



EMERALD™

bingo console



Operators Manual

www.bingoking.com

Emerald Bingo Console Operator's Manual

Version 1.2

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**Bingo King Co.
2807 Lincoln Way
Lynnwood, WA 98087
phone: 425.745.3700**

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Unpacking

Chapter

1

The Bingo King Co. designed the Emerald Bingo Console to have a distinctively attractive appearance, and we used careful manufacturing and assembly techniques to preserve this appearance. Each Emerald Bingo Console is inspected for scratches, bumps or abrasions during packing, and is warranted to be free from defects.

DAMAGE ACTION PROCESS

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

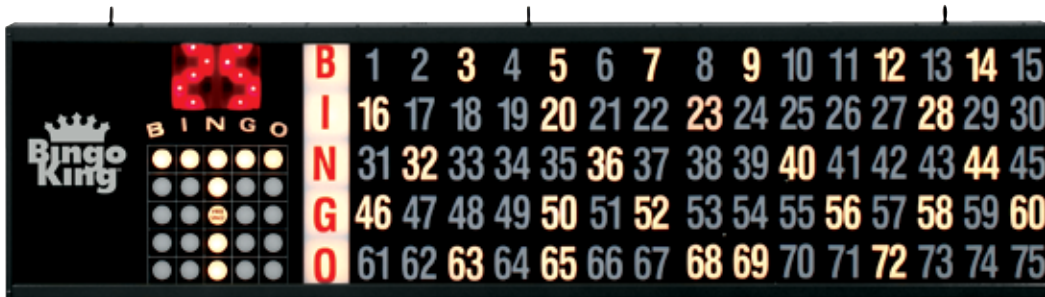
In case of severe damage, refuse the equipment from the carrier. Contact your local Bingo King distributor for immediate replacement.

If the product is damaged but acceptable, make a note on the bill of lading before accepting. Take a photo of the damage before and after unpacking as a record of claim against the carrier. Contact the carrier's agent immediately for inspection. Be sure to obtain a copy of the inspection report for your records.

CAUTION:

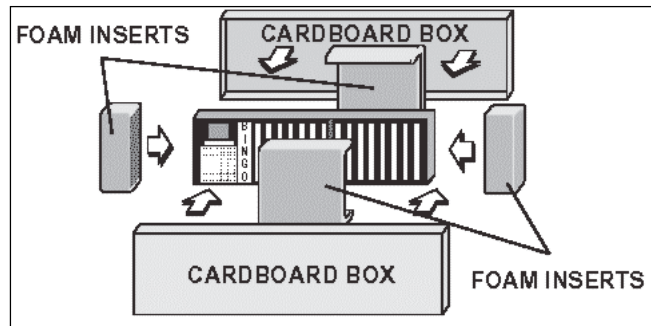
Please take great care when unpacking the console and flashboard from the packing material. Cutting the packing material too aggressively may lead to console or flashboard damage.

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 that the outside overlapping cover of the flashboard is on the top side.

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 mean damage to the flashboard. If damage is detected, refer to the Damage Action Process section (pg. 1) for procedures.



Use scissors to cut all straps. Carefully lift off the carton top. Cut the tape on the four corners of the carton bottom and the retaining tape on the center foam insert then lay the carton flaps down flat. Slide both ends and the top center foam pieces off to allow access to the flashboard. To prevent scratches, make sure the flashboard remains on the 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.

Console

The Emerald Bingo Console is packed with foam protectors in a cardboard carton and is skid-mounted. Once again, check the carton for possible signs of damage. If damage is detected, refer to the Damage Action Process section (pg. 1) for procedures.



CAUTION:

The console weighs approximately 170 pounds. Please obtain help before lifting. A minimum of two individuals is required for proper unpacking.

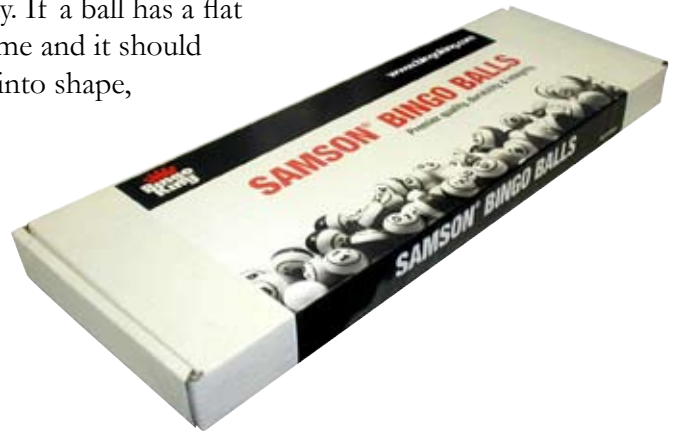
Use scissors to cut the straps from the skid only, taking care not to cut the straps protecting the console. With the help of at least one assistant, carefully lift the console from the skid and place it on solid flooring. Cut the remaining four straps from the console and remove the cardboard top.

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. Lift the console up and out from the carton and foam inserts. Check that all casters are in place. Set unpacked console on solid flooring. Do not destroy or discard carton material until after final inspection and testing.

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 (pg. 1) for procedures.

Bingo Balls

Open the box of bingo 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 for a short period of time and it should “pop” back into position. If it does not “pop” back into shape, please contact your distributor for a replacement.



Warranty Assurance

You must keep a copy of your receipt or invoice for proof of purchase. Please review the warranty information on page 30 of this manual.

If there are any questions, contact your distributor or call Technical Assistance at:

866-405-3482



TECHNICAL ASSISTANCE CENTER

*Providing Proactive Solutions
Through Quality Service and Support*

Support Hours: 8:00 AM to 12:00 AM EST

866.405.3482 • www.bingoking.com

Installation

Console Installation



Plug the bingo console and flashboard (s) into any 110/120 VAC 60HZ grounded power outlet.

CAUTION:

Consoles and flashboards can draw a considerable amount of current. Be aware of how much current is on one circuit breaker.

All consoles are rated at 12 amps.

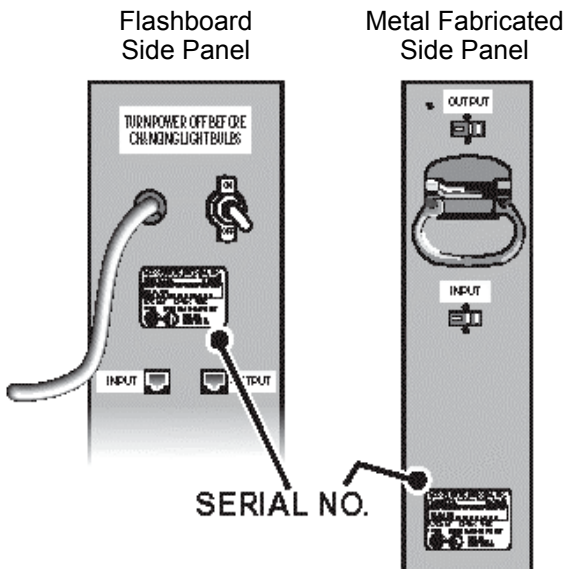
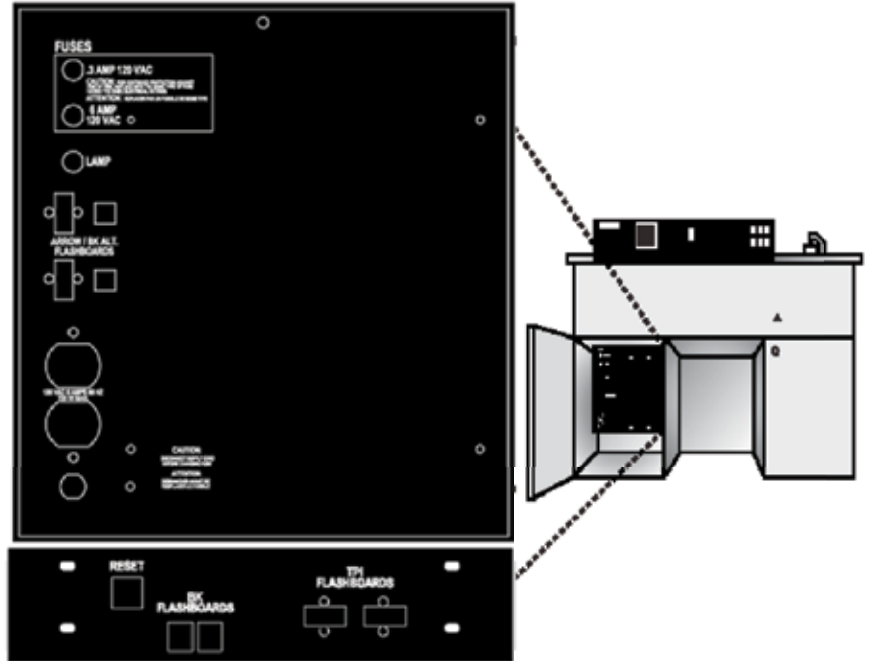
Flashboards:

Measurements Are In Amperes	Numbers Only	Game Indicator	Dollar Value
2"	3	3.75	5.25
4"	3	3.75	5.25
8"	5	6.5	9.5

Flashboard Connection/Installation

1. Data connections for the Bingo flashboards are made with the console data cable output connectors, located on the Emerald Input/Output panel, in the left hand compartment of the console. Utilize the gap between the bottom of the left hand console door and the bottom of the console to run the cables.

2. 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. Where a permanent installation is not possible, install the flashboard data cable through the walls and/or ceiling to where the console can be rolled in and easily connected with all data and power cables.



CAUTION:

Avoid running the flashboard cable next to high-current lines such as smoke eaters, air conditioners, public address systems, etc.

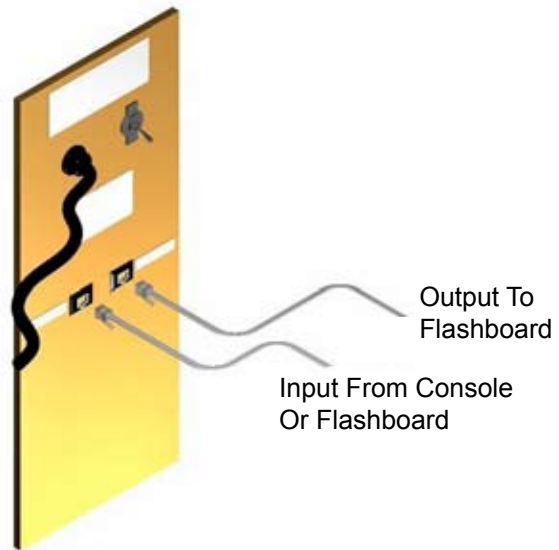
3. For old style metal fabricated style flashboards, plug the 3-pin male data connector into the lower connector labeled "INPUT." For standard RJ-12 flashboards, utilize the telephone style data cable provided with the flashboard. Plug the data cable into the Emerald I/O panel and then into the rear telephone jack on side of the flashboard labeled "INPUT."

4. 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. Consult the flashboard manufacturer's documentation for specifics on daisy-chaining and connecting their flashboards.

Jones Style Flashboard



RJ-12 Style Flashboard



5. When mounting the flashboard to the wall or hanging from a ceiling, take great care to attach mounting hardware to solid wood, brick, or metal. Use only the manufacturer's approved hanging hardware. Hanging a flashboard by its handles may cause an unsafe condition.

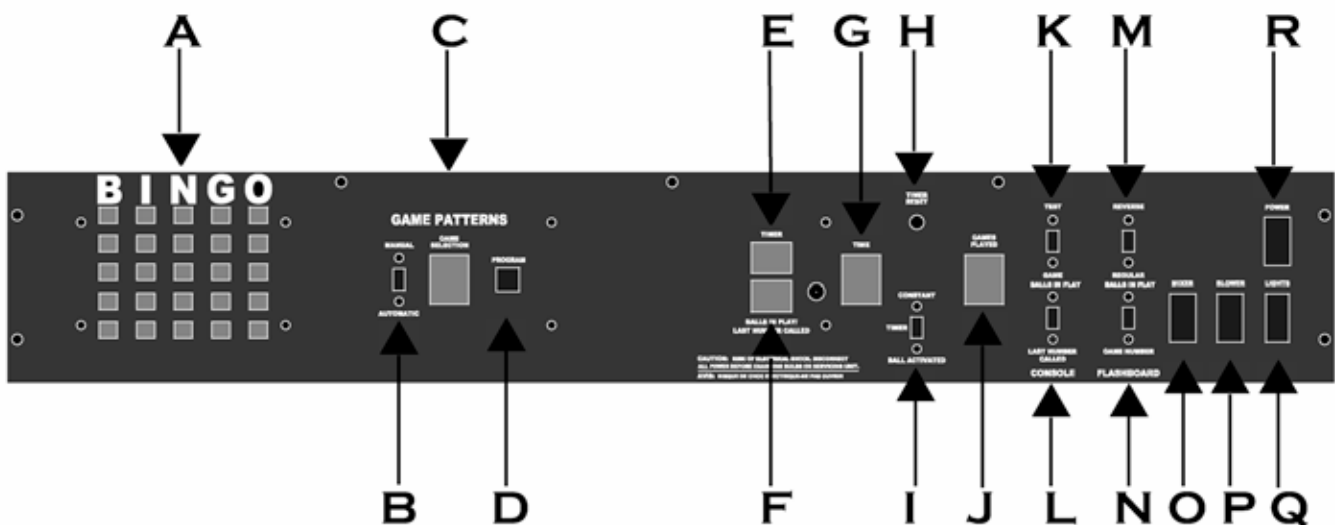
CAUTION:

Flashboards can weigh anywhere from 80 to 300 pounds. Do not hang any flashboard by its carrying handles. If you are not confident in hanging your flashboard(s) safely, please contact a qualified and licensed rigger and electrician for proper installation. In many cases, the local building inspector may require a permit as well as an inspection of the site for structural stability.

Controls

Basic Controls

- A. Manual Game Pattern Switches
- B. Automatic/Manual Mode Selector Switch
- C. Game Pattern Select Pushbutton
- D. Game Pattern Program Switch
- E. Ball Timing Interval Display
- F. Last Ball/Number Of Balls Called Display
- G. Ball Timer Interval Pushbutton
- H. Ball Timer Reset
- I. Ball Activate/Constant Timer Switch
- J. Game Number Selector Pushbutton
- K. Game/Test Function Switch
- L. Balls In Play/Last Number Console Display Switch
- M. Regular/Reverse Mode Switch
- N. Balls In Play/Game Number Flashboard Display Switch
- O. Mixer Power Switch
- P. Blower Power Switch
- Q. Blower Chamber Light Switch
- R. System Controls Power Switch



Game Pattern Controls

1. Manual Game Pattern Switches—(A). These 25 pushbutton switches control the game pattern lights on the flashboard when switch (B) is set in the manual position. These switches are also used to set programmable game patterns.
2. Automatic/Manual Mode Selector Switch—(B). In the Automatic mode, the operator can recall and display previously user-programmed game patterns on the flashboard. In the Manual mode, the game pattern lights are under control of the Manual Game Pattern switches (A). This switch must be in the manual mode to program game patterns.
3. Game Selection Pushbutton—(C). There are 100 possible user-programmable game patterns selectable by the 2-digit pushbutton (0-99).
4. Game Program Switch—(D). By pressing this button, you will enter into memory the game pattern you've created with the Manual Game Pattern switches (A). (Refer to Game Pattern Programming and Recalling, Pg. 11).

Console Display Controls

1. Ball Timing Indicator Display—(E) This LED displays the time interval before the next ball is to be called and counts down to zero from the time set on the Ball Timer Interval Pushbutton. (G) The beeper will indicate when it is time for the next call.
2. Console—Last Ball/Number of Balls Called Display—(F) This LED display is controlled by switch (L) and displays either the Last Number Called or Total Number of Balls in play.
3. Ball Timer Interval Pushbutton—(G) This pushbutton sets the time interval the operator chooses between ball calls.
4. Ball Timer Reset Switch—(H) This button restarts the timing sequence at the Timer Interval set on the Ball Timer Interval Pushbutton. (G)
5. Console—Balls in Play/Last Number Called Display Switch—(L) This switch controls the LED display on the console (F). In the Balls In Play position, the display shows the caller the total number of balls called in the current game. In the Last Number Called position, the display shows the caller which ball was called last.
6. Timer Selector—(I) Ball Activated/Constant—This switch controls the timer and allows the operator to select one of the two functions. The first is the Constant function. In this mode, the timer will count down from its preset timer interval to zero, signal with a beep to indicate to the operator that it is time to call the next ball and start its count down again. In the Ball Activated Timer mode, the timer will also count down from its preset timer interval to zero and give an audible signal; but it will not reset until the next ball is inserted into the ball tray.

Flashboard Controls

1. Game/Test Function Switch—(K) In Game position, all lights in the flashboard are under control of the game features in the console. In Test mode, all lights in the flashboard should illuminate to check proper operation.

Note:

In the Test mode, the Numeric Display on the flashboard may show “80” instead of “88”, which is normal on some flashboards.

2. Regular/Reverse Mode Switch—(M) In the Regular position, the flashboard will light the number(s) called, while numbers not yet called remain dark. In the Reverse position, all numbers will light, and as each number is called, it will go out. This is an interesting variation to use for coveralls and/or call backs.

3. Ball in Play/Game Number Display Switch—(N) In the Game Number position, the seven segment number display on the flashboard will show the number of the current game and is under control of the pushbutton (J). In the Balls in Play position, the flashboard numeric display will show how many balls have been called in the current game.

4. Game Number Selector Pushbutton—(J) These pushbuttons set the number of the game currently in play.

Game Pattern Programming and Recall

Chapter

4

Programming your Emerald Bingo Console

1. Set the Automatic/Manual switch (B) to Manual.
2. Use the Game Pattern Selection Pushbutton switch (C) to establish in chronological order your game pattern numbers (0-99).
3. Use the 25 Manual Game Pattern Switches to design your game pattern. (A)
4. Push the square Program switch (D) to enter the pattern in memory.
5. Repeat steps 2-4. (Remember to advance the Game Pattern Selection pushbutton.)

Note

Any game pattern may be altered at any given time by simply following the above procedures.

Recalling Patterns on your Emerald Bingo Console

1. Slide or switch the Manual/Automatic switch (B) to automatic.
2. Push the Game Pattern Selection Pushbutton (C) to select the appropriate pattern you would like to recall.

Note:

If you wish NOT to program any patterns, leave the Manual/Automatic switch in the Manual position and then enter the pattern you want to play on the Manual Game Pattern switches by pressing the individual switches down. To deselect a switch, just repress to bring it back to its top position.

Pattern Programming Worksheet

Pushbutton Settings									
00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

Operation

Playing A Game

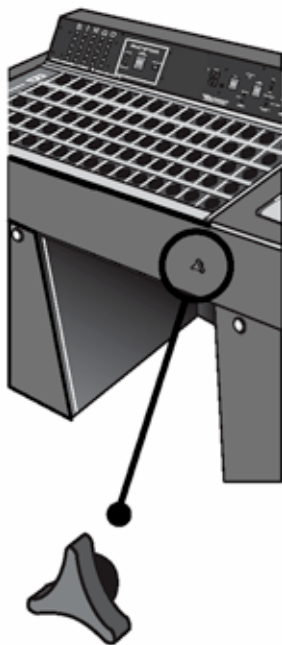
To begin a bingo session, turn on the console power switch, the blower lamp switch, mixer motor switch, and blower motor switch on the Emerald Bingo Console. You will notice that the balls will immediately go up the ball tube and are held in the ball catcher available for play.

Next, power on any additional flashboards connected to your Emerald Bingo Console. By setting the Game/Test switch to Test, all lights on the flashboards will light up. This is very helpful to check light bulbs before playing bingo.

The Regular/Reverse switch is most often used in the Regular mode; however, you may add variety to your session by using the Reverse mode for coveralls, or for expediting callbacks.

The ball timer will evenly pace your ball calling and build player confidence to play additional bingo faces, thus increasing revenues. Until you find a time that's comfortable for you and your players, a good calling time might be every 14 to 20 seconds. When the beeper sounds, it is time to call the next ball.

When a player yells "BINGO," audience participation and excitement can be heightened by flashing the lights on the flashboards with the Test mode on the Game/Test switch.



At this time, verify all the bingos that have been called. It is usually best if the floor worker calls out the serial number of the bingo paper to verify purchase from your hall. Then have the floor worker call out each number in the bingo pattern from the bingo card with the caller confirming each call.

At the end of the game, drop the balls from the ball tray by pushing both ball tray release buttons forward. Please allow time for the bingo balls to completely drop through. Letting the ball tray retract too quickly can trap a bingo ball between the switch rail and the ball tray, causing damage to your bingo balls. To drop the balls back into the chamber, turn off the blower and turn the star shaped handle to open the ball release door.

With a little time and practice, you will be operating your Emerald Bingo system with ease and really come to appreciate the outstanding features, convenience and quality design of the console.

Customer Servicing

Chapter

6

CAUTION:

Turn off and unplug your console and/or flashboard before performing any maintenance. Failing to perform this very important step could lead to equipment damage and/or personal injury!

Console Laminated & Painted surfaces: Use a soft cloth and mild soap solution to wipe away any dust and dirt that may accumulate. Harsh solvents or cleansers may damage paint, the laminate, or console lettering.

Console and Flashboard Acrylic surfaces: Use only a mild soap solution and a soft cloth. Do not use an ammonia-based cleaning agent, as this will dull and etch the acrylic surface.

CAUTION:

Many flashboard manufacturers paint the flashboard acrylic on the outside. Using harsh chemicals or abrasive cloths can remove the paint and damage the look and operation of the flashboard.

Bingo Balls: Clean with a mild soap solution. Harsh solvents or cleansers may damage and/or warp your quality bingo balls. Make sure to allow the balls to dry thoroughly.

CAUTION:

Do NOT use hot water to wash your bingo balls. If the balls are in hot water for just a short time, they can pop open. The air inside the ball will expand beyond the capacity of the ball and the ball will split open, ruining the ball.

Note:

If your bingo balls do not seem to be moving freely after cleaning, make sure they are completely dry and place them in a large paper bag with a very LIGHT coating of talcum powder and shake vigorously. This will allow them to move more freely and help prevent static build-up.

Static Treatment

Lightly spray anti-static aerosol compound approved for plastics over the blower base pan foam and inside the blower chamber windows to eliminate static. Use sparingly and only when needed. Also check to make sure your static tinsel is still intact. If worn or torn, call your distributor for service and/or parts.

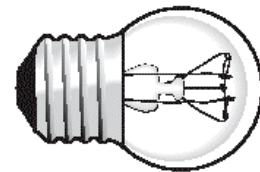
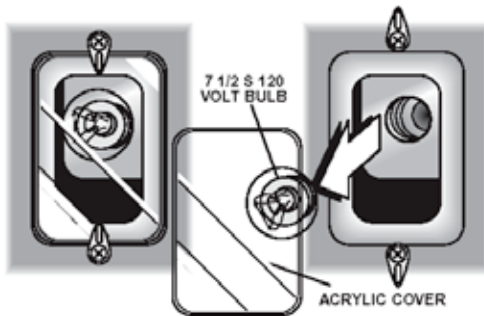
CAUTION:

Do not spray the ball tube with anti-static spray. This may damage the ball tube even if it is “Plastic Safe” anti-static spray.

Changing Light Bulbs

Mixing Chamber Light Bulb:

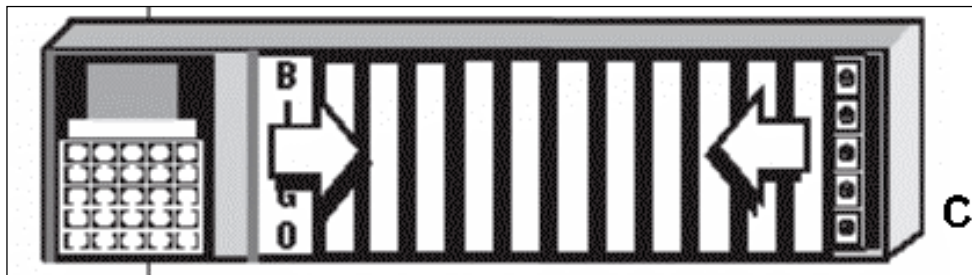
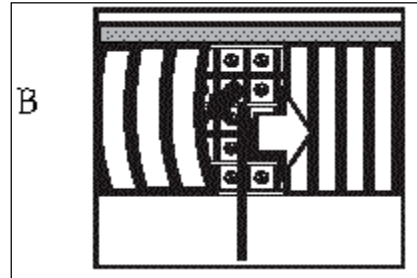
1. Unlock and open the right hand blower compartment door.
2. Remove the acrylic panel covering the lamp by turning the two plastic retaining tabs 180° for clearance.
3. Unscrew the light bulb counterclockwise to remove it.
4. Insert a new 7 1/2 S clear 120 volt lamp and turn it clockwise until it is snug. Do not over-tighten!
5. Replace the acrylic cover and lock it back into its original position with the two locking tabs.
6. Close and lock the blower compartment door.



7 1/2 S 120 VOLT LIGHT BULB

Accessing 4" Flashboards Lamps

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. (Refer to drawing C).
2. Change the light bulb(s) as necessary (Refer to Flashboard Light Bulb section, pg. 18)
3. Slide the acrylic panels to their home position.
4. Reinsert the retaining strip.



CAUTION:

Turn off and unplug your console and/or flashboard before performing any maintenance. Failing to perform this very important step could lead to equipment damage and/or personal injury!

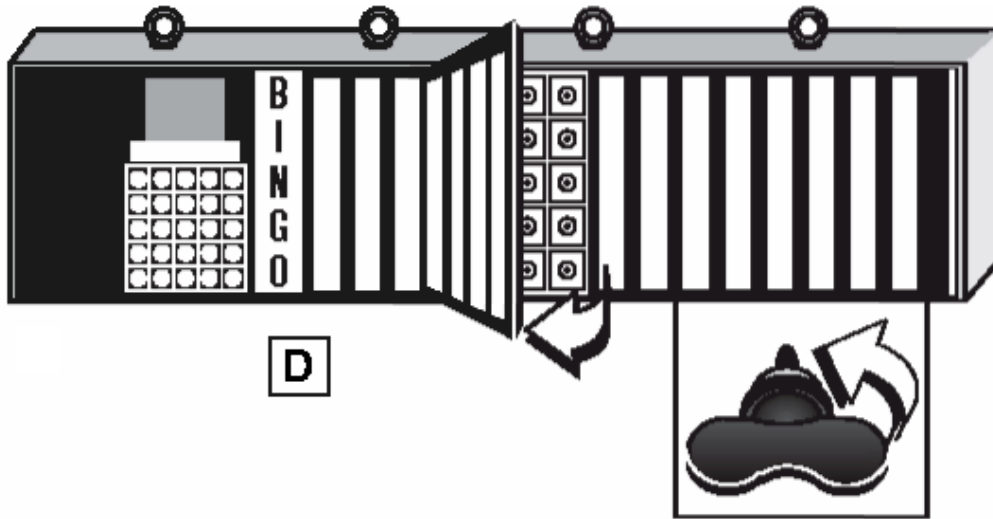
Note:



28-VOLT
MINIATURE BAYONET
LIGHT BULB

The 1820 miniature bayonet lamp is standard on most manufacturers' flashboards. (Check individual flashboard specifications). A good lamp should have a resistance measurement of about 28 ohms. Inexpensive lamps often have a poor quality and do not have consistent resistance ratings. Using a lamp that is too far out of specifications could produce too much heat and draw too much current, causing premature failure and possible damage to your flashboard electronics and/or plexiglass.

Accessing 8" Flashboard Lamps



CAUTION:

Turn off and unplug your console and/or flashboard before performing any maintenance. Failing to perform this very important step could lead to equipment damage and/or personal injury!

1. Open individual acrylic panels by locating the two 1/4 turn fasteners for each panel and twisting each a 1/4 turn counterclockwise while gently pushing in.

Note:

Power Pack/Game Indicator sections require the use of a Phillips screwdriver.

2. Gently open the acrylic panels allowing the Velcro tabs to release.
3. Change the light bulb(s) as necessary (Refer to Flashboard Light Bulbs, pg. 18).
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 the 1/4 turn fastener, compressing the spring and twisting 1/4 turn clockwise.

Changing Flashboard Light Bulbs

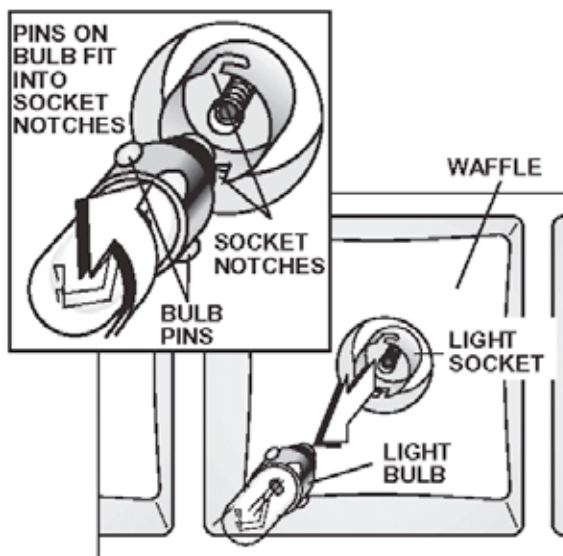
CAUTION:

Turn off and unplug your console and/or flashboard before performing any maintenance. Failing to perform this very important step could lead to equipment damage and/or personal injury!

1. Gently push light bulb in while turning counterclockwise. Socket is spring loaded and only requires a $\frac{1}{4}$ turn to release the light bulb from the socket.
2. Remove the light bulb from the socket.
3. Insert the new light bulb by aligning light bulb pins with the light socket notches and 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 distributor or a local electrical or electronics supply house. We recommend using only high quality replacement light bulbs for extended life and to minimize the chance of printed circuit board failures

Note:

The 1820 miniature bayonet lamp is standard on most manufacturers' flashboards. (Check individual flashboard specifications) A good lamp should have a resistance measurement of about 28 ohms. Poor quality lamps often do not have a consistent resistance rating. Using a lamp that is out of specifications could produce too much heat and draw too much current causing premature failure and possible damage to your flashboard electronics and/or plexiglass.



28-VOLT
MINIATURE BAYONET
LIGHT BULB

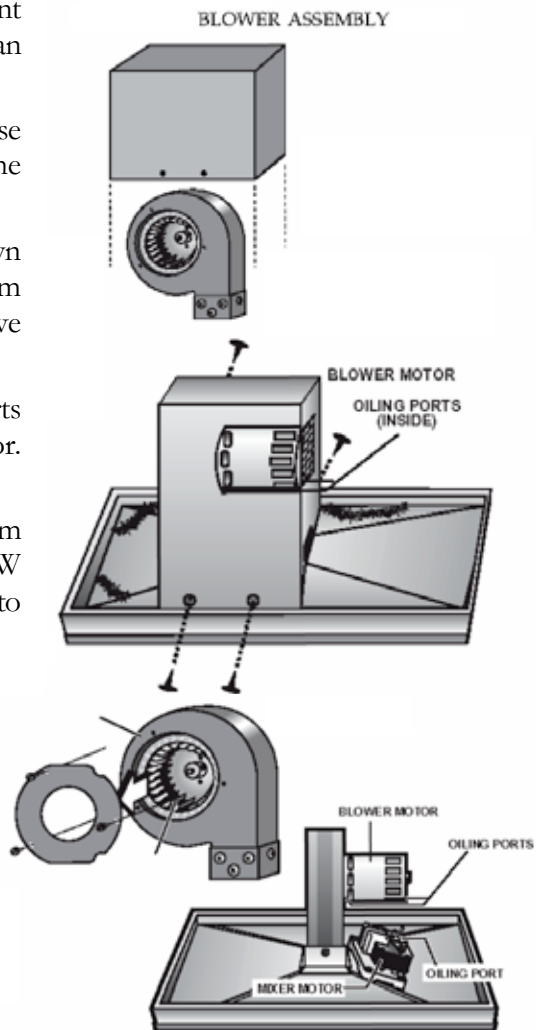
Blower & Mixer Maintenance

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

CAUTION:

Turn off and unplug your console and/or flashboard before performing any maintenance. Failing to perform this very important step could lead to equipment damage and/or personal injury!

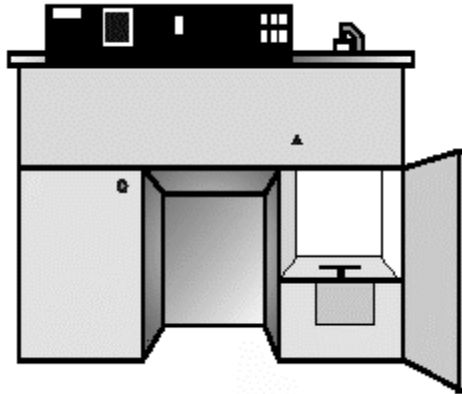
1. Unplug the console power cord from the wall outlet.
2. Unlock and open the right-hand-side blower compartment door. Remove any balls that may be on the blower base pan assembly.
3. Disconnect the power plug located below the blower base pan, remove the one screw on the base pan, and pull the assembly out of the console.
4. 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 lay the protective guard on its side.
5. Put a few drops of 20W oil into the two oiling ports located on the top side at each end of the blower motor. (Refer to illustration.)
6. Oil the mixer motor by removing the two 1/4" bolts from the rear plate of the mixer motor. Oil the felt pad with 20W oil, replace plate and reinsert the bolts, being careful not to over tighten them.
7. Check the blower motor squirrel cage blades for debris. If dirty, loosen the cage from the shaft with a 1/8" Allen wrench and remove from the shaft. 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.
9. Reassemble and carefully slide the base pan back into the console with the mixer arm pointing towards the front of the console.
10. Inspect the air filter and replace if necessary. (Refer to Console Air Filter Replacement, pg. 20)
11. Make sure to reconnect the four-pin power plug. Reinsert bingo balls onto blower base pan assembly, close and lock blower compartment door.



Console Air Filter Replacement

Note:

The console air filter should be checked regularly. A clogged air filter can cause the balls to have poor ball chamber action and possibly not allow them to push up the ball tube.



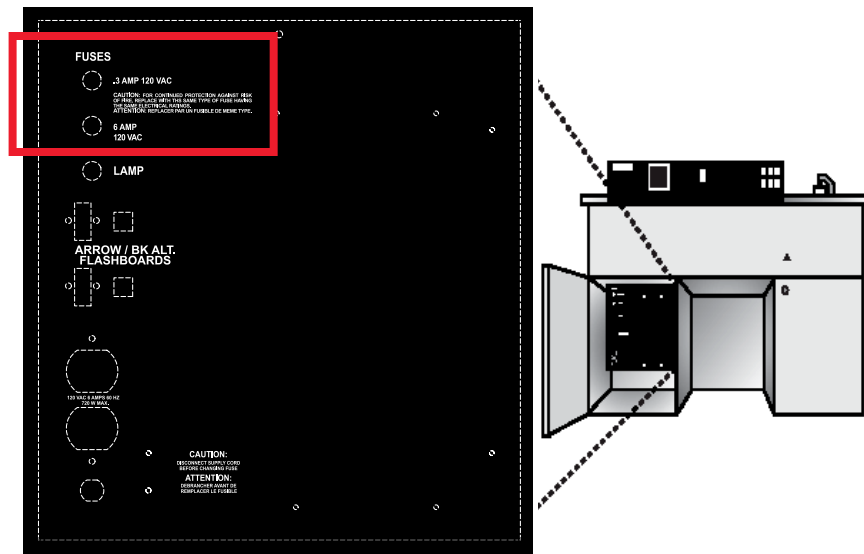
1. Turn off power and unplug the console.
2. Unlock and open the ball chamber door.
3. Locate the air filter in the bottom of the blower chamber located under the blower base pan.
4. Rotate the plastic locking tabs out of the way and remove the air filter.
5. Replace with a clean air filter obtained through your Emerald Bingo Console distributor.

Fuse Replacement

There are two fuses on your Emerald Bingo Console: A 6 amp AGC (fast blow) and a 0.3 amp MDL (slow blow). The 6 amp fuse is for the blower, mixer and lights; while the 0.3 amp fuse handles the circuit board power.

CAUTION:

Do not attempt to replace the fuses without turning off all power and unplugging the console. Failure to do so could expose you to dangerous current.



CAUTION:

Using fuses that are incorrectly rated for your machine can cause equipment damage and/or personal injury. If your fuse is consistently failing, the problem causing the fuse to fail must be corrected.

To replace either of the fuses, gently push in on the fuse holder cap and turn counter clockwise 1/4 turn. This should release the cap and the fuse will come out with the cap. Replace only with fuses of the same rating and type.

Note:

Sometimes fuses don't always "look" bad. The fuse may have blown, and might not show the normal "black and smoky" spot that is normally associated with a bad fuse. A bad fuse is one that when tested with an ohmmeter is open.

Troubleshooting

Before attempting any of the following troubleshooting steps, make sure your console and/or flashboard are plugged into a stable power outlet. The outlet should provide at least 108 VAC. If the voltage is too low, your bingo equipment will not function correctly. The troubleshooting guide assumes the power connections have already been checked and are working.

Note:

When troubleshooting your bingo system, please take note where and when the problems are occurring. If a problem is only present in one flashboard out of many, then the problem is not likely to be in the console, but rather in the flashboard. On the other hand, if the problems are on all flashboards in your hall then it is very likely the problems are associated with the console.

Blower Motor Troubleshooting

Blower stopped working:

- Check to make sure the console is plugged in and the outlet voltage is sufficient.
- Make sure the blower power switch is on. (See page 8 for details)
- Make sure the 6 amp fuse is good. (See page 21 for details)
- Make sure the connection at the blower base pan is fully connected. (Especially if the blower base pan has been removed recently.)
- Possible defective blower switch.
- Possible defective blower.

Blower operates slowly

- Air filter may be clogged. Replace with new one. (See page 20)
- Blower may need to be oiled. (See page 19)
- Have the console's casters been removed or is the console sitting on thick carpet? If so, there might not be enough air flow under the console to allow for the free movement of air. Raise the console to allow a greater volume of air to move under the frame.
- Line voltage may be low. If your line voltage is below 108 VAC the blower and mixer motors will run slower and not very efficiently. Check with an electrician to troubleshoot the building's electrical service.

Mixer Motor Troubleshooting

Mixer motor stopped working

- Check to make sure the console is plugged in and the outlet voltage is sufficient.
- Make sure the mixer motor switch is on. (See page 8 for details)
- Make sure the 6 amp fuse is good. (See page 21 for details)
- Make sure the connection at the blower base pan is fully connected. (Especially if the blower base pan has been removed recently.)
- Possible defective mixer motor switch.
- Possible bad mixer motor.

Mixer motor running slow

- Check to make sure the console is plugged in and the outlet voltage is sufficient.
- Oil the mixer motor. (See page 19)
- Possible bad mixer motor.

Flashboard Output Problems

Flashboard lights flicker

- Possible loose flashboard data connector. Check all flashboard connections on the console and flashboard.
- Defective Test switch. If the Test switch is beginning to fail, it may cause the lights on the flashboard to flicker in and out of Test mode.
- Defective Reverse switch. If the Reverse switch is beginning to fail, the lights on the flashboard may flicker in and out of Reverse mode.
- Defective flashboard PCB. (Contact distributor for replacement or repair.)
- Defective console PCB. (Contact distributor for replacement or repair.)

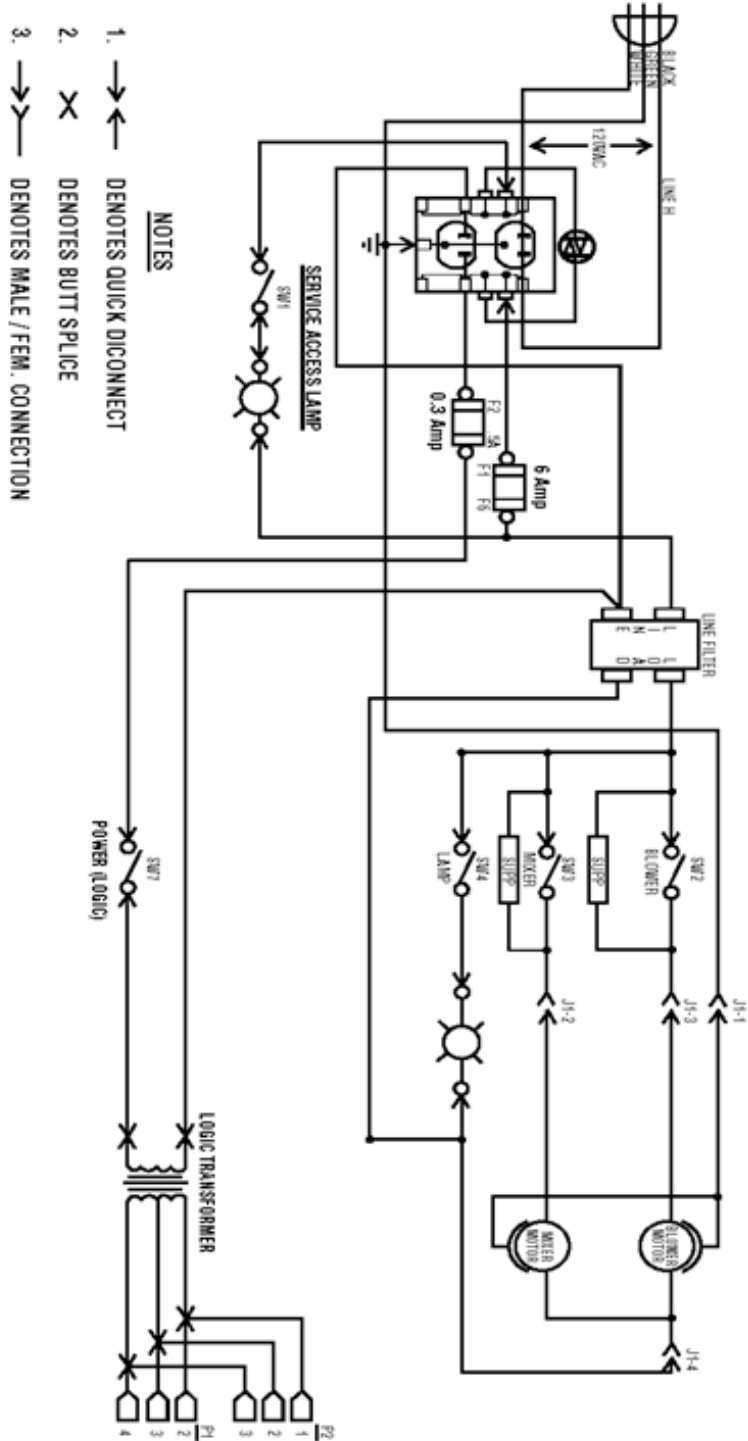
No flashboard response

- Possible defective data cable. Check the data cable from the console to the first flashboard to make sure it is in good condition, and replace any damaged cabling. Run a known good cable even if no damage is visible. Of course, if the replacement cable works, then the previous cable must have been bad.
- The first flashboard in the chain is bad. The signal coming out of the console might be good, but if the first flashboard in the chain is bad it will not display information, and also will not pass the signal on to the other flashboards in the chain. Unplug all data cables from the console and run a known good cable to one of the other flashboards in the chain to check for functionality. If this works, there may be a bad flashboard or cable in the chain. (See above step for bad cable.) Check your flashboard distributor or manufacturer about troubleshooting and diagnosing a defective flashboard.
- 0.3 amp fuse has blown. (See page 21 for fuse troubleshooting)
- Defective console printed circuit board. Contact your distributor for repair or replacement options.

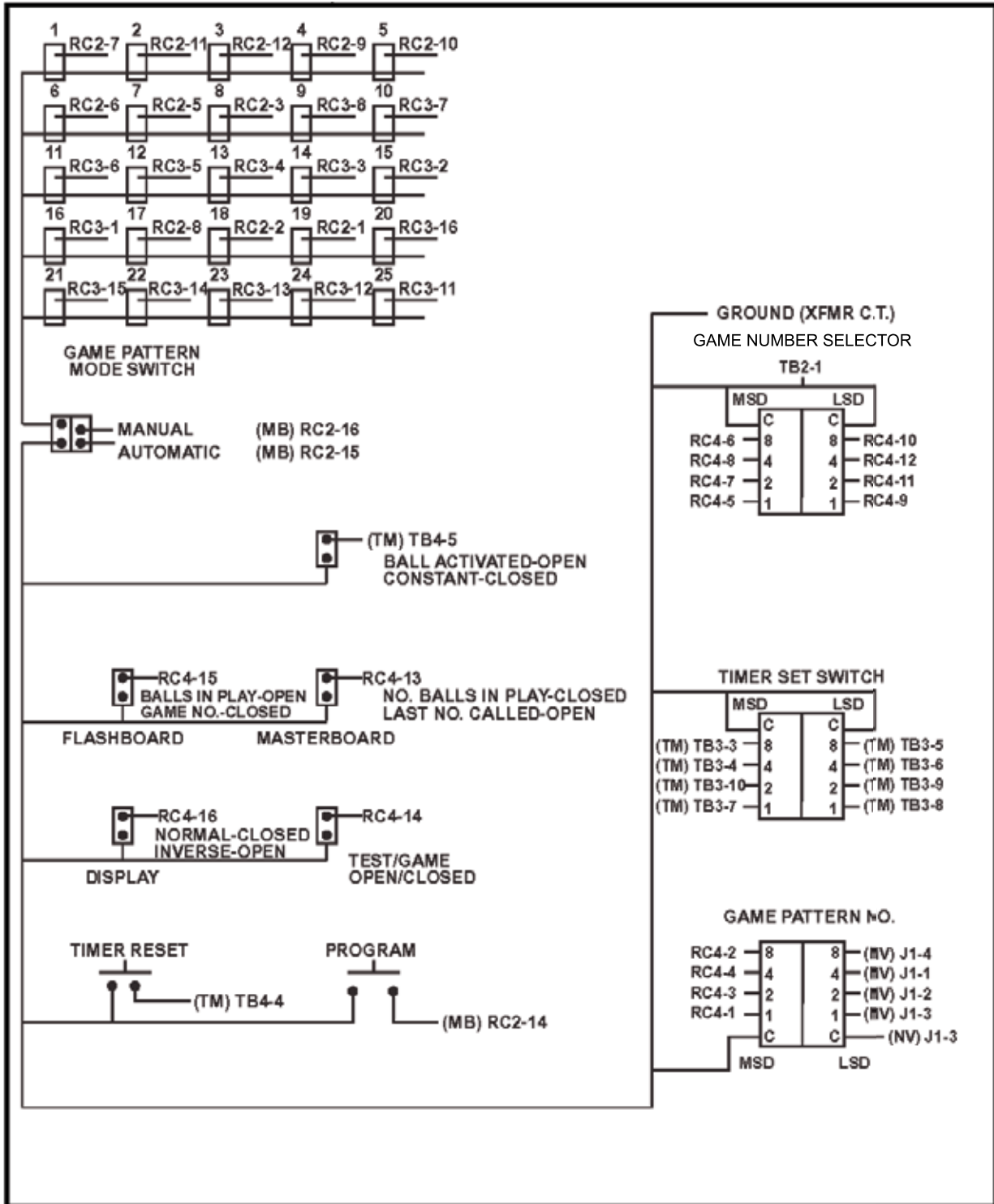
Wiring Diagrams and PCB Layouts

Chapter 8

Console Wiring



Console Switch Wiring

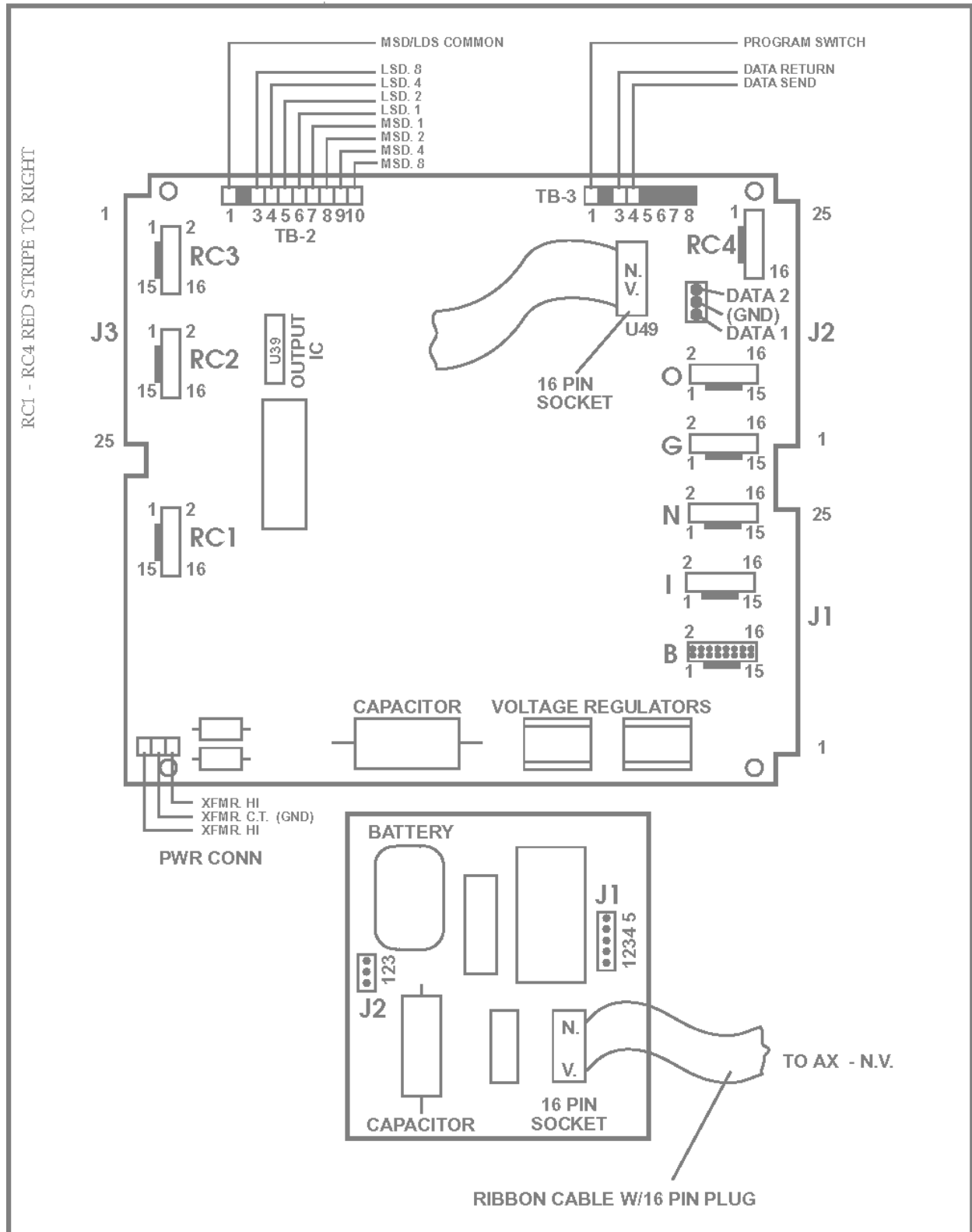


Console AX PCB Ribbon Cable Connections

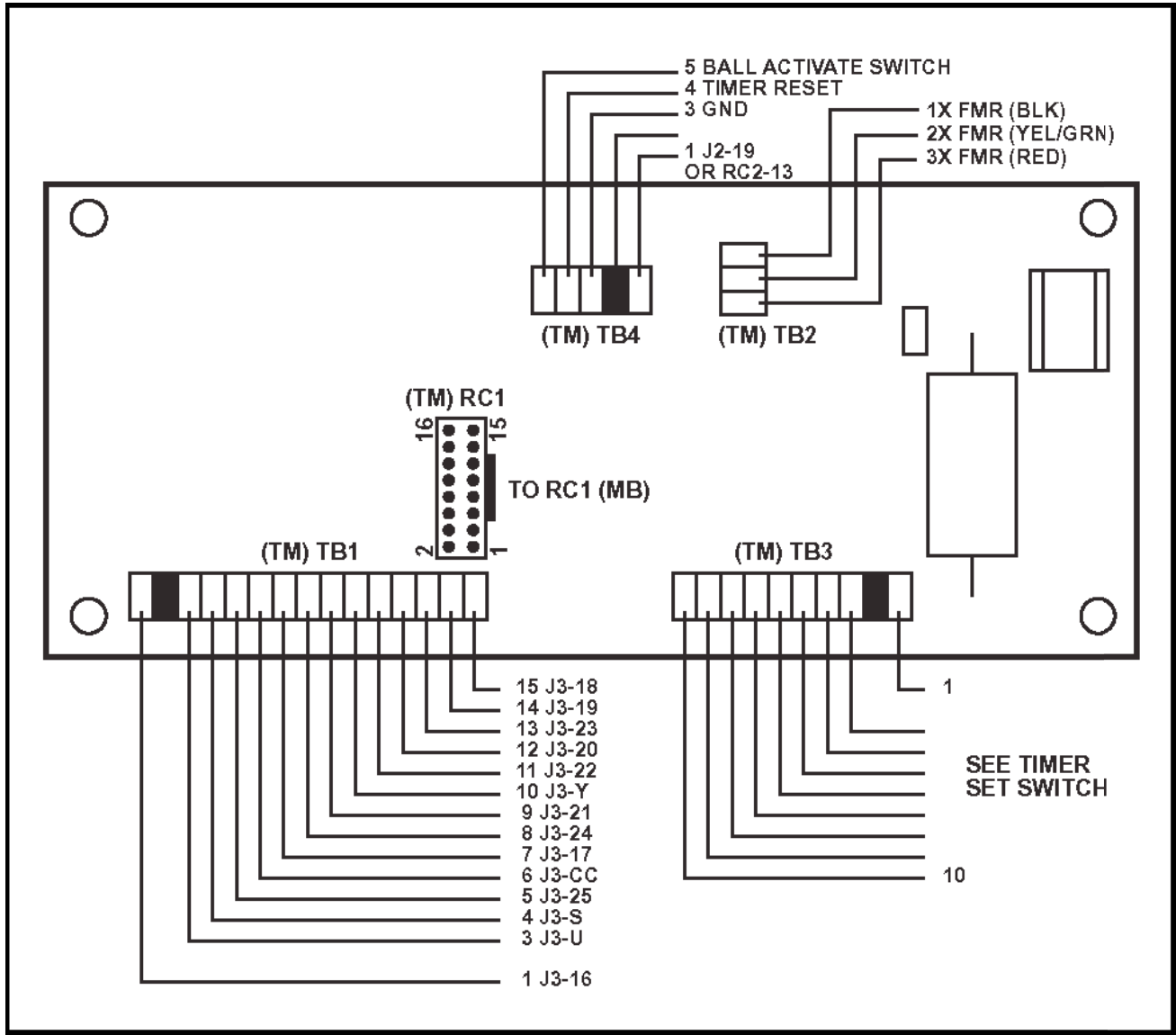
RIBBON CABLE CONNECTIONS

<u>B</u>	<u>I</u>	<u>N</u>	<u>G</u>	<u>O</u>	<u>RC1</u>	<u>RC2</u>	<u>RC3</u>	<u>RC4</u>
1-1	1-16	1-31	1-46	1-61	1-(TM)RC1-1	1-SW19	1-SW16	1-P.SW1
2-2	2-17	2-32	2-47	2-62	2-(TM)RC1-2	2-SW18	2-SW15	2-P.SW8
3-3	3-18	3-33	3-48	3-63	3-(TM)RC1-3	3-SW8	3-SW14	3-P.SW2
4-4	4-19	4-34	4-49	4-64	4-(TM)RC1-4	4-N.C.	4-SW13	4-P.SW4
5-5	5-20	5-35	5-50	5-65	5-(TM)RC1-5	5-SW7	5-SW12	5-MSD1 GAME #
6-6	6-21	6-36	6-51	6-66	6-(TM)RC1-6	6-SW6	6-SW11	6-MSD8
7-7	7-22	7-37	7-52	7-67	7-(TM)RC1-7	7-SW1	7-SW10	7-MSD2
8-8	8-23	8-38	8-53	8-68	8-(TM)RC1-8	8-SW17	8-SW9	8-MSD4
9-9	9-24	9-39	9-54	9-69	9-(TM)RC1-9	9-SW4	9-N.C.	9-LSD1
10-10	10-25	10-40	10-55	10-70	10-(TM)RC1-10	10-SW5	10-N.C.	10-LSD8
11-11	11-26	11-41	11-56	11-71	11-(TM)RC1-11	11-SW2	11-SW25	11-LSD2
12-12	12-27	12-42	12-57	12-72	12-(TM)RC1-12	12-SW3	12-SW24	12-LSD4
13-13	13-28	13-43	13-58	13-73	13-(TM)RC1-13	13-TIMER STROBE	13-SW23	13-LAST #(MB)
14-14	14-29	14-44	14-59	14-74	14-(TM)RC1-14	14-TB3-1	14-SW22	14-TEST
15-15	15-30	15-45	15-60	15-75	15-(TM)RC1-15	15-TB3-3	15-SW21	15-GAME #SW
16-GND	16-GND	16-GND	16-GND	16-GND	16-(TM)RC1-16	16-TB3-4	16-SW20	16-INVERSE

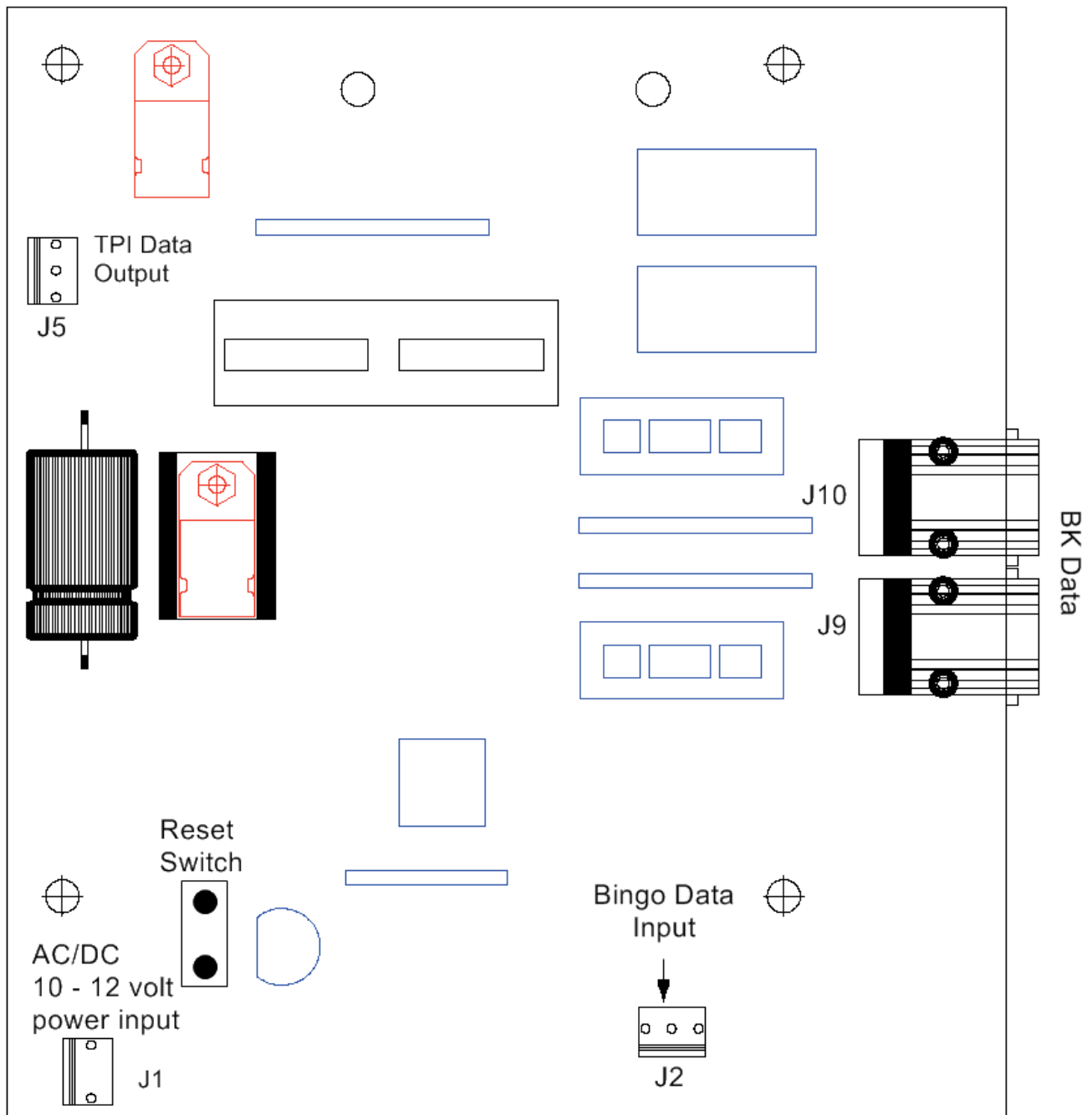
AX and NV PCB Layout



AT (Timer) PCB Layout



BK3BC PCB Layout



BK3BC PCB

Warranty

Bingo King® Bingo Console Standard Limited Warranty

Set out below are the terms of the Standard Limited Warranty (“Limited Warranty”) made by Bingo King Co. (“Bingo King”) in connection with the sale of the Bingo King equipment (the “Equipment”).

1. Limited Warranty

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

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

2. Disclaimer of Warranties

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

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 Bingo King’s liabilities, whether based on contract, negligence, tort, product liability, strict liability or otherwise. IN NO EVENT WILL BINGO KING BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, NOR WILL ITS LIABILITY IN CONNECTION WITH ANY EQUIPMENT OR SERVICE SOLD (INCLUDING NONDELIVERY OR LATE DELIVERY THEREOF) EXCEED THE SALE PRICE OF SUCH EQUIPMENT.

5. Warranty Voided

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

6. Transfer of Limited Warranty

Purchaser may transfer its rights under this Limited Warranty, subject to the terms and conditions hereof, to a buyer ("Buyer") from Purchaser of the Equipment. Thereafter, the rights under this Limited Warranty are not transferable.

For the transfer by Purchaser of the Limited Warranty to be effective, the following conditions must have occurred no later than the 30th day following the date of resale to Buyer:

- A. Purchaser must have complied with all requirements to make the Limited Warranty effective as to Purchaser; and
- B. The Equipment (as an entire unit and as purchased by Purchaser) must be transferred to Buyer.

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

7. Inspection

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

8. Proof of Purchase

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

9. Telephone Support

Telephone support is available to Purchaser on Mondays through Fridays (including holidays) from 8:00 a.m. until 12:00 a.m. (Eastern Standard Time). The telephone number is (866) 405-3482.

10. Preventative Maintenance; Emergency Service

Purchaser is entitled to request Bingo King to perform, through an authorized Bingo King distributor, one (1) preventative maintenance servicing on the Equipment. The preventative maintenance servicing shall be done in accordance with Bingo King's standard Preventative Maintenance program. Service performed by Bingo King or an Bingo King authorized distributor, which is not covered under its standard Preventative Maintenance program, will be billed to Purchaser.

11. Limitation of Actions

Any legal action against Bingo King for a default of its obligations under this Limited Warranty must be commenced within two (2) years from the date the Equipment was sold by an authorized dealer of the Equipment.

12. 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 Bingo King Equipment Distributor from whom you purchased the Equipment.
- C. Contact the Bingo King telephone support number listed above.

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

Bingo King 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:

Bingo King Co.
c/o National Service Manager
2807 Lincoln Way
Lynnwood, WA 98087

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.



PART # BKCMV1-MNL



Bingo King Co. • 2807 Lincoln Way • Lynnwood, WA 98087 • 425.745.3700