

## Directions to use Scribe to program an Ambassador player:

1. Remove screws from cap on Ambassador. (Use large ziplock in the field to keep from losing screws.) Open end will engage with Scribe.



2. Press **Power** button on Scribe; light turns on and turns green. After **Select Message** instruction appears, press **OK**.



3. Use **Up** or **Down Arrows** to select message (00722 = \_\_\_\_\_; 01199 = **Cabecar**). After choosing the desired message, press **OK**. The display will indicate the chosen message.



4. Push Ambassador player and Scribe together to make connection. It's good to have a flat surface to work on. *Some Ambassador units must be held together with the Scribe during the entire programming process (next step), or they will lose connection.*



5. Press **Program** button, then press **OK**.



6. Wait as the Scribe erases the old recording and programs the new. Wait until the Verified message is displayed.



7. Press **OK**, connect another unit if needed, and press **OK** two more times. Steps 6–7 can be repeated as needed.



8. Replace the end cap. If possible and needed, replace two screws on the back with **tamper resistant** screws.



9. Turn off Scribe.