STATESMAN
Premier II
BINGO CONSOLE

Game # 1
Part 1/1
Last Ball 22
Total Calls 1
Dollar Value $75.00

22
Regular 13 Ways

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

Welcome to Our Bingo Hall - Good Luck ----

OPERATIONAL MANUAL
Statesman Premier II Bingo Console

Introduction

This manual will assist you in unpacking and installing the system, summarizes the features of the Statesman Premier II Bingo Console, introduce you to the security system, give you a Quick Tour, and guide you through the set up of your Console.

All products ship from the factory pre-programmed with a DEMO program to allow you to quickly play a demo bingo session without spending many hours reading manuals. The DEMO accomplishes quick, hands-on training and understanding of system operations. Additional knowledge can also be derived from the program to aid in answers to your questions such as how to setup your own organization, schedules, inventory, run reports, and tailor the system operations to your needs.

All product manuals, system documentation, and DEMO documentation are located on the Console's Main Menu screen under the Help button.

The optional hardware can be purchased to mount up to a 42" TV to the player side of the Console. The TV can display a flashboard screen and verify screen. See section 2.7 and Appendix C for more information.

Quick Tour the Included Demo Program

1. **Push the UPS on/off button to power up the system**

2. **On the Log In screen, use the touch panel to select the Login As Administrator button**

3. **Key in the password 13629, then Enter**

4. **On the Schedule screen, select Demo➜Paper➜Schedule 1 and then press Play**

5. **On the Main Menu screen, press Play Bingo**

6. **Call balls**

Table of Contents

Getting Started
1.0

The Statesman Premier II Bingo Console was designed to have an attractive and modern appearance. Careful manufacturing and assembly techniques are used to ensure quality. The Premier II is a single cabinet containing both the computer and the blower. The Console weighs approximately 240 pounds.

Unpacking the Console
1.1

- Inspect the shipping containers for possible signs of damage. If damage is detected, refer to the Damage Action Process section (1.4) for procedures.

- Use scissors or box cutter 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 slide 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 foam packing inserts from 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 only by its top. With one person lifting from each end of the console, raise the console up and out from the carton and foam inserts. Check that all casters are in place. Do not destroy or discard carton or packing material until after final inspection and testing.

- At this point, you should inspect the console for any obvious shipping damage. If any problems are found, immediately contact your distributor for advice and refer to the Damage Action Process section (1.4) for procedures.

The following accessories should be found in the console:

(1) Set of bingo balls
(1) Computer mouse
(1) Computer keyboard
(4) Keys for cabinet doors
(1) Removable USB drive with software

OPTIONAL HDTV Mount
1.2

SEE APPENDIX C FOR ASSEMBLY INSTRUCTIONS

Requirements:

HDTV at 42" or Less
1a. VESA Mount hole pattern of 400mm x 400mm or less
1b. Resolution of 1920 x 1080
1c. VGA Input

HH3185 HDTV Mounting Kit

Service Contact
1.3

For Service information or technical assistance, contact:

Product Support Center
1-800-277-6214

Damage Action Process
1.4

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

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

In case of damage, make a note on the bill of lading before accepting, take a photo of the damage, and keep the packaging to aid in recovering the amount of claim against the carrier.

If the product is damaged but acceptable, take a photo before and after unpacking as a record of the damage and contact the carrier's agent immediately for inspection. Be sure to obtain a copy of the inspection report for your records.

If these precautions are not taken, we cannot assist you in recovering the amount of the claim against the carrier.

Tools
2.0

A Phillips screwdriver is needed to mount the monitor onto the Console.

Console Installation
2.1

Provide a clean power source of 115-120VAC, 15A or better, with third wire earth ground for the Console.

For best anti-static operation of your console, the included bingo balls should be used. The bingo balls are multi-colored and double numbered. Open the set of bingo balls. Inspect each ball for damage and insert each ball into its corresponding slot in the ball tray to ensure the set is complete. Any problems, contact your distributor for a replacement.

The traditional Console outputs to drive composite video monitors and flashboards are provided in the cabinet on the left side of the Console. If additional system wiring requires special switches or converters, contact your distributor for assistance.

The monitor is shipped in a secure position and must be mounted on the left of the console top surface as shown in section 2.3.

Optionally, a 42" TV and/or TV mounting kit may be included with the system. Follow the instructions included with the mounting kit that adapts the standard TV VESA mount to the Console. All necessary cables to connect to the Console are provided in the kit with the sourced TV.

Optionally, an Ethernet report printer may be included with the system. Use standard CAT network cabling practices between the printer and the Gaming computer in the Console.

Refer to the Appendix for wiring diagrams and electronic device connector definition as needed in the last pages of this manual.

The two following sections, 2.2 and 2.3 will familiarize you with the hardware elements of the console prior to completing the installation.

Console Electronic Devices
2.2

Primary AC power is brought into the cabinet to the AC junction box with a GFI protected outlet.

The UPS (Uninterruptible Power Supply) plugs into the outlet. The UPS power on button is the main on/off switch for the Console. The UPS contains a backup power battery pack to provide temporary electrical power in the event of a primary AC power failure.

An AC power strip is plugged into the battery backup side of the UPS and is used to distribute reliable power to the key electronic devices.

The Gaming computer power supply is a 12VDC supply.

The metal mounting plate slides out for access to key electronic components.
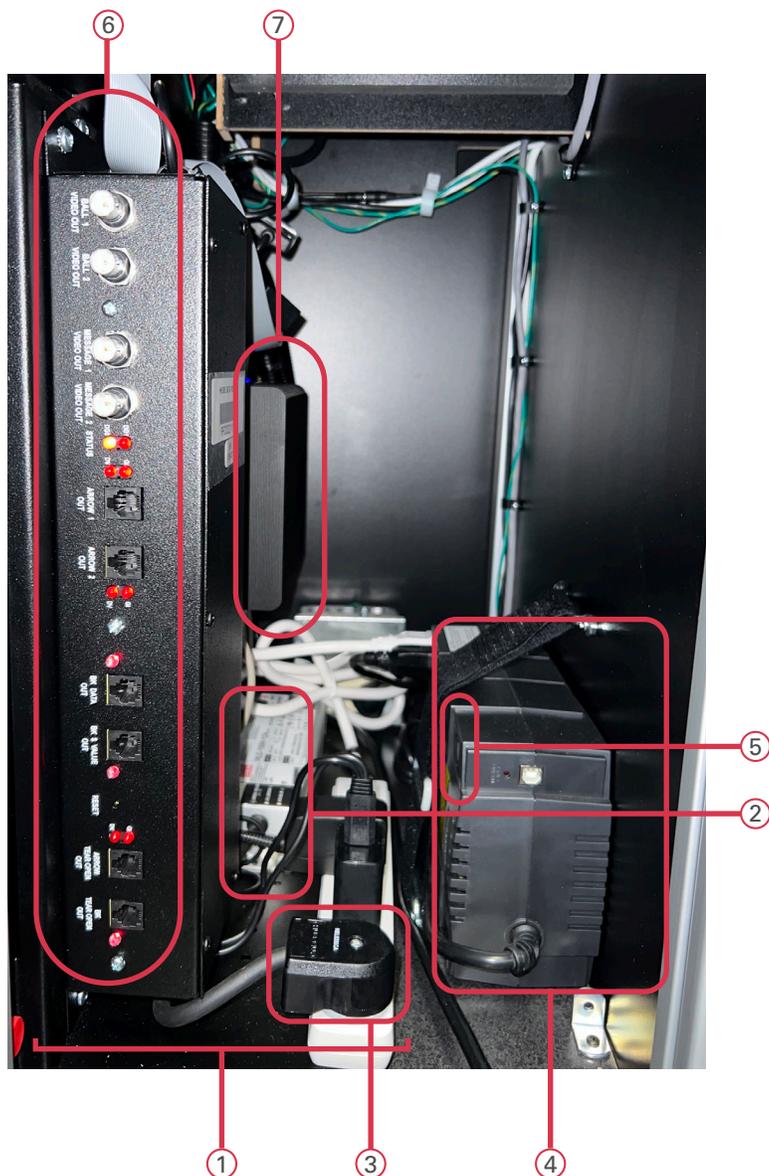
①	Metal Mounting Plate
②	12V DC Power Supply
③	Battery Backup Power Strip
④	UPS
⑤	UPS/System On/Off Switch
⑥	Data Router III
⑦	Gaming Computer

Console Electronic Devices (cont'd)

2.2

The Cable Adapter Board is a small PCB that adapts 15 cables into 1. The DR III scans the ball tray switch matrix and reports any switch depressions to the Gaming computer.

> ① Switch Matrix Cables
>
> ② Cable to Data Router III
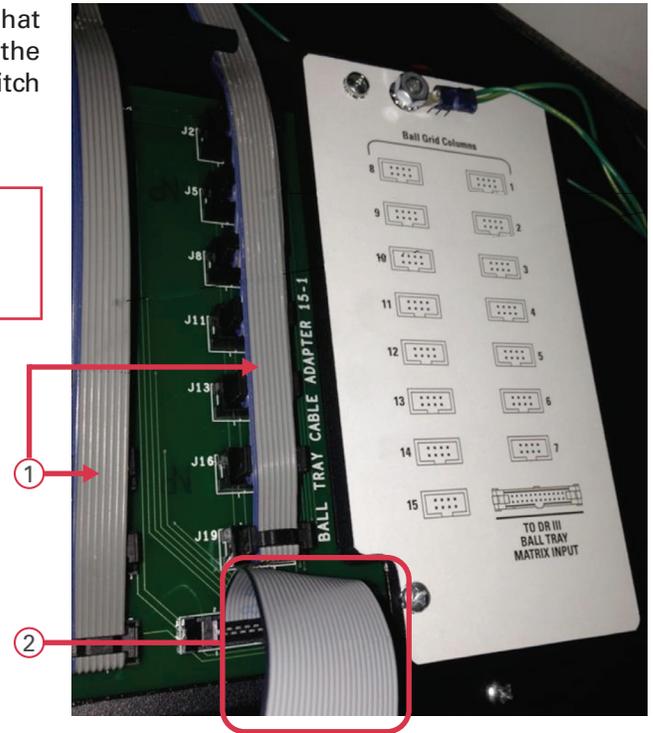
For ease of service, the removable metal plate mounts the following:

① **The Gaming computer**
Industrial grade, low power, fanless computer with two video channels (console monitor and the player monitors)

② **Data Router III**
Scans the ball matrix and communicates with the Gaming computer. Also incorporates composite video output for the player monitors and output for flashboards.

③ **Video converter**
Converts the Gaming computer digital video output to composite video for the Data Router III and analog VGA video for the optional front mounted TV.

④ **The main 12VDC power supply**

⑤ **The battery back up AC outlet strip**
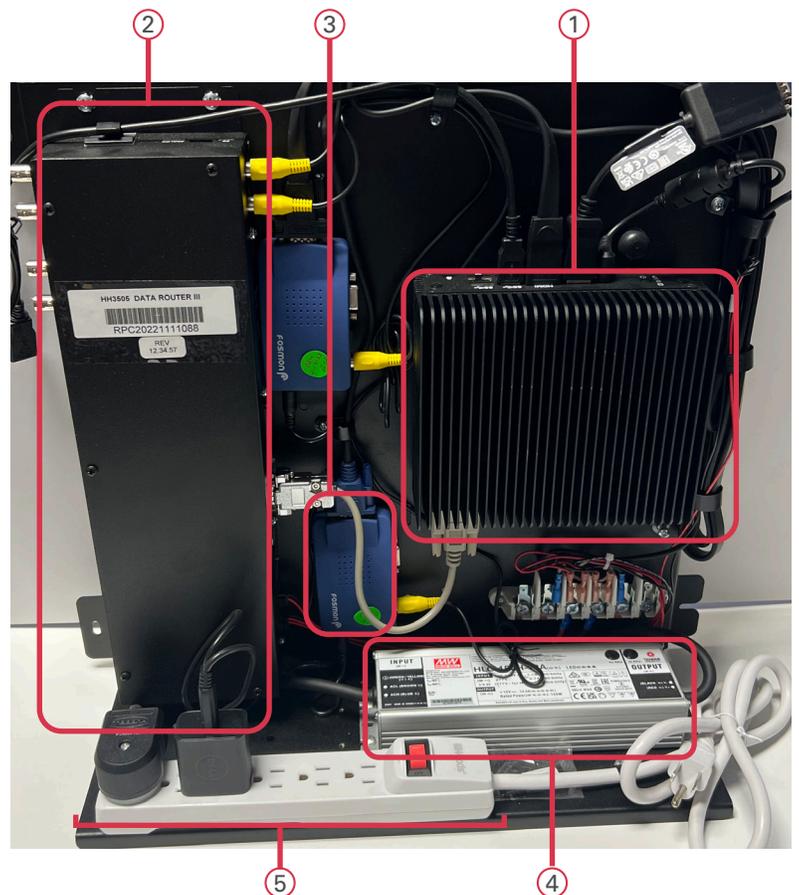
Basic Controls
2.3
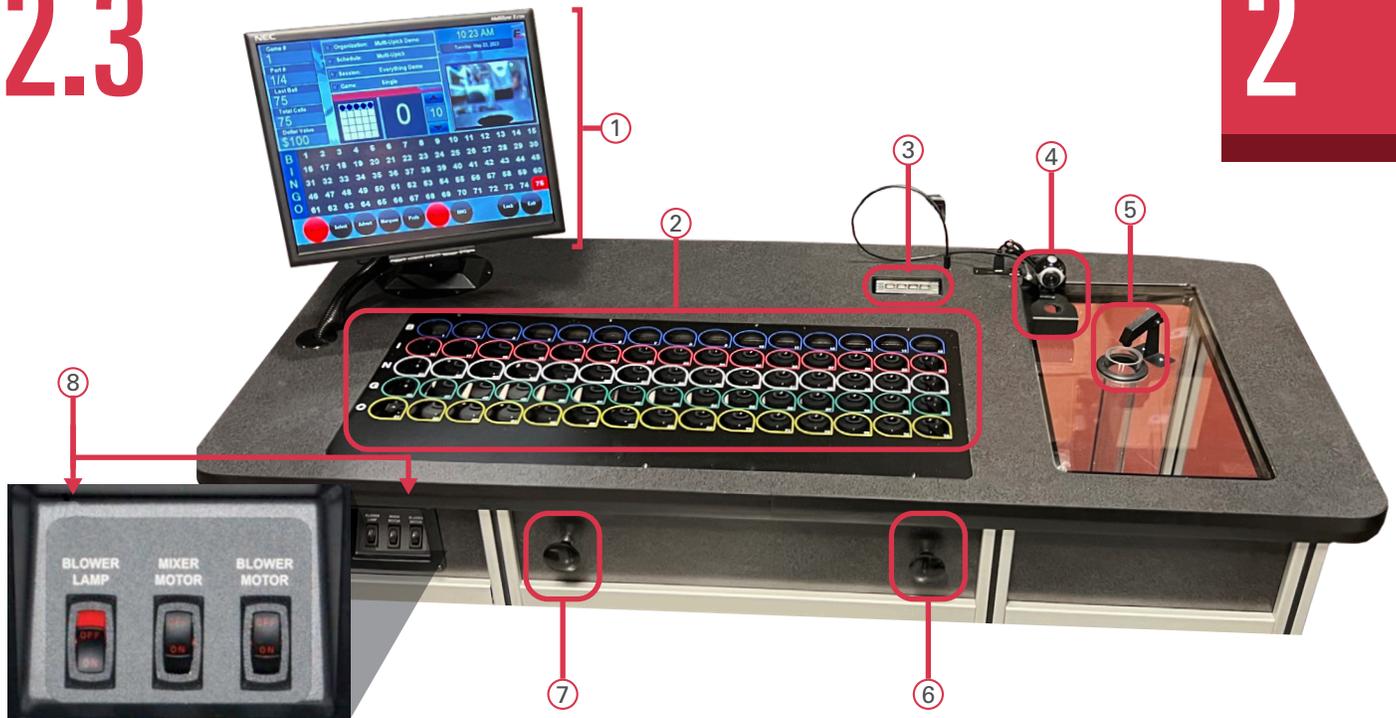
The Console top side controls are all within an easy reach for the operator. The console top is relatively free of devices that obstruct the player's view of ball calling operations.

The ball extraction tube contains a traditional ball stop mechanism.

A high resolution digital camera is mounted to a movable ball holding mechanism. The bingo balls are numbered on opposing sides to easily adjust the image on the monitors. The easily replaceable camera plugs into a conveniently located video port. The camera ground plug must be connected to the Console to insure protection from ESD (electrostatic discharges) from the operator.

The USB hub accommodates a USB keyboard and/or a USB mouse as an operator preference. The hub is also used to insert a USB drive for software upgrades, backups, jurisdictional configurations, and saving of reports.

The ball tray matrix has an individual switch under each of the 75 ball holes. The new reliable switch utilizes a sealed rubber membrane and is easily replaced without any tools. Once a switch has been depressed, further depressions are ignored until the start of the next game.

The adjustable operator monitor will move up and down, tilt, and rotate. It also incorporates a touch screen that works seamlessly with the mouse.

①	Touch Panel
②	Ball Tray
③	USB Hub
④	High Resolution Digital Camera
⑤	Ball Extraction Tube
⑥	Release Balls to Blower Chamber
⑦	Dump Balls to Holding Chamber
⑧	Motor & Light Switch Panel

The remaining operator controls are located on the operator side of the Console.

A switch panel controls power to the light in the blower chamber, the mixer motor, and the main blower motor.

The knob on the left of the operator is pulled outwards (towards seated operator) to dump balls from the ball tray into a holding chamber. The knob is pushed towards the console to return the ball tray mechanism to the full upright game playing position.

The knob on the right of the operator is pulled outwards (towards seated operator) to release the balls from the holding chamber into the blower chamber. The knob is pushed towards the console to close the ball release door to the blower chamber.

Electrical Installation

2.4

Refer to Appendix A for Diagrams

The main AC power input to the Console should be a clean 115-120VAC, 60Hz. The power outlet or power cord to the Console should be wired with 12AWG or 14AWG with ground. The AC power input circuit must be rated for at least 15A and no other hall equipment should share this power source. Do not run long extension cords with inadequate wire gauge from the power source to the console.

The Console is provided with a 12 foot power cord with a standard three prong 120V 15Amp (NEMA 5-15 plug).

1. Plug the cord from Console into the main power source.

CAUTION! A POWER SOURCE WITH ABNORMAL VOLTAGE OR EXCESSIVE NOISE CAN RESULT IN IMPROPER CONSOLE OPERATION AND POSSIBLE DAMAGE NOT COVERED UNDER WARRANTY.

Powering Up the Console
2.5

For maximum battery backup time, allow the UPS to charge for a full eight hours prior to console use

1. The main power "ON" switch for the electronic console is the button on the side of the UPS, right at the front, in the electronics cabinet.

> Observe that the following events occur after pressing and releasing the push-button:

- The green On Line indicator flashes.

- The yellow On Battery indicator lights while the Self-Test is being performed.

- When Self-Test has successfully completed, only the green On Line indicator will be lit and the UPS is ready for use.

WARNING!
If the internal battery is not connected properly, the green On Line indicator and red Replace Battery indicator will light and the UPS will also emit a chirping sound. (Call for service if this occurs).

2. The system will power up and a display will be seen on the monitor (refer to Chapter 5 for more information).

3. Turn on the three switches- chamber light, mixer motor, and blower motor. If any function fails to start, please call our Product Support Center at 1-800-277-6214

4. Release the balls into the ball tray chamber by pulling out the dump balls knob. Turn off the blower motor and release the balls into the blower chamber by pulling out the door release knob and holding until all balls have entered the blower chamber. Push in the ball release knob to close the door and push in on the dump balls knob until the ball tray is in the full upright locked position.

Flashboards, Video & Audio Installation
2.6

The Console supports a wide variety of video and flashboard systems. Each installation is unique to your hall environment. Please refer to the Bingo Console Installation Guide which describes how video, audio and flashboard systems interface to consoles. Your Arrow distributor or factory representative should be consulted and assist with these installations.

TV Option
2.7

One Console option is the mounting of a 42" TV to the front side (player side) of the Console. The option is supplied as a kit with cables, and mounting hardware and VESA adapter plate to be assembled at the installation site. The console operator can change between the flashboard and verify images during the game. The verify screen automatically appears without operator intervention.

Images on the TV Include:

1. A combination screen of ball and flashboard data during gaming
2. Large card face during verify
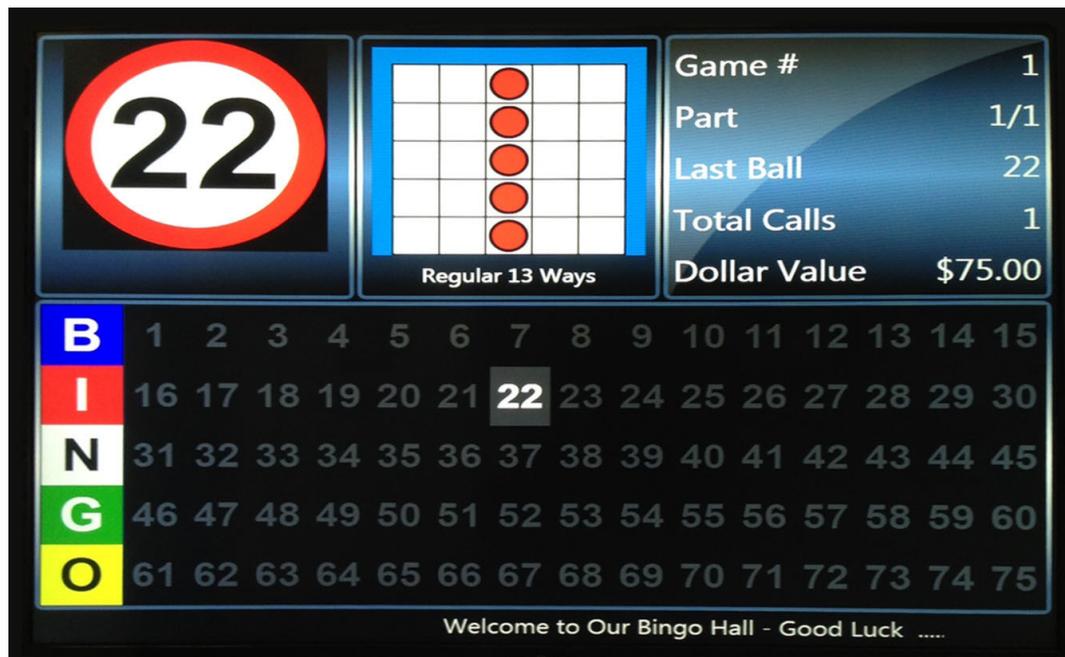
Note: The Live Ball image from the digital camera is routed through the Ball output on the Data Router III. It is transmitted to the ball monitors driven by the console. A composite version of the video flashboard image above is transmitted through the message monitor output on the Data Router III. It is driven out to the message monitors connected to the console.

Introduction
3.0

This chapter of the manual briefly describes the use of the Operator Display screen.

Operator Display
3.1

There are several items that make up this screen:

- Active Gaming Information (upper left corner) – This area of the screen displays the Game number, the game Part number, the Last Ball called, Total Calls , and the Dollar Value for the current game.

- Clock Display (upper right corner) – Displays the current time and date in the upper right corner.

- Organization / Schedule (upper center) – Displays the names of the organization, Schedule, Session, and current Game.

There are several items that make up this screen (cont'd):

- Flashboard Screen – Displays all called balls and the last ball called (same data output as the external flashboards). Last ball called is shown in red.

- Ball Call Timer (center) – Displays a timer that counts down the number of seconds between ball calls for each game. A fast ball game will be preprogrammed to a different timer value than that of a standard, slower paced game. There are up/down arrows provided for the operator to dynamically adjust the programmed time to a different value during gaming. The timer value of zero blinks red when the time has elapsed.

- Game Pattern (center)– Displays the current game pattern being played.

- The Live Video Window (center- right side) – This window displays information for two functions:
  1. Live ad that plays at the start of the current game
  2. Graphical image of the ball called

- Toolbar (bottom)– The toolbar allows the operator to control and modify certain functions and change preferences during the current Schedule, advance to the next game or select a particular game to jump to, verify a winning bingo card, and exit to the Main Menu screen..

- Marquee –The current marquee will be displayed scrolling at the bottom of the screen. Marquees can be pre-programmed when a session is built, or they can be dynamically selected from the Marquee screen.

Ball Handling
3.2

The ball chamber uses a special anti-static mat and anti-static coated bingo balls. The anti-static properties of the Console are dependent on the use of these balls. It is recommended that only the balls that are supplied with the Premier II Bingo Console be used.

A ball mixer motor is provided in the blower chamber. When the blower motor is turned on, the balls are extracted from the ball tube and then the operator places the ball in front of the camera. The double numbered balls allow the operator to view the ball instead of viewing the monitor when adjusting the image position.

Calling a Ball
3.3

When you are ready to call the ball on the Console, remove it from the camera mount, insert it in the proper hole in the ball tray, then depress the ball down to activate the ball switch. Depressing the ball and activating the same switch again has no effect on the system for the remainder of that game. When the system advances to the next game, the switch becomes active again.

Resetting a Ball
3.4

If the ball was inserted into the wrong hole then:

- Remove the ball from the hole

- On the operator monitor, touch the ball number of the wrong hole. This will clear the ball and the system will be updated.

- Insert the ball in the proper hole and depress it to activate the switch. The system is updated and correct.

Ball Tray System Failure
3.5

If the ball tray switches stop working, the ball should still be placed in its proper hole. The ball can be "called" by touching the ball number on the operator monitor. The system will be properly updated.

Security/Compliance
4.0

Initial Factory Security
4.1

On a new Console, the computer loads a Name and Password into the database for a System Administrator. The System Administrator can log in to the system and set up a different password. An Arrow service representative or an authorized Arrow distributor can provide assistance in the set up.

FCC Part 15
4.2

The Console computer, the system printers, and the UPS devices are all pre-tested by their corresponding manufacturers and certified to meet FCC part 15 requirements.

Gaming Regulatory Compliance
4.3

If properly configured and operated, the Statesman Premier II Bingo Console can comply with many different Regulatory requirements for the function that the system performs.

The system employs a State Configuration method to configure the Console to be compliant to the state in which they are installed. During installation of the system, the state licensed and Arrow authorized distributor is required to load the State Configuration information and select the State that it is being installed in. The system then places those restrictions on the Console operation. The State Configuration is a tool that makes it easier and faster for distributors and organizations to set up the equipment to state requirements. The State Configuration tool configures the console to be in compliance at the time of manufacture. It is the responsibility of the distributor to insure the console complies at the time of installation.

Arrow assumes no liability for the absolute accuracy of the configuration content at any point in time. To determine what current restrictions are placed on the system by this method, and the States that the system has been approved in, please contact Arrow legal department for the latest information.

Licensed hall owners, organizations, distributors, and game operators have prime responsibility, not Arrow, to configure the Arrow equipment and operate a bingo Schedule that meets Regulatory requirements in their State.

IF FOR ANY REASON THE SYSTEM DOES NOT APPEAR TO BE IN REGULATORY COMPLIANCE, YOU MUST IMMEDIATELY CONTACT ARROW LEGAL DEPARTMENT SO CORRECTIVE ACTION CAN BE TAKEN.

The State Configuration can be loaded onto the Console using the **Utilities** button on the Main Menu screen and then the **Upgrade Software** button.

Regulatory Summary
4.4

In general, the Console tracks, reports and logs:
- Gaming report showing winning faces and patterns for each verification

- Payout reports for each verification, with game and session totals

- Ball frequency report showing ball call statistics for the session

- Error logging

- Software revision levels in clear view on the log in screens of all equipment

- Stores 13 or more months of historical data

Quick Tour

5.0

Quick Tour takes you through the basic steps required to initiate a bingo Schedule.

- Log in to the Console

- Shutdown

Refer to Ch. 6 of the EMAX Electronic Bingo Console Operator Manual for operation and programming instructions. This document can be accessed through the Help Button on the Main Menu.
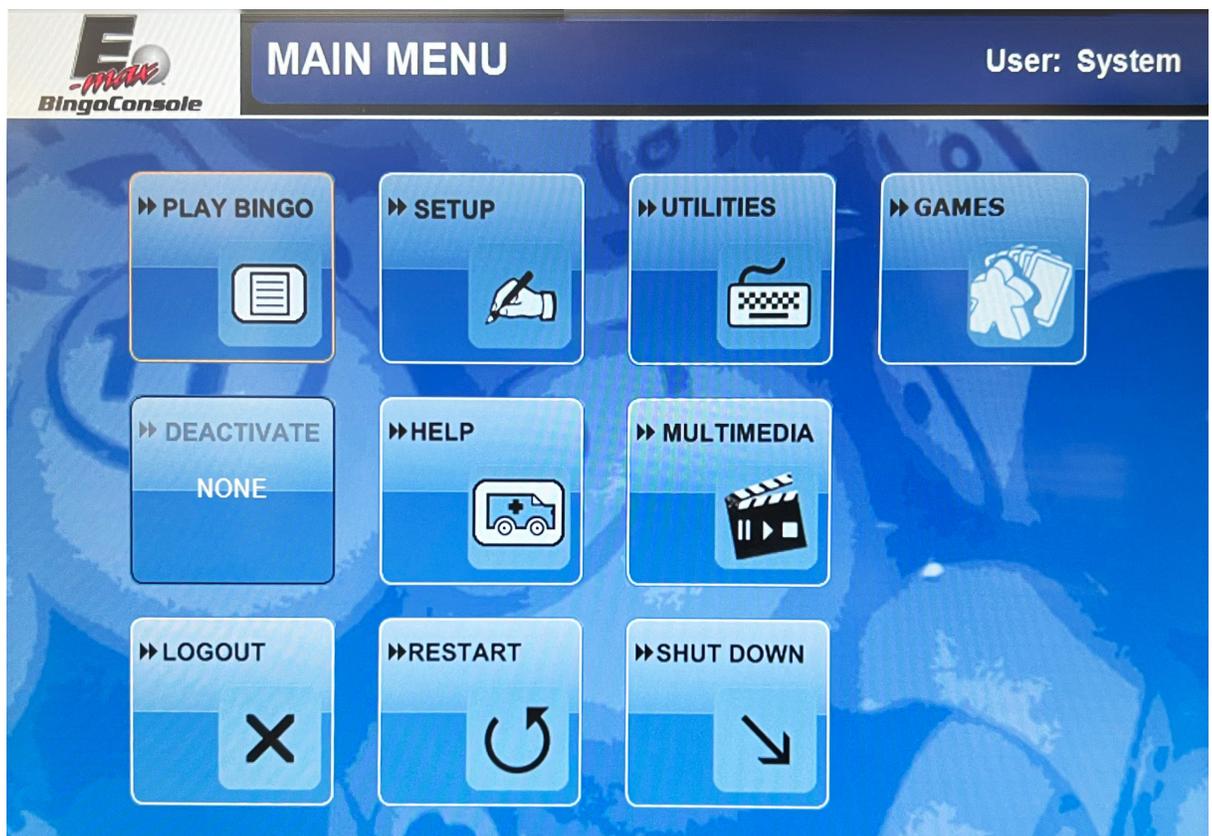
LET'S BEGIN!

Log In
5.1

To start the Quick Tour you must first apply power to the Console. The system will take a few moments to boot up which will bring you to the **Login** screen.

Select **Login as System Admin** and enter the factory default **password of 13629,** then hit the **ENTER** button

The **ENTER** button causes the Main Menu Screen to appear.

PLAY BINGO
- Get to the Organization / Schedule screen and activate a Schedule

SETUP
- Edit or make new Organizations, Schedules, and associated activities and patterns

UTILITIES
- Change system password
- Retrieve and print schedule reports
- View hardware setup and software revision levels
- Perform backup, restore, upgrade software, and log maintenance functions
- Set date and time
- Calibrate the touch screen
- Perform flashboard lamp test
- View error logs

GAMES
- Infinite Game allows to run a game on an "infinite loop" to play in tandem with regular bingo sessions.

HELP
- Allows you to select and view manuals

MULTIMEDIA
- Loads and plays PowerPoint slides.
- Allows media to be displayed on the camera monitor and the message monitor.

LOGOUT
- Logs the current operator off the Console

RESTART
- Will reset the Console computer and bring you back to the Log In screen

SHUTDOWN
- Will power off the Gaming computer.

Log Out and Shutdown
5.2

With the Schedule closed and all reports printed, the operator can then go ahead and log off the Console by hitting the **LOGOUT** button on the Main Menu screen.

If the Gaming computer is to be shutdown, then hit the **SHUTDOWN** button on the login screen or main menu screen. Prompt messages will appear reminding you to back up your system and confirm the shutdown. After the gaming computer is shut down, press the power button on the UPS to completely remove the power from the console.

WARNING: A PROPER SHUTDOWN OF THE GAMING COMPUTER IS REQUIRED TO MAINTAIN THE INTEGRITY OF THE SYSTEM'S SOFTWARE.

NOTE:
To turn the Gaming computer back on, the UPS power ON/OFF button must be pushed to power off the UPS. Wait approximately 15 seconds, and then press the UPS on/off button again to cause the Gaming computer to reboot.

Servicing & Cleaning
6.0

Regular cleanings are the best way to extend your equipment's life and keep it looking new. Periodic servicing of your bingo equipment should include cleaning & polishing. Doing so will increase trade in value, and reduce breakdowns.

The frequency of cleaning should be based on the number of sessions played, climate, pollutants and contaminants that affect the quality of your indoor environment. Regardless, daily wear and tear is inevitable and during cleaning you should inspect your console for potential problems. If you notice an issue with your console, please contact your local distributor for service.

General Cleaning
6.1

Recommended cleaning agents and methods for the console and the flashboard are as follows:

Monitor Touch Screen
First, turn off the touch screen. Apply rubbing alcohol on a soft, clean cloth and gently rub the screen to remove greasy finger prints. CAUTION: Do not pour alcohol, water or any other liquid directly on the screen.

Console Painted Metal Surface
Use a mild soap solution or mild cleanser on a soft cloth. Harsh cleansers or solvents may damage the paint or lettering. Follow cleaning with an automotive style polish for additional protection. CAUTION: Do not pour alcohol, water or any other liquids directly on the surface of the console.

Console Laminate Panels
Use a mild soap solution or mild cleaner on a soft cloth. Harsh cleaners or solvents may damage the laminate surface.

Camera Lens
Use vacuum cleaner to remove dust and debris and wipe the lens with a soft cloth.

Console and Flashboard Acrylic Surfaces
Use only a mild soap solution such as a liquid detergent solution on a clean soft cloth. Do not use solvents, aromatic spirits, mild cleansers or paper towels since they may scratch the surface. CAUTION: Do not pour alcohol, water or any other liquid directly on the surface.

Bingo Balls
Clean with a soft cloth and mild soap solution such as a liquid detergent and warm water (not hot water) or a solution of 25% rubbing alcohol and 75% warm water. Harsh cleansers or solvents may damage the finish or lettering. Dry the balls thoroughly using a cloth towel. Do not submerge the balls in liquids or use automatic washing machines.

Replacing the Blower Air Filter
6.2

CAUTION! Check to make sure that the console power switch for the blower motor is in the off position before servicing the filter.

The **air filter** is located under the blower chamber. Slide each air filter locking retainer away from the filter then pull filter up to remove. Air filter should be replaced with the filter specified in Appendix B. Air filter replacement interval varies depending on hall air conditions and number of hours played. Check filter once a month. A dirty filter can cause motor overheating and poor ball action.
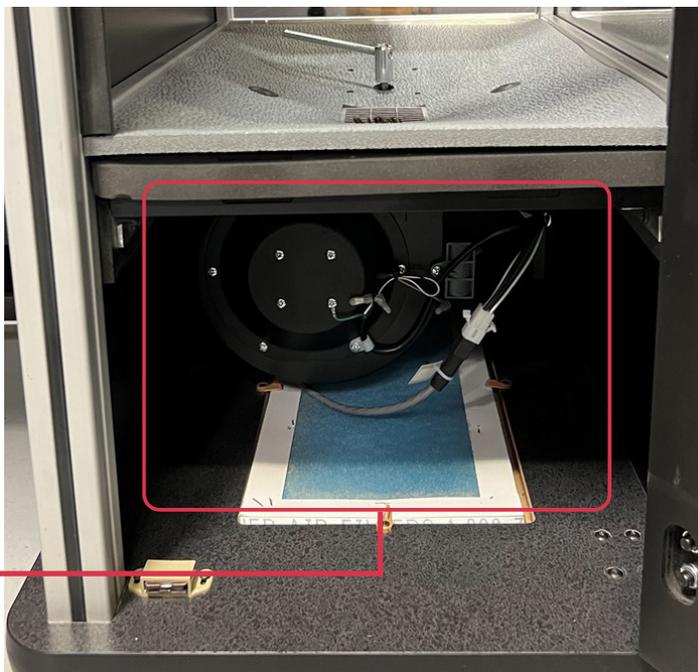
Cleaning Ball Tray Chamber
6.3

Call your authorized distributor for all ball chamber maintenance needed.

FOR ALL OTHER SERVICE NEEDS CONTACT YOUR LOCAL DISTRIBUTOR OR CAPITOL REPRESENTATIVE.

UPS Status Indicators & Alarms
7.0

There is a status indicator light on the front of the UPS.

On Line (GREEN): lit whenever utility power is powering Battery Backup outlets.

On Battery (YELLOW): lit whenever the battery of the UPS is powering equipment connected to the Battery Backup Outlets.

Four Beeps Every 30 Seconds: this alarm is sounded whenever the UPS is running on Battery. There is approximately 10 minutes of run time on batteries. Suggest waiting 1-2 minutes in case the main power is restored then start shutting the computer down in an orderly manner.
 Continuous Beeping – this alarm is sounded whenever a low battery condition is reached. Battery run-time is very low. The computer must be entirely shut down by this time.

Overload (RED): is lit whenever power demand has exceeded the capacity of the UPS.

Continuous Tone: this alarm is sounded whenever the Battery Backup outlets are overloaded.

Circuit Breaker: the circuit breaker button located on the rear panel of the UPS will stick out if an overload condition forces the UPS to disconnect itself from utility power.   Reset the circuit breaker by pushing the button inward.

Replace Battery (RED): is lit whenever the battery is near the end of its useful life, or if the battery is not connected. A battery that is near end of its useful life has insufficient runtime and should be replaced.
(CALL FOR SERVICE IF THIS OCCURS!)

Chirps for 1 Minute Every 5 Hours: this alarm is sounded whenever the battery has failed the automatic diagnostic test.

Warranty Information
8.0

Set out below are the terms of the Limited Warranty made by Arrow International, Inc./Arrow Games Corporation ("Arrow') in connection with the sale of the Capitol® Bingo equipment (the "Equipment").

1. Limited Warranty

Subject to the limitations in the next paragraph, Arrow warrants to the original purchaser ("Purchaser") that the Equipment will, to the extent manufactured by Arrow, be free from defects in material and workmanship for a period of ONE (1) YEAR from the date of shipment of the Equipment from Arrow. Purchaser represents to Arrow that no employee, agent, or representative of Arrow (or an Arrow 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 failures or damage which (a) occurs in shipment; (b) are caused by products not supplied by Arrow; or (c) result 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 Arrow. Products which are manufactured by a third-party vendor and offered with the Equipment (such as monitors, keyboards, cables, cameras, consumable items 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. Arrow will supply a copy of any third-party vendor's warranty upon written request.

2. Disclaimer of Warranties

ARROW MAKES NO WARRANTIES, EXPRESS OR IMPLIED (INCLUDING, WITHOUT LIMITATION, MERCHANTABILITY, FITNESS FOR A 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, Arrow 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 Arrow dealer and the date of the discovery of the defect, provided that written notice of the defect and its nature is given to Arrow 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 Arrow Cleveland Depot.

Warranty Information (cont'd)

8.0

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 Arrow's liabilities, whether based on contract, negligence, tort, product liability, strict liability, or otherwise. IN NO EVENT WILL ARROW 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 SALES PRICE OF SUCH EQUIPMENT OR SERVICE.

5. Warranty Voided

Any obligations of Arrow under this Limited Warranty will be deemed to have been satisfied if anyone other than an authorized Capitol® Bingo 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, Arrow will be allowed a reasonable time to inspect the Equipment, in place. If the Equipment is altered or removed before Arrow has made such inspection or waived its right to do so, the obligations of Arrow 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 Arrow's request, submit proof of purchase (satisfactory to Arrow) of the Equipment. The Limited Warranty set out above shall not apply to, nor cover, any Equipment for which Purchaser is unable, upon Arrow's request, to supply such proof of purchase.

Warranty Information (cont'd)
8.0

9. Limitation of Actions

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

10. 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;

B. Contact the authorized Capitol® Bingo Equipment Distributor from whom you purchased the Equipment; or

C. Contact the Product Support Center at (800) 277-6214. Telephone support is available 7 days a week (including holidays).

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

Arrow wants you to remain a satisfied customer. If a problem occurs that cannot be resolved to your satisfaction, please contact us immediately. Phone the number listed above or write to:

Capitol Bingo Equipment Division
C/o Equipment Support Manager
9900 Clinton Road Cleveland, OH 44144

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.

Console Diagrams

In this section there are diagrams for:

- Gaming Computer Connectors
- Console Block Diagram
- Data Router Field Connectors

Gaming Computer Connectors

SYSTEM SIDE

COM PORT

AUDIO (MIC IN, LINE-OUT)

USB 3.0 PORT (TYPE A)

USB 2.0 PORTS (TYPE A)

I/O CONTROL SIDE

DC POWER IN

Statesman Premier II Console Block Diagram
March 2023
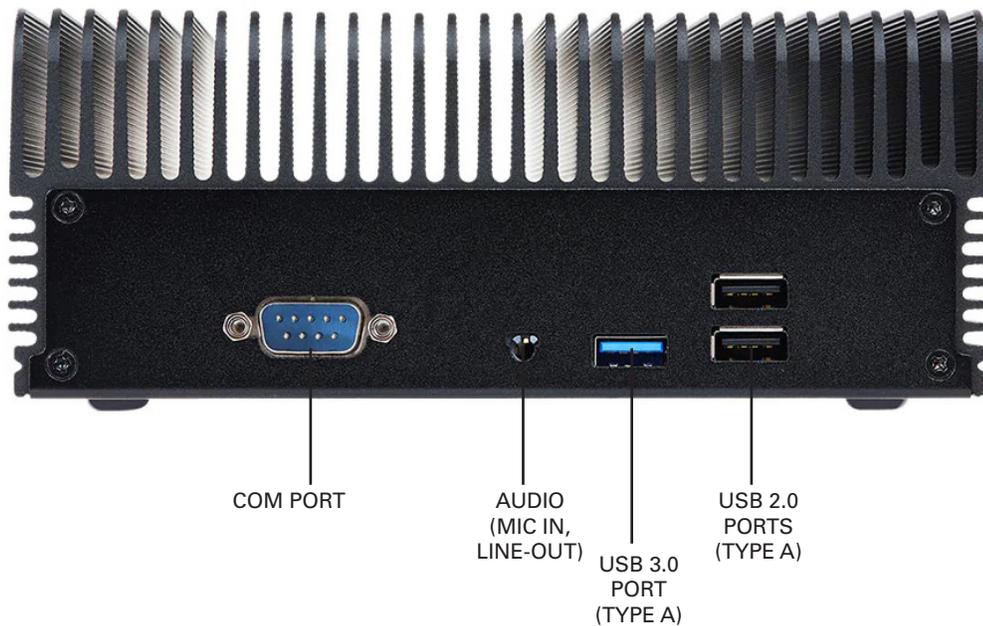
Console Diagrams– Data Router III Connectors

Data Router III Hall Side
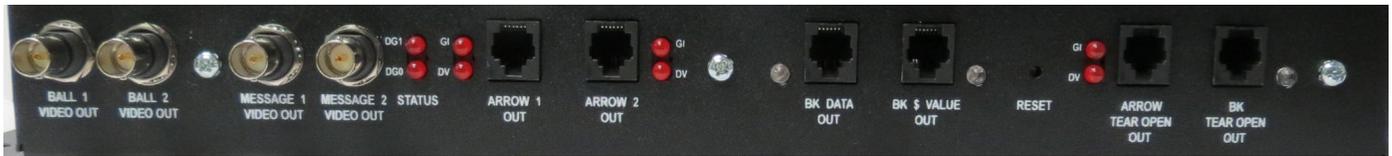
75 Ohm BNC Composite Video Outputs
Ball Video, x2
Message Monitor Video, x2

Flashboard Outputs
Arrow Main, x2   Arrow Tear Open, x1
BK Data, x1   BK Tear Open, x1
BK Dollar Value, x1

Data Router III Gaming Computer Side

Power Connections
12V Power In
12V Power Out: Digital Camera
12V Power Out: Internal Lighting Strip
  5V Power Out: Video Converter Power, Spare

Not Applicable to the Premier Statesman II
Manual Mode Switches
Bingo Ball Tray In
Tear Open Ball Tray In

Signal Connections
Host Computer: Serial Connection to Gaming
                    Computer

Ball Tray Matrix: Ribbon Cable Connection to
                    Cable Adapter Board

Video Inputs
Message Video In: Composite output signal from
                   the Video Converter Box

Ball Video In: Composite output signal from
                    the Digital Camera

Data Router III Top Side

Check page 7 for reference on the location of Data Router III.

Ball Video Switch: Digital Camera position
                    implemented for the
                    Statesman Premier II Console

Specifications

Disclaimer:
Not all consoles are shipped with identical specifications and equipment and the following specifications are intended as a base line reference for the performance of the product line. Specifications are subject to change without notice because of the dynamic aspect of the computer hardware and software marketplace.

General:
Slate gray wood/metal cabinet with black edge trim
Heavy duty casters, rear locking front non-locking
Locked access doors to computer compartment and ball chamber
Rubber, sealed ball tray switches
UPS, Internal, 10 minute backup
Computer: Industrial grade CPU, 1.6GHz, dual core, solid state drive, with keyboard, mouse
USB hub provided for keyboard, mouse, external removable drive
Operator display: 17" color LCD flat display with touch panel, tilt, up/down, rotate, and speakers
Data Router III:
    1 Ball tray computer serial port
    2 Arrow main flashboard outputs, each with both game indicator, dollar value and status LEDs
    1 BK B Data main flashboard output with status LEDs
    1 BK dollar value flashboard output with status LEDs
    1 Arrow & 1 BK Tear Open flashboard output with status LEDs
    2 BNC connectors with Ball Camera composite video output
    2 BNC connectors with Message Monitor composite video output
    Software switched external video
Digital ball camera
Internal lighting of the electronics section and ball chute
Optional console mounted hall display: 42" LED TV
Optional report printer
Blower Air Filter: Part No. 41202

Size/Weight:
57" wide x 27" deep x 33" high (53" high with the monitor); 240 lbs.

Environment:
Indoor use only, no condensation
Recommended Operating Temperature: 15C to 35C (59F to 95F)
Storage temperature: -5C to 45C (23F to 113F)

Regulatory:
Components meet UL and CSA requirements

Electrical:
Flashboard outputs are short circuit and ESD protected, fused for protection
Video output: Composite video – 0 to 5V max, 75 ohm output, RCA jack
Video output: HDMI cable, 10ft.

Power Input:
60 Hz, 115 VAC nominal, 103 VAC min, 126 VAC max
Service feed wire must be 14 AWG or better and must be able to support 15 A. Power should be free of noise and large surges. Console will operate from the UPS for up to 10 minutes in the event of a power failure.

Specifications (cont'd)

Gaming Related Specifications:

Software Architecture:
MS Windows 10 operating system with custom Arrow gaming application shell.
Gaming operator never has access to the Windows operating system

Perms:
Verifies all Arrow paper perms – other perms available on special request
Optionally tracks paper serial numbers

Security:
User can change system password
Encrypted hard drive for maximum gaming security

Operations:
Supports multiple organizations and multiple sessions on one console with security access
Operator can interchangeably use touch panel, keyboard, or mouse for input
Balls wrongly inserted in the ball tray can be easily reset on the operator screen
Supports multilevel payouts and generates payout report
Hundreds of factory pre-loaded game patterns
Powerful, yet easy to use pattern generator
Logs all gaming activity to a file which can be printed or recorded on a USB drive
Backup USB drives can be generated to protect gaming setups and database
Console Operator Manual stored on the system
Ethernet port for optional report printer

OPTIONAL HDTV Mount (cont'd)

Requirements:

HDTV at 42" or Less
1a. VESA Mount hole pattern of 400mm x 400mm or less
1b. Resolution of 1920 x 1080
1c. HDMI or VGA Input
Less than 2" HDTV depth, and mounting Option 1, recommended if the console is to fit through a 28" doorway.

HH3185 HDTV Mounting Kit
Included in kit:
- Qty: 1 HH3177 Monitor Mounting Rail Left
- Qty: 1 HH3178 Monitor Mounting Rail Right
- Qty: 1 HH3179 Rail Attachment Bracket
- Qty: 8 HH3234 Rubber Washer (Size: 1/4" ID x 5/8" OD)
- Qty: 5 HH3181 External Tooth Lock Washer (Size: 5/16")
- Qty: 4 HH3229V0875 Nylon Spacer (Size: 1/4" ID x 5/8" OD x 7/8" Length)
- Qty: 4 HH3443 Screw (Size: M6 x 60mm Length)
- Qty: 4 HH3470 Screw (Size: M6 x 40mm Length)
- Qty: 5 HH3049 Screw (Size: 5/16-18 x 3/4" Length, Tamper Resistant)
- Qty: 4 HH3444 Nut (Size: M6 with KEPS Lock Washer)
- Qty: 1 HH3152ADAP1 VESA Mounting Plate Adaptor & Hardware
- Qty: 1 HH3272 Hex Bit Tool (Size: 3/16" Hex, Tamper Resistant, 1/4" Drive, 6" Length)
- Qty: 1 HH440V0010 VGA Cable

Note: Additional mounting options are possible and are dependent on the size, shape, and VESA mounting size and position on the back of the HDTV. The most common VESA mounting schemes are shown below and explained on the following pages.
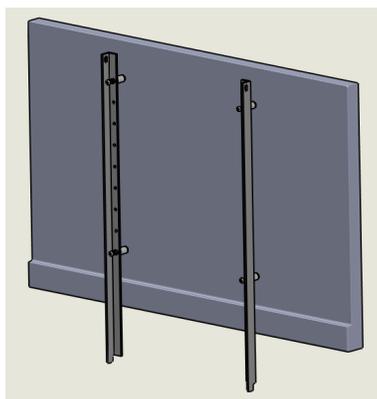
Option 1	**Option 2**	**Option 3**
400 x 400 or 400 x 200 VESA mount	400 x 400 or 400 x 200 VESA mount	Less than 400 x 200 VESA mount
Mount rails with spacers to allow for 1/4" gap between top of HDTV and top of rails	HDTV has extended back that allows for 1/4" gap between top of monitor and top of rails (Rails mount directly to HDTV)	Use adaptor plate and rails to mount HDTV

OPTIONAL HDTV Mount (cont'd)

Option 1

400 x 400 or 400 x 200 VESA mount

Mount rails with spacers allow for 1/4" gap between tops of HDTV and rails

NOTE: 400mm x 400mm VESA mounting shown, mounting for 400mm x 200mm VESA pattern is the same other than a 200mm vertical mounting hole pattern on rails are used instead. (Can use any set of 200mm vertically spaced holes that keep the top of the HDTV as close to the top of the rails as possible)

Step 1 (Detail A)

HH3444
HH3443
(4 PLACES)
THREAD NUT HH3444 ALL THE WAY TO THE HEAD OF SCREW HH3443
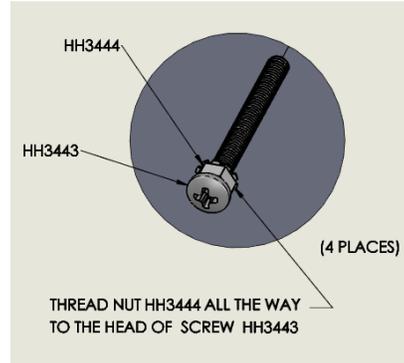
Two key requirements when mounting the HDTV are the distance from the top of the HDTV to the top of the Mounting Rails and the distance from the mounting rails to the back of the HDTV (Fig 1.). All mounting schemes should follow these requirements.

Figure 1

Step 2 (Assemble parts to HDTV)

HH3229V0875 4X
HH3234 8X
HH3234
TOP HDTV
BACK OF HDTV WITH 400mm X 400mm OR 400mm X 200mm VESA MOUNT HOLE PATTERN
200mm MOUNTING HOLES
50mm HOLE PATTERN SPACING
400mm MOUNTING HOLES
HH3178
HH3177
400mm MOUNTING HOLES

MIN 1/4"
MOUNT THE HDTV SO THAT THE TOP OF THE HDTV IS AS CLOSE AS POSSIBLE TO THE TOP EDGE OF MOUNTING RAILS
HH3177
HDTV
REQUIRED OF ALL MOUNTING SCHEMES (RIGHT SIDE VIEW)

Step 3

THREAD SCREW INTO HDTV VESA MOUNT HOLE UNTIL IT STOPS. THEN BACK OUT SCREW BY ONE FULL ROTATION
(4 PLACES)

Step 4

HOLD SCREW IN PLACE WHILE THREADING THE NUT DOWN TO THE RAIL. TIGHTEN THE NUT DOWN WITH A 10mm WRENCH
(4 PLACES)

OPTIONAL HDTV Mount (cont'd)

Option 2

400 x 400 or 400 x 200 VESA mount

HDTV has extended back that allows for 1/4" minimum gap between top of monitor and top of rails (Rails will mount directly to HDTV)

NOTE: 400mm x 400mm VESA mounting shown, mounting for 400mm x 200mm VESA pattern is the same other than a 200mm vertical mounting hole pattern on rails are used instead. (Can use any set of 200mm vertically spaced holes that keep the top of the HDTV as close to the top of the rails as possible)

If HDTV mounting screws are not long enough then the rubber washer can be omitted.
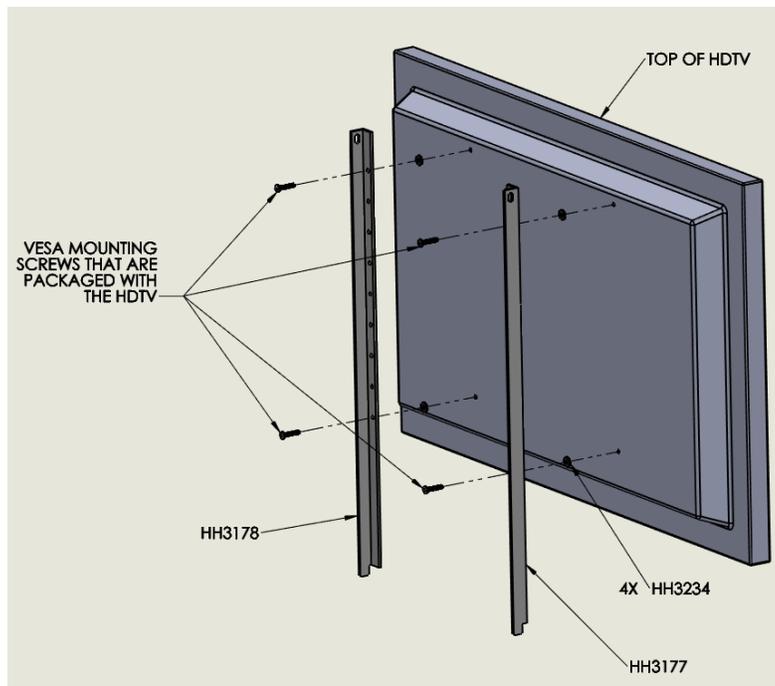
Option 3

Less than 400 x 200 HDTV VESA mount

Use adaptor plate and rails to mount HDTV

NOTE: Use appropriate adaptor plate holes & mounting screws based on requirements and/or specifications of the HDTV
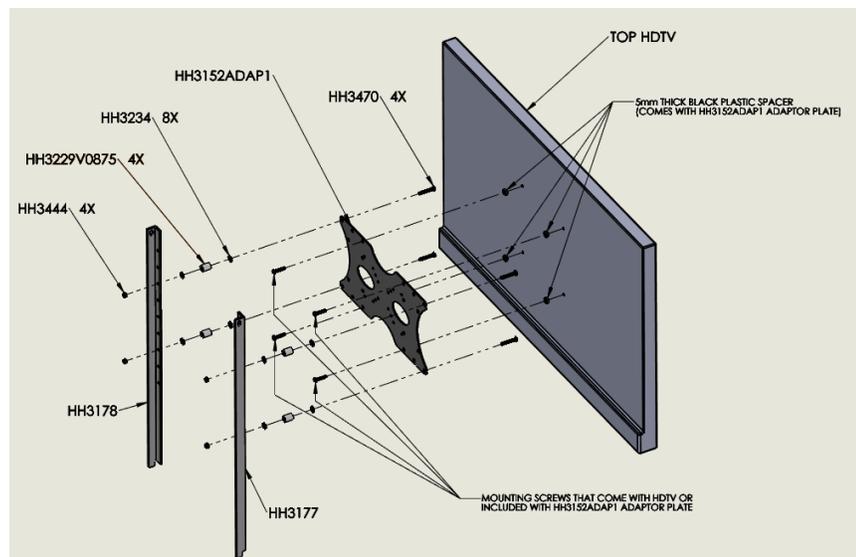
OPTIONAL HDTV Mount (cont'd)

Assembly of Rail Mounting Bracket to Statesman Premier II Console

HH5500 STATESMAN PREMIER II CONSOLE

USE 6" EXTENDER BIT TO ASSEMBLE AND TIGHTEN TAMPER PROOF SCREWS — HH3272
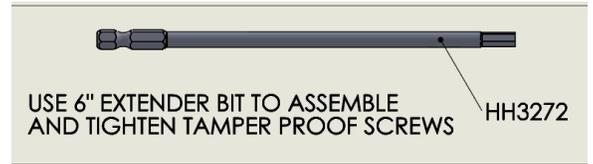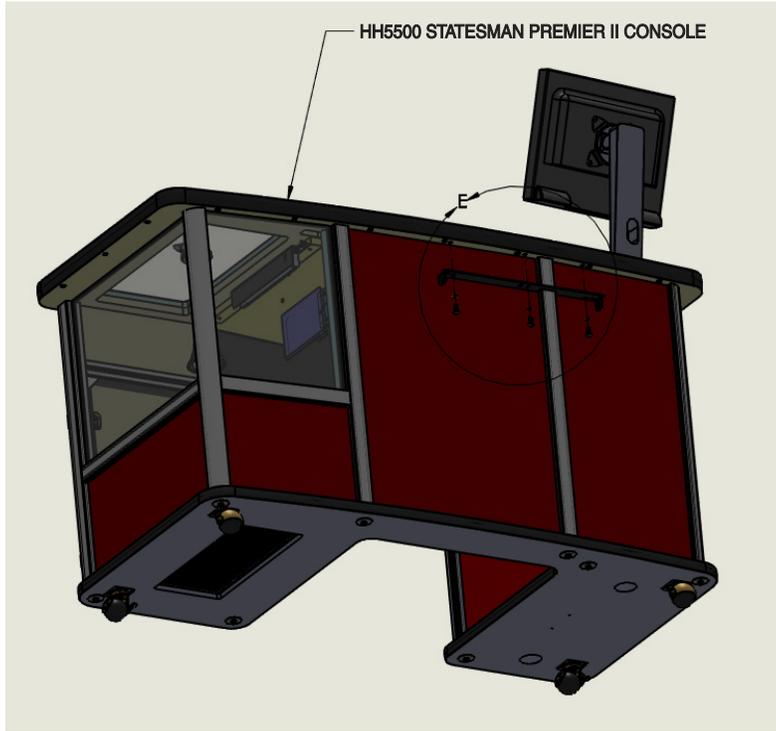
Close-up Detail E area of Statesman Premier II Console

HH3181 3X

HH3049 3X

HH3179   DETAIL E
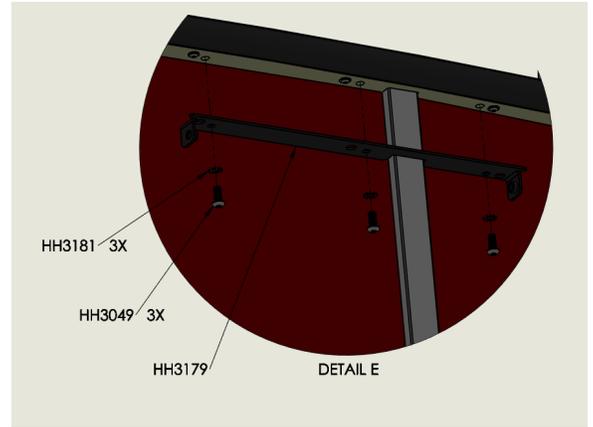
Assembly of HDTV to Statesman Premier II Console

NOTE: Prior to attaching the HDTV to the Console; Connect the power cord (unless permanently attached), and video cable (See instructions that are included with the HDTV for appropriate connection points for each.)

Step 1

Step 1 (closeup)

INSERT TAB AT THE END OF THE RAILS INTO THE SLOTS IN THE BASE OF THE CONSOLE

DETAIL F
(2 PLACES)
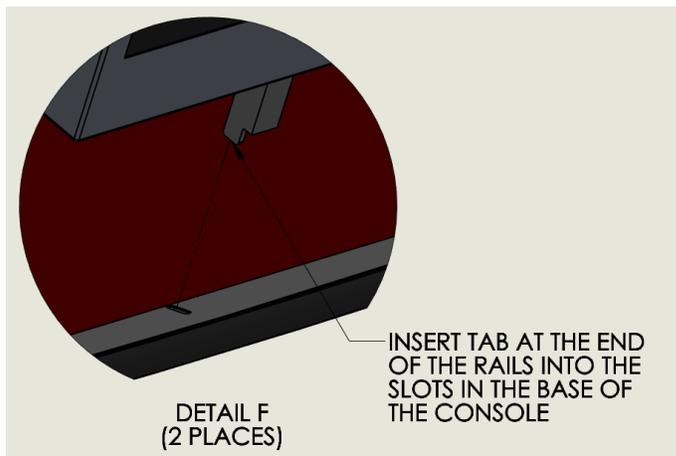
OPTIONAL HDTV Mount (cont'd)

Assembly of HDTV to Statesman Premier II Console (cont'd)

Step 2

PIVOT HDTV UP TOWARD
CONSOLE AND LOCATE THE
HDTV MOUNTING RAILS TO
THE OUTSIDE OF THE RAIL
MOUNTING BRACKET

HH3179 RAIL MOUNT BRACKET

HH3177 RAIL   HH3178 RAIL

DETAIL G
SCALE 1 : 6
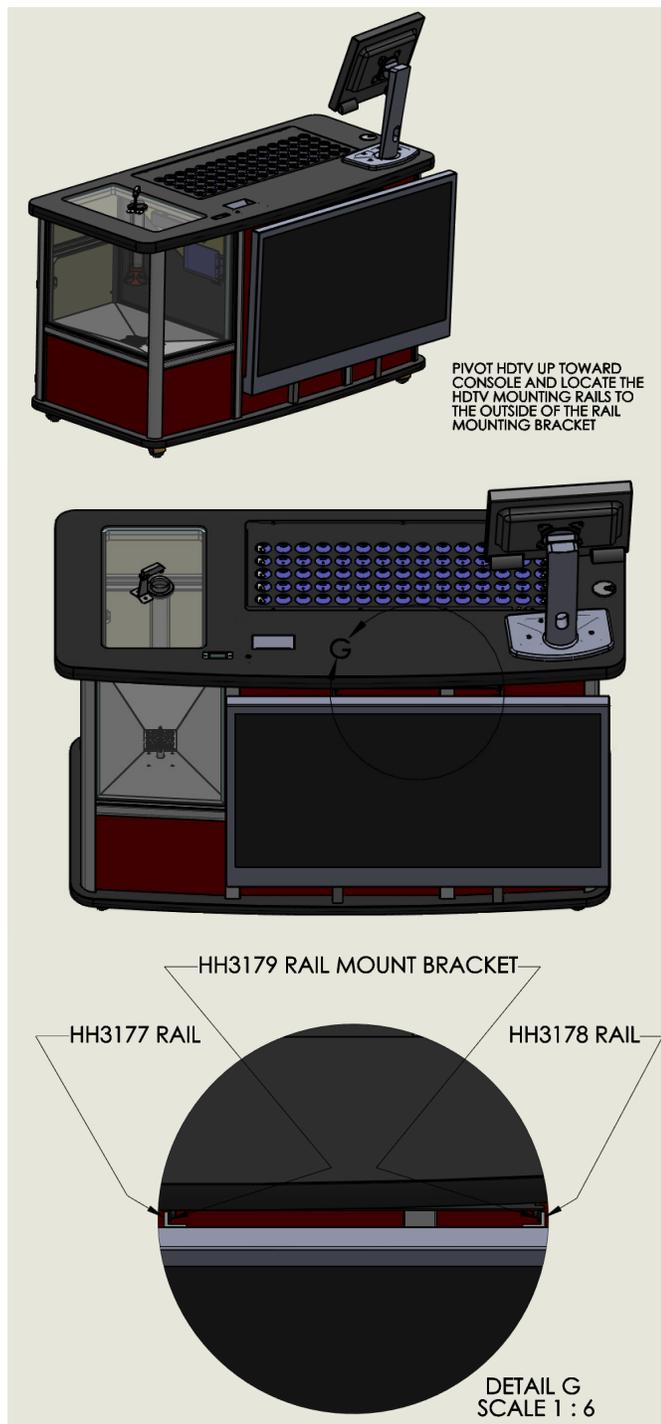
Step 3

Insert screws (2 places) to assemble the rails mounted to the HDTV to the bracket attached to the Console

HH3181
HH3049
HH3177

DETAIL H
SCALE 1 : 2

HH3181
HH3178
DETAIL J
SCALE 1 : 2   HH3049
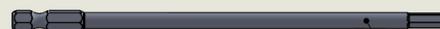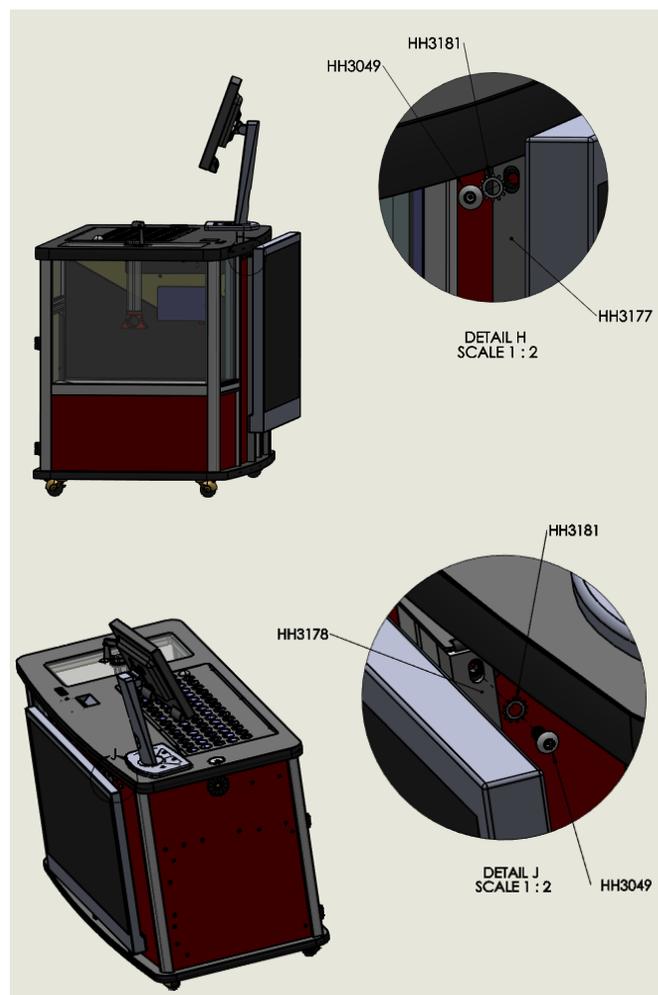
USE 6" EXTENDER BIT TO ASSEMBLE
AND TIGHTEN TAMPER PROOF SCREWS   HH3272

OPTIONAL HDTV Mount (cont'd)

HDTV Power Cord and VGA Cable Routing and Connections

Run cords under the console and up through front hole into the electronics compartment.
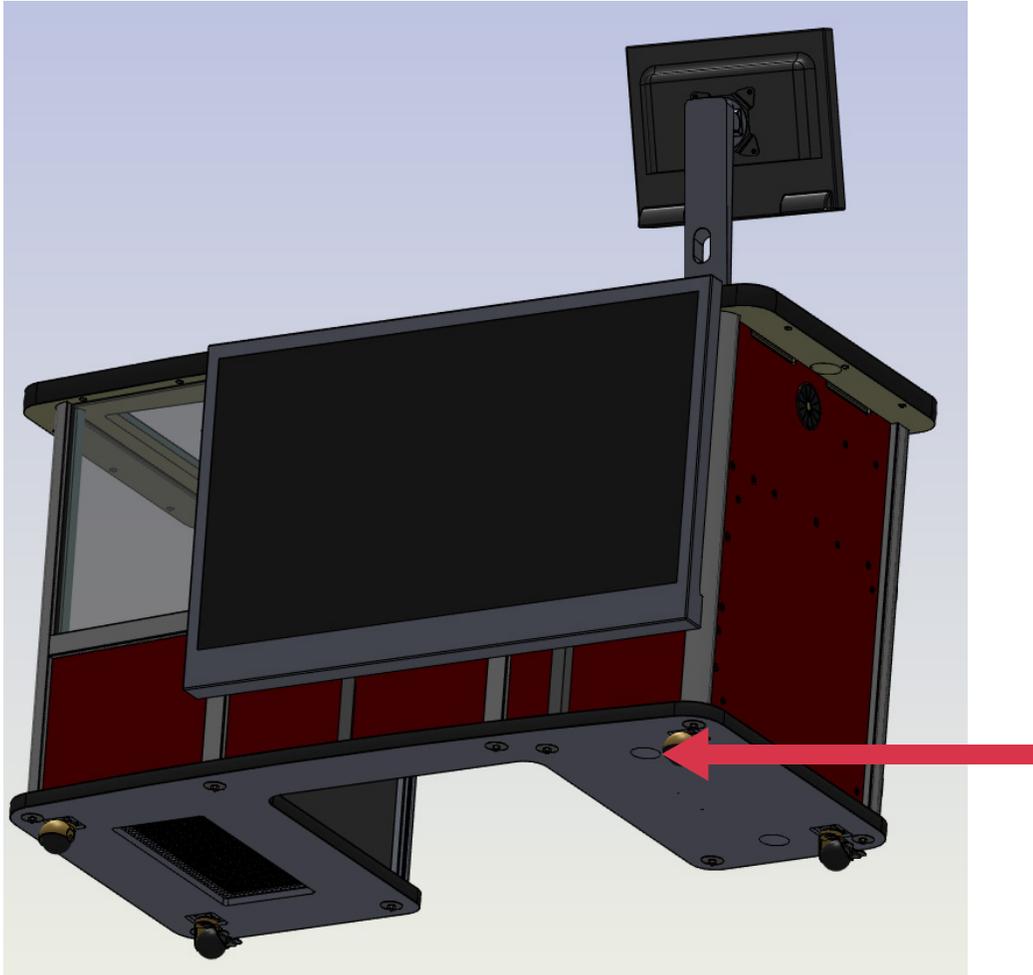
HDMI Output Feature

The Statesman Premier II supports a digital video output to a HDTV.

Power Input

VGA Input

HDMI Output

The adapter is best mounted inside the electronics area of the console with the bundled HDMI cable.

ARROW

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www.arrowinternational.com

HH5500-MNL