

Bingo King



7000 Series

Models 6000WBL
7000SB
7000WBL
6000FB
7000FB

Owners Manual

Revision C
March, 1992

Limited Warranty

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In some areas, state and local laws apply to the use of these items. The legality of their use must be the responsibility of the buyer.

Bingo King (R)

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For service call:

1-800-525-8380

Between the hours of 8:00am and 4:30pm MST/MDT, Monday through Friday.

For equipment returns, ship to:

Bingo King Co, Inc.

400 E. Mineral Ave.

Littleton, Co. 80122

7000WRNT

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Introduction

The 6000 & 7000 Systems were developed to provide many user friendly features and options. The list includes a game memory for automatic operation, tray recall in case of accidental ball drop before a game is completed, game pattern display and Bonanza feature operation to name just a few. The only difference between the 6000WBL and 7000WBL desks is the cabinetry, the electronics are identical. The only differences between the two flashboards are the size and the power and common wiring, check Wiring Diagrams for details.

Please read this manual before attempting operation of your new unit.

Inspect the Blower and Flashboards for any obvious shipping damage. If any damage is detected notify the carrier immediately.

Remove the Blower and Flashboards from the shipping cartons using caution not to mishandle the units in any way that would cause damage to the products.

Using only grounded outlets, plug in Blower and Flashboards before placement and hanging to ensure proper operation of your new unit.

Take the time to fill out all warranty and registration cards. Be sure to include the correct model numbers , serial numbers , date installed and the organization the unit was sold to.

What's in the Manual

For the user of this system, the only required reading is the Operation Section.

For the installation technician, System Hook-Up And Notes and the Flashboard Compatability Chart is a must.

For the owner, a perusal of the Spare Parts List will help to determine what parts to keep on hand.

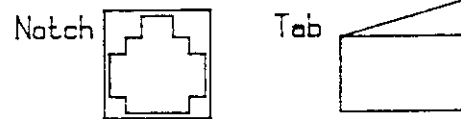
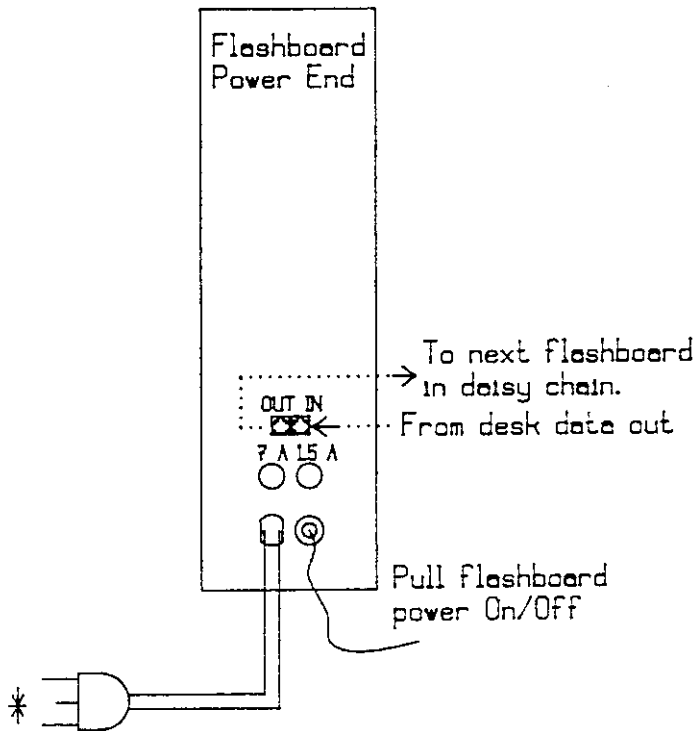
And last but not least, the Wiring Diagrams and Charts, Troubleshooting Guide and Spare Parts List are provided to assist the repair technician as required.

SYSTEM TROUBLE SHOOTING AND NOTES

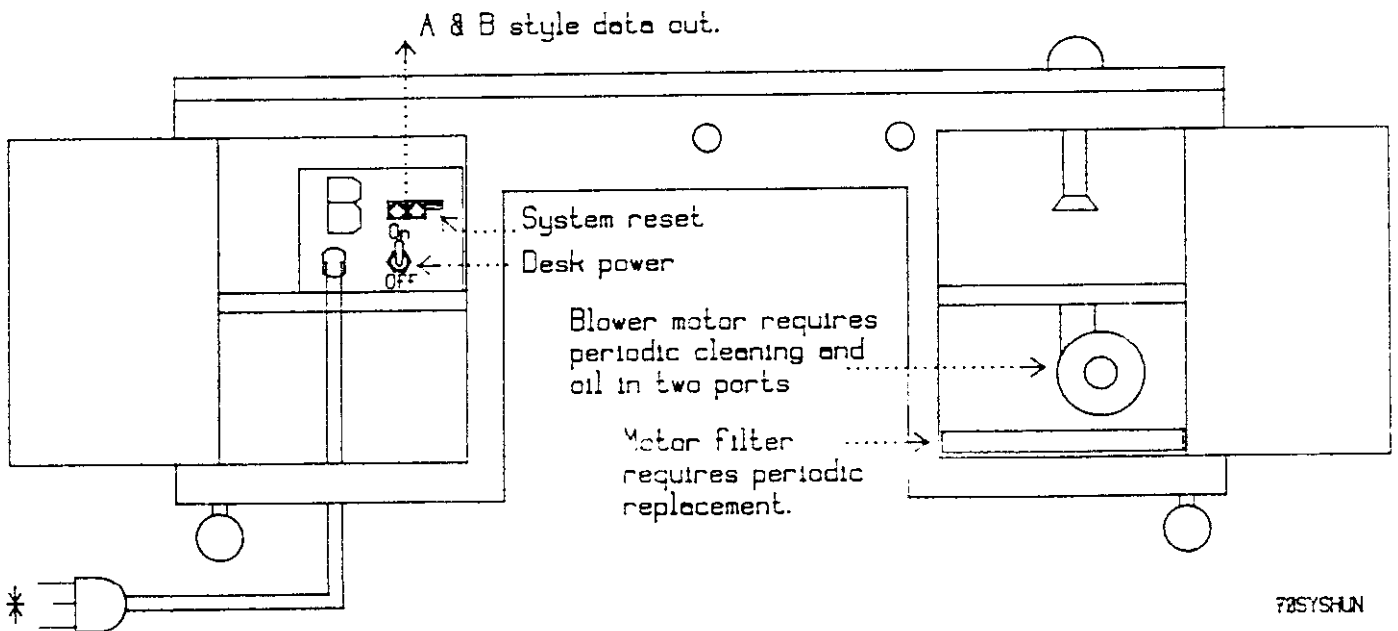
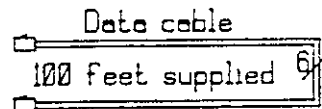
* Both Flashboard and Desk MUST be plugged into 115 VAC GROUNDED Outlets ONLY.

Both 687000 Desks can run A & B Style Flashboards, but only with the A's on a separate output or at the end of the daisy chain and a B to A adapter, B.K. Part Number 84-D001.

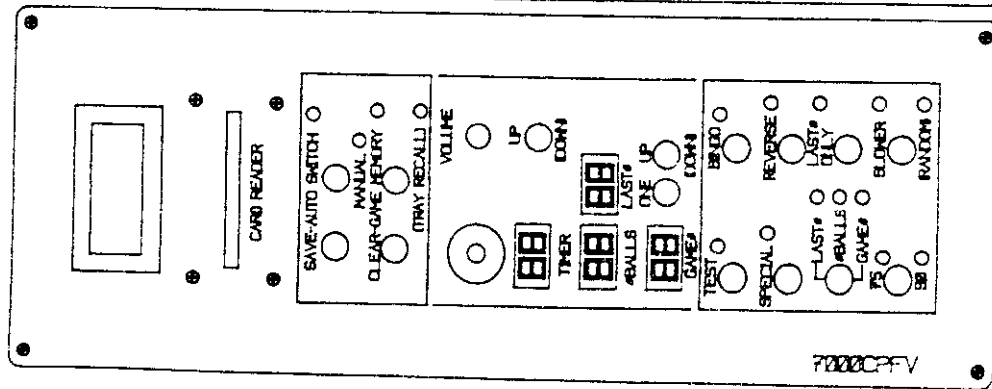
System may be protected by addition of surge suppressors at desk and flashboard



Be sure to insert data cable connector with tab facing notch so the receptacle won't be damaged.

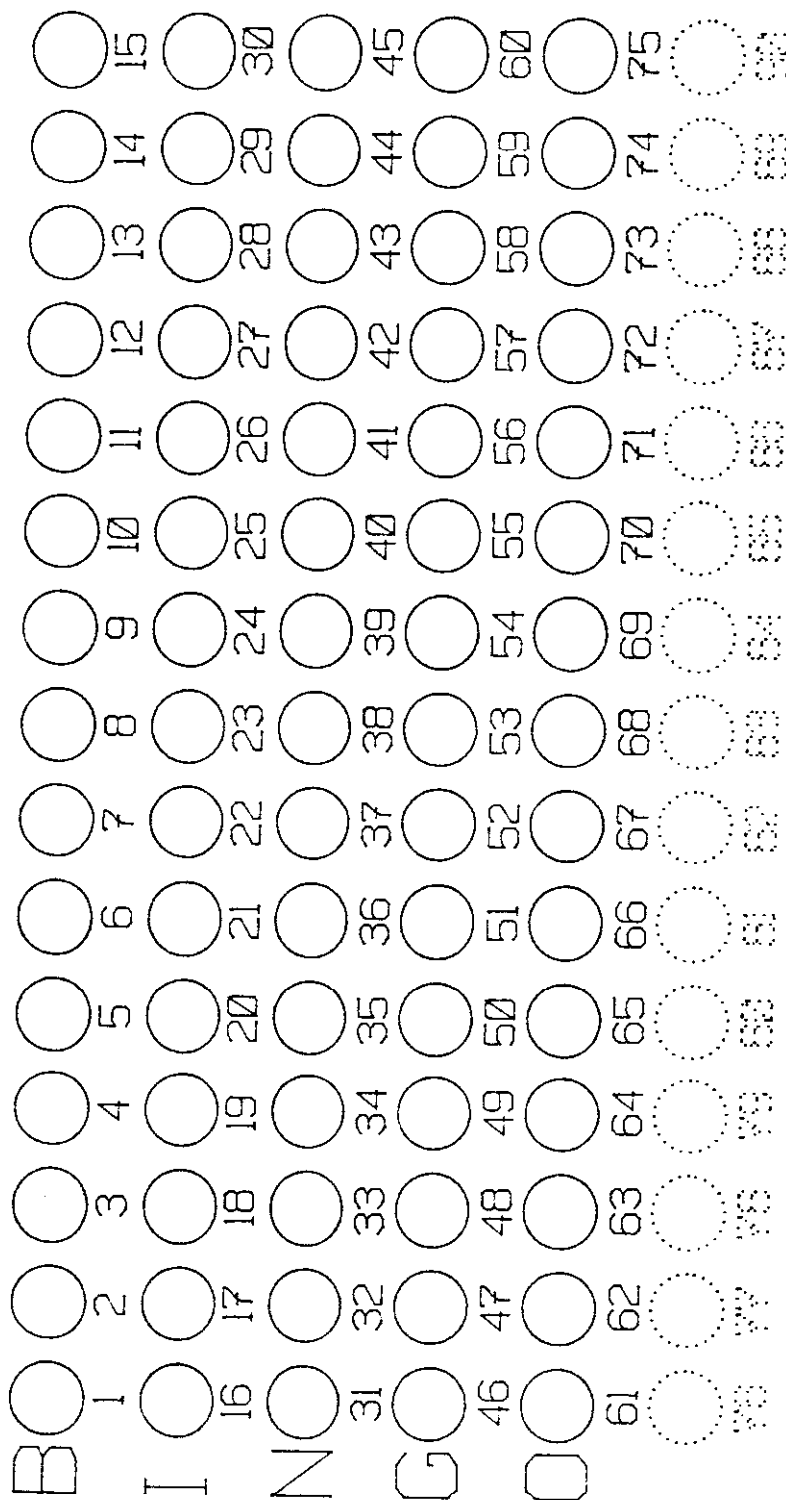


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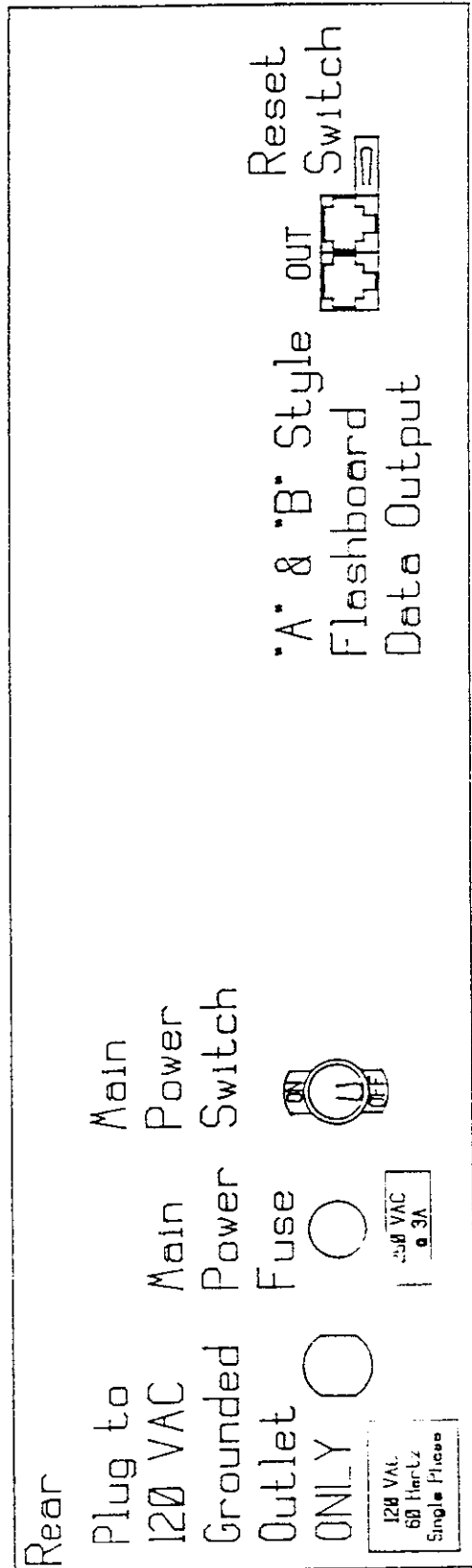
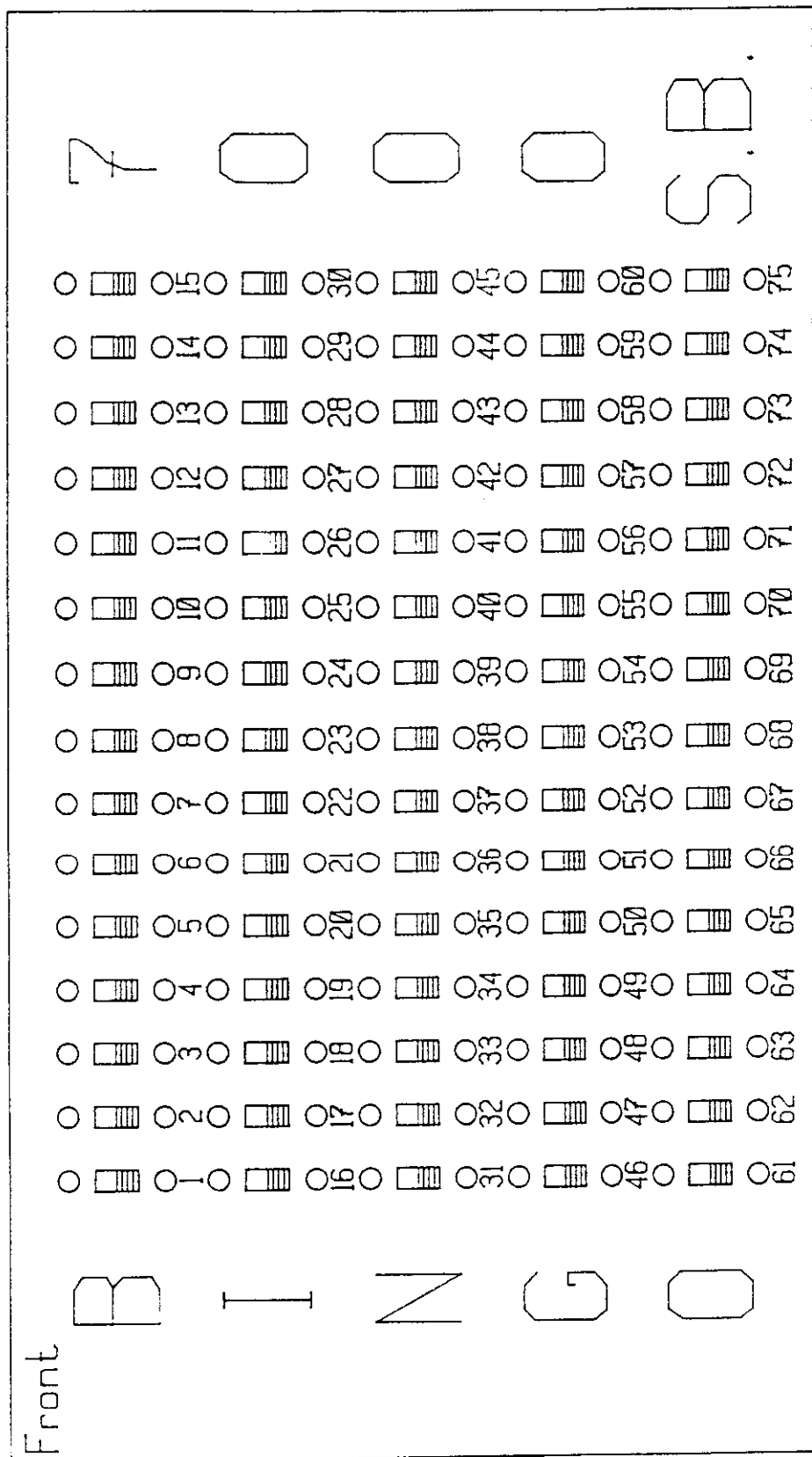


Masterboard

90# Switch Rail Optional



7005B Switch Box Hook-Up and Notes



7005BHUN

Flashboard Compatibility Chart

WARNING: Plugging in some types of equipment not listed here may cause damage to the flashboard output. Use caution when attempting to use equipment not listed here. Call our service department for assistance and information.

Flashboard Output

Some "A" Style Bingo King Flashboards. "A" style meaning a three prong connector on the data cable.

4000 FB "A"

4502 FB "A"

5000 FB "A"

All "B" Style Autotronic Flashboards. "B" style meaning anything with telephone (RJ6) type data cable connectors.

1040 FB "B" -- MINI -- NO PATTERN

1045 FB "B" -- MINI -- NO PATTERN

1047 FB "B" -- MINI

1048 FB "B" -- MINI -- (90°) -- NO PATTERN

1049 FB "B" -- MINI -- (90°)

4000 FB "B" -- NO PATTERN

4090 FB "B" -- NO PATTERN

5000 FB "B"

5090 FB "B" -- (90°)

6000 FB "B" | Also available as

6090 FB "B" -- (90°)

7000 FB "B" | "A" w/special order

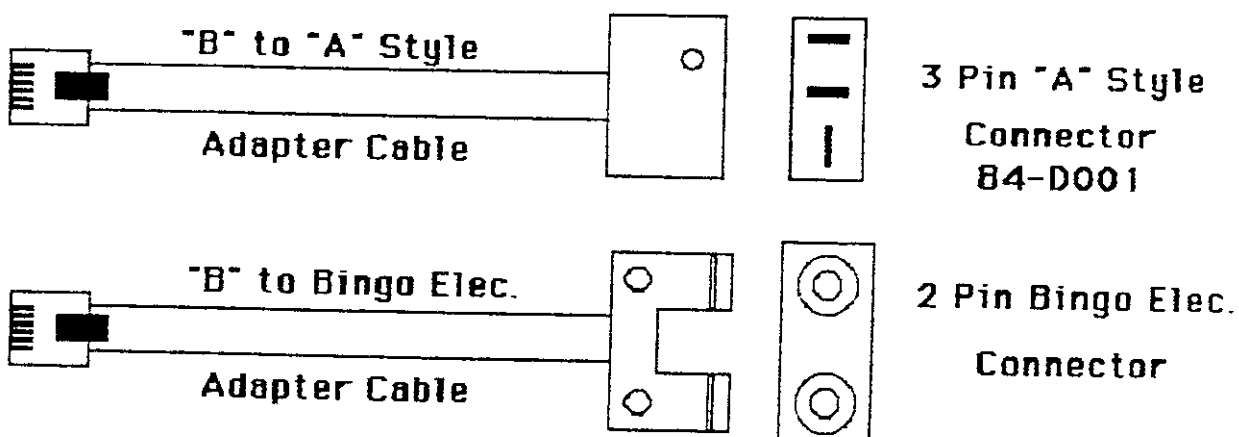
7090 FB "B" -- (90°)

7500 FB "B"

7590 FB "B" -- (90°)

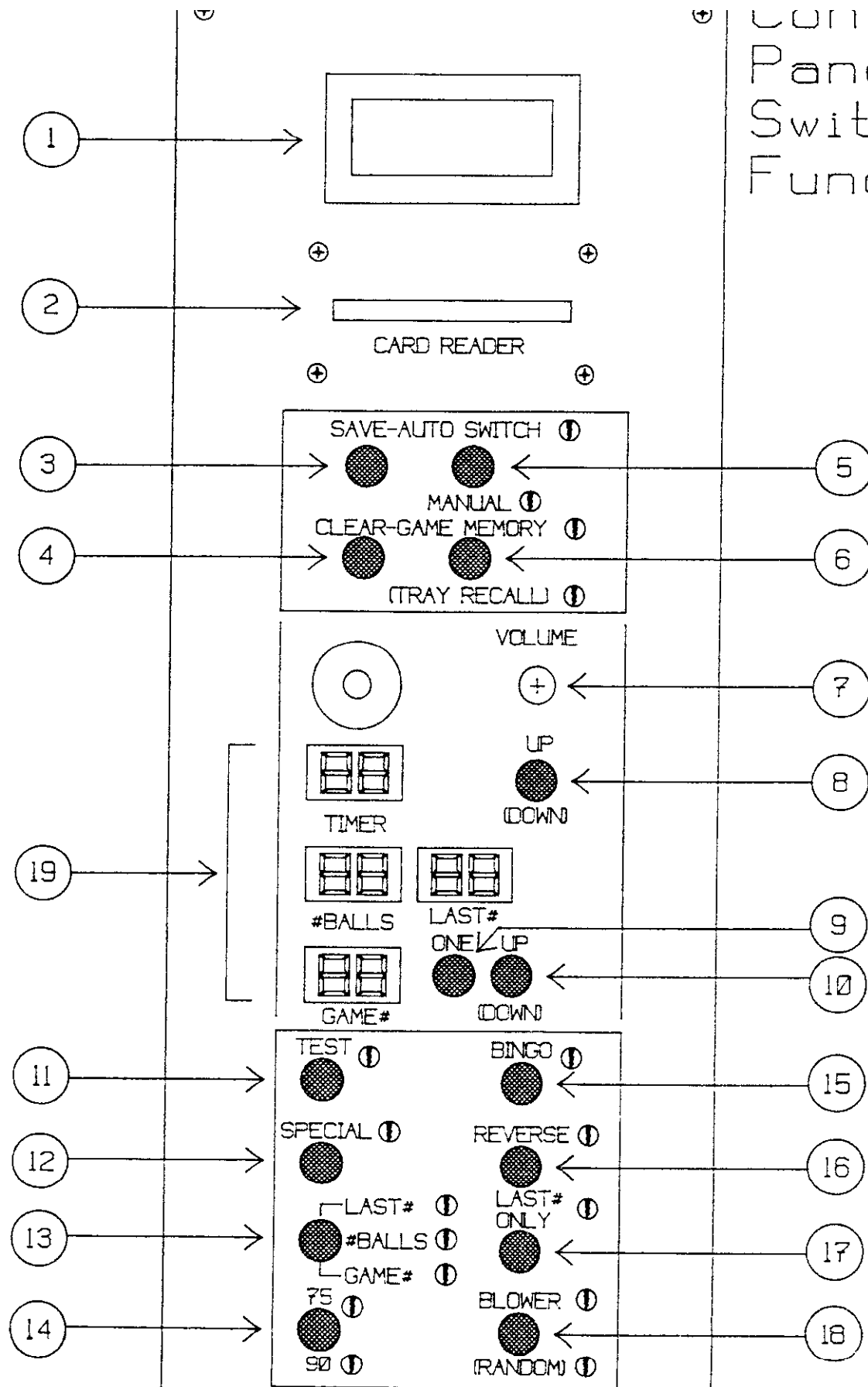
EXACTO LINE FB "B" (WHEN AVAILABLE)

In addition, the "B" output may also work with some versions of electronic type Bingo Electronics or "A" style Bingo King equipment with a cable adapter. See the adapter chart below if the "B" output is to be used with this type of equipment or call our service department for more information.



Operations

Control Panel Switch Functions



Control Panel Switch Functions

1. **Card Bin.** Used to store "B" Style Punch-A-Pattern cards.
2. **Card Reader.** Insert Punch-A-Pattern Card with desired pattern punched out. The game pattern display on the flashboard will display the pattern in a fixed position if Multi-Pattern 1 is used, or in 90 degree rotating positions if Multi-Pattern 6 is used. The card reader is also active for Multi-Patterns 8-15 in a fixed position only. The card reader is not active in 90° mode.
3. **Save.** Used when programming to save the function switch settings for Auto mode. See Programming Procedures for complete details.
4. **Clear-Game Memory.** This switch is active only in the game memory or "Bonanza" mode to clear the previous ball information.
5. **Auto Switch, Manual.** Pressing this switch toggles the unit between Auto and Manual modes. The mode is indicated by the associated L.E.D.s. Green indicates Manual mode while Red indicates Auto mode. The programmable switch functions are not accessible while in Auto mode. See Programming Procedures for complete details.
6. **Game Memory (Tray Recall).** This is a dual function switch. When pressed once the unit is in Game Memory mode. Enter Bonanza balls in this mode. They will be held in memory until the Clear switch is used. The second function is the Tray Recall Feature. Press and hold the switch until the red L.E.D. flashes. The unit will recall the last set of balls entered and display them. See Game Memory (Tray Recall) Feature Operation for complete details.
7. **Volume.** Each time a Control Panel Switch is pressed or the timer counts down to zero, an audio signal is heard. If the volume of the "Beep" needs adjustment, use a small flat blade screwdriver in the recessed potentiometer and turn it clockwise to increase the volume and counter-clockwise to decrease the volume.

Control Panel Switch Functions (Continued)

8. Timer Up (Down). Each time this switch is pressed, the timer is incremented by one. Press and hold to decrement. The timer can be set from 1 to 99. When a ball is placed in the masterboard, the timer counts down to zero. At that point it will signal with a "Beep" and reset. Timer units DO NOT equal exact seconds.

9. Game One. Used to return the game number to one.

10. Game Up (Down). Each press of this switch increments the game number by one, up to 99. Press and hold decrements.

11. Test. When pressed once, it turns on all the displays, L.E.D.s and flashboard lamps. Press and hold to put the unit into sequential test mode, press once again to exit. Should be used before beginning all sessions to ensure that all displays and lamps are working properly.

12. Special. When pressed once, the green L.E.D. lights and the SPECIAL sign on all equipped "B" style flashboards will flash. Not active in 90# mode. Press and hold enters the Multi-Pattern Selection mode, which will be discussed in detail in the Multi-Patterns Section.

13. Last #, # Balls, Game#. (Flashboard Counter Display mode.) Toggles the flashboard counter display mode between last number called, number of balls called and the game number.

14. 75/90. Used to toggle the system between 75 and 90 number games. This feature is only used when an optional extra switch rail is installed in the desk for numbers 76-90.

15. Bingo. When pressed once, the green L.E.D. lights and the Bingo sign on all connected "B" style flashboards flashes. (Except newer Bonanza boards) Press again to exit. Press and hold will display the current software revision.

16. Reverse. Press once to reverse the flashboard display. All uncalled balls will be lit and all called balls will be turned off. Last number flashes. Press again to return to normal.

Control Panel Switch Functions (Continued)

17. Last # Only. Used to turn off all the numbers on the flashboard except for the last number called.

18. Blower (Random). If the Random Number Generator option is not installed, this switch is only used to toggle the Blower Motor on and off. If RNG is installed, see Addendums.

19. L.E.D. Displays.

A. Timer. Visual indication of timer status and displays Random Number Generator option in software display mode. (Push and hold Bingo) "bb" = Non-random, "Fb" = Random

B. # Balls. Counts the number of balls called and display "FF" in software display mode.

C. Last #. Indicates the last ball called and displays software version number. A3 is the latest as of this writing.

D. Game #. Indicates game number and software revision date.

Switches shown on page 2. Power Supply Box.

Main Power On/Off. This is the main power switch for the desk. Must be On for system operation.

Reset. If necessary, flip this switch several times in a row to reset the desk. Control Panel switches will revert to factory default, any balls in the masterboard will continue to display. Will NOT lose games previously programmed, however will lose ball data in game memory. (Bonanza)

NOTES

Game Memory / (Tray Recall) Operation

Game Memory will hereafter be referred to as Bonanza mode. You may store numbers called in Bonanza mode and retrieve them later on in the session. You may also progressively add numbers in Bonanza mode. The Bonanza feature may be used in either Auto or Manual mode but may not be programmed. The flashboard counter display will count the number of balls called only while in Bonanza mode and all function switches are disabled except Timer, Test, 75/90, Blower, Game One, and Game Up/Down.

- A.** Press the Game Memory switch (6). The L.E.D. next to Game Memory will light and all flashboards will clear.
- B.** Start the Bonanza game. As the balls are placed in the masterboard, the numbers are displayed and stored in memory.
- C.** After the first set of Bonanza balls have been called, press the Game Memory switch again until the L.E.D. goes out. The flashboards will be cleared but the numbers will be stored in memory to be recalled later.
- D.** Play the normal game session.
- E.** To recall the Bonanza game, press the Game Memory switch until the L.E.D. lights. The numbers will be recalled to the flashboards and the game may be continued.
- F.** When the Bonanza game is over, press the Clear switch (4) to erase the numbers from memory.

As the name implies, Tray Recall will recall to the flashboards the last set of balls entered in the masterboard. It is used when the balls are accidentally dropped in the middle of a game or too soon at the end of a game. If this happens to you:

- A.** DO NOT open the retriever gate! The balls that were dropped should not be mixed in with the remaining balls in the blower.
- B.** Press and hold the Tray Recall (6) switch until the L.E.D. next to Tray Recall lights. The balls that were dropped will be redisplay to the flashboard and the game may be continued.
- C.** When the game is over, press the switch again until the L.E.D. goes out.

Multi-Pattern Operations

Press and hold the Special switch to enter Multi-Pattern selection mode. A "P" will appear in the # of Balls Display and a pattern number will appear in the Last # Display. Use the Game One and Up / (Down) switches to select the pattern number desired. The pattern number in the Last # display will be transmitted to the verifier (if used) and to the flashboards. To return the display to Last # mode, press the Special switch again.

Multi-Patterns 0 and 8-15 are useful to the 7000WBL only with a Stand Alone Verifier installed in the system. Multi-Patterns 0, 1, 6 and 8-15 get their display from the card reader. Multi-Patterns 2-5 and 7 are stored in memory and will display all variations on the flashboard game pattern display.

0 - Disable Automatic Multi-Pattern. Entered from the card reader and displayed in a fixed position. If a verifier is installed, it will prompt for a pattern number at verification.

1 - Fixed Pattern. Entered from the card reader, displayed and verified in a fixed position.

2 - Anyway Straight Line. Multi-Pattern stored in memory scanning all horizontal, vertical and diagonal lines.

3 - Lines or 4 Corners. Same as 2 adding the four corner pattern.

4 - Lines, 4 Corners or Diamonds. Same as 3 adding small and large diamond patterns.

5 - Search 6 Way Double Bingo. Multi-Pattern stored in memory scanning all double horizontal and vertical lines, the X game pattern and small and large diamonds.

6 - Rotating Pattern. Rotates the pattern entered in the card reader in 90 degree steps and will verify only to those four positions.

7 - Hardway. Multi-Pattern stored in memory scanning only those horizontal and vertical lines that do not include the free space.

Multi-Pattern Operations (Continued)

8 - Ignore Pattern, All Balls Called. The flashboard game pattern will display the pattern entered in the card reader, but the verifier will only show the balls called.

9 - User Pattern. User programmable pattern detailed at end of this section. *Must have a verifier to use this pattern.*

10 - Six Pack Anywhere. Multi-Pattern stored in memory scanning all possible combinations of a "Six Pack" starting with hardway scans.

11 - Block of Nine. Multi-Pattern stored in memory scanning all possible combinations of a "Block of Nine".

12 - Double Bingo Anyway Straight Line. Multi-Pattern stored in memory scanning all combinations of a double straight line BINGO.

13 - Double Bingo Any Line or 4 Corners. Multi-Pattern stored in memory scanning all combinations of a double BINGO including straight lines or 4 corners.

14 - Triple Bingo Anyway Straight Line. Multi-Pattern stored in memory scanning all combinations of a triple straight line BINGO.

15 - Triple Bingo Any Line or 4 Corners. Multi-Pattern stored in memory scanning all combinations of a triple BINGO including straight lines or 4 corners.

Multi-Pattern 9, User Programmable Pattern

A new feature installed in Version 6.0 of the verifier is User Programmable Patterns. In this mode you can verify up to 25 different combinations of any imaginative pattern.

Step 1, Select User Patterns from the Menu.

Step 2, Select User Patterns from the Multi-Pattern reference page.

A bingo card appears with each of the 25 squares numbered. To program one variation of a pattern, enter the square numbers followed by Enter, each square entered will be green. To clear a square, enter the square number followed by Clear. Press Enter to advance to the next page and enter the next variation. Clear will return to the previous page.

Multi-Pattern Operations (Continued)

For example, a "postage stamp" in any possible location will require entering each of the 16 possible combinations, one page at a time. Only one programmable pattern can be used a time. If you have all the combinations entered for a postage stamp, the verifier will verify to what you have programmed. To use another programmable pattern you must enter all combinations of that pattern and make sure that the rest of the 25 pages are clear.

The following page is a form to help you figure out all the variations of different patterns. It is suggested that you make copies of this form.

Following is a list of Multi-Patterns and how they interact in the system:

Multi-Pattern Number	Card Reader	Auto-Verify
0 - Disable Auto Multi-Pattern	Enabled	No
1 - Fixed Pattern	Enabled	Yes
2 - Anyway Straight Line	Disabled	Yes
3 - Lines or 4 Corners	Disabled	Yes
4 - Lines, 4 Corners or Diamonds	Disabled	Yes
5 - Search 6 Way Double Bingo	Disabled	Yes
6 - Rotating Pattern	Enabled	Yes
7 - Hardway	Disabled	Yes
8 - Ignore Pattern, All Balls Called	Enabled	No
9 - User Pattern	Enabled	Yes
10 - Six Pack Anywhere	Enabled	Yes
11 - Block of Nine	Enabled	Yes
12 - Double Bingo	Enabled	Yes
Anyway Straight Line		
13 - Double Bingo	Enabled	Yes
Any Line or 4 Corners		
14 - Triple Bingo	Enabled	Yes
Anyway Straight Line		
15 - Triple Bingo	Enabled	Yes
Any Line or 4 Corners		

Programming Procedures

If all of your decisions, such as game pattern and length of time between balls called, etc., have been made beforehand, you can save a lot of time during your Bingo sessions by programming the 6000WBL or 7000WBL. We have developed a programming form to simplify the process for you. It is suggested that you make copies of the form on the next page and use it to record all of your programs. There are extra copies of this form in the Addendums Section in case you lose or destroy one.

A few notes to remember while programming:

1. You can only program in the Manual mode !
2. Special and Pattern are **NOT** available in 90* mode !
3. Remember to increment the game number !
4. You may program up to 99 games, 3 sessions of 33 games or whatever combination you need.

Using the programming form, just go down the list. Set each function switch as you desire and check the decision made on the form. The last thing to do is press the Save switch (3) for each program, then increment the game number (10) for the next program.

- A. Remember, you must be in Manual mode, Control Panel L.E.D.'s green.
- B. Set programmable functions as desired:
Game # (9,10), Timer (8), Special (12), Flashboard Counter Display Mode (13), 75/90 (14), Reverse (16), Last # (17), and Pattern (12).
- C. Press the Save switch (3).
- D. Increment the Game # (10) and program the next game.

When you are ready to check your programming or play, press the Auto switch (5). The control panel L.E.D.'s will light red and the programmable switches will not be functional. Press the Game 1 switch (9). All of the settings you put in for game 1 should come up. Press the Game Up switch (10) to number 2. The settings should change to what you programmed for that game. Go all the way through to make sure you have programmed everything the way you want it. If, in the middle of a game, you want to make a change, you must leave Auto mode and finish the game in Manual mode or reprogram the game and go back to Auto.

Comments			
Game #			
Timer			
Special	On	Off	
Mode	B	N	G
75 / 90	75	90	
Reverse	On	Off	
Last #	On	Off	
Pattern			

Save

Comments			
Game #			
Timer			
Special	On	Off	
Mode	B	N	G
75 / 90	75	90	
Reverse	On	Off	
Last #	On	Off	
Pattern			

Save

Comments			
Game #			
Timer			
Special	On	Off	
Mode	B	N	G
75 / 90	75	90	
Reverse	On	Off	
Last #	On	Off	
Pattern			

Save

Comments			
Game #			
Timer			
Special	On	Off	
Mode	B	N	G
75 / 90	75	90	
Reverse	On	Off	
Last #	On	Off	
Pattern			

Save

Comments			
Game #			
Timer			
Special	On	Off	
Mode	B	N	G
75 / 90	75	90	
Reverse	On	Off	
Last #	On	Off	
Pattern			

Save

Comments			
Game #			
Timer			
Special	On	Off	
Mode	B	N	G
75 / 90	75	90	
Reverse	On	Off	
Last #	On	Off	
Pattern			

Save

Comments			
Game #			
Timer			
Special	On	Off	
Mode	B	N	G
75 / 90	75	90	
Reverse	On	Off	
Last #	On	Off	
Pattern			

Save

Comments			
Game #			
Timer			
Special	On	Off	
Mode	B	N	G
75 / 90	75	90	
Reverse	On	Off	
Last #	On	Off	
Pattern			

Save

Comments			
Game #			
Timer			
Special	On	Off	
Mode	B	N	G
75 / 90	75	90	
Reverse	On	Off	
Last #	On	Off	
Pattern			

Save

Comments			
Game #			
Timer			
Special	On	Off	
Mode	B	N	G
75 / 90	75	90	
Reverse	On	Off	
Last #	On	Off	
Pattern			

Save

Comments			
Game #			
Timer			
Special	On	Off	
Mode	B	N	G
75 / 90	75	90	
Reverse	On	Off	
Last #	On	Off	
Pattern			

Save

Comments			
Game #			
Timer			
Special	On	Off	
Mode	B	N	G
75 / 90	75	90	
Reverse	On	Off	
Last #	On	Off	
Pattern			

Save

7000SB Switch Box Operation

The 7000SB Switch Box has a variety of uses as it is a good "B" data source that will run the 75* section of all "B" style flashboards.

1. Can be used as a stand alone Bingo system, with cage and flashboard.
2. Can be used to run Bonanza flashboards.
3. Can be used as a back-up to desk.
4. Can be used as test equipment for large halls or repair organizations.

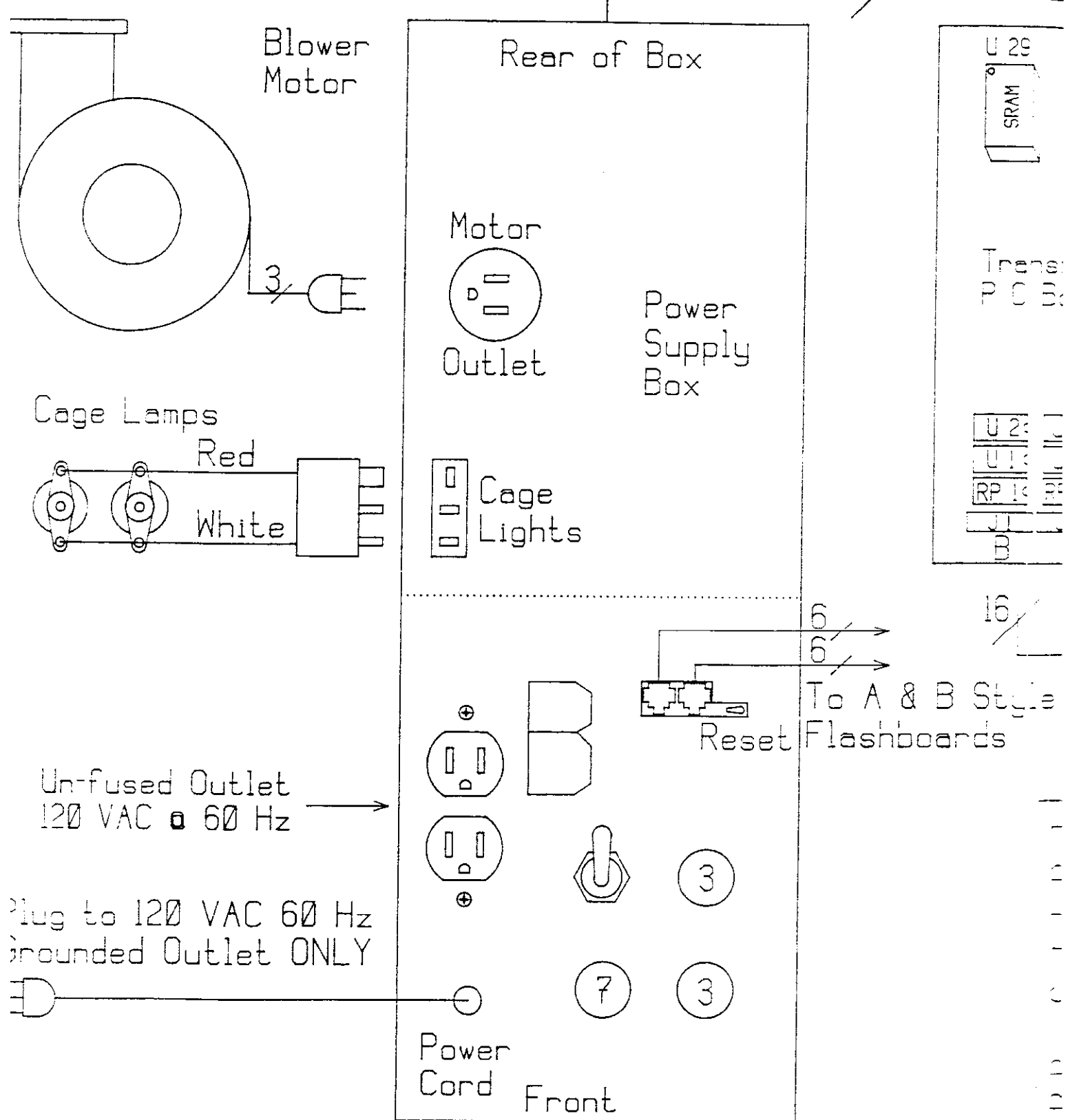
With two data output ports, it can run up to ten flashboards.

It is very simple to operate, just plug it in and plug the flashboard data cable into it and flip the appropriate switch as the numbers come up to light the numbers on the flashboard.

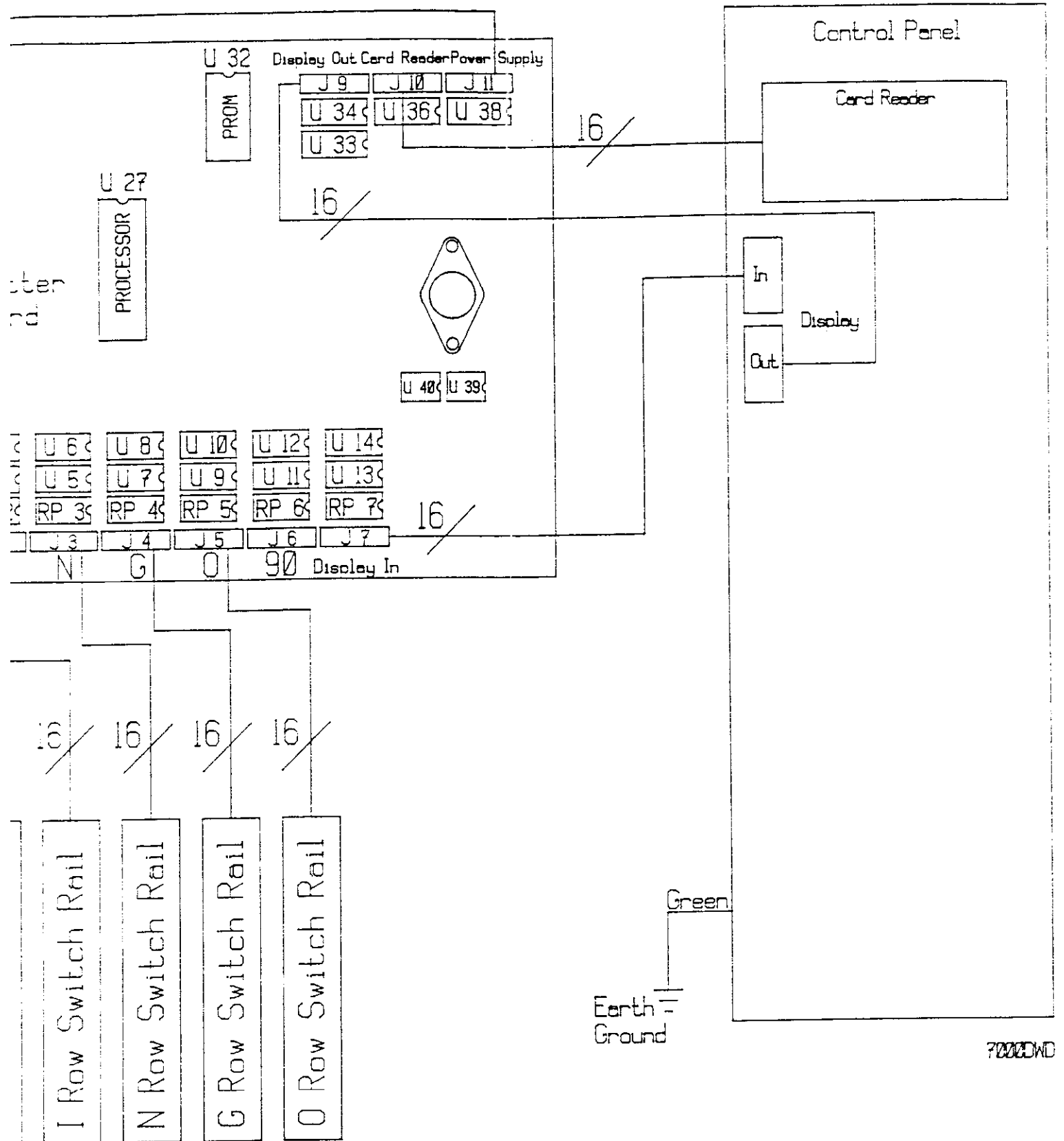
The switch on the back of the box is provided to reset the system in case of a system lock-up. Flip it several times in a row if necessary.

DESK WIRING
DIAGRAMS
&
CHARTS

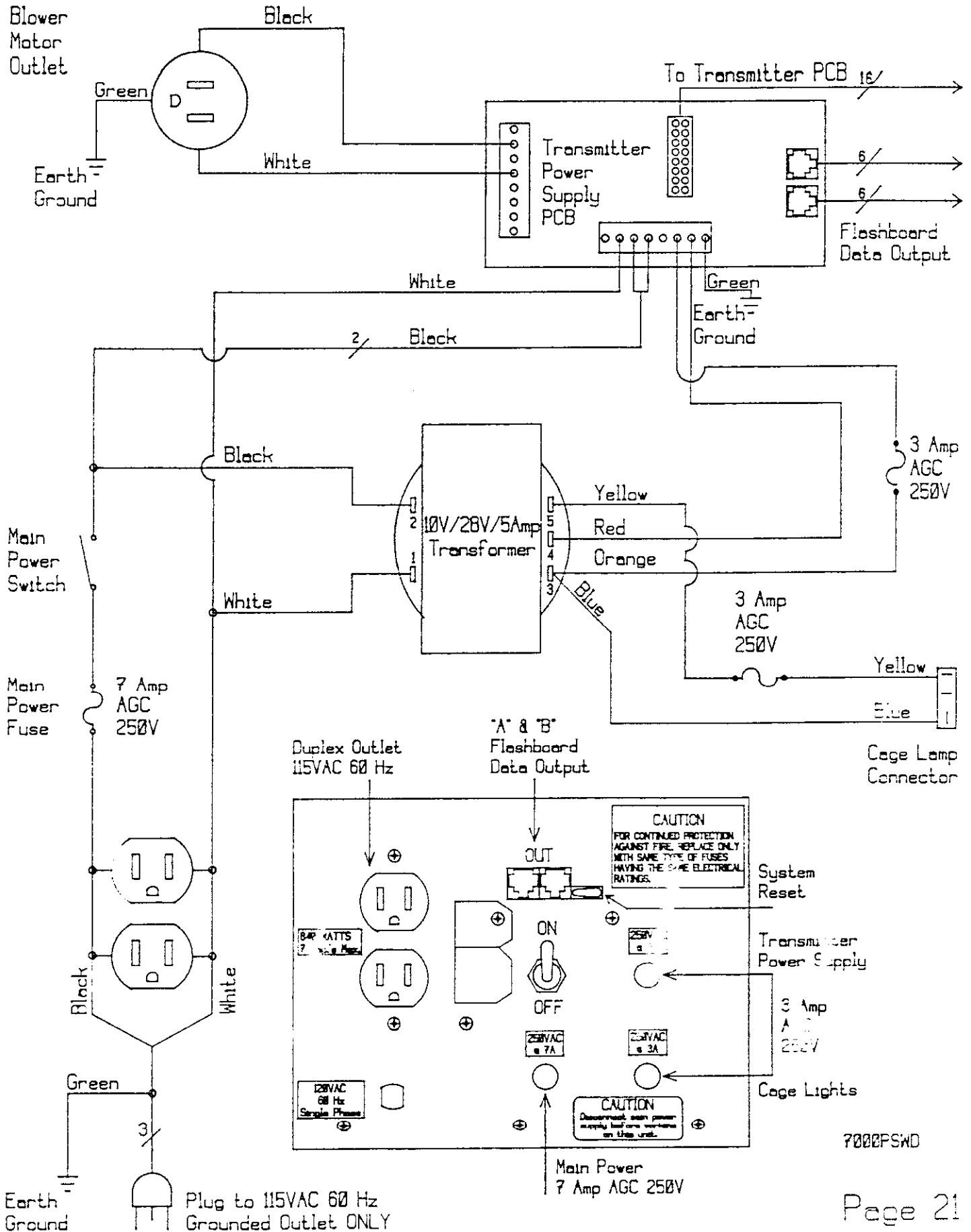
16/

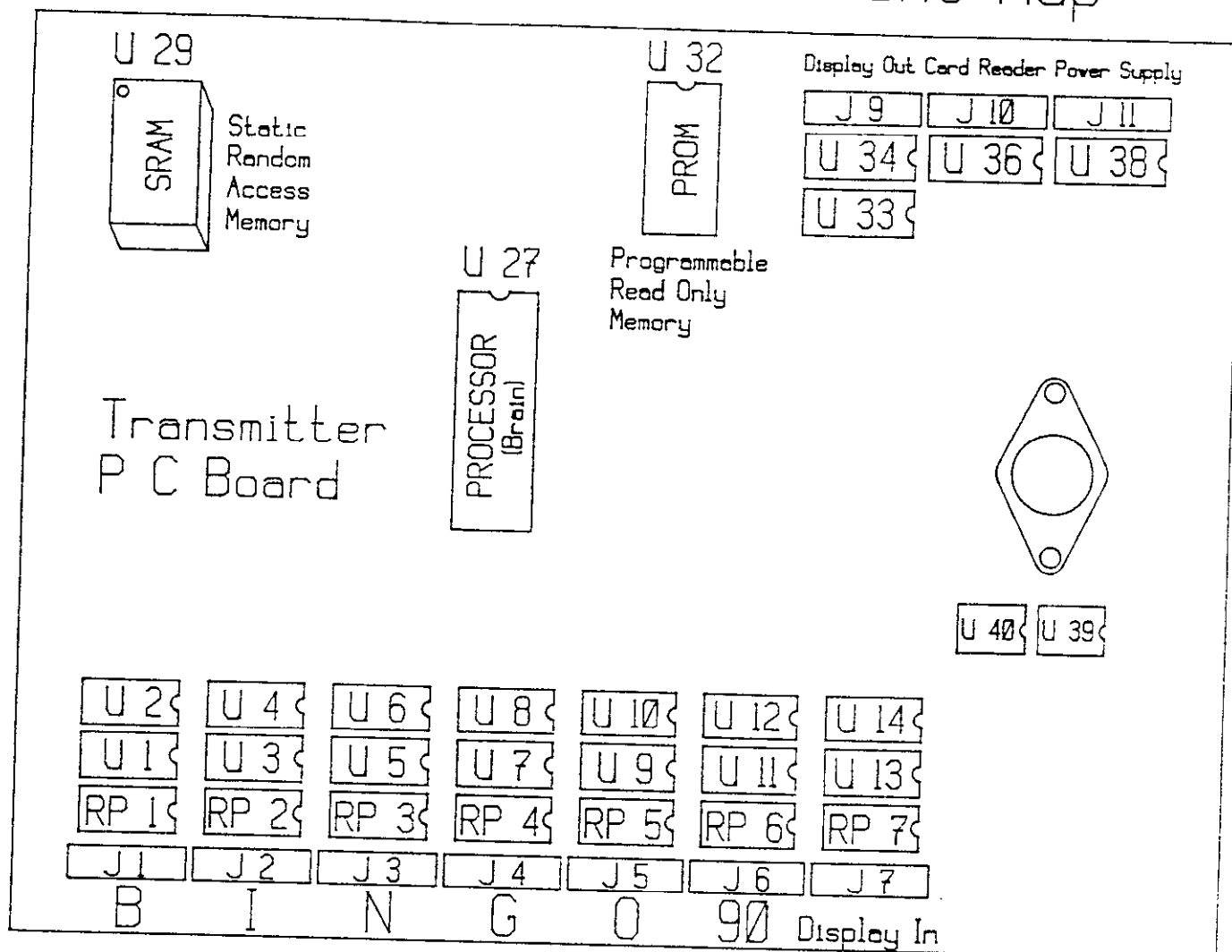


Connection



Power Supply Box Wiring Diagram





RP-1 Through RP8 - 10K Ohm Resistor Packs

U1 Through U14 - 75LS151 Encoders

U33, U34, U36, U38 - 75LS374 Latches

U39, U40 - DS1231, DS1232 Power Monitors

Switch Encoders

U1 - B2, B4, B5, B7, B8, B9, B11.

U2 - B1, B3, B6, B10, B12, B13, B14, B15.

U3 - I17, I19, I20, I22, I23, I24, I26.

U4 - I16, I18, I21, I25, I27, I28, I29, I30.

U5 - N32, N34, N35, N37, N38, N39, N41.

U6 - N31, N33, N36, N40, N42, N43, N44, N45.

U7 - G47, G49, G50, G52, G53, G54, G56.

U8 - G46, G48, G51, G55, G57, G58, G59, G60.

U9 - O62, O64, O65, O67, O68, O69, O71.

U10 - O61, O63, O66, O70, O72, O73, O74, O75.

U11 - 77, 79, 80, 82, 83, 84, 86.

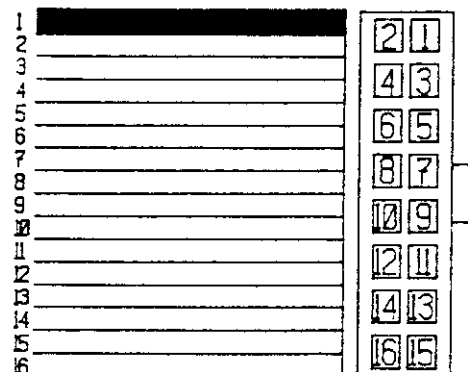
U12 - 76, 78, 81, 85, 87, 88, 89, 90.

Anatomy of a Switch Rail

Switch Rail
Complete Assy.
12-S002

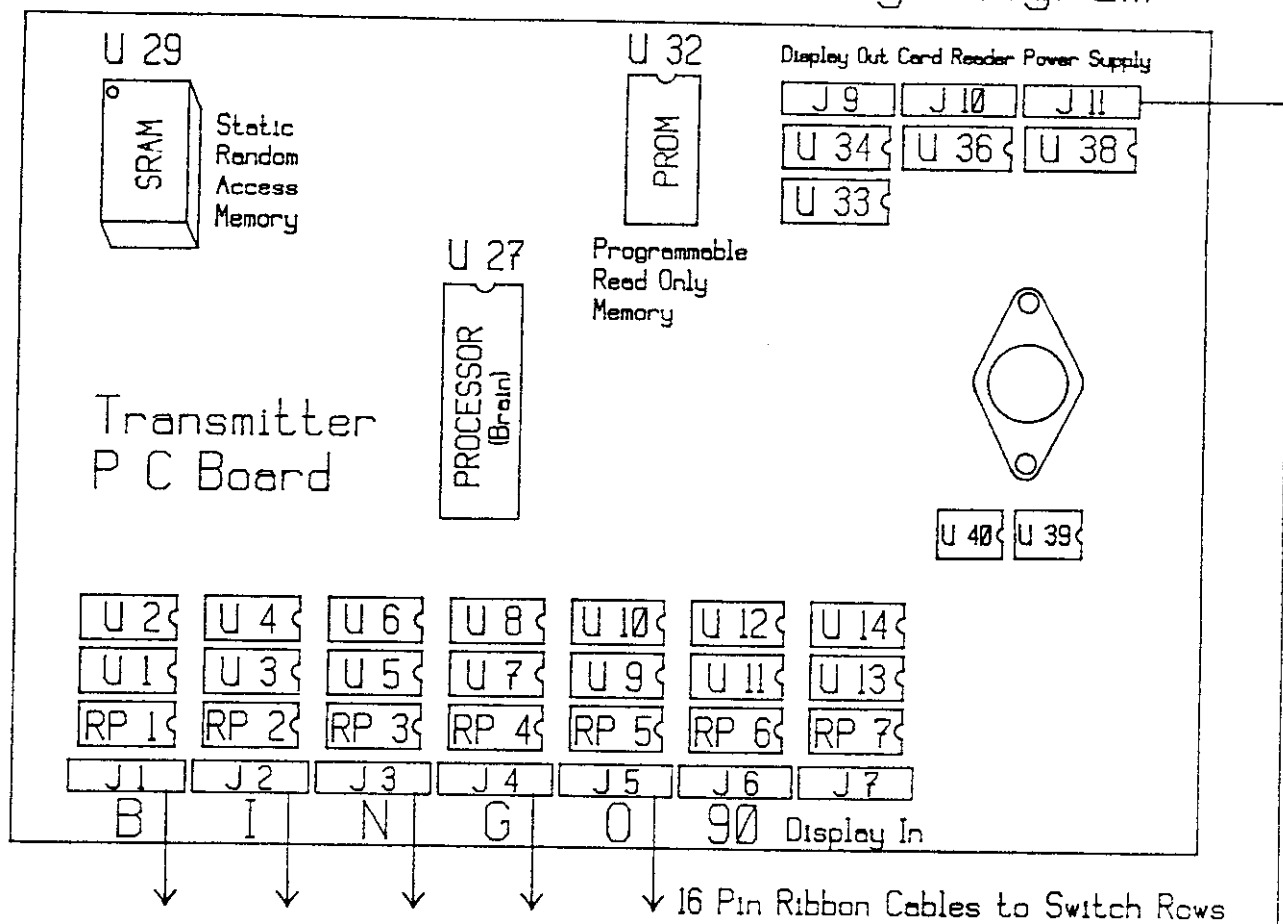
Ball Switch
12-B006 (15)

Connector
16p F IDC
13-R016 (1)

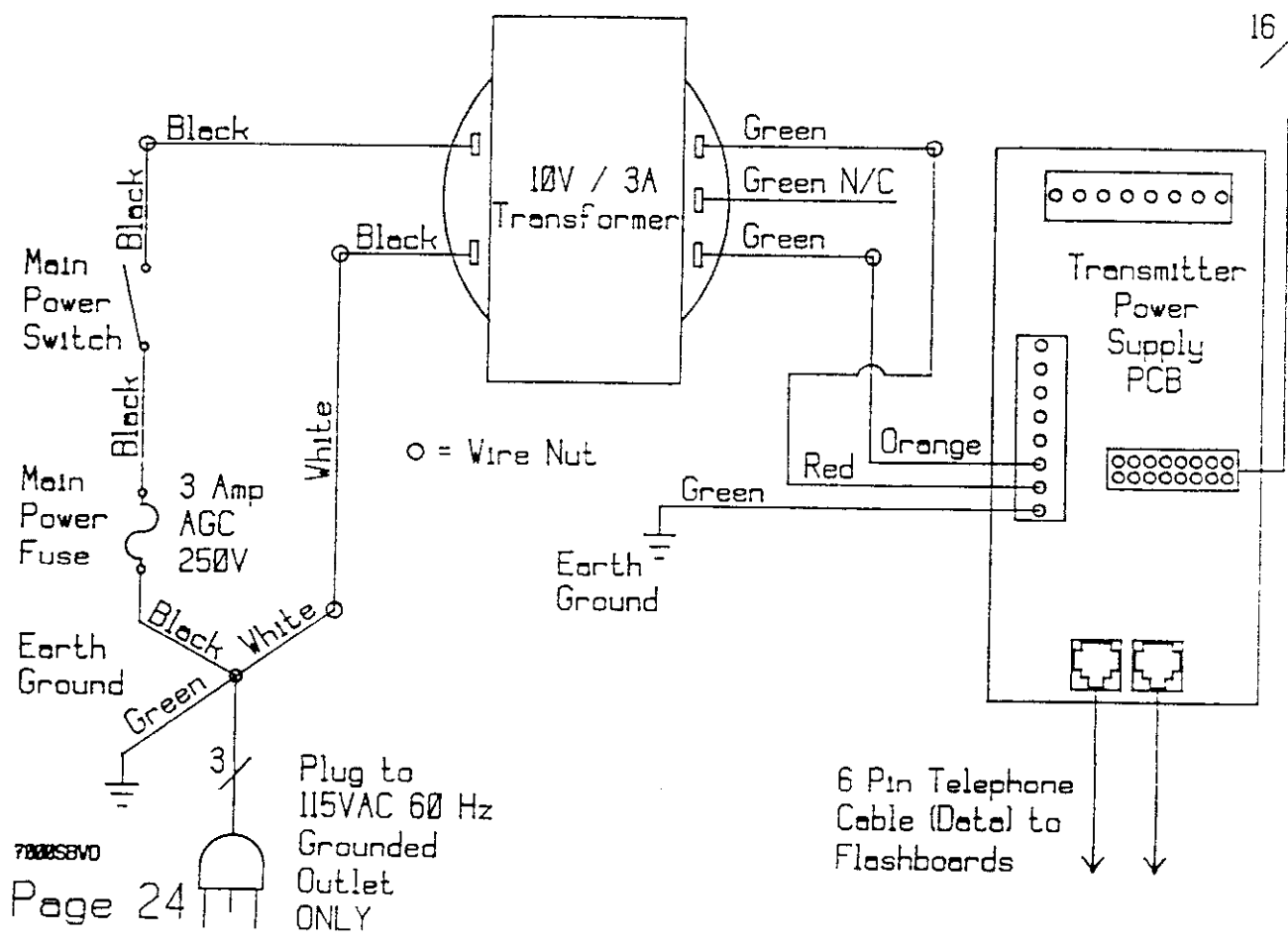


Pin 1	Common
Pin 2	Switch A
Pin 3	Switch B
Pin 4	Switch C
Pin 5	Switch D
Pin 6	Switch E
Pin 7	Switch F
Pin 8	Switch G
Pin 9	Switch H
Pin 10	Switch I
Pin 11	Switch J
Pin 12	Switch K
Pin 13	Switch L
Pin 14	Switch M
Pin 15	Switch N
Pin 16	Switch O

7005VAN



16



FLASHBOARD
WIRING DIAGRAMS
&
CHARTS

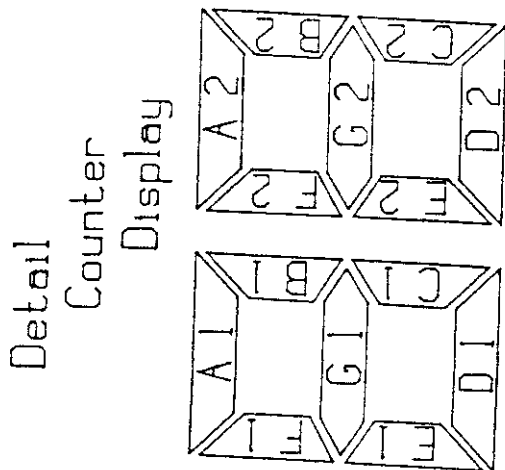
Lamp Number
Placement
Map
Front View

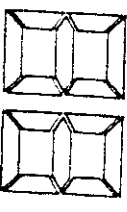
CAUTION

Do not attempt to replace lamps with power on. This may cause damage to the Printed Circuit Board.

For Longer Bulb Life
Use ONLY Sylvania 1820
lamps. Bingo King Part
Number 08-L004

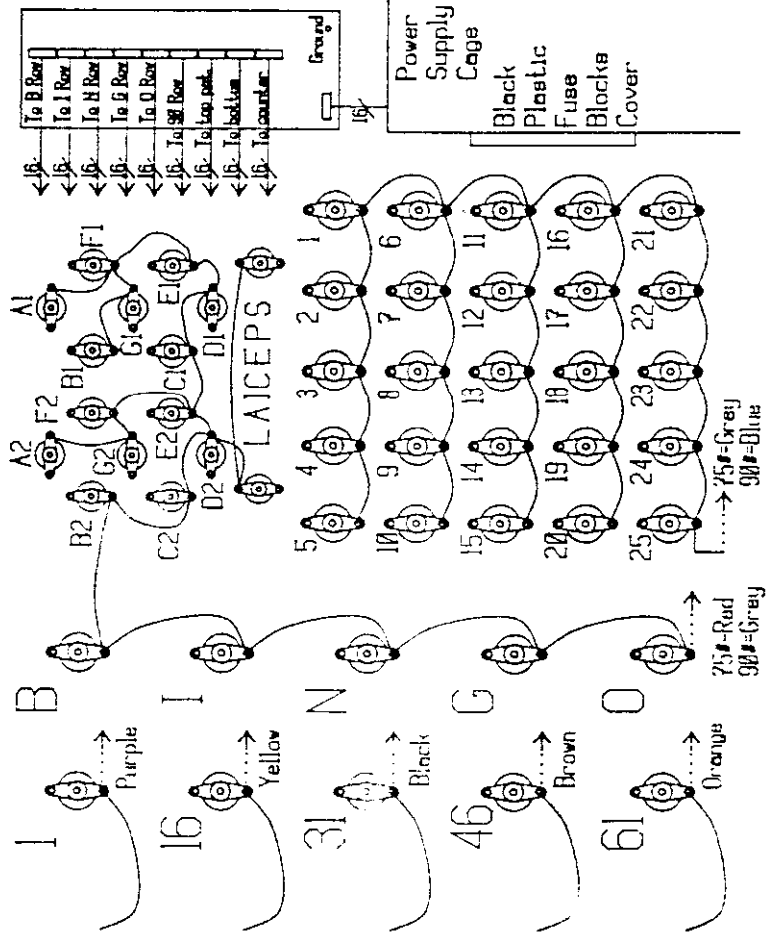
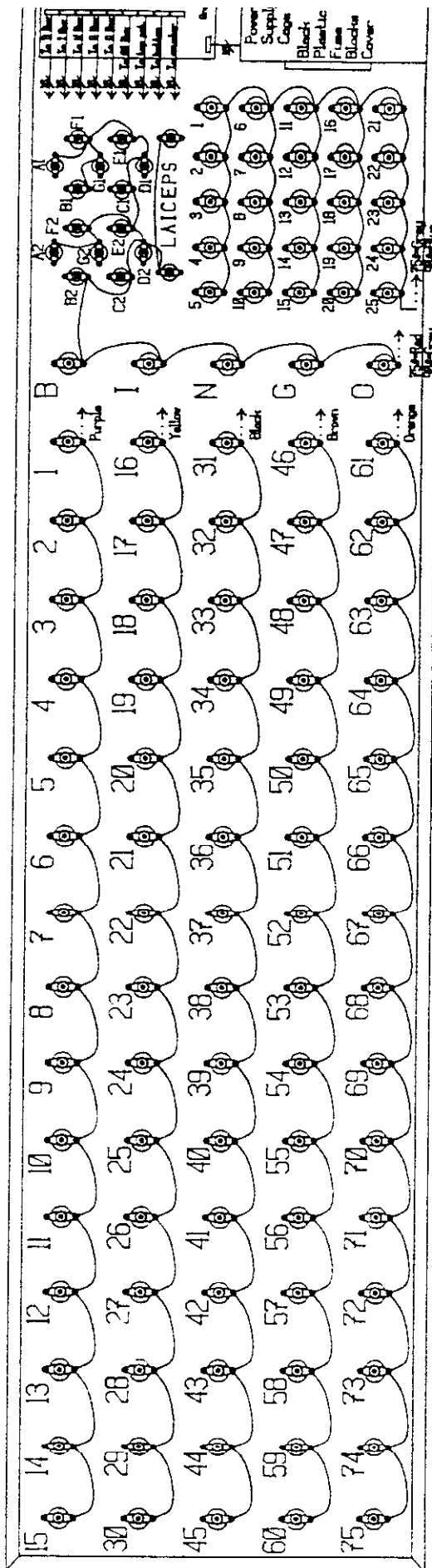
This Lamp Map applies to all "B" style flashboards.

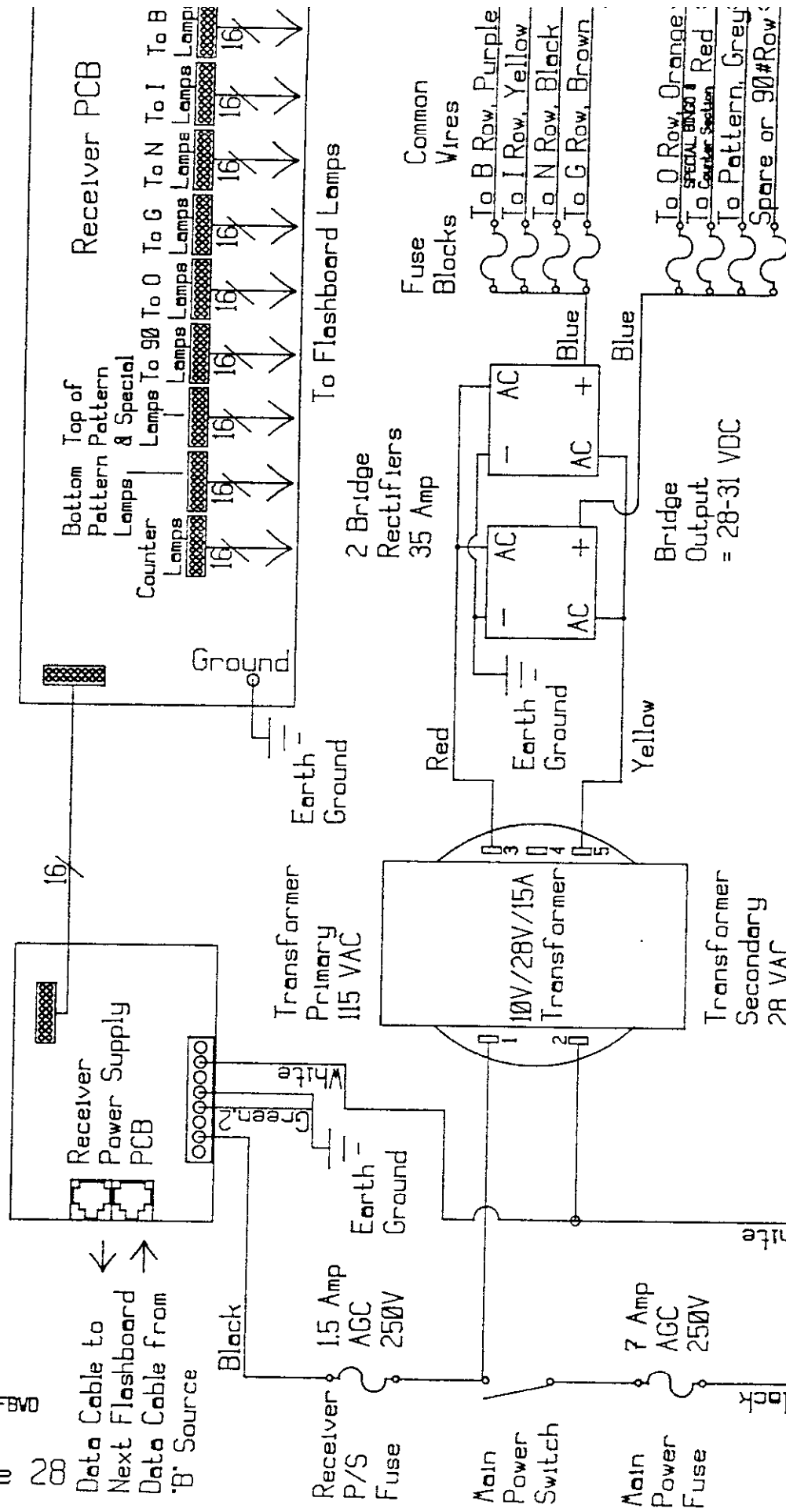


 SPECIAL	1	2	3	4	5
	6	7	8	9	10
	11	12	13	14	15
	16	17	18	19	20
	21	22	23	24	25

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

Common Wiring Diagram Rear View





Flashboard Wiring Diagram

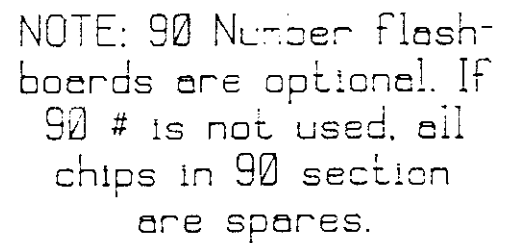
CAUTION
Disconnect Main Power
Before Working
On This Circuit

Plug to 115VAC 60Hz
Grounded Outlet ONLY

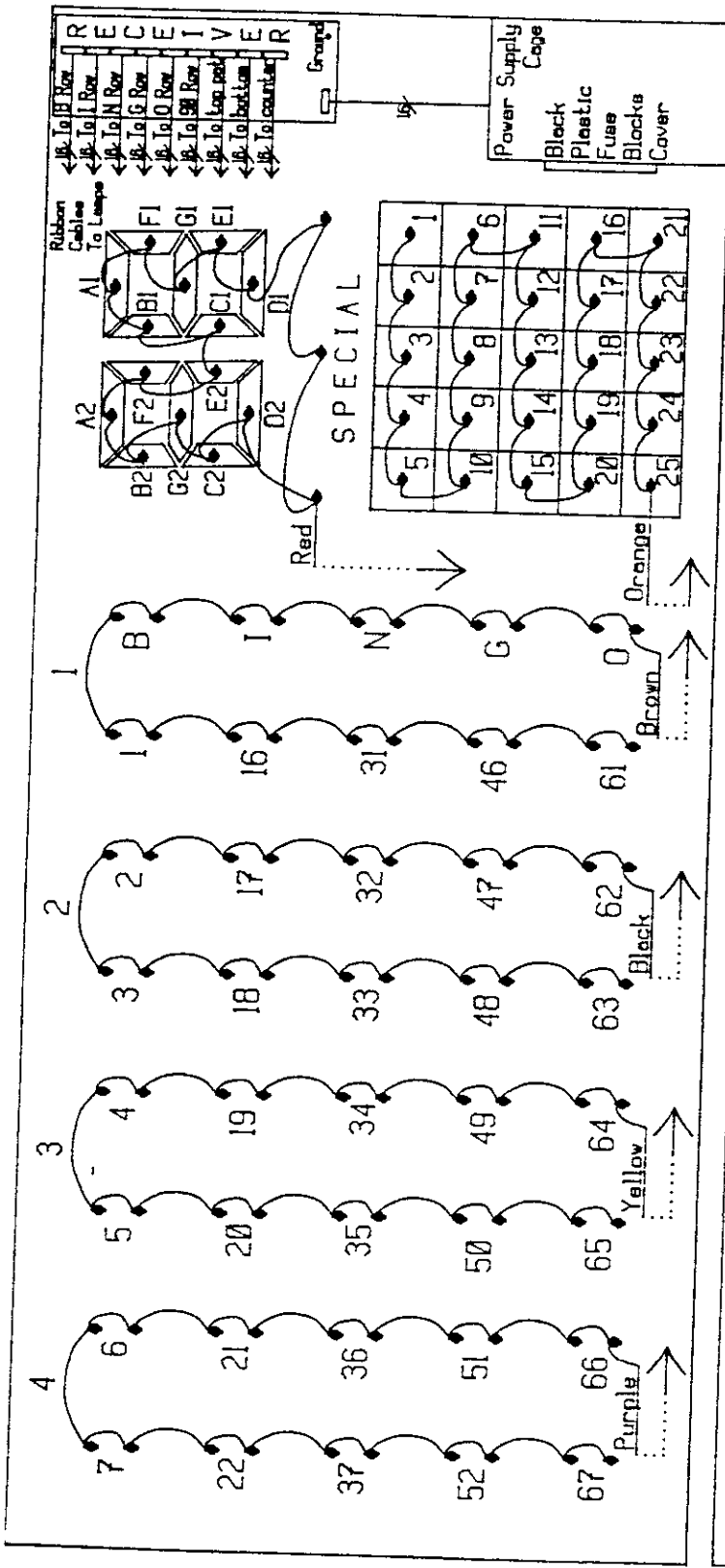
A horizontal line representing a beam. Two vertical arrows point downwards from the beam, one towards the left and one towards the right, representing point loads.

Placement Map

Solid Colored
Wire is Pin 1

[illegible]

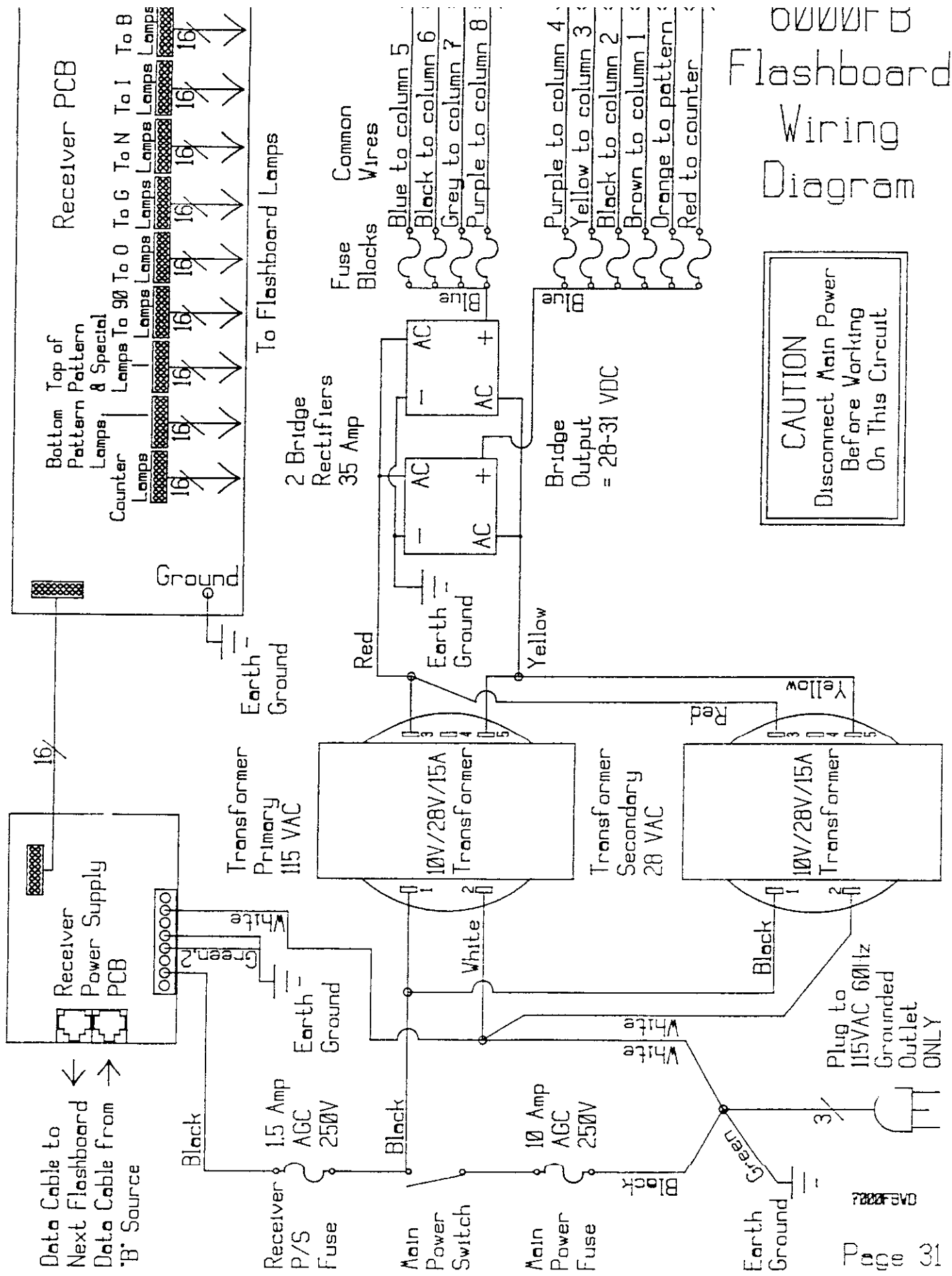
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6000F8V

Flashboard Wiring Diagram

CAUTION
Disconnect Main Power
Before Working
On This Circuit



Troubleshooting Guide

Maintenance Tips

Keep data cables free from damage.

Always turn power off before replacing **bulbs** or **any components** including cabling and **fuses**.

Keep the blower motors in a clean and oiled condition.
Service every six months or sooner with heavy use.

Keep liquids away from all control panels.

It is suggested that the desks be kept covered when not in use.

Service Date	Work Performed

Troubleshooting Chart

Problem	Cause	Solution
Desk display blank, no power to desk.	Blown fuse in desk.	Replace 7 or 3 Amp fuse. Check Display In and Out cables and connectors.
Number won't light on flashboard, or stays lit.	Burnt out bulb. Bad socket. Bad switch on rail. Open connection in wires or connectors. Bad lamp driver or decoder IC chip on the Receiver PCB in the flashboard.	Replace bulb. Replace socket. Replace switch. Locate and repair. Refer to the IC Placement Map and replace the related driver or decoder IC.
Horizontal rows of lights on flashboard not working.	Blown fuse on flash- board. Broken common wire. Bad 74LS138 on Recei- ver PCB	Replace blown fuse. Locate and repair. Replace 74LS138
Lights on the flash- board randomly flash or flicker.	System not plugged into a grounded outlet. System is plugged into an AC power line that is excessively noisy or overloaded.	Make sure a grounded outlet is used. An EMI/ RFI surge supressor may be required. Also, be sure that the data cable does not come close to any noisy power sources or magnetic fields, ie: power lines, flourescent lights, etc.
Blower motor slow and/or noisy and/or temporarily shuts down.	Motor dirty and not lubricated.	Clean squirrel cage and oil ports, or replace motor. NOTE: Try to determine cause for blown fuses or you will just keep replacing fuses.

Number won't light
Put system into test
Lights?

Yes

Flashboard OK. check Desk.

Plug problem row switch rail
into another BINGO position
on transmitter board and
try switch.

Lights?

Yes

Switch OK. go to
transmitter board.



Check Transmitter IC Replacement Map for
switch encoder and replace with IC in 90#
row if not used, or with B. K. Part # 15-L151.

Still no light?

Replace transmitter board or send to
Bingo King service dept. for repair.

Transmitter PCB Part # 32-1676

Receiver PCB Part # 32-1678

No

Desk OK. check Flashboard.

Change lamp.

Still no light?

Change socket.

Still no light?

Check wiring.

No broken wires or cold
solder connections?

Check Receiver IC Replacement
Map for driver and decoder and
replace driver with IC in 90# row
if not used, or with B.K. Part #
15-2068

Still no light?

Replace decoder with spare or
B. K. Part # 15-L259.

Still no light?

Replace receiver board or send
to Bingo King service dept. for
repair.

Spare Parts List

Keep On Hand

Desk

Fuse, 3 Amp AGC 250V.....	08-F030
Fuse, 7 Amp AGC 250V.....	08-F070
Filter, Motor.....	09-Y010

Flashboard

Fuse, 1.5 Amp AGC 250V.....	08-F015
Fuse, 3 Amp AGC 250V.....	08-F030
Fuse, 7 Amp AGC 250V.....	08-F070
Lamp, Sylvania 1820.....	08-L004
Socket, Lamp.....	08-S004

Order As Required

Switch Box

Switch, Slide w/cap.....	12-D001
--------------------------	---------

Desk

Spring, Return.....	07-S005
Spring, Ball Hold Down.....	07-S006
Fuse Holder, Panel Mount Single.....	08-B001
Transformer, 10V/28V 5 Amp.....	09-T205
Switch, Ball.....	12-B006
Cap, Ball Switch.....	12-C006
Rail, Switch (15).....	12-S002
IC, SRAM w/ battery back-up DS1220V.....	15-1220
IC, Power Up DS-1231.....	15-1231
IC, Power Down DS-1232.....	15-1232
IC, Switch Encoder 74LS151.....	15-L151
IC, Transceiver 74LS374.....	15-L374
PCB, Transmitter.....	32-1676
PCB, Transmitter P/S.....	32-1677
Motor, Blower w/plug.....	33-7110

Flashboard

Fuse Holder, Panel Mount Single.....	08-B001
Transformer, 28V 15Amp.....	09-T215
IC, Lamp decoder 74LS259.....	15-L259
IC, Lamp driver ULN2068.....	15-2068
Rectifier, Bridge 35 Amp.....	21-B035
PCB, Receiver.....	32-1678
PCB, Receiver P/S.....	32-1679
Connector Assy, 8 Pin AMP Red.....	33-7117

Addendums

Random Number Generator Operation

Random Number Generator is an option that is not installed on every desk due to legalities in most states. It is the responsibility of the user to determine the legality of the use of Random Number Generator in your local area. It is a different program that randomly generates BINGO numbers so you don't have to use the blower or balls.

In Manual mode, press and hold the Blower/Random switch (18) until the green L.E.D. lights next to Random. The blower motor will turn off. Each time you press the switch in Random mode a new random number will be generated.

You can program a Random game and when you go into Auto mode at the Random game, all you have to do is press the switch each time the timer counts down and a new random number will be generated.

Option is comprised of the following:

1 PROM, P/N 43-7500 Rev.____ FB Option

Programming Form

Comments

Game #			
Timer			
Special	On	Off	
Mode	B	N	G
75 / 90	75	90	
Reverse	On	Off	
Last #	On	Off	
Pattern			

Save

Comments

Game #			
Timer			
Special	On	Off	
Mode	B	N	G
75 / 90	75	90	
Reverse	On	Off	
Last #	On	Off	
Pattern			

Save

Comments

Game #			
Timer			
Special	On	Off	
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75 / 90	75	90	
Reverse	On	Off	
Last #	On	Off	
Pattern			

Save

Comments

Game #			
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Last #	On	Off	
Pattern			

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