read about 22 ohms</li> </ul>
	<ul style="list-style-type: none"> <li>• ACRD PCB failure</li> </ul>	<ul style="list-style-type: none"> <li>• Replace ACRD PCB</li> </ul>
	<ul style="list-style-type: none"> <li>• Defective crimp on ribbon cable</li> </ul>	<ul style="list-style-type: none"> <li>• Check both ends of ribbon cable, recrimp connection or replace ribbon cable</li> </ul>
<ul style="list-style-type: none"> <li>• Lamp stays illuminated when ball tray is cleared</li> </ul>	<ul style="list-style-type: none"> <li>• Defective SCR/Darlington</li> </ul>	<ul style="list-style-type: none"> <li>• Refer to appropriate map on p. PP. 49-52 Replace SCR/ Darlington with Arrow part # 41947</li> </ul>
	<ul style="list-style-type: none"> <li>• Defective ACRD PCB</li> </ul>	<ul style="list-style-type: none"> <li>• Change ACRD PCB</li> </ul>

### Statesman Flashboard Troubleshooting Table Part 3

PROBLEM	CAUSE	CORRECTIVE ACTION
<ul style="list-style-type: none"> <li>• Flashboard blinks or lights flicker</li> </ul>	<ul style="list-style-type: none"> <li>• Loose data cable</li> </ul>	<ul style="list-style-type: none"> <li>• Check both ends of the data cable for loose connections or frayed wires. Replace sockets or cable as necessary</li> </ul>
	<ul style="list-style-type: none"> <li>• Incorrect PCB configuration</li> </ul>	<ul style="list-style-type: none"> <li>• Refer to Darlington map for corresponding PCB configuration. Set jumpers on ACRD PCB for specific application (Refer to p.52)</li> </ul>
	<ul style="list-style-type: none"> <li>• Defective ACRD PCB</li> </ul>	<ul style="list-style-type: none"> <li>• Replace ACRD PCB</li> </ul>
<ul style="list-style-type: none"> <li>• Lights dim</li> </ul>	<ul style="list-style-type: none"> <li>• Dirty plexiglas</li> </ul>	<ul style="list-style-type: none"> <li>• Refer to p. 38 for cleaning instructions</li> </ul>
	<ul style="list-style-type: none"> <li>• Defective bridge rectifier</li> </ul>	<ul style="list-style-type: none"> <li>• Check meter. Should read 28VDC +/-20% between the + and - terminal. Replace with 35A 800IPV Arrow part #41940</li> </ul>
	<ul style="list-style-type: none"> <li>• Low line voltage</li> </ul>	<ul style="list-style-type: none"> <li>• Check grounded outlet with voltmeter, should read above 105VAC. Consult electrician</li> </ul>
<ul style="list-style-type: none"> <li>• Group of 30 lights out</li> </ul>	<ul style="list-style-type: none"> <li>• Defective secondary fuse</li> </ul>	<ul style="list-style-type: none"> <li>• Refer to fuse map on p. 57. Replace with a 3.2 AMP SLO BLO AGC 250 V fuse</li> </ul>

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## **F. System Power Requirements and Fusing**

**Console:** 120V AC @ 60HZ, 3.0 AMPS

Blower fuse: 6 AMP AGC-3AG 250V

Logic power: .1 AMP MDL 250V

**2" and 4" Numbers Only Flashboard:** 120VAC @ 60HZ, 3.3 AMPS

Primary: 4 AMP SLO BLO 250V

Secondary: 3.2 AMP SLO BLO 250V

Logic power: 1 AMP SLO BLO 250V

**2" and 4" Numbers and Game Ind.:** 120VAC @ 60HZ, 4.5 AMPS

Primary: 4AMP SLO BLO 250V

Secondary: 3.2 AMP SLO BLO 250V

Logic power: 1 AMP SLO BLO 250V

**2" and 4" Numbers, Game Ind. and Dollar Value Flashboard:**

120VAC @ 60 HZ, 5.25 AMPS

Primary: 4 AMP SLO BLO 250V

Secondary: 3.2 AMP SLO BLO 250V

Logic power: 1 AMP SLO BLO 250V

**8" Numbers Only Flashboard:** 120VAC @ 60HZ, 5.0 AMPS

Primary: 4 AMP SLO BLO 250V

Secondary: 3.2 AMP SLO BLO 250V

Logic power: 1 AMP SLO BLO 250V

**8" Numbers and Game Ind.:** 120VAC @ 60HZ, 8.0 AMPS

Primary: 4 AMP SLO BLO 250V

Secondary: 3.2 AMP SLO BLO 250V

Logic power: 1 AMP SLO BLO 250V

**8" Numbers, Game Ind. and Dollar Value Flashboard:**

120VAC @ 60HZ, 9.5 AMPS

Primary: 4 AMP SLO BLO 250V

Secondary: 3.2 AMP SLO BLO 250V

Logic power: 1 AMP SLO BLO 250V

**12" Numbers Only Flashboard:** 120VAC @ 60HZ, 9.5 AMPS

Primary: 4 AMP SLO BLO 250V

Secondary: 3.2 AMP SLO BLO 250V

Logic power: 1 AMP SLO BLO 250V

**12" Numbers and Game Ind.:** 120VAC @ 60HZ, 8.0 AMPS

Primary: 4 AMP SLO BLO 250V

Secondary: 3.2 AMP SLO BLO 250V

Logic power: 1 AMP SLO BLO 250V

**12" Numbers, Game Ind. and Dollar Value Flashboard:**

120VAC @ 60 HZ, 12 AMPS

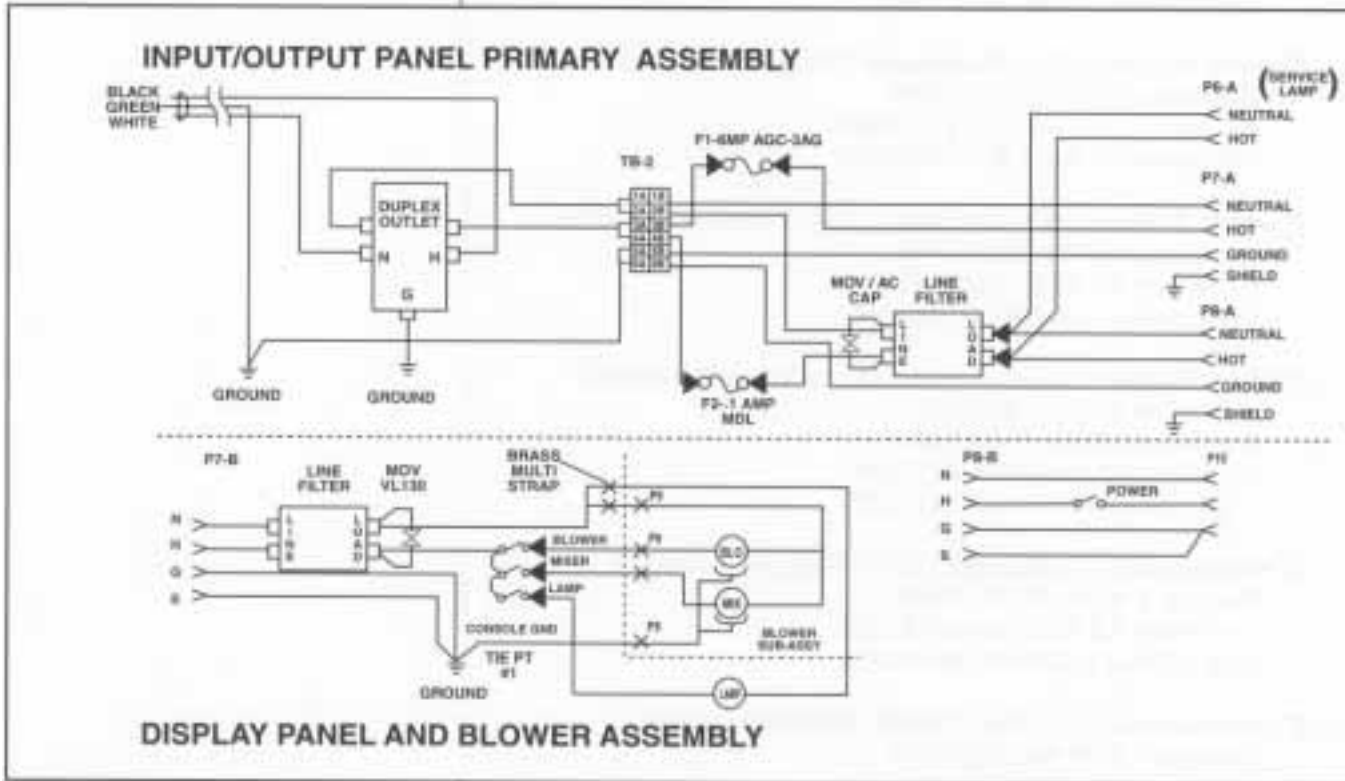
Primary: 4 AMP SLO BLO 250V

Secondary: 3.2 AMP SLO BLO 250V

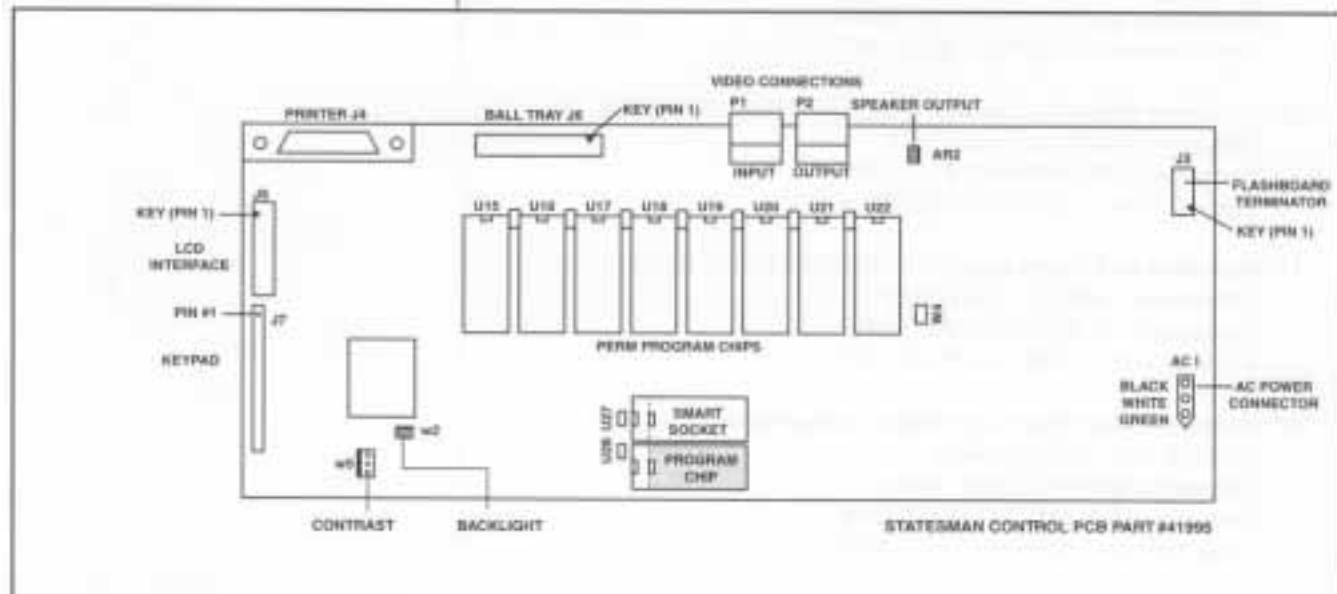
Logic power: 1 AMP SLO BLO 250V

# VII. Wiring Diagrams

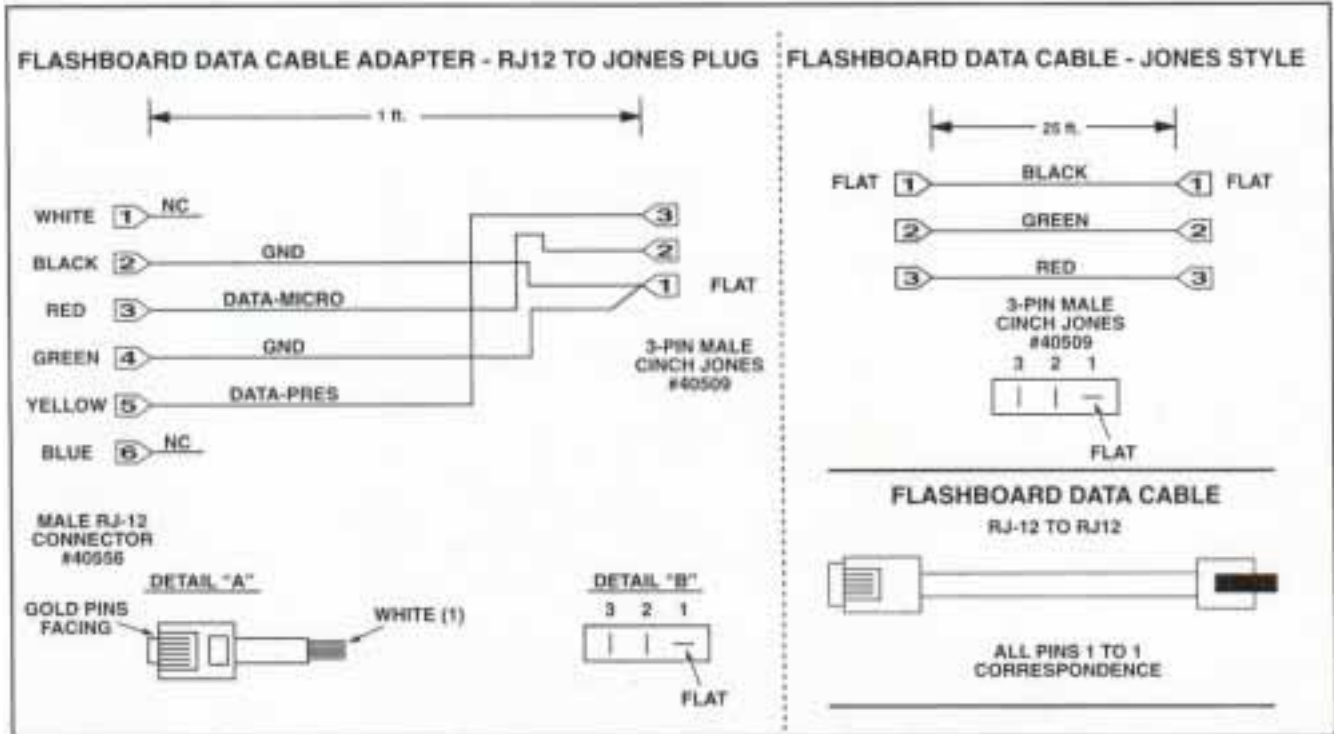
## A. Console Primary Wiring



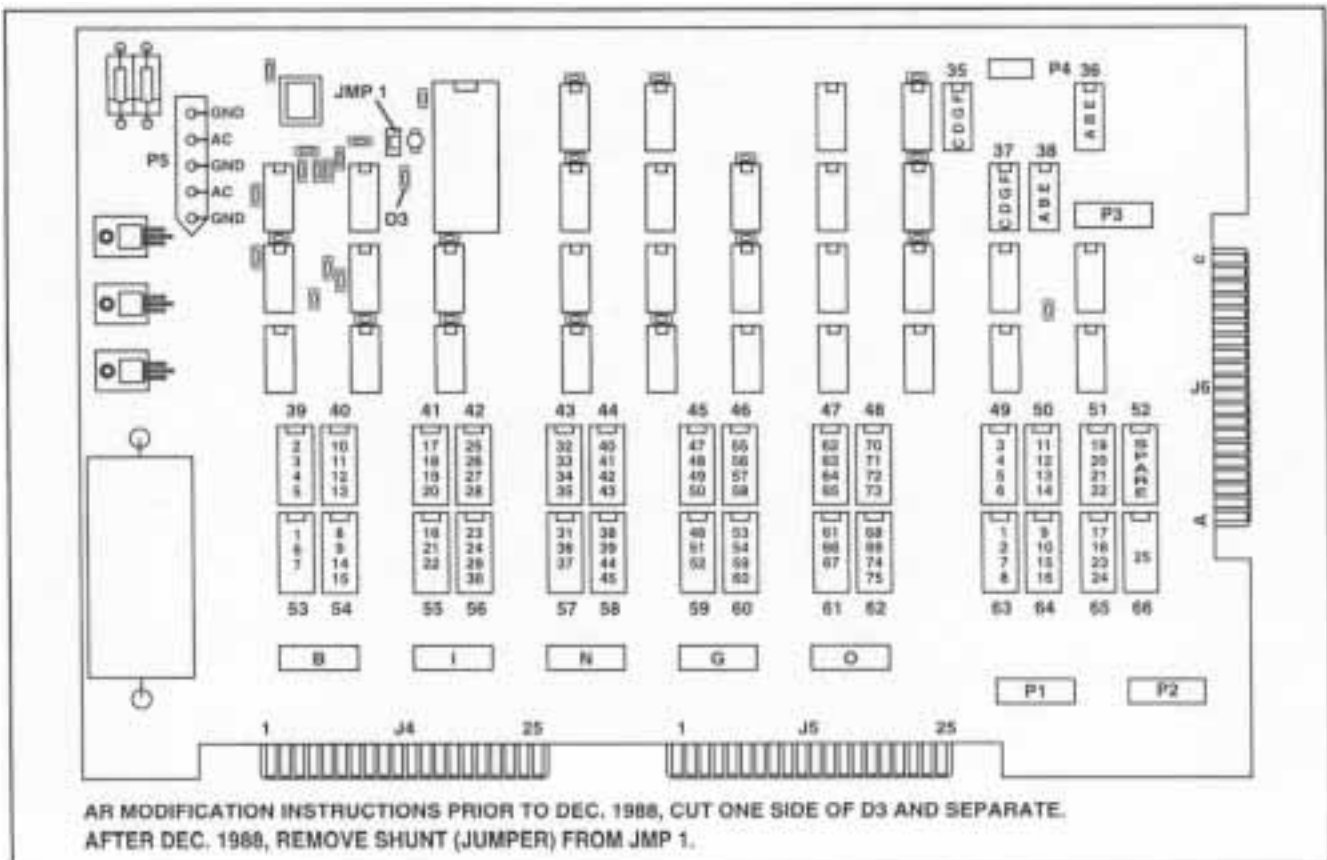
## B. Console Printed Circuit Board Connector Legend



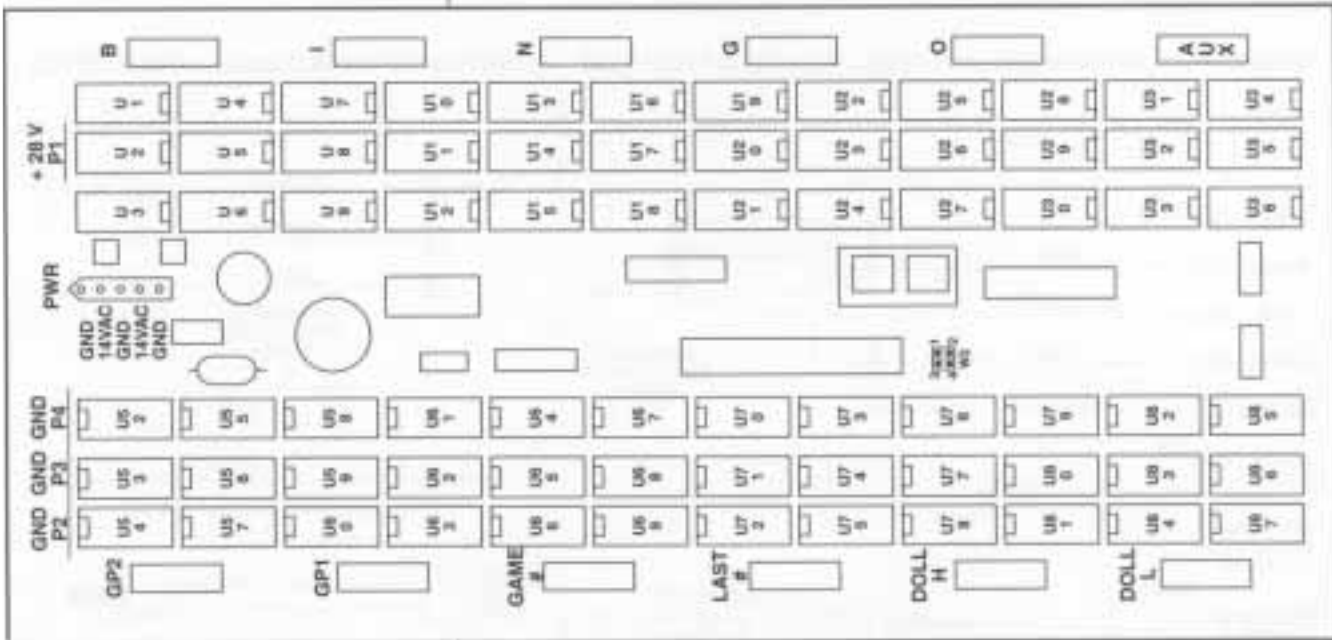
### C. Flashboard Data Cable Diagrams



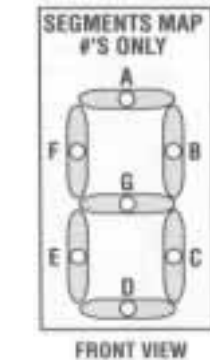
### D. AR Darlington Map



### E. ACRC Darlington Map

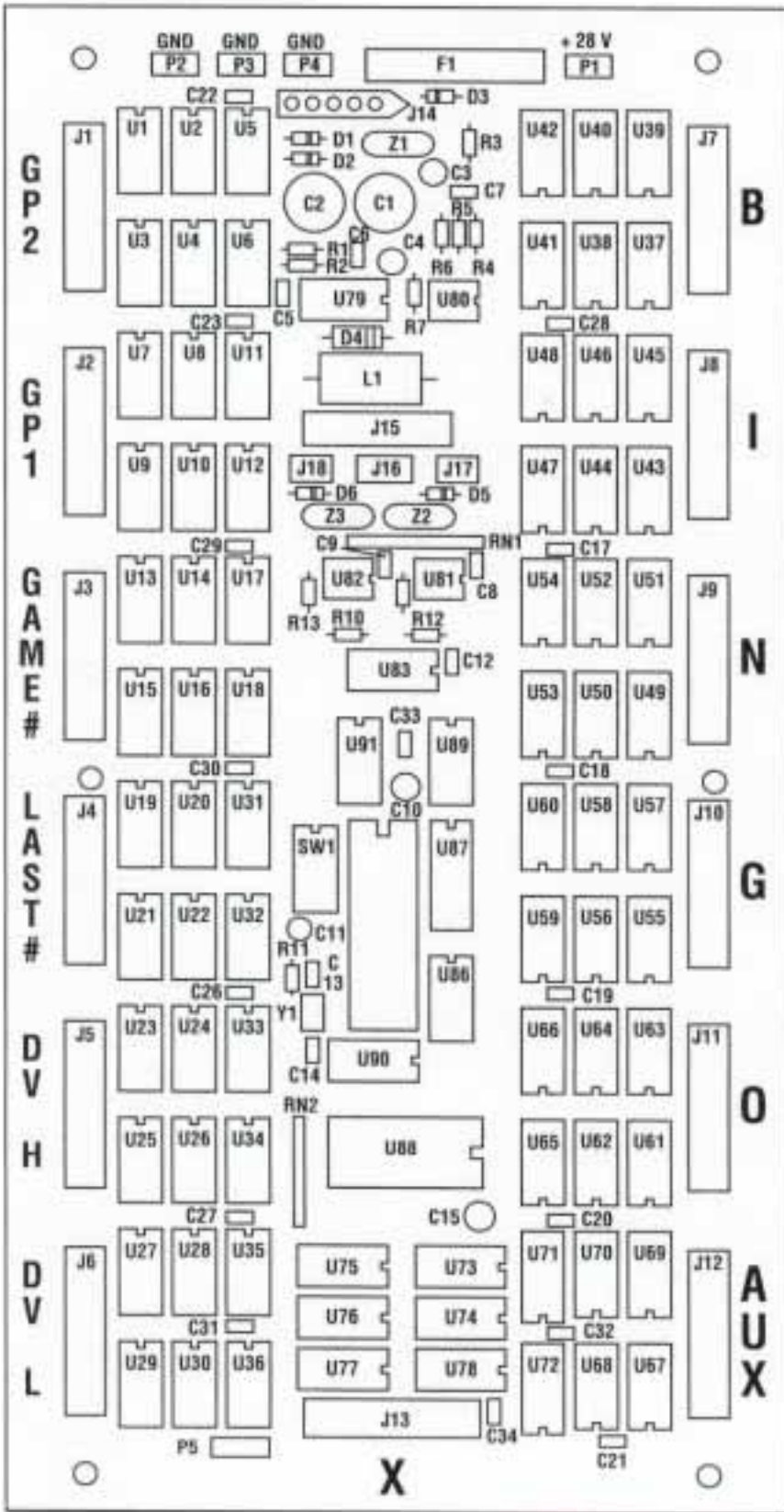


### F. ACRC Darlington Map Detail

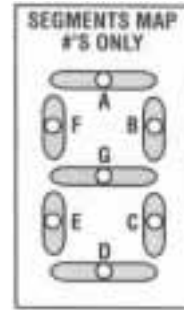


LAMP NUMBERS	DRIVER (92068B)	LAMP NUMBERS	DRIVER (92068B)
<b>NUMBERS:</b>		<b>DOLLER VALUE:</b>	
B 1-4	U5	1000-B,C,E,G	U60
B 5-8	U4	1000-D,F,A	U61
B 9-12	U2	1000-B,C,E,G	U78
B 13-15	U1	1000-D,F,A	U77
I 16-19	U11	100-B,C,E,G	U66
I 20-23	U10	100-D,F,A	U67
I 24-27	U8	10-B,C,E,G	U84
I 28-30	U7	10-D,F,A	U83
N 31-34	U17	1-B,C,E,G	U32
N 35-38	U16	1-D,F,A	U31
N 39-42	U14	<b>LAST NO. CALLED:</b>	
N 43-45	U13	10'S-B,C,E,G	U74
G 46-49	U23	10'S-D,F,A	U75
G 50-53	U22	1'S-B,C,E,G	U72
G 54-57	U20	1'S-D,F,A	U71
G 58-60	U19	<b>NUMBER OF BALLS:</b>	
O 61-64	U29	10'S-B,C,E,G	U68
O 65-68	U28	10'S-D,F,A	U69
O 69-72	U26	1'S-B,C,E,G	U66
O 73-75	U25	1'S-D,F,A	U65
<b>GAME PATTERN:</b>		B-G LETTERS	U35
GP 1-4	U59	O LETTER	U34
GP 5-8	U60		
GP 9-12	U62		
GP 13-16	U63		
GP 17-20	U53		
GP 21-24	U54		
GP 25	U56		
JUMPER 1 & 2 FOR COMMANDER NO JUMPER 1 & 2 FOR PRES. JUMPER 1 & 2 FOR CONT. SELF TEST NO JUMPER 3 & 4 FOR SINGLE SELF TEST		REV. 2.0 JUMPER 1 & 2 FOR GAME IND. NO JUMPER 1 & 2 FOR DOLLAR VALUE. JUMPER 1 & 2 FOR TIME OUT NO JUMPER 3 & 4 FOR NO TIME OUT	REV. 2.3

G. ACRD Darlington Map

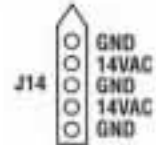


FRONT VIEW SEGMENTS



FRONT VIEW

B	I	N	G	O
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25



NOTE: FOR SENATOR AND LV3 FLASHBOARDS

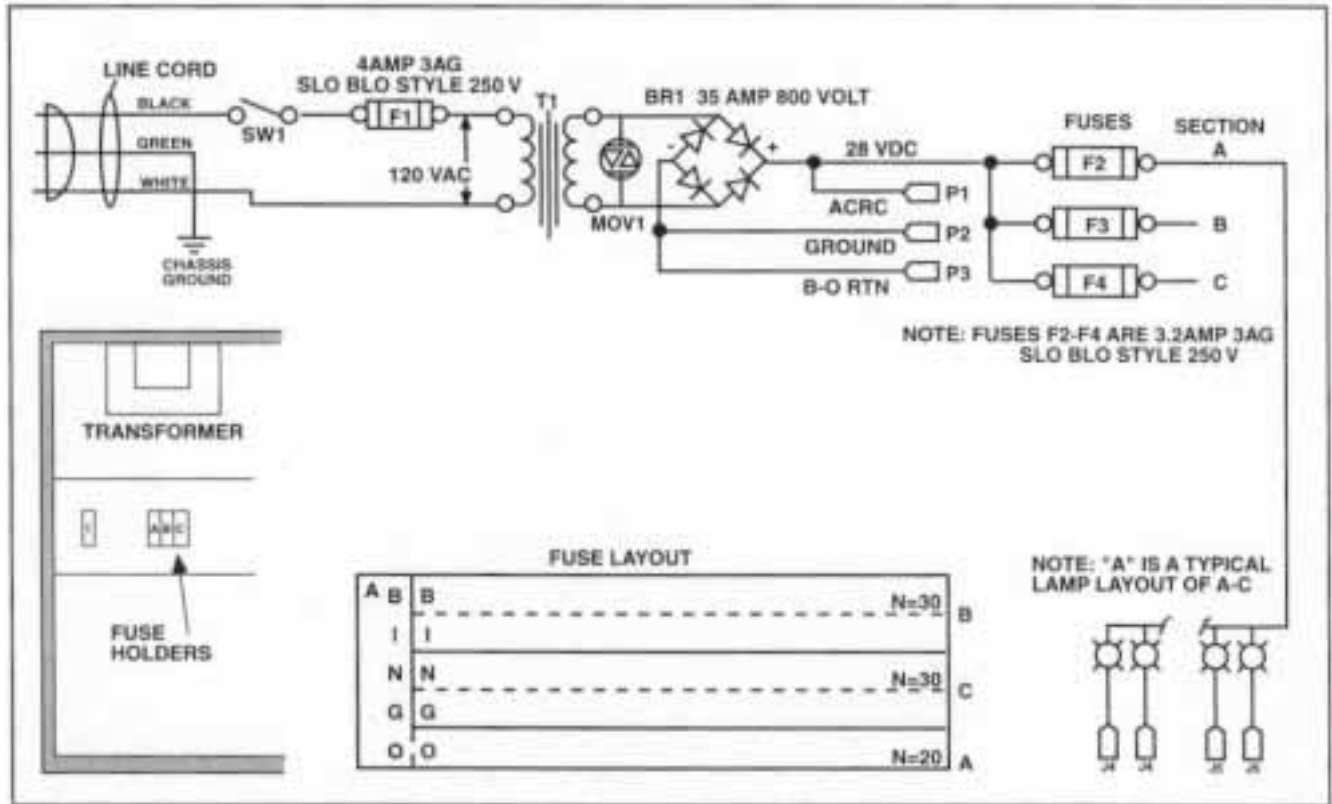
---

INPUT = J18  
OUTPUT = J17

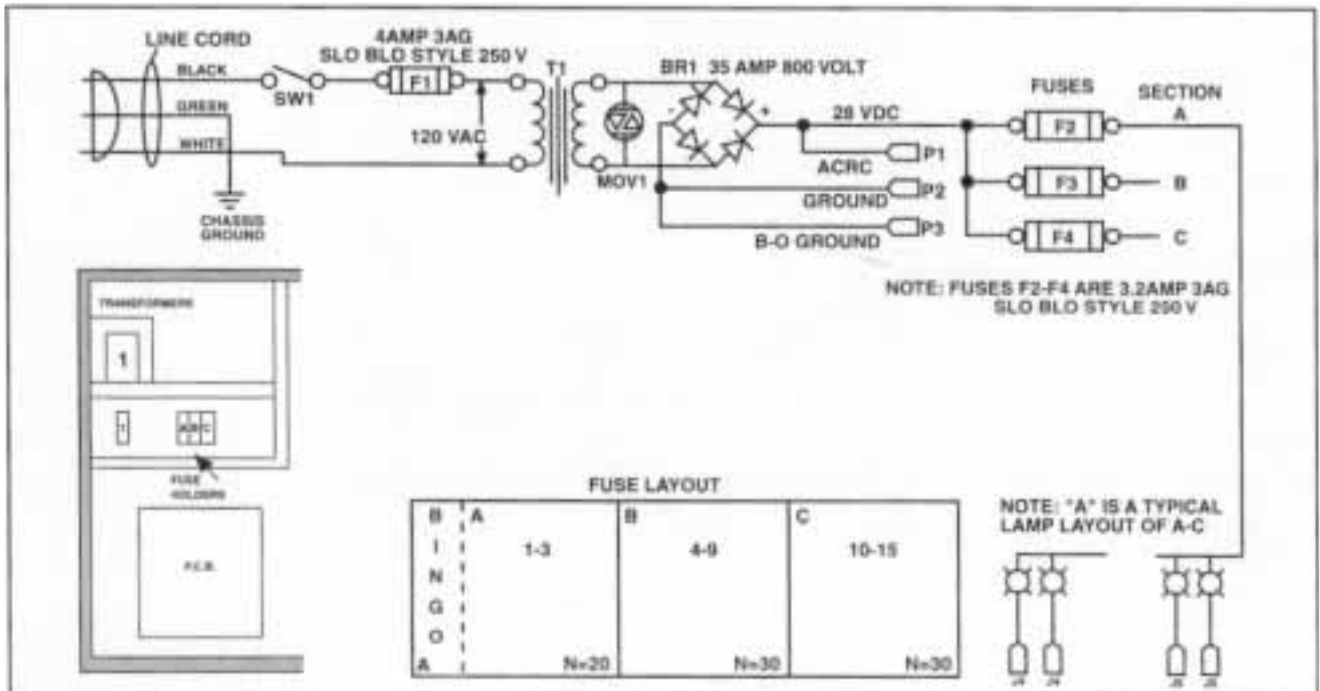
H. ACRD Darlington Map Detail

LAMP NUMBERS	DRIVER	LAMP NUMBERS	DRIVER	LAMP NUMBERS	DRIVER	CONFIGURATION FOR ACR REV D WITH VERSION 3.4 FIRMWARE		
B1	U38	X76-78	U77	<b>GAME #</b>		<b>DIP SWITCH POSITION</b> <b>CONFIGURATION</b>		
B2-4	U37	X79	U76	1'S NO. BALLS A-C	U13	SW 1		
B5-6	U38	X80	U77	1'S NO. BALLS D-F	U14	ON      CONTINUOUS TEST		
B7	U37	X81-83	U76	1'S NO. BALLS G	U13	OFF      STANDARD OPERATION		
B8	U38			10'S NO. BALLS A	U15	SW 2		
B9-10	U40	X84	U78	10'S NO. BALLS B-C	U16	ON      LAMP SAVER DISABLED		
B11-12	U39	X85	U74	10'S NO. BALLS D-E	U15	OFF      STANDARD OPERATION		
B13	U40	X86-87	U76	10'S NO. BALLS F-G	U16			
B14	U39	X88-89	U74	<b>LAST #</b>		SW 3		
B15	U40	X90	U76	1'S LAST A-C	U19	ON      SMALL SYNC PACKET		
		GP1	U8	1'S LAST D-F	U20	OFF      LARGE SYNC PACKET		
I16	U44	GP2-4	7	1'S LAST G	U19	SW 4		
I17-19	U43	GP5-6	U8	10'S LAST A	U21	XX      SEE		
I20-21	U44	GP7	U7	10'S LAST B-C	U22	CONFIGURATION TABLE		
I22	U43	GP8	U8	10'S LAST D-E	U21			
I23	U44			10'S LAST F-G	U22	SW 5		
		GP9-10	U10	<b>DOLLAR H</b>		XX      SEE		
I24-25	U46	GP11-12	U9	10K'S DV A	U25	CONFIGURATION TABLE		
I26-27	U45	GP13	U10	10K'S DV B-C	U25	SW 6		
I28	U46	GP14	U9	10K'S DV D-E	U25	ON      TIMEOUT		
I29	U45	GP15	U10	10K'S DV F-G	U26	OFF      TIMEOUT DISABLED		
I30	U46			1000'S DV A-C	U23	(SEE TABLE FOR OPTIONS)		
N31	U50	GP16	U9	1000'S DV D-F	U24	SW 7      NOT USED		
N32-34	U49	GP17	U2	1000'S DV G	U23			
N35-36	U50	GP18-20	U1	<b>DOLLAR L</b>				
N37	U49	GP21-22	U2	100'S DV A	U29			
N38	U50	GP23	U1	100'S DV B-C	U30			
		GP24	U2	100'S DV D-E	U29			
N39-40	U52	GP25	U4	100'S DV F-G	U30			
N41-42	U51			10'S DV A-C	U27			
N43	U52	AUX		10'S DV D-F	U28			
N44	U51	B LMP	U67	10'S DV G	U27			
N45	U52	I LMP	U67	<b>AUX</b>				
G46	U56	N LMP	U68	1'S DV A-D	U70			
G47-49	U55	G LMP	U67	1'S DV E-G	U69			
G50-51	U56	O LMP	U68	<b>CONFIGURATION TABLE WITHOUT LOGIC TRANSFORMER</b>				
G52	U55					SW 3    SW 4    SW 5    SW 6		
G53	U56			SENATOR-LV3 W/TIMEOUT	XX	ON	OFF	ON
		SPARES		SENATOR-LV3 W/O TIMEOUT	XX	ON	OFF	OFF
G54-55	U58	U3, U77, U78		PRES-2001 W/TIMEOUT	ON	OFF	ON	ON
G56-57	U57			PRES-2001 W/O TIMEOUT	ON	OFF	ON	OFF
G58	U58	OUTPUT - U83		STATESMAN (GI) W/O TIMEOUT	OFF	OFF	ON	OFF
G59	U57			STATESMAN (GI) W/ TIMEOUT	OFF	OFF	ON	ON
G60	U58			STATESMAN (DV) W/O TIMEOUT	OFF	OFF	OFF	OFF
O61	U62			STATESMAN (DV) W/ TIMEOU T	OFF	OFF	OFF	ON
O62-64	U61			(XX = DOESN'T MATTER)				
O65-66	U62			NOTE 1 : IF USING FLASHBOARD AS TEAR OPEN, SET SW 6 TO OFF. THIS WILL DISABLE THE TIMEOUT.				
O67	U61			NOTE 2: IF USING REV D IN OLDER PRESIDENTIAL 5-PIN POWER CONFIGURATION, SET SW 3 TO OFF AND SET SW 2 TO ON. THIS WILL DISABLE THE LAMP SAVER OPTION. FOR ALL OTHER APPLICATIONS SET SW 2 TO OFF.				
O68	U62							
O69-70	U64							
O71-72	U63							
O73	U64							
O74	U63							
O75	U64							

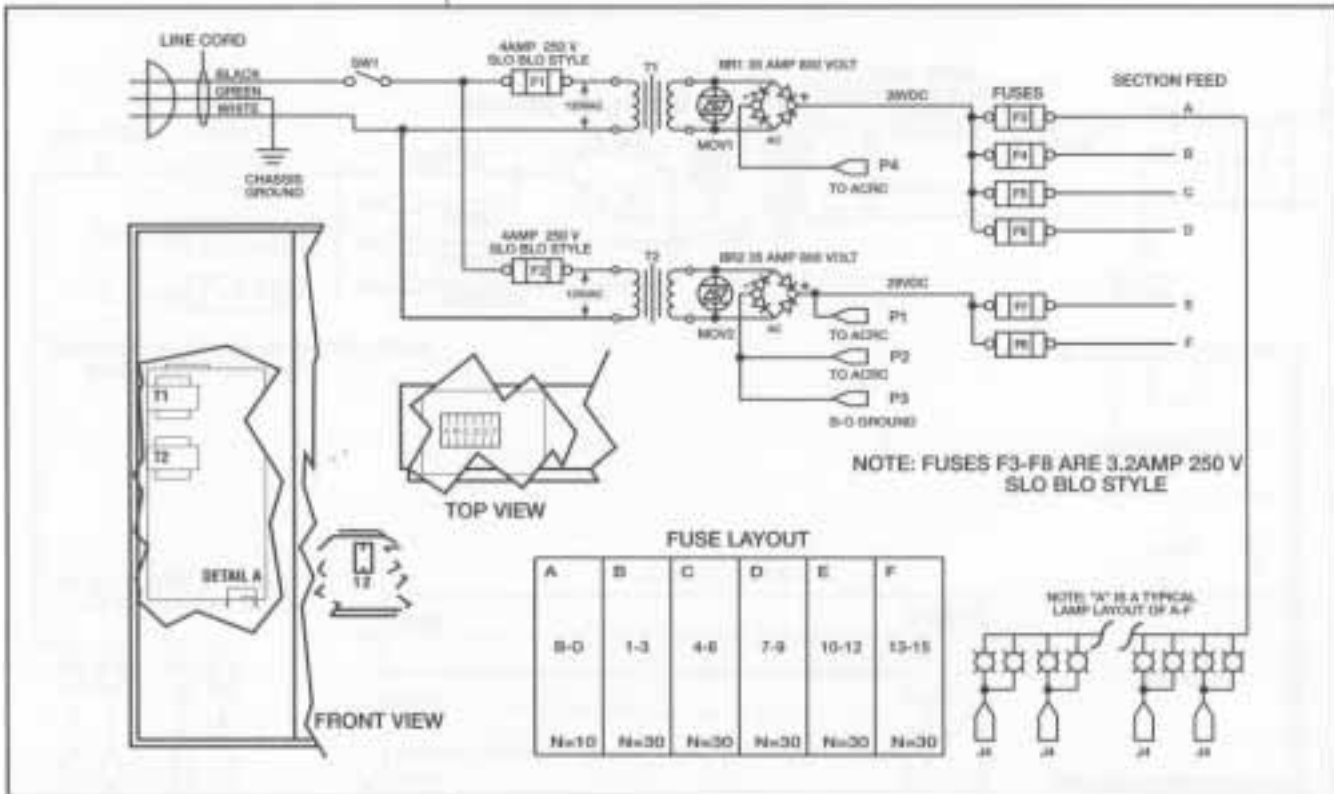
**I. 2" FB Primary Wiring Schematic - Numbers Only Only**



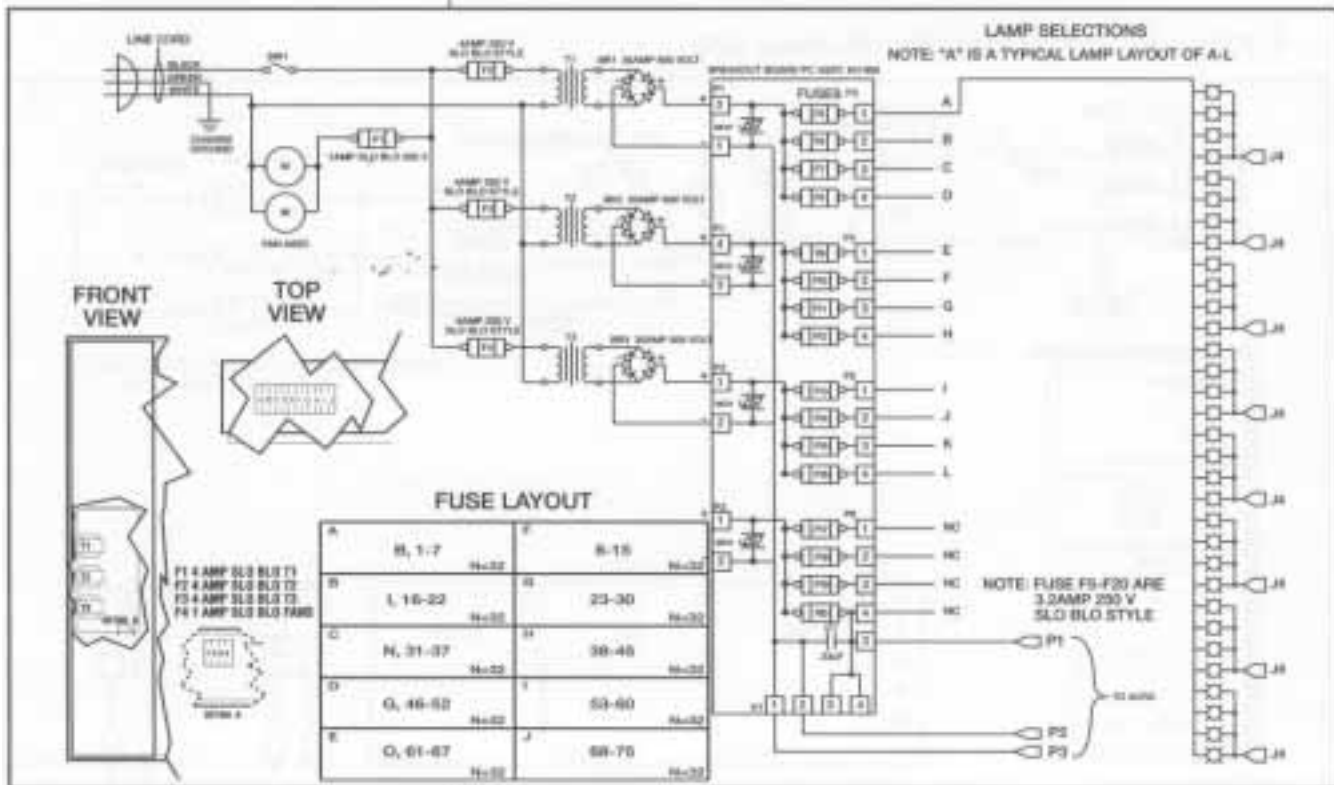
**J. 4" FB Primary Wiring Schematic - Numbers Only**



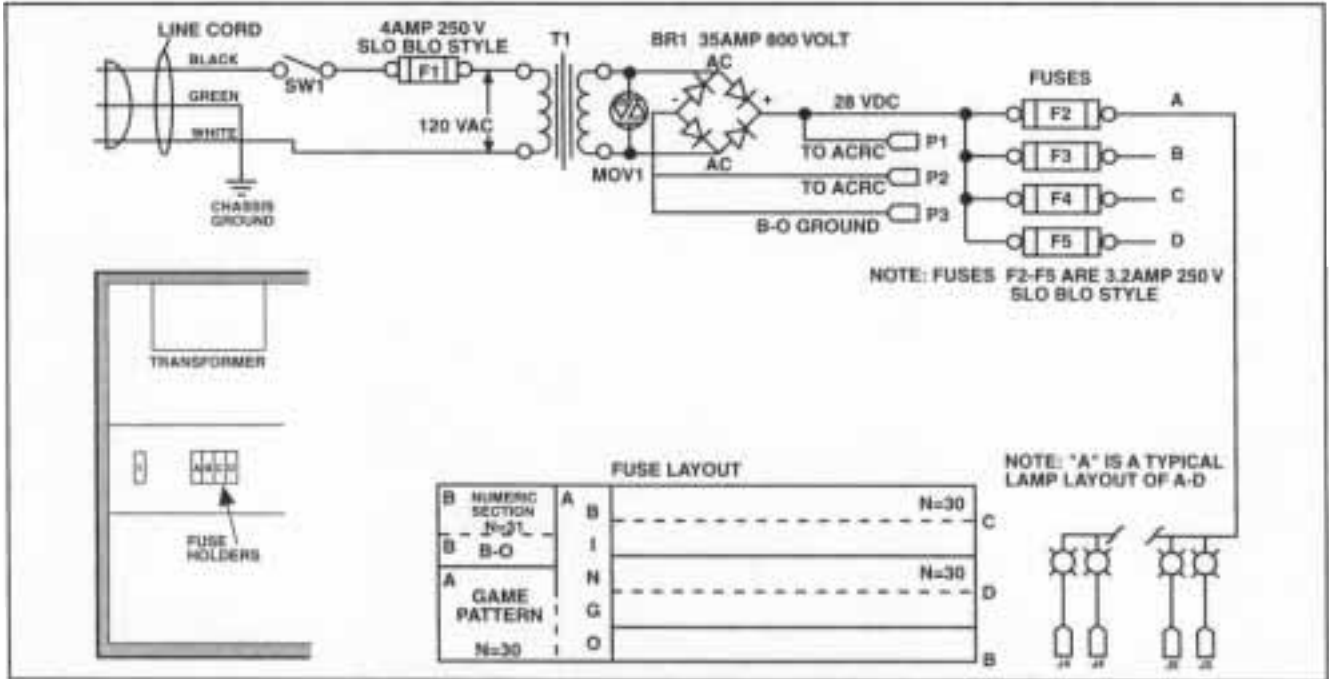
### K. 8" FB Primary Wiring Schematic - Numbers Only



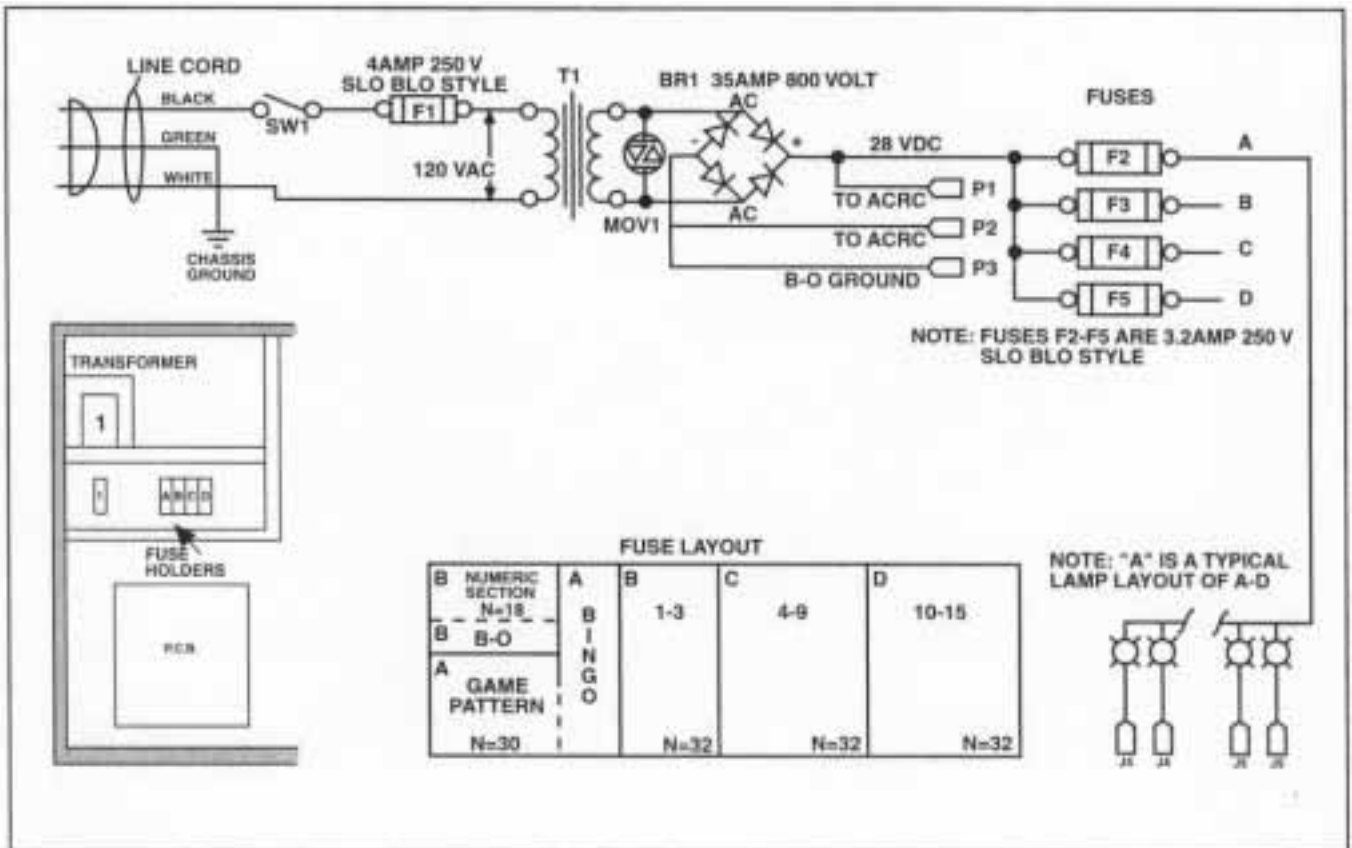
### L. 12" FB Primary Wiring Schematic - Numbers Only



**M. 2" FB Primary Wiring Schematic - Numbers and Game Indicator**

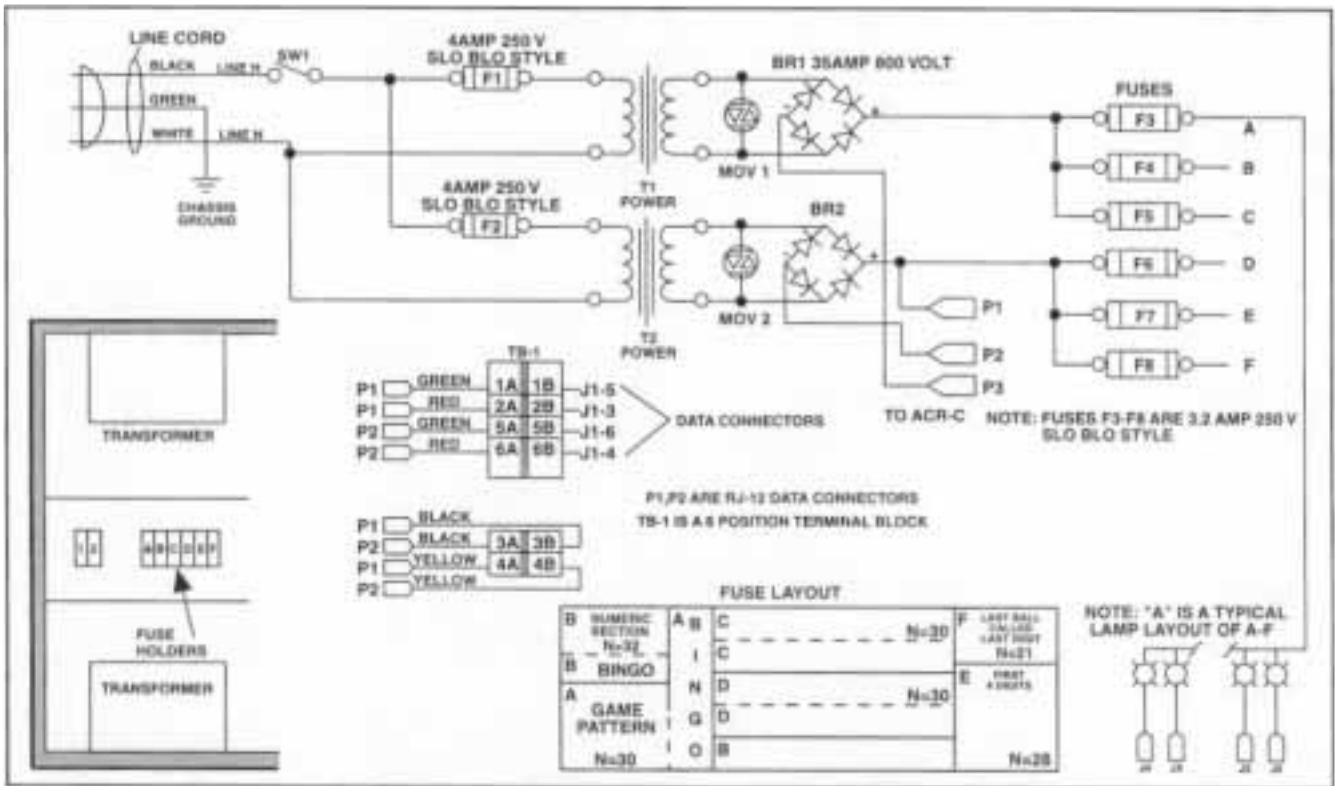


**N. 4" FB Primary Wiring Schematic - Numbers and Game Indicator**

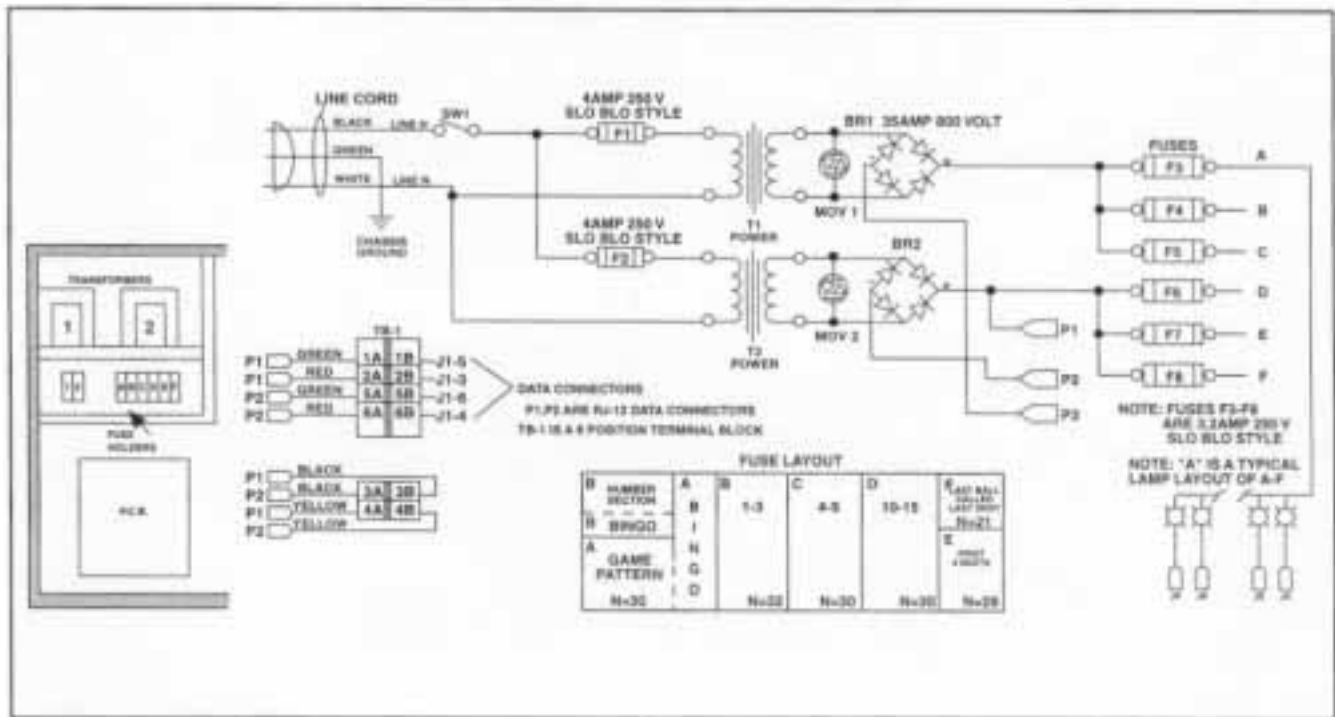




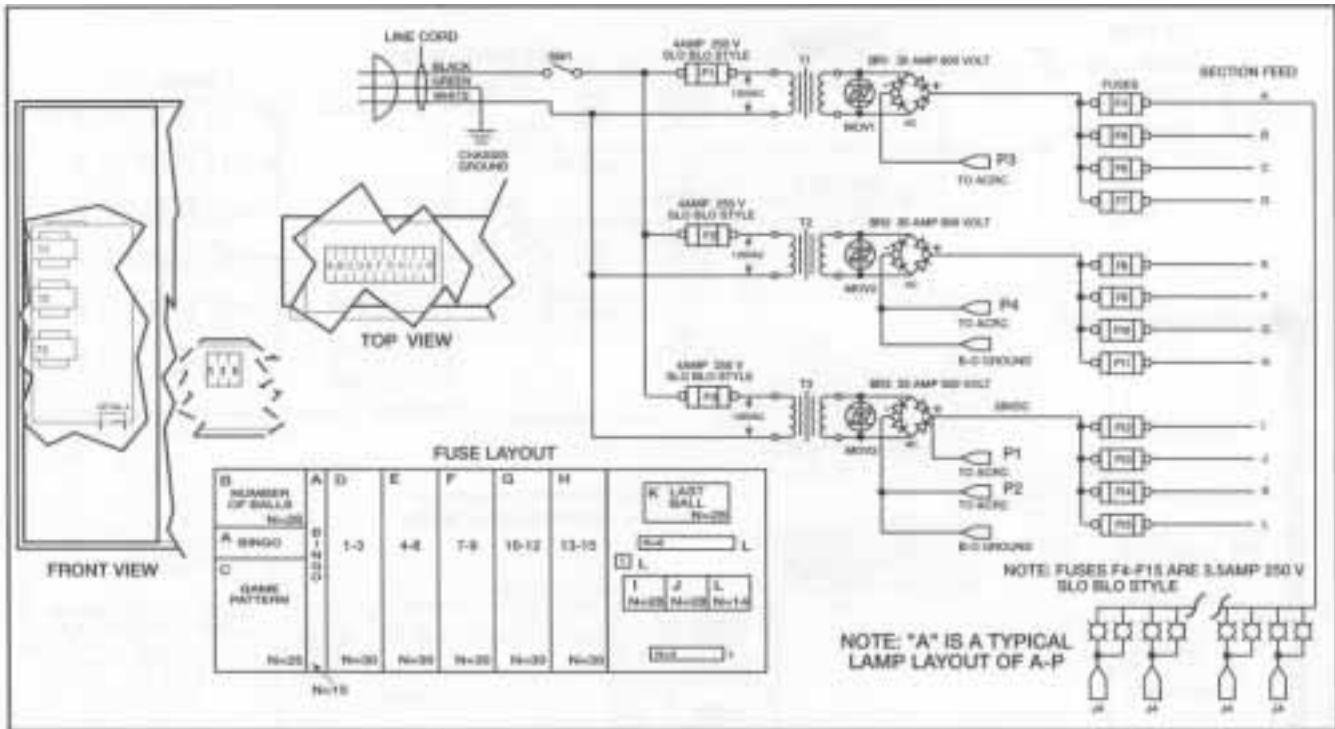
**Q. 2" FB Primary Wiring Schematic - Numbers, GI and DV**



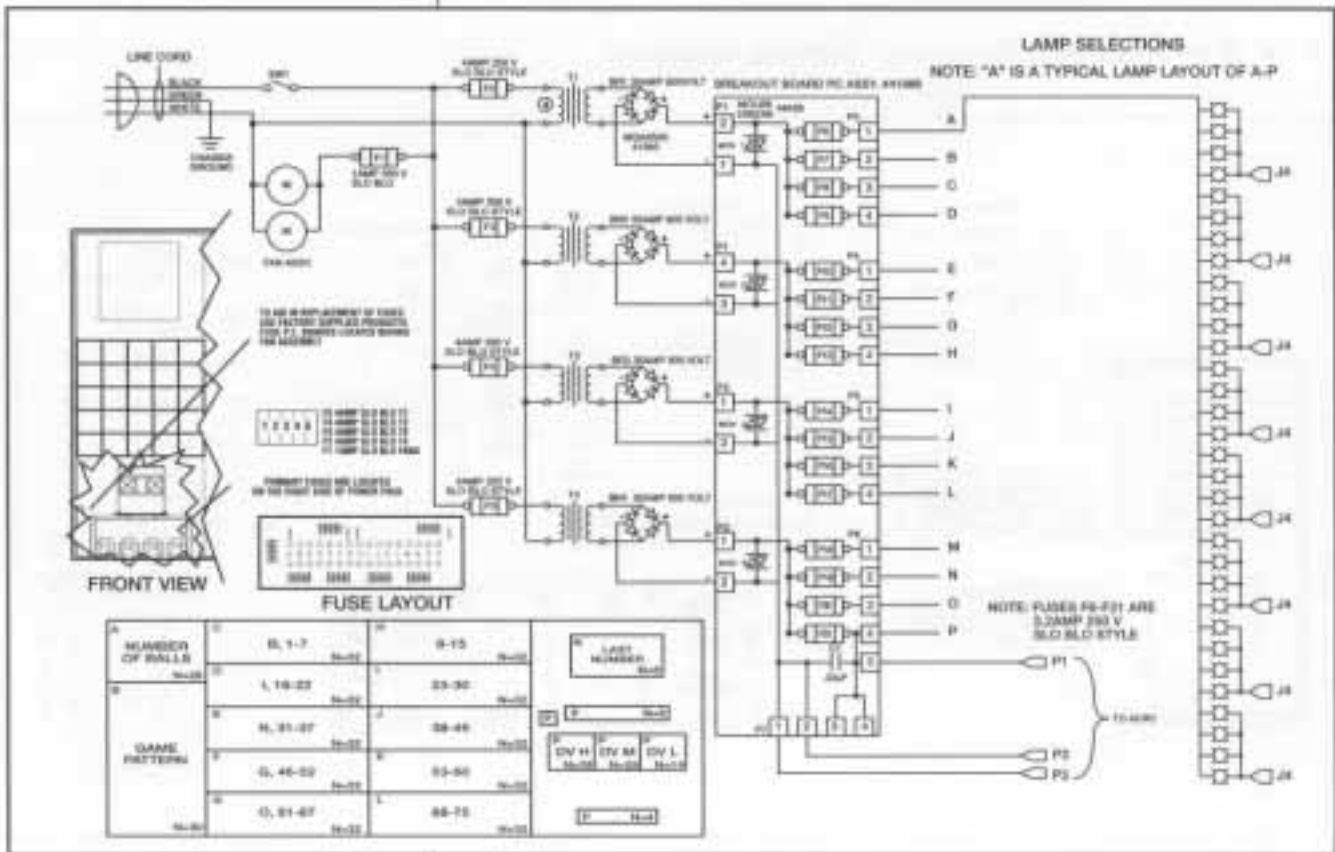
**R. 4" FB Primary Wiring Schematic - Number, GI and DV**



**S. 8" FB Primary Wiring Schematic - Numbers, GI and DV**



**T. 12" FB Primary Wiring Schematic - Numbers, GI and DV**



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# Capitol Bingo Equipment Limited Warranty

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

## 1. Limited Warranty

Arrow warrants to the original purchaser ("Purchaser") that the Equipment will, for a period of TWO YEAR from the date of original purchase of any equipment in the "Statesman" product line from an authorized Arrow dealer, be free from manufacturing defects in material and workmanship. Purchaser represents to Arrow that no employee, agent, or representative of Arrow (or of an Arrow dealer) has made any representation or warranty regarding the Equipment except as set out herein.

THE WARRANTY CARD MUST BE COMPLETED AND RETURNED TO ARROW WITHIN 30 DAYS OF PURCHASE FROM AN AUTHORIZED CAPITOL BINGO EQUIPMENT DISTRIBUTOR FOR THIS LIMITED WARRANTY TO BE EFFECTIVE. A purchase receipt or other proof of date of original purchase must be submitted with the Warranty Card and will be required before warranty service is rendered.

This Limited Warranty applies to normal commercial use and does not cover damage which occurs in shipment; failures which are caused by products not supplied by Arrow, failures which result from accident, misuse, abuse, neglect, mishandling, misapplication, alteration, set-up adjustments or modifications. This Limited Warranty does not cover any damage to the Equipment resulting from failure to install in strict conformity with both local fire and building codes and regulations, or if installation does not comply with the installation instructions provided by Arrow.

## 2. Disclaimer of Warranties

Arrow makes no warranties, express or implied (including, without limitation, merchantability, fitness for 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 supplied 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 1/24th 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.

## 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 INABILITY 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;
- B. The Equipment (as an entire unit and as purchased by Purchaser) must be transferred to Buyer; and
- C. Buyer must have submitted a new warranty card together with proof of purchase by Buyer from Purchaser.

Upon an effective transfer of this Limited Warranty, Buyer will be considered to be "Purchaser" for paragraphs 1 and 4 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 will be deemed to have been satisfied.

## 8. 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.

## 9. 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.
- C. Contact the Capitol Bingo Equipment Service Manager at the most convenient phone number listed below:

- 1 (800) 321-0757 outside Ohio, but within the U.S.A.
- 1 (800) 537-3479 within the state of Ohio
- 1 (216) 961-3500 within the 216 area code or  
outside the continental U.S.A.
- 1 (216) 281-5250 fax number in Cleveland, Ohio

SERVICE CALLS WHICH DO NOT INVOLVE DEFECTIVE MATERIALS OR WORKMANSHIP AS DETERMINED BY ARROW IN ITS SOLE DISCRETION, ARE NOT COVERED. COST OF SUCH SERVICE CALLS ARE 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 one of the numbers listed above or write to:

Capitol Bingo Equipment Division  
c/o National Service Manager  
9900 Clinton Rd.  
Cleveland, Ohio 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.

# **WARNING:**

You must complete and return the enclosed warranty card immediately in order to insure proper warranty coverage.

SAMPLE CUSTOMER WARRANTY CARD SAMPLE	
CAPITOL BINGO EQUIPMENT OWNER REGISTRATION CARD	
Model No. _____	PCB No(s). _____
Serial No. _____	Date Purchased _____
Distributor Purchased From _____	
Name of Organization _____	
Address _____	Phone ( ) _____
City _____	State _____ Zip _____
Chairman _____	
Address _____	Phone ( ) _____
City _____	State _____ Zip _____
Additional Information (Optional)	<u>ATTACH PROOF OF PURCHASE DATE</u>
Purchase Price _____	Average Attendance _____
No. Of Night Games Played _____	
Time Games Played _____	Average Spending Per Person _____

## **ARROW INTERNATIONAL, INC.**

and our subsidiaries

CAPITAL GAME MANUFACTURING

METRO GAME MANUFACTURING

9900 Clinton Rd., Cleveland, Ohio 44144

1 (800) 321-0757 outside Ohio, but within the U.S.A.

1 (800) 537-3479 within the state of Ohio

1 (216) 961-3500 within the 216 area code or outside the continental U.S.A.

1 (216) 961-3641 FAX

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