Instruction Manual for the 17212 & 17214 Electronic Bingo Blower

Figure 1

The directions in this manual when referring to the 17212 are referring to software version 2.83 (you can find what version your blower is during the startup sequence).

The sections highlighted in gray DO NOT apply to this blower.

Model #_____

Serial #_____

Date Purchased: _____

Both the model and serial numbers can be found on a plate on the bottom of the machine.

Figure 2

The directions in this manual when referring to the 17214 are referring to software version 3.03 (you can find what version your blower is during the startup sequence).

The sections highlighted in gray apply ONLY to this blower.

Model #_____

Serial #_____

Date Purchased: _____

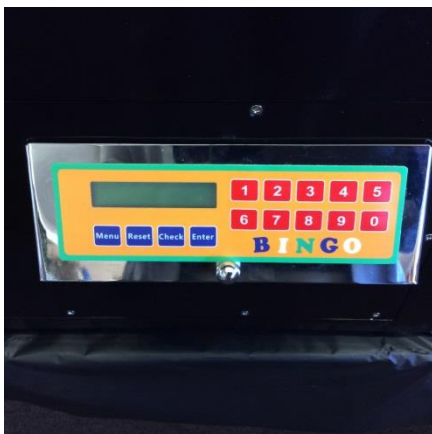Both the model and serial numbers can be found on a plate on the bottom of the machine.

Figure 3

To angle the display away from the machine so that it is easier to see while standing, pull on the knob until the metal plate falls into place and the display stays at an angle.

To return the display flush to the machine, reach under the display and lift the metal plate while also pushing in on the display.

The 17212 and the 17214 Electronic Bingo Blowers with Verifier both need to have the ball catcher **(Fig4)** attached to the tube in the middle of the masterboard. 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 it is on properly, tighten the set screw to hold it in place.

Figure 4

Figure 5

Insert the balls in the small sliding door **(Fig5)**. *(Balls must be purchased separately)* 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 the ball in the appropriate hole on the tray and **lightly press down.** To return the balls, turn off the blower, and lift the tray slowly so that all balls roll down back into the blower.

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 DB9 serial cable that comes with the flashboard **(Fig6)**, this cable will connect between the blower and the flashboard. See **Figure 9** on page 14 **Appendix III** for where to connect the DB9 cable to the blower. There are two ports on the flashboard. When attaching to the flashboard use the serial connector port nearest to the USB connector **(Fig7)**. It is the input. The other serial connector port is used to connect a second flashboard if used. The USB connection on the flashboard is used for upgrades and diagnostics only. Do not plug any USB device into this connection unless instructed to do so.

Figure 6

plug the data cable into this port

Figure 7

Plug both the blower and the flashboard in to a 110 volt AC 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 it is finished it will briefly light the number 18 on the flashboard. This confirms that the flashboard is working and ready to receive the signal from the blower. See your flashboard manual for more information on setup.

Turn on the power switch (red switch) for the electronics. The blower will go through a sequence on the console: it will tell you the software version, bingo card style, if your game list is on or off (if your game list is on it will tell you how many games are in your list).

The default screen is Bingo 75 JP: ## see. This indicates that the blower is ready to send the signal to the flashboard.

SETUP MODE

One of the popular things to be able to do with this system is to set up your game list for the entire session of bingo. You can set up each game to show the winning pattern in the order you desire. You start by FIRST going into Setup Mode. If your machine is OFF, turn on the machine and then when the startup sequence stops press MENU. If you are in Game Mode, turn OFF your machine and turn it back on again. Once the startup sequence stops, press MENU. This will put you into "Setup Mode".

MENU Options for Setup Mode

In the following directions, the numbers provided are the numbers you need to push to reach each section of the menu. For example, to edit your game list you would press 1 (Game Setup), 1 again (Maintain Game List), and 1 again (Edit Game List). Or to turn your game list on/off you would press 1 (Game Setup), 1 (Maintain Game List), and 2 (Game List On/Off). To change the color of the lights in your blower you would press 2 (System) then 3 (Lights).

Remember, the information in gray is only for the 17214

How to edit/create your game list (A list of the Pattern Numbers can be found on page 13 Appendix II.)

1. **Game Setup**
   - **1. Maintain Game List**
     - ○ **1. Edit Game List**
       - ▪ Use the **1** and **6** buttons to scroll through the 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 in the game

list, it is the Coverall. <u>DO NOT delete this pattern until you have set up at least one other pattern. The machine must have at least one pattern installed.</u> You can add patterns either before or after the Coverall, and then go back and delete the Coverall if you choose to do so.

- Press **ENTER** when you get to where you want to add your next pattern.
    - **1. Add before existing pattern** (Type in the pattern # and press Enter)
    - **2. Add after existing pattern** (Type in the pattern # and press Enter)
    - **3. Delete Pattern**
    - **5. Exit**
- Press **1** or **6** to scroll through the remainder of the list after you have entered your pattern.

o **2. Game List On/Off** (Press 2 to turn on or 2 again to turn off)

o **3. Save Current List**

- Save to list ## (Enter the number you want to give to the list you created, then press ENTER) *Make sure you remember what numbers you have given to each of the lists you create.*

o **4. Change Game List**

- Select List: (Enter the number of the list you want to select and then press ENTER). It will then display "Turn to list ##" <u>If you enter an invalid game list number, it will freeze the machine. To fix this turn the machine off and then back on again.</u>

o **4. Exit**

- **2. Jackpot**
    o This is a 2 digit number representing the ball count you have to have to bingo in to be able to win the jackpot. (The Ball Count number right before this will blink on the optional 2 Digit LCD Display indicating that the next ball will be for the Jackpot).

- **3. Count Down Time**
    o Enter the number of seconds for each ball to be called to control the callers pace, and then press enter.

- **4. FB Screen**
    o This moves the blower into screensaver mode. The flashboard will start with a snake pattern. (Press any key to stop). When the blower is in screensaver mode, this allows your playlist to start. Go to **MUSIC** on page 12 Appendix I for more information for setup.

Both the jackpot and the countdown timer are universal to all games.

- **5. Exit**
2. <u>System</u> **For the 17212 (The System Menu for the 17214 can be found on page 11 Appendix I)**
    - **1. Wireless**
        - ○ **1. On**
        - ○ **2. Off**
        - ○ **5. Exit**
    - **2. Import** (This is for loading different perms into your system. Your machine comes already programmed with the standard B75A2 and should be the same regardless of which paper or cards you are using for numbers 1-9000)
    - **3. Delete**
        - ○ **1. B75A2**
        - ○ **5. Exit**
    - **4. Select**
        - ○ **1. B75A2**
        - ○ **5. Exit**
    - **5. Exit**
3. <u>Resume</u> (If there is no game to resume, it will take you back to the first set of menu options).
    - **1. Resume Last Game**
    - **2. Refresh Flashboard**
    - **5. Exit**
5. <u>Exit</u>

GAME MODE: You will know if your Game list is ON or OFF when you turn the bingo blower on. The sequence at the beginning will show if your game list is on or off and if it is on, how many games are in your game list.

Playing Bingo (Game List ON)

To play bingo with the game list on, make sure you have set up your game list under "Setup Mode".

Press the **ENTER** key on the console. You are now in "Game Mode". The flashboard will change; see **Figure 8** on page 7. It will show the winning pattern that you have set for that game. At this time you can start calling bingo. Turn on the blower motor (green switch).

- Call the first number and place it in the appropriate hole on the tray. **Press down lightly on the ball,** you will hear a beep and the flashboard displays the number called and the number will begin to blink.

- The ball count on the blower will show the number 1. As you continue to call balls, they will continue to display the same way and the ball count will increase.
- **To move on to the next game after a BINGO**
    o Press **Reset**
    o Press **1** (Reset Game)
    o Press **1** again (New Game)
    o The name of the next game on your game list will appear, your ball count will be at 0, and your flashboard will reset to the next game you have saved.
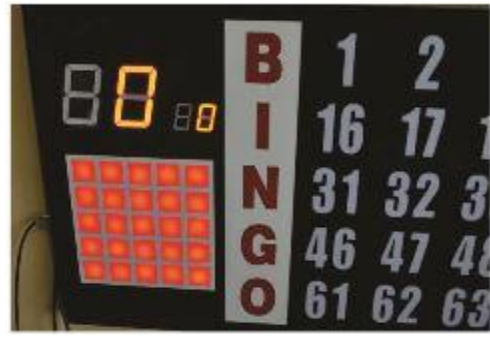

Figure 8

Playing Bingo (Game List OFF)

Press the **ENTER** key on the console. You are now in "Game Mode". The flashboard will change **(Fig8).** At this point you can start calling bingo. Turn on the blower motor (green switch).

- Call the first number and place it in the appropriate hole on the tray. **Press down lightly on the ball,** you will hear a beep and the flashboard displays the number called and the number will begin to blink.
- The ball count on the blower will show the number 1. As you continue to call balls, they will continue to display the same way and the ball count will increase.
- **To move on to the next game after a BINGO**
    o Press **Reset**
    o Press **1** (Reset Game)
    o Press **1** again (New Game)
    o Your ball count will be at 0 and your flashboard will reset.

MENU Button: Options during Game Mode (Can only be accessed between games)

1. **Jackpot:** This is a 2 digit number representing the ball count you have to have to bingo in to be able to win the jackpot. (The Ball Count number right before this will blink on the optional 2 Digit LCD Display indicating that the next ball will be for the Jackpot).
2. **Wireless:** This is for the optional 2 Digit LCD Display)
    - **1. Wireless On**
    - **2. Wireless Off**
    - **5. Exit**
3. **Count Down Time:** Enter the number of seconds for each ball to be called to control the callers pace, and then press enter.
4. **FB Screen:** This moves the blower into screensaver mode. The flashboard will start with a snake pattern. (Press any key to stop). When the blower is in screensaver mode, this allows your playlist to start. Go to **MUSIC** on page 12 for more information for setup.
5. **Exit**

RESET Button

1. **Reset Game**
    - **1. New Game** (Advances to the next game)
    - **2. Current Game** (Continues with the current game)
    - **5. Exit**
2. **Reset Number**
    - **1. Confirm** (This resets the last number called in case the caller accidently jumped ahead)
    - **5. Exit**
3. **Refresh Flashboard** (Allows you to unfreeze the flashboard if necessary)
4. **Blink** (Blinks all the lights on the flashboard 5 times then stops)
5. **Exit**

CHECK Button (This only works when you are playing with your game list ON)

Pressing the CHECK button allows you to verify a declared winner. Your type in the center card number and press ENTER. If it is a winner, the display will say BINGO. 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 previous section)

ENTER

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

Frequently Asked Questions

<u>Can I operate the equipment on an extension cord?</u>
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.

<u>How do I go from Setup Mode to Game Mode?</u>
To exit Setup Mode, press 5 until you are back at the main screen that shows Bingo 75 JP## then press **ENTER.** This will take you into Game Mode.

<u>The balls are not lighting on the flashboard, what's wrong?</u>
First, make sure you are in Game Mode (see the above question). Next, remember to **push down lightly 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 turn back on the equipment. Also, make sure that the data cable is connected to the right plug on the flashboard. The one nearest the USB is the input, see **Figure 7** on page 3. The other plug is used to add more flashboards.

<u>How do I mount the flashboard?</u>
You can hang the flashboard on the wall or a stand with wheels is available for additional purchase. ***See your flashboard manual for more information.***

<u>I am building my game list and the numbers keep changing.</u>
Remember, each time you add a pattern to your game list your game list will automatically renumber to make room for that pattern. So, if you start with Coverall as pattern 1 and you want to add Letter X before the Coverall, the Letter X will now be pattern 1 in your game list and Coverall will be number 2 in your game list. These changes ONLY affect your game list; they do not change the pattern numbers that you use to enter the patterns that are found on page 12 Appendix II!

<u>The patterns don't have the ones we use, can I add my own?</u>
Any pattern can be created, however, to "add a pattern" is to add all of the patterns you need. So the pattern file that is in the machine needs to be replaced. Contact your vendor for directions on how to do this.

<u>My blower did not come with a set of balls?</u>
Balls are sole separately; speak to your vendor about purchasing a set.

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. ***See your flashboard manual for more information.***

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 feel that helps.

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 LCD Display that would show only the last number called. This display is available as an add on and might be used as an auxiliary display. See **Figure 9 on page 14 Appendix III.**

What is the video connector for on the side of the blower? Why does my blower have wiring for a camera by the ball catcher?
The blowers are wired for adding a camera to display the ball called on a television. ***The camera can be purchased separately.*** Please note that with the camera, it needs to be plugged in to a newer television for the display to look right.

My machine has frozen, what do I do?
If all else fails, turn your machine off and then turn it back on again.

What are the USB connections for ?
The USB connection is used for several purposes. It can be used to add patterns to your machine (contact your vendor for directions on how to do this) or it can be used for upgrades and diagnostics. Finally, it can be used to add music or advertising to your machine (See **Appendix I MUSIC** for directions on how to do this)

I added a music/advertising file but it won't play?
Make sure you have plugged in an external speaker to the RJ 3.5 Jack that is built into the blower. A speaker does not come with the blower; it will need to be purchased separately. See **Figure 9 on Appendix III** for information on where you would plug a speaker in.

Appendix I System Menu for the 17214

2. System

- **Wireless On/Off** (This is for the optional 2 Digit LCD Display)
  - o **1. On**
  - o **2. Off**
  - o **5. Exit**
- **2. Edit Card** (This is for loading different perms into your system. Your machine comes already programmed with the standard B75A2 and should be the same regardless of which paper or cards are used for numbers 1-9000)
  - o **1. Import Card**
  - o **2. Delete**
  - o **3. Select**
  - o **5. Exit**
- **3. Light:** This will take you through all 4 options under Light one right after the other without going back to the menu. (You can always exit back to the menu by pressing 5, or 0 if you are in the LED color menu.) After you have made your selections, the display will scroll through your selections. Press ENTER to go back to the beginning of the light menu and make any changes. Whichever part of the menu you start on, it will continue through the remainder of the menu from that point.
  - ▪ **When there is a change in the light or music settings make sure to power off and then power on the machine when all changes are complete to make the changes take effect.**
  - o **1. LED Color**
    - ▪ **1. White**
    - ▪ **2. Red**
    - ▪ **3. Green**
    - ▪ **4. Blue**
    - ▪ **5. Yellow**
    - ▪ **6. Pink**
    - ▪ **7. Cyan**
    - ▪ **0. Exit**
  - o **2. Light Mode**
    - ▪ **1. Static** (Lights stay lit continuously)
    - ▪ **2. Blinking**
    - ▪ **3. Mixing** (Lights blink through all of the color options regardless of what LED color is chosen)

- - - **5. Exit**
  - o **3. Brightness**
    - - **1. Low**
    - - **2. Medium**
    - - **3. High**
    - - **4. Power Off** (No Lights)
    - - **5. Exit**
  - o **4. Music Link**
    - - **1. Yes** (When there is music playing in the screen saver mode, this will make the lights blink according to the music rhythm)
    - - **2. No**
    - - **5. Exit**
  - o **5. Exit**
- **4. Music**
  - o **1. Import Music**
    - - **1. Copy Single Music File** (Type in the number of the file you want and press ENTER)
    - - **2. Copy All Music Files**
    - - **5. Exit**
      - • You can import up to 9 music or advertising files to play while your blower is in screensaver mode, they must be in the WAV format.
      - • Make sure all of the files are less than 20MB each.
      - • Name the files in the following manner MUSIC1, MUSIC2…MUSIC9
      - • You can go to http://www.bingo-musics.com/ to convert your favorite music or advertising to a WAV file.
  - o **2. Edit Sequence**
    - - You can choose the order that your music or advertising will loop and play in.
    - - Select 1-9 in the order that you want it to play in, then press ENTER
  - o **3. Check Sequence**
    - - This lets you view what order you have chosen for your music files to play in.
  - o **4. Sound Control**
    - - This allows you to turn the bingo caller sound ON or OFF
    - - There is a RJ 3.5 Jack that is built into the blower for use with an external speaker (An external speaker is not provided).
  - o **5. Exit**
- **5. Exit**

Appendix II Game Patterns

#	Pattern	#	Pattern	#	Pattern
1	Coverall	35	Inside Picture Frame	69	Triple Postage Stamp
2	Around the Corner	36	Letter A	70	Two Outside Lines
3	Arrow Down	37	Letter B	71	Crazy Corner
4	Arrow Left	38	Letter C	72	Crazy Arrow
5	Arrow Right	39	Letter E	73	Crazy Axe
6	Arrow Up	40	Letter F	74	Crazy Kite
7	Arrowhead	41	Letter G	75	Crazy Birthday
8	Bench	42	Letter H	76	Crazy Bow Tie
9	Big Kite	43	Letter L	77	Crazy Clover
10	Block of Nine	44	Letter M	78	Crazy Diagonal
11	Bow Tie	45	Letter N	79	Crazy Dollar Sign
12	Bullseye	46	Letter O	80	Crazy Easter Egg
13	Butterfly	47	Letter T	81	Crazy Halloween
14	Cactus	48	Letter U	82	Crazy Happy Face
15	Candles	49	Letter W	83	Crazy Indian Star
16	Clover Leaf	50	Letter X	84	Crazy Inside Lines
17	Corners	51	Letter Y	85	Crazy Letter A
18	Diagonal	52	Letter Z	86	Crazy Letter C
19	Diagonal Corners	53	Lucky 7	87	Crazy Letter E
20	Diagonal & Hardway Six Pack	54	Mini Full House	88	Crazy Letter F
21	Diamond	55	Number 8	89	Crazy Letter G
22	Dollar Sign	56	Number 11	90	Crazy Letter H
23	Double Fours	57	Number 5	91	Crazy Letter L
24	Double Hardway	58	Outside Diamond	92	Crazy Letter M
25	Double Postage	59	Outside Lines	93	Crazy Letter N
26	Easter Egg	60	Outside Picture Frame	94	Crazy Letter T
27	Flag	61	Pack and Line	95	Crazy Letter U
28	Four Corners	62	Postage Stamp	96	Crazy Letter W
29	Four Corners and a Stamp	63	Question Mark	97	Crazy Letter Y
30	Four Pack	64	Six Pack	98	Crazy Letter Z
31	Halloween	65	Small 8	99	Crazy Lucky 7
32	Inside Diamond	66	Solid Diamond	100	Crazy Number 8
33	Inside Four Corners	67	Straight Line Across	101	ALL IN
34	Inside Lines	68	Triple Bingo		

- All In (Pattern 101) is any regular Bingo
- Patterns 71-101 rotate 360 degrees continuously
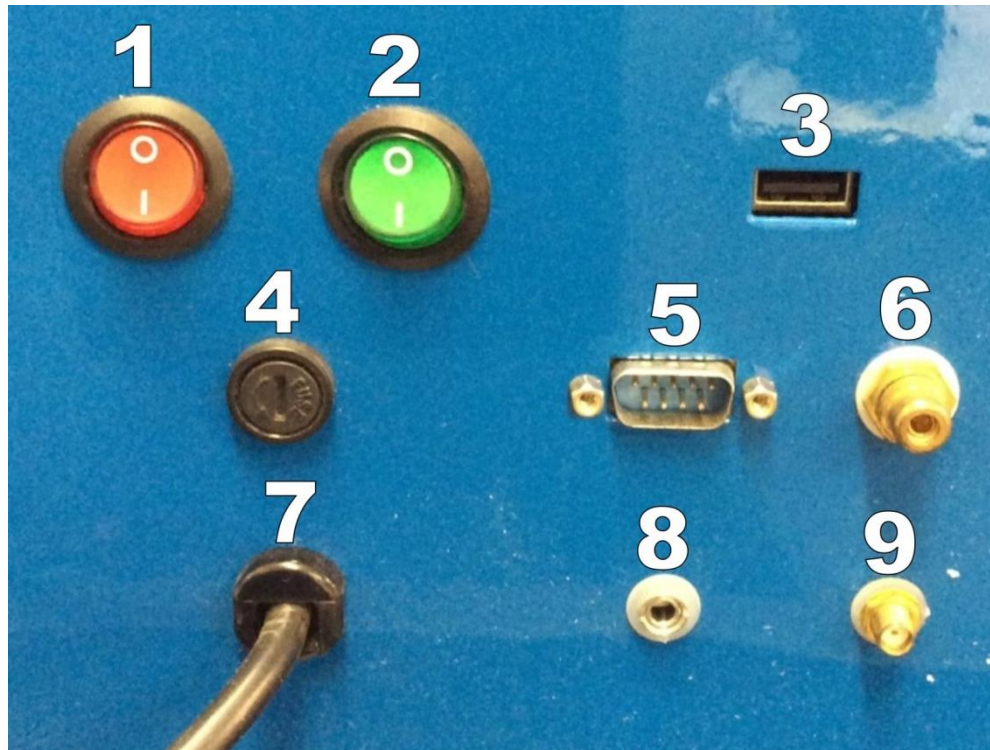- Patterns 1-70 are static

Appendix III

1. Power switch for the electronics: Up = Off   Down = On
2. Power switch for the blower: Up = Off Down = On
3. USB port: This is used for several purposes. It can be used to add patterns to your machine (contact your vendor for directions on how to do this) or it can be used for upgrades and diagnostics. Finally, it can be used to add music or advertising to your machine. (See **Appendix I MUSIC** for directions on how to do this).
4. Fuse: 3 amp fuse, contact your vendor for replacements.
5. DB9 Port: Used to connect your flashboard and blower together using a DB9 Serial cable that comes with your flashboard.
6. RCA Plug: Used to complete the circuit for the optional camera. The camera is an extra purchase and must be plugged into a newer TV for it to work.
7. Power Cord: plug into a grounded 110 volt AC outlet or a grounded extension cord plugged into a 110 volt AC outlet.
8. RJ 3.5 Jack: Used to plug in an external speaker that can be used to play music or advertisements during breaks. See page 12 **Music** for further instructions on how to add music or advertising to your blower.
9. Plug for the Antenna: This is only used if you have the optional 2 Digit LCD Display.

Accessories

Contact your vendor for more details.
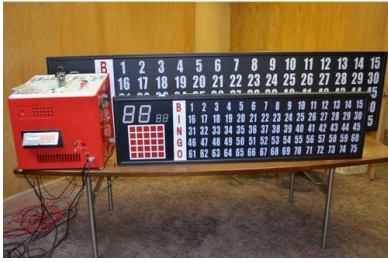
17302: Deluxe Electronic Flashboard w/ 2 inch numbers

17304: Deluxe Electronic Flashboard w/ 3.25 inch numbers

17396: Deluxe Aluminum Flashboard Stand

17404: LED Display Board

17212C: Cameral for use w/ Electronic Bingo Blower

17220: Blower Stand w/ 4 Heavy Duty Casters

15570: Bingo Nut Cap

16336: Bingo Slide Card w/ Quick Clear Shutter Function

16537: Jumbo Bingo Slide Cards

Hard Cards: Available in Red, Green, or Blue

BC01: Bingo Ball Aluminum Case

71BDN: Bingo Ball – White 2 Side Print

71DDN: Bingo Ball – Multicolor 2 Side Print

71HDN: Bingo Ball – 5 Solid Color Double Number

71K6N: Bingo Ball – 5 Color Six Side Print

7112: Bingo Ball - 12 Sided Easy Read Balls

17045: Bingo Ball Cleaner 4 ounce Bottle

17112: Bingo Stop Sign

16538: Bingo Pen - 4 inches