Instruction Manual for Electronic Blowers and Flashboards

These instructions cover both the table model 17212 table top Electronic Bingo Blower **(Fig 1)** and the 17213 floor model Electronic Bingo Blower **(Fig.2)**. Both machines are designed to be attached to an electronic flashboard. The flashboards are available in two sizes **(Fig3)**. One with 2 inch numbers and the other with 3.25 inch numbers. Either flashboard functions the same electronically.

Figure 1

Figure 2

Figure 3

Additional features available on the floor model:

A camera is included with the floor model blower. It is attached to the bracket above the ball catcher. A standard RCA cable is plugged into the side connector by the switch then connected to a TV. Also included is a remote control that will control the lights inside the blower compartment. The place to aim this remote is also located by the switch on the side. You can change the colors and the lighting features as well.

Blower Setup

Both the 17212 table blower and the 17213 floor blower need to have the ball catcher **(Fig4)** attached to the tube in the middle of the master board. Attach with the push button pointing towards you. Ensure that the tray will lift and clear the ball catcher. If not, it is most likely on backwards. Once on, tighten the set screw to hold it in place.

Figure 4

Figure 5

Insert the balls in the small sliding door **(Fig5)**. Close the door and turn on the blower (green switch). The balls should now blow up the tube. To release the called ball, push the button. Call the number and place in the appropriate hole on the tray. To return the balls, turn off the blower, and lift the tray slowly so that all balls roll down back into the blower.

Flashboard Setup

The flashboard comes in three sections **(Fig6)** and four sections for the large flashboard. It is easiest to set this up by laying the sections flat on a smooth surface like a table. Note the wire connectors in between each section **(Fig9),** they need to be connected together for each section. Take care in doing this, as there is only one way to plug them together. Be sure that they are connected completely. Once plugged in, tuck the wiring into the openings on the sections as you slide them together. Once the sections are pushed together while aligning the pins **(Fig7),** insert the metal set screws **(Fig8)** in the back to hold the sections together. There are 2 for each section. Now the flashboard is ready to be connected to the blower.
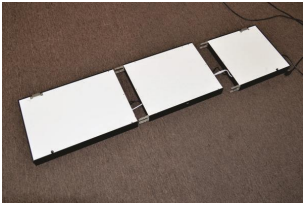
Figure 6   Figure 7   Figure 8   Figure 9

Connecting the Blower to the Flashboard

You will need at least one blower and one flashboard. Each is powered separately. They are connected with a serial cable that has a 9 pin serial connector on each end. This cable will connect between the blower and the flashboard. There are two connectors on the flashboard. When attaching to the flashboard use the serial connector nearest to the USB connector **(Fig10).** It is the input. The other serial connector is used to connect a second flashboard if used. The USB connection on all equipment is used for upgrades and diagnostic only. Do not plug any USB devices into these connections unless instructed to do so.

Plug in both the blower and the flashboard to the ac wall outlet. When the flashboard is plugged in you will see the display go through a sequencing series to check that all lights are working. When finished is will briefly light the number 18 on the flashboard **(Fig11).** This confirms that the flashboard is working and ready to receive the signal from the blower.

Figure 10   Figure 11

Turn on the blower switch to power up the electronics in the blower. The blower will go through a sequence on the console and should finish with the display of "Bingo 75   JP ##" **(Fig 12)**. This indicates that the blower is ready to send the signal to the flashboard.
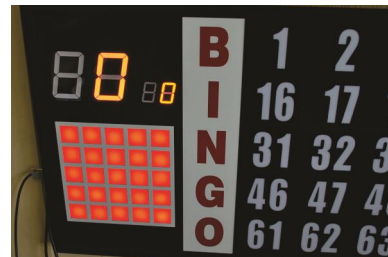
Figure 12   Figure 13

GAME MODE

Playing Bingo (Game List is off)

Press the **ENTER** key on the console. You are now in "Game Mode" The flashboard will change **(Fig13).** At this point you can start calling bingo. Turn on the blower motor. Call the first number and place it in the appropriate hole on the tray. **Press down slightly on the ball** and you will note that the flashboard displays the number called and the number will begin to blink. The ball count will show the number 1. As you continue to call balls they will display the same way and the ball count will increase on the flashboard. When you are ready to play the next game, press the reset button on the console. Press the number one and it will start a new game.

Playing Bingo (Game List is on)

When playing bingo with the game list on, you will need to have the bingo console setup with your specific game list (The steps to do this will be listed under "Setup Mode"). When ready to play bingo with your game list on, it is essentially the same as when it is off, except that when you press the reset button to start the next game, the console will advance to the next game on your game list. Whatever winning pattern you have setup for those individual games, will display on the flashboard.

MENU Options during Game Mode   1. JACKPOT 2. WIRELESS 3. COUNT DOWN 4. FB SCREEN 5. EXIT

1. Jackpot: Enter a 2 digit number representing ball count to have to bingo in, to be able to win the jackpot (Ball count number right before this will blink on the 2 digit display indicating the next ball will be for the Jackpot). Then Enter.
2. Wireless: Wireless On/Off (This if for the optional LCD Display) 1 on/2 off 5 Exit
3. Countdown: Enter in seconds for all games then Enter.
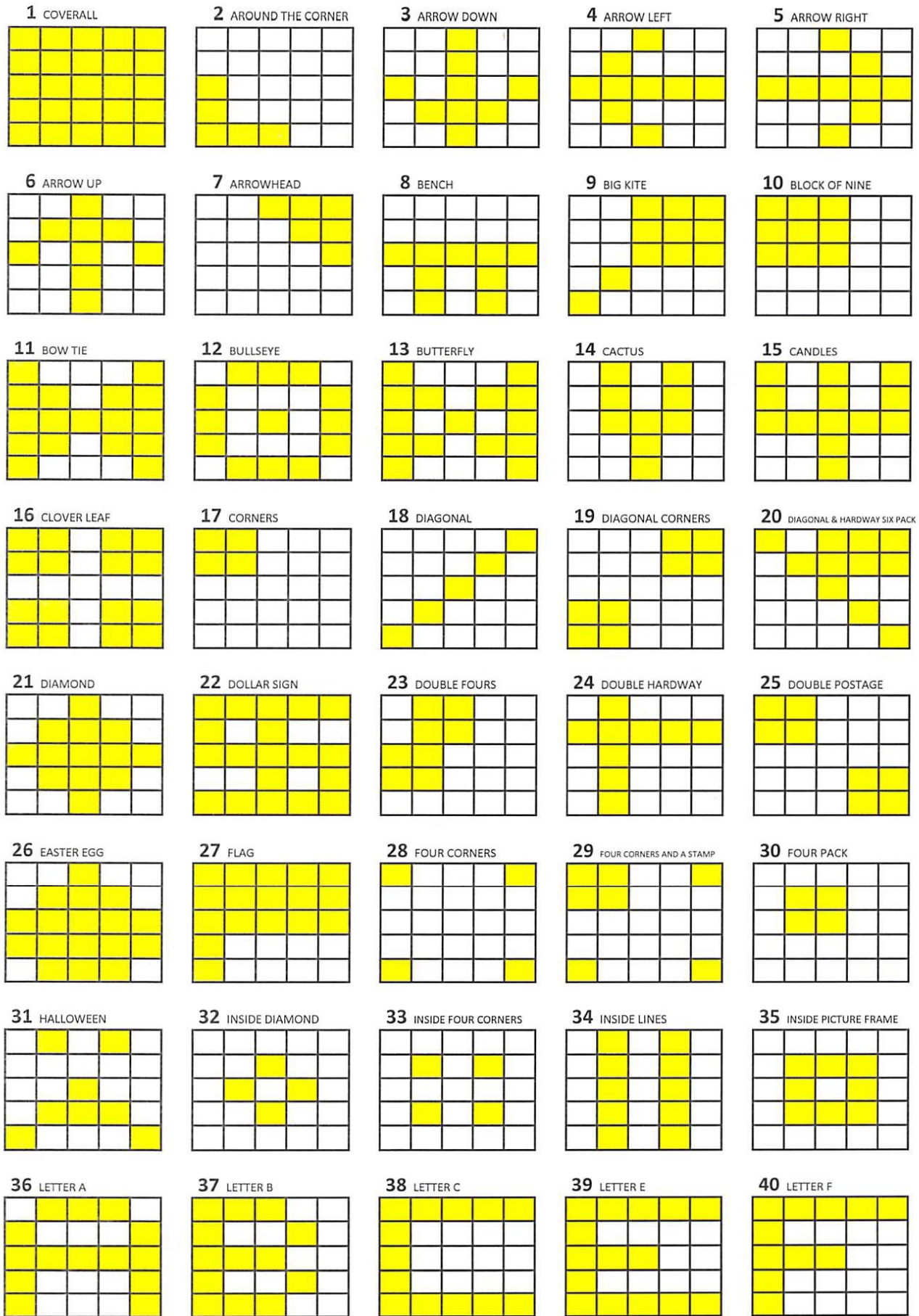4. Flashes a random pattern on flashboard (Enter any key to stop)
5. Exit

RESET 1. Reset Game   2. Reset Number   3. Refresh FB 4. Blink   5. Exit

1. **Reset Game**
    a. 1. New Game (Advances to the next game)
    b. 2. Current Game (Continues with current game)
    c. 5. Exit
2. **Reset Number**
    a. 1. Confirm
    b. 5. Exit
3. **Refresh FB** (Refreshes Flashboard if necessary)
4. **Blink** (Blinks all lights on Flashboard 5 times then stops)
5. **Exit**

CHECK

Pressing the CHECK button allows you to verify a declared winner. You enter the center card number and press ENTER. If it is a winner it will display "Bingo" on the digital display. If you have to check additional cards you simply repeat this process by pressing the check button again. If you do not have a winner the display will say "No Bingo". At this point you can continue calling or in the case of a winner, press RESET and advance to the next game (see above).

ENTER

Pressing this key is used to enter game mode. When you enter this key you are ready to play bingo.

SETUP MODE for Game List version 266 and higher

One of the popular things to be able to do with this system is to setup your game list for the entire session of bingo. You can setup up each game to show the winning pattern. You start by first going into Setup Mode. This starts with turning on the machine then press Menu. If you are in the game mode, turn off the machine and turn it back on. At the display of Bingo 75 JP ##, press the menu key. This will put you into "Setup Mode".

MENU options for Setup Mode   1. Game Setup   2. System   3. Resume   5. Exit

1. GAME SETUP
1. Game List Edit
    1. Maintain Game
        1. Pattern top. **Use 1 and 6 key** to scroll through patterns until you are at the place you want to insert, add, or delete a pattern. *Note: On new machines there is only 1 pattern set up. It is the coverall. DO NOT delete this pattern until you have set up at least one other pattern. The machine must have at least one pattern installed.* You can add patterns either before or after the Coverall, and then go back and delete the Coverall if you choose to do so.
        2. Press ENTER
            1. Add Before existing pattern (Type in pattern # and Enter)
            2. Add After existing pattern (Type in pattern # and Enter)
            3. Delete pattern
            5. Exit
    2. Game List On/OFF (Press 2 to turn on or 2 again to turn off)

    3. Save Current List **(This option only available in v283 and higher)**
            Save to List ## (Enter a number and then Enter)
    4. Change Game List **(This option only available in v283 and higher)**
            Select List: (Enter a number and then Enter) Menu will display "Saving… then Saved".
    5. Exit
2. Jackpot
    1. 2 digit number representing ball count to have to bingo in, to be able to win the jackpot (Ball count number right before this will blink on the 2 digit display indicating the next ball will be for the Jackpot). Then Enter.
3. Countdown time
    1. Enter in seconds for all games then Enter.
4. FB Screen
    1. Flashes a random pattern on flashboard (Enter any key to stop)
5. Exit

2.System
6. Wireless On/Off (This if for the optional LCD Display) 1 on/2 off 5 Exit
7. Import (To import a different bingo game series)
    3. Delete (To delete a bingo game series)
    4. Select (To select a bingo game series, when more than one are loaded)
    5. Exit

3.Resume

1. Last game (Resumes to the last game played)
2. Refresh (To refresh the flashboard if necessary)
5. Exit

5.Exit

Game Patterns

1 COVERALL

2 AROUND THE CORNER

3 ARROW DOWN

4 ARROW LEFT

5 ARROW RIGHT

6 ARROW UP

7 ARROWHEAD

8 BENCH

9 BIG KITE

10 BLOCK OF NINE

11 BOW TIE

12 BULLSEYE

13 BUTTERFLY

14 CACTUS

15 CANDLES

16 CLOVER LEAF

17 CORNERS

18 DIAGONAL

19 DIAGONAL CORNERS

20 DIAGONAL & HARDWAY SIX PACK

21 DIAMOND

22 DOLLAR SIGN

23 DOUBLE FOURS

24 DOUBLE HARDWAY

25 DOUBLE POSTAGE

26 EASTER EGG

27 FLAG

28 FOUR CORNERS

29 FOUR CORNERS AND A STAMP

30 FOUR PACK

31 HALLOWEEN

32 INSIDE DIAMOND

33 INSIDE FOUR CORNERS

34 INSIDE LINES

35 INSIDE PICTURE FRAME

36 LETTER A

37 LETTER B

38 LETTER C

39 LETTER E

40 LETTER F

41 LETTER G	42 LETTER H	43 LETTER L	44 LETTER M	45 LETTER N
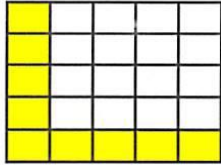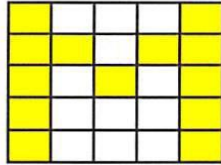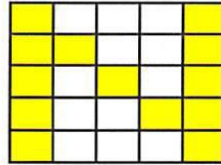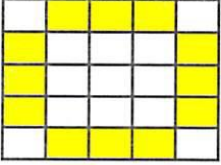
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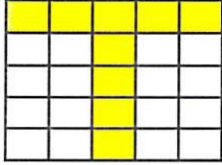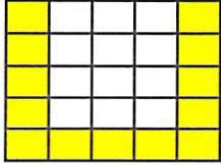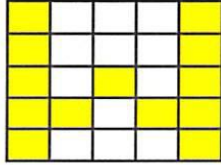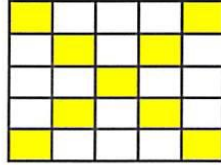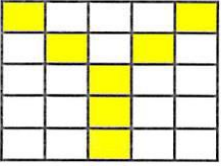
51 LETTER Y	52 LETTER Z	53 LUCKY 7	54 MINI FULL HOUSE	55 NUMBER EIGHT
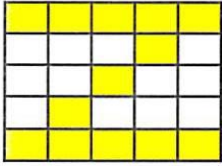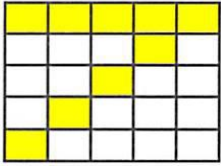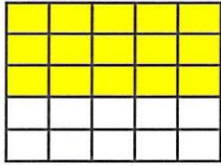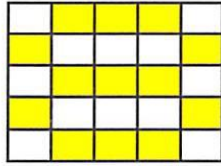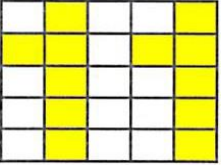
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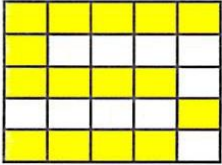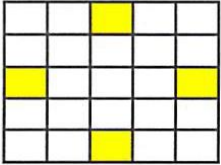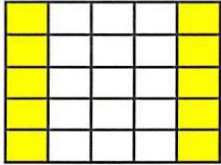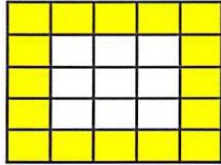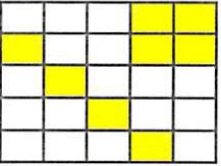
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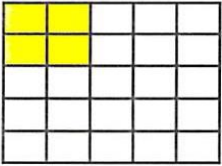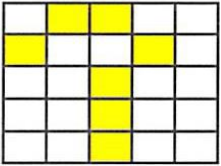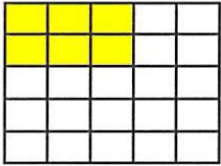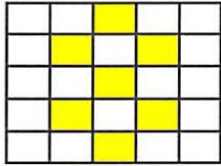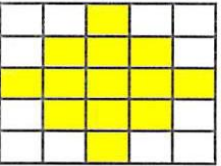
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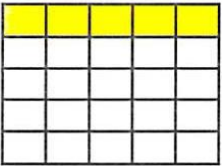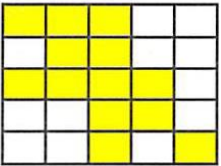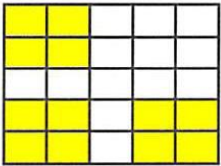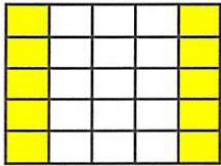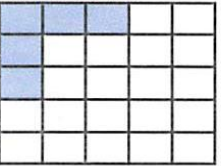
71 Crazy Corner	72 Crazy Arrow	73 Crazy Axe	74 Crazy Kite	75 CRAZY BIRTHDAY
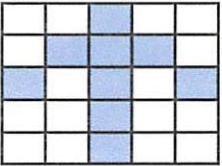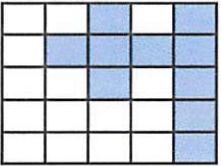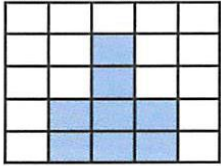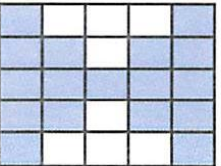
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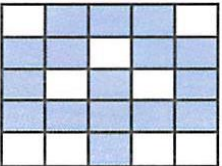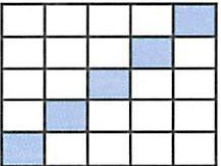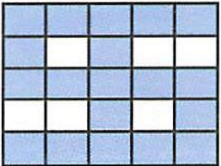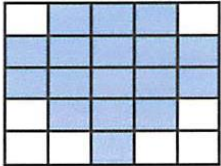
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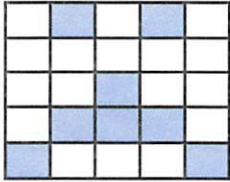
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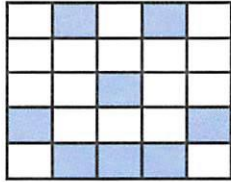
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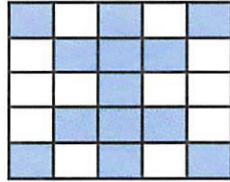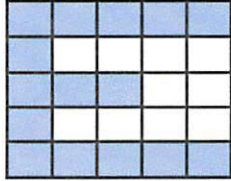
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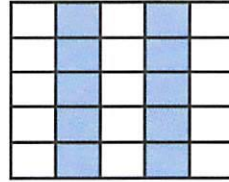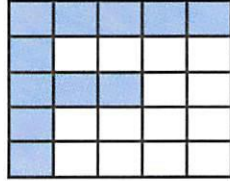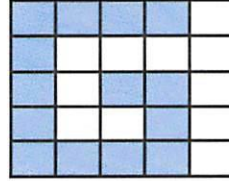
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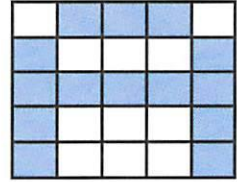
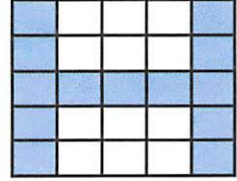**86** CRAZY LETTER C
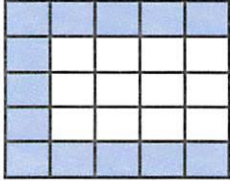
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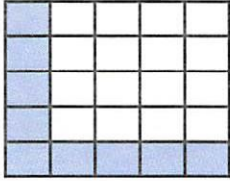
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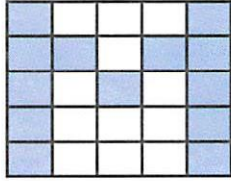
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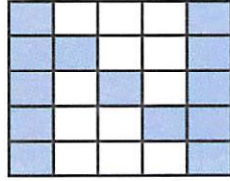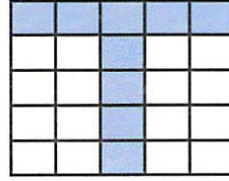**90** CRAZY LETTER H

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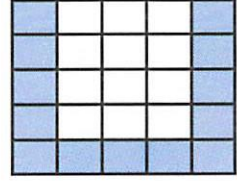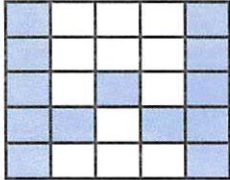
92 CRAZY LETTER M

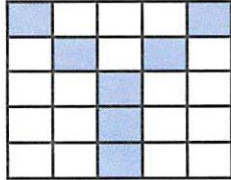**93** CRAZY LETTER N

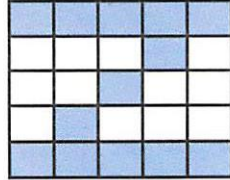**94** CRAZY LETTER T

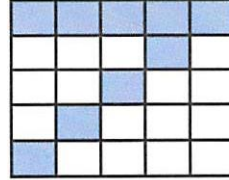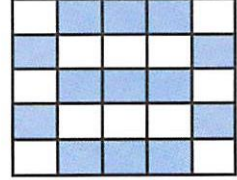**95** CRAZY LETTER U

96 CRAZY LETTER W

97 CRAZY LETTER Y

98 CRAZY LETTER Z

99 CRAZY LUCKY 7

100 CRAZY NUMBER EIGHT

101 ALLIN   This pattern cycles through these 13 patterns. Any vertical/horizontal/diagonal line & 4 corners
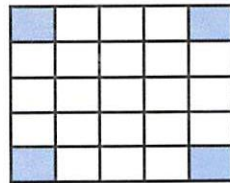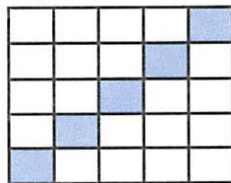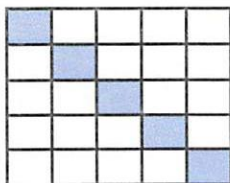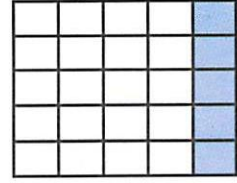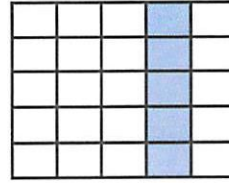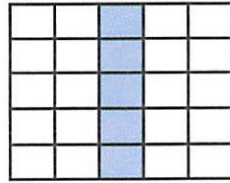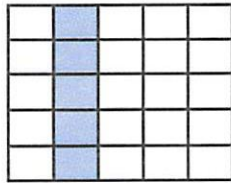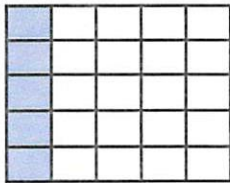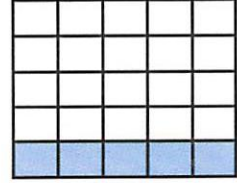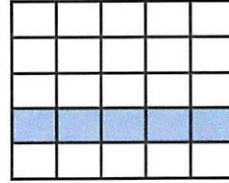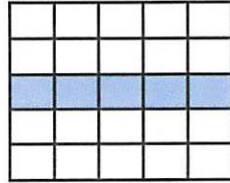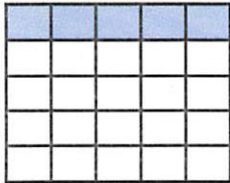
Blue Patterns rotate 90 degrees continuously.

Yellow Patterns are static.

Frequently asked questions

Can I operate the equipment on an extension cord?

Yes, but make sure all equipment is plugged in to a grounded 110 volt AC outlet so the extension cord should be grounded as well.

The balls are not lighting on the flashboard, what's wrong?

First remember to push down on the ball to light the lights. If that doesn't solve the problem, make sure the data cable is tightly connected between the blower and flashboard. If loose tighten, then turn off and back on the equipment. Also make sure the data cable is connected to the right plug on the flashboard. The one nearest the USB is the input. The other plug is used to add more flashboards.

How do I mount the flashboard?

You can hang the flashboard on the wall or a stand with wheels is available for additional purchase.

The patterns don't have the ones we use, can I add my own?

Any pattern can be created, however to "add a pattern" is to add all the patterns you need. So the pattern file that is in the machine needs to be replaced. We can do that for you for a very small fee. Contact your vendor if you wish to have that done.

How do I change light bulbs?

The blower and flashboard use entirely LED bulbs. They are available for replacement from your vendor. However, due to the nature of LED bulbs they really do last a very long time. The bulbs for the blower push/pull into their respective sockets. The front frame of the flashboard pops up revealing screws that will allow you to take the front panels off. Then the LED lights are pulled out and replaced if necessary.

The blower seems to be very loud, what can I do about that?

We do use a powerful motor. It ensures that the balls are mixed well and the caller isn't waiting so much for the next ball. If you have a microphone, try to position it so that it doesn't pick up the sound of the motor. Also, try to adjust the bottom feet of the blower so that it sets smoothly on the table or counter you are using. Some people have set the blower on a soft material like a towel or carpet. They think that helps.

What is the video connector for on the side of the blower, what is if for?

The blowers are wired for adding a camera to display the ball called on a television. The floor model blower includes this camera but the table model does not. It can be purchased separately. Please note that with the camera it needs to be plugged into a newer television for the display to look right.

What are all the USB connections for?

They are used only for upgrades and diagnostic. There is no user purpose for them. Don't plug anything into them unless you are told to do so.

There is another threaded connector by the switches on the blower, what is it for?

This will allow an antenna to be attached. The blowers can wirelessly operate an optional 2 digit display that would show only the last number called. This display is available as an addon and might be used as an auxiliary display.