

# Lucky Bingo Operating Instructions

The Lucky Bingo is supplied with a 12v mains adaptor, this simply plugs in to a mains socket and then in to the socket on the side of the machine.

The 'P-Clip' and thumb screw can be used to retain the cable and stop it from being disconnected accidentally.

As the machine powers up it will test all LED's and display segments on both sides and show the software version (21) on the callers display.

After this it will show the game length. This will be either 75 or 90, it will then go to 0 and the machine is ready for use.

**Please make sure that before a game of Bingo is played that the machine is set to the correct game length. Details on how to change this can be found below.**

## **Game Length:**

After the machine has been switched on, completed its self test, displayed the game length and shows 0 on the display press and release the reset button to select between 1-75 and 1-90.

Note: The display will need to go back to 0 before changing it again.

## **Jackpot:**

With the machine in a reset state (display showing 0) press and hold the reset button then while holding the reset button down press the select button. This will show JP and then the jackpot number.

To change the jackpot press the select button to advance the number. The reset button needs to be kept held down while doing this.

During the game the display will flash one number before the jackpot number is reached.

## **Select:**

To start a game of Bingo first make sure the machine is set to the correct game length (see above) and the display shows 0 press the select button. The number to call is shown on the callers display and will flash on the checkback display. On release of the button the number will then be shown on the large audience display.

## **Number of Calls:**

During a game press and hold the reset button. The number of calls will then be displayed.

## **Reset:**

After the game has finished press and hold the reset button, then press the select button. The machine will then light all LED's and display segments and go back to showing 0.