



PowerPlay User's Manual

e-BOS™ Version 2.1.x

June 2004

Important Notice

This guide is delivered subject to the following conditions and restrictions:
This guide contains proprietary information belonging to BK Entertainment. Such information is supplied solely for the purpose of assisting explicitly and properly authorized users of the e-BOS™ system.

- No part of its contents may be used for any other purpose, disclosed to any person or firm or reproduced by any means, electronic or mechanical, without the express prior written permission of BK Entertainment.
- The text and graphics are for the purpose of illustration and reference only. Specifications on which they are based are subject to change without notice.
- The software described in this document is furnished under a license. The software may be used or copied only in accordance with the terms of that agreement.
- Information in this document is subject to change without notice. Corporate and individual names and data used in examples herein are fictitious unless otherwise noted.
- The use of masculine gender terms is to be interpreted as being non-gender specific and is used solely to minimize textual complexity.

Copyright © 2004 BK Entertainment
PowerServer, PowerEdit, PowerPlay, PowerTouch and Lil' Champ are trademarks of BK Entertainment. All other product names are trademarks or registered trademarks of their respective owners, and are hereby acknowledged.

Table of Contents

Table of Contents	3
Caller's Walkthrough	4
Start PowerPlay	4
Select Session	5
Start Game	7
Call Balls	8
Uncall a ball	10
Verify Winner	11
Verify Winner – Caller Prompting	12
Accept a Bingo	13
Reject a Bingo	14
Close Game	15
Next Game	17
Close Session	18
How-To	20
How do I play a game with a sales period?	20
Award a prize	22
Refund a game	23
How do I call balls for Hurricane Bonanza?	24
How do I play a Manual Game?	27
Returning to session bingo	30
How do I print an end-of-game report?	30
How do I change or add a scrolling message on the PowerTouch terminals? ..	30
How do I use Dual Desks?	30
Screen Descriptions	30
Caller's Menu	30
Utilities	30
Game Settings	30
Pattern List Screen	30
Prize Dialog	30
Product List	30
Flashboard Settings	30
Timer	30
Reports	30
Print Log	30
EOG Console	30
Ball Frequency Report	30

Caller's Walkthrough

Start PowerPlay

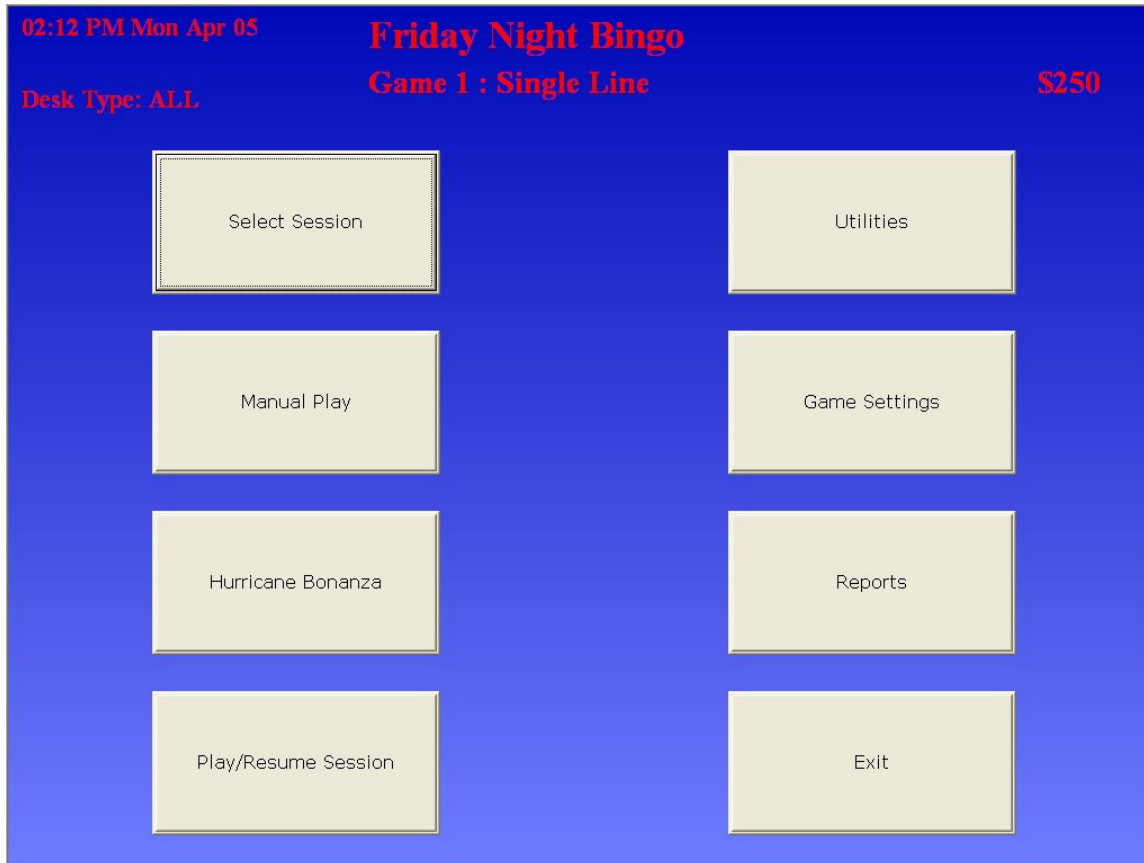


This is the PowerPlay *Main Menu*.

Press the **PowerPlay** button. A dialog will appear with the following message as PowerPlay is loaded: "One Moment Please."

When the dialog disappears, you will see the PowerPlay *Caller's Menu*.

Select Session

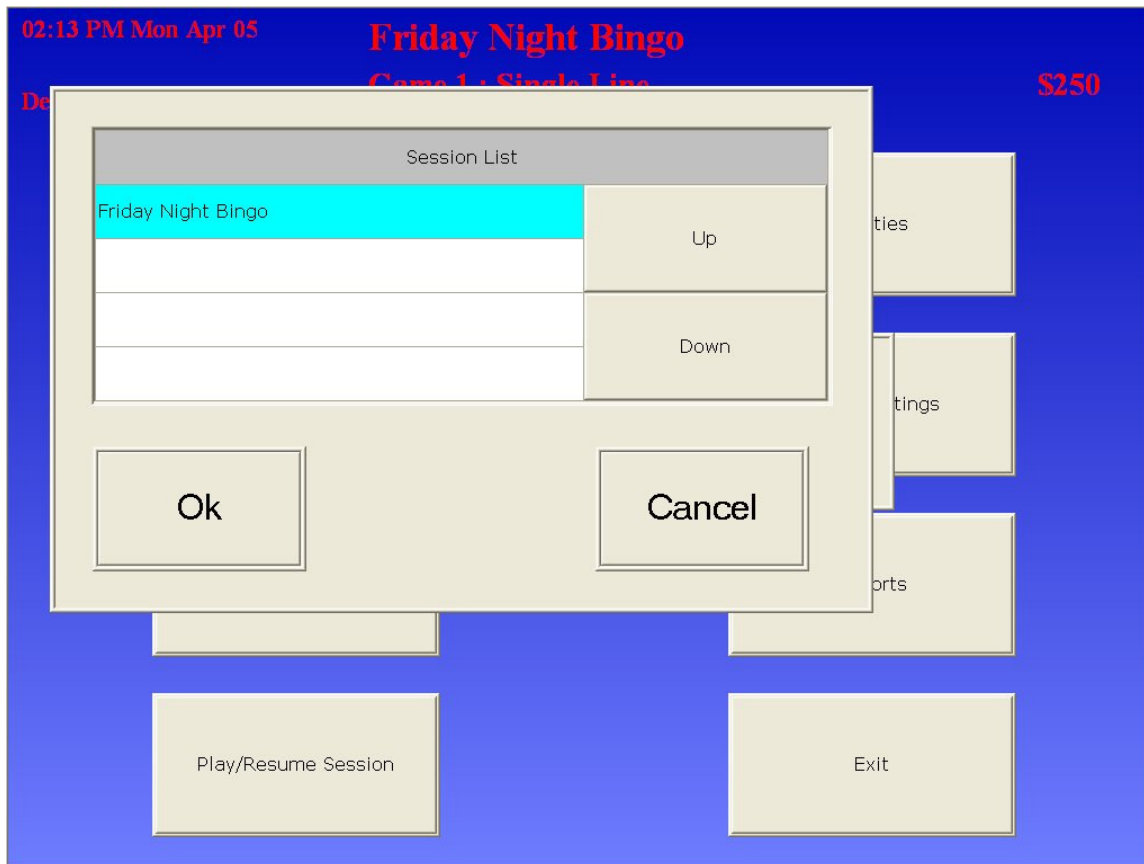


This is the *Caller's Menu*.

Press **Select Session**.

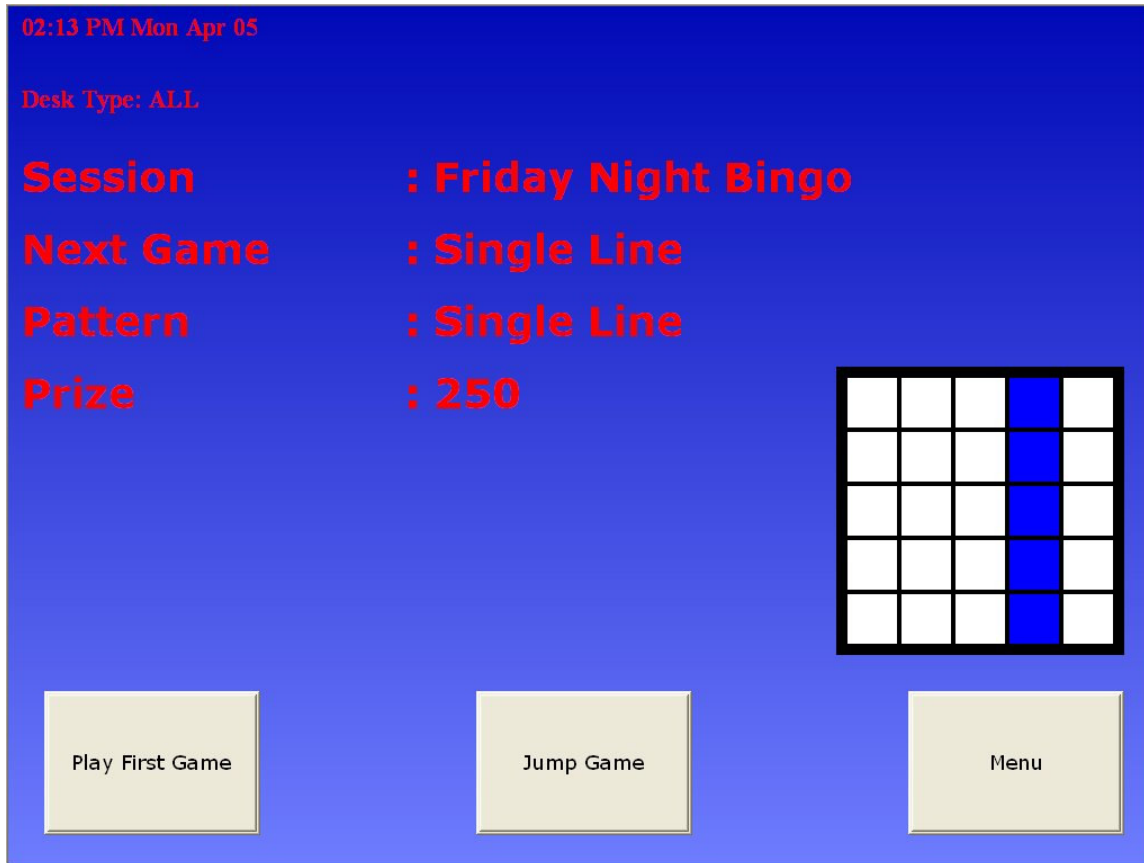
The *Select Session* dialog will appear.

Note: If you need to exit from PowerPlay at any time, press **Exit**. This will return you to the PowerPlay Shell.



This is the *Select Session* dialog. It contains a list of all the available sessions (in this example, there is only one available session – **Friday Night Bingo**.) Select the session you wish to play. You can do this by touching the name of the session you wish to play, or by using the **Up** and **Down** buttons to scroll through the list. When you have selected the session you wish to play, press **OK**. The *Start Game* screen will appear.

Start Game



This is the *Start Game* screen. It contains some information about the session (Name, Date, and Time), as well as information about the first game – the game is called *Single Line*, the name of the pattern used is also *Single Line*, and the prize is \$250. There is an animated drawing of the pattern on the right hand side of the screen.

Press the **Play First Game** button. The *Caller's Screen* will appear.

Call Balls

03:09 PM Mon Apr 05

Friday Night Bingo

\$250

Desk Type: ALL

Game 1 : Single Line

B	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	S P E C I A L
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	

Menu

Verify

Blower

0

Calls

10

Last Ball

This is the *Caller's Screen*. The most important part of it is the interactive video flashboard; whenever you call a ball, it will be highlighted on this flashboard. Press the **Blower** button. This will start the blower, allowing you to pull out a ball and place it in the rails of your desk. When you place a ball in the rails, press down on it slightly – this will cause the ball to be called on the video flashboard, as shown below.

If you don't use rails or if they are unusable for any reason, you can use the touchscreen monitor or a mouse to call numbers by pressing the desired number directly on the video flashboard. The following screenshot provides an example a game where some calls have been made:

02:16 PM Mon Apr 05
\$250

Desk Type: ALL
Friday Night Bingo
Game 1 : Single Line

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

Menu

Verify

Blower

5

Calls

10

15

Last Ball

In the above example, we've called 5 balls. Notice the following:

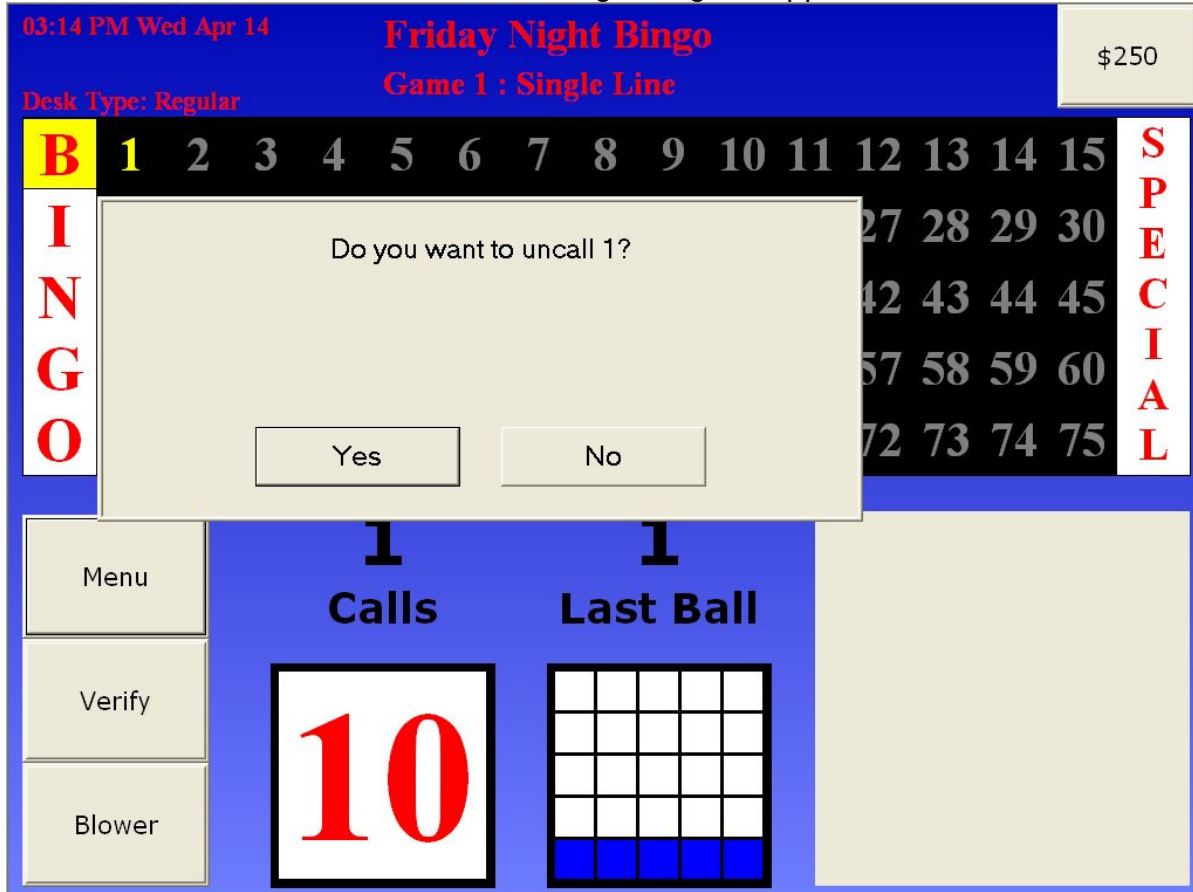
- The five numbers called are highlighted on the video flashboard;
- The *Calls* area shows that the number of calls has increased to 5;
- The *Last Ball* area shows that the last ball called was 15.

As you call balls and they appear on the video flashboard, they are also being sent out to any PowerTouch terminals or Lil'Champ handsets that use RF. Sooner or later, someone will get a bingo.

Note: If you need to return to the *Caller's Menu* at any time, press the **Menu** button.

Uncall a ball

If you need to uncall a ball, press that number on the rails or touch the number of the ball on the video flashboard. The following dialog will appear:



Press **Yes** to uncall the ball.

Press **No** to leave the ball called.

When you uncall a ball, it will automatically be uncalled on Lil'Champ RF handsets and PowerTouch terminals. Any other players will have to manually uncall the ball themselves.

Verify Winner

When a player gets a bingo, you need to verify their card on the PowerPlay.

If the winning card is a Lil'Champ, PBK Handset, or Paper product*, you must verify the card as follows:

From the *Caller's Screen*, press the **Verify** button. This will bring up the *Verification* screen, shown below:

02:17 PM Mon Apr 05		Friday Night Bingo			
Desk Type: ALL		Game 1 : Single Line		S250	
Confirm					Up
Display					Down

200000		
7	8	9
4	5	6
1	2	3
Back	0	CLR

Enter	Continue	Close
-------	----------	-------

This is the *Verification screen*.

Input the number of the winning card using the number pad. In this example, we are going to verify card #200000.

Press **Enter**. This will take you to the [Card Verification](#) screen.

Note: To return to bingo from this screen, press the **Continue** button.

* Depending on the legal jurisdiction in which your hall is located, you may have to use this method to verify PowerTouch cards as well.

Verify Winner – Caller Prompting

When a player gets a bingo on a PowerTouch, the PowerPlay will automatically switch to the *Verification* screen:

03:25 PM Thu Apr 08			Crazy Session		
Play Seq. 2			Game 2 : Paramutual		
Desk Type: ALL			S1.60		
Confirm (F11)	1. None Video Champion 223711 PowerTouch: PART: Paramutual				Up
Display (F12)					Down

7 8 9		
4 5 6		
1 2 3		
Back 0 CLR		

Enter	Continue (F2)	Close (F1)
-------	---------------	------------



The *Verification* screen contains a list of all the cards that have a bingo (in this example, card #223711 has a bingo.)

To verify a card:

Select the card you wish to verify from the list by pressing it or by using the **Up** and **Down** arrows. The currently selected card will be highlighted in blue.

Press **Confirm**. This will take you to the [Card Verification](#) screen.

Accept a Bingo

02:17 PM Mon Apr 05
Friday Night Bingo
\$250

Desk Type: ALL
Game 1 : Single Line

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

Card #: 200000
 Perm : Video Champion
 Color : Black
 Series: Cards 108,001-432,000
 Prize : 250.00
 Level :
 Part : Single Line

1 of 1

B

I

N

G

O

4	20	41	54	69
15	29	43	59	64
7	17	FREE	52	65
11	23	42	60	71
8	30	40	55	68

Card

Not Accept

Accept

This is the *Card Verification* screen.

A winning pattern is displayed in green, with the last ball called flashing red.

In this case, given a winning pattern that includes the last ball called, you would accept the bingo as a winner by pressing the **Accept** button. This will return you to the *Verification* screen.

Note: A card that is not a winner according to this screen can still be declared a winner by pressing **Accept**. This would be done in a situation where, for whatever reason, the desk does not properly show a legitimate winning card.

Reject a Bingo

02:19 PM Mon Apr 05
Friday Night Bingo

Desk Type: ALL
Game 1 : Single Line
\$250

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

Card #: 200001

Perm : Video Champion

Color : Black

Series: Cards 108,001-432,000

Prize : 250.00

Level :

Part : Single Line

Accept

1 of 1

B	I	N	G	O
10	30	42	47	68
6	19	39	46	75
5	23	FREE	52	67
8	22	38	53	74
14	18	45	55	69

Card

Not Accept

This is the *Card Verification* screen again, but this time, there isn't a good bingo for you to accept. The daubs on a non-winning card are displayed in yellow. In this case, you would not accept the bingo by pressing the **Not Accept** button. This will return you to the *Verification* screen.

Note: A card that is a winner according to this screen can still be rejected by pressing **Not Accept**. This would be done in a situation where, for whatever reason, the desk shows a card as a winner even though it does not have a valid bingo.

Note: Depending on the options that were selected during the setup of PowerPlay, the **Not Accept** button might be labeled **Reject** instead.

Close Game

02:19 PM Mon Apr 05			Friday Night Bingo																				
Desk Type: ALL			Game 1 : Single Line																				
			S250																				
Confirm	1. Good Video Champion 200000 PowerTouch; PART: Single Line				Up																		
	2. Bad Video Champion 200001 PowerTouch; PART: Single Line																						
Display					Down																		
<table border="1"> <tr><td colspan="3"></td></tr> <tr><td>7</td><td>8</td><td>9</td></tr> <tr><td>4</td><td>5</td><td>6</td></tr> <tr><td>1</td><td>2</td><td>3</td></tr> <tr><td>Back</td><td>0</td><td>CLR</td></tr> </table>						7	8	9	4	5	6	1	2	3	Back	0	CLR	<table border="1"> <tr><td>Enter</td><td>Continue</td><td>Close</td></tr> </table>			Enter	Continue	Close
7	8	9																					
4	5	6																					
1	2	3																					
Back	0	CLR																					
Enter	Continue	Close																					

After accepting or rejecting a bingo, you will return to the *Verify* screen. As you can see above, the list now shows each card you have verified, along with whether it was a good or bad bingo.

When somebody has won the game, it is time to close the game and move on to the next.

Note: To ensure that a valid bingo does not get missed, you must verify every card in the list before you can close the game.

Note: If the game is being played with multiple winners, you can press the **Continue** button to resume playing bingo instead of closing the game.

Press the **Close** button. This will bring up a confirmation dialog, shown below:

02:18 PM Mon Apr 05
Friday Night Bingo
S250

Desk Type: ALL
Game 1 : Single Line

Confirm

Di

1. Good Video Champion 200000
PowerTouch; PART: Single Line

Up

Down

Do you want to close
Single Line?

Yes

No

7	8	9
4	5	6
1	2	3
Back	0	CLR

Enter

Continue

Close

If you are sure you want to close the game, press **Yes**. This will take you to the *Next Game* screen.

If you need to re-verify a card, or return to bingo for any reason, press **No**.

Next Game

02:18 PM Mon Apr 05		Friday Night Bingo		
Desk Type: ALL		Game 1 : Single Line		\$250
Winners List				
1. Video Champion 200000		Up Down		
PART: Single Line				

Next Game

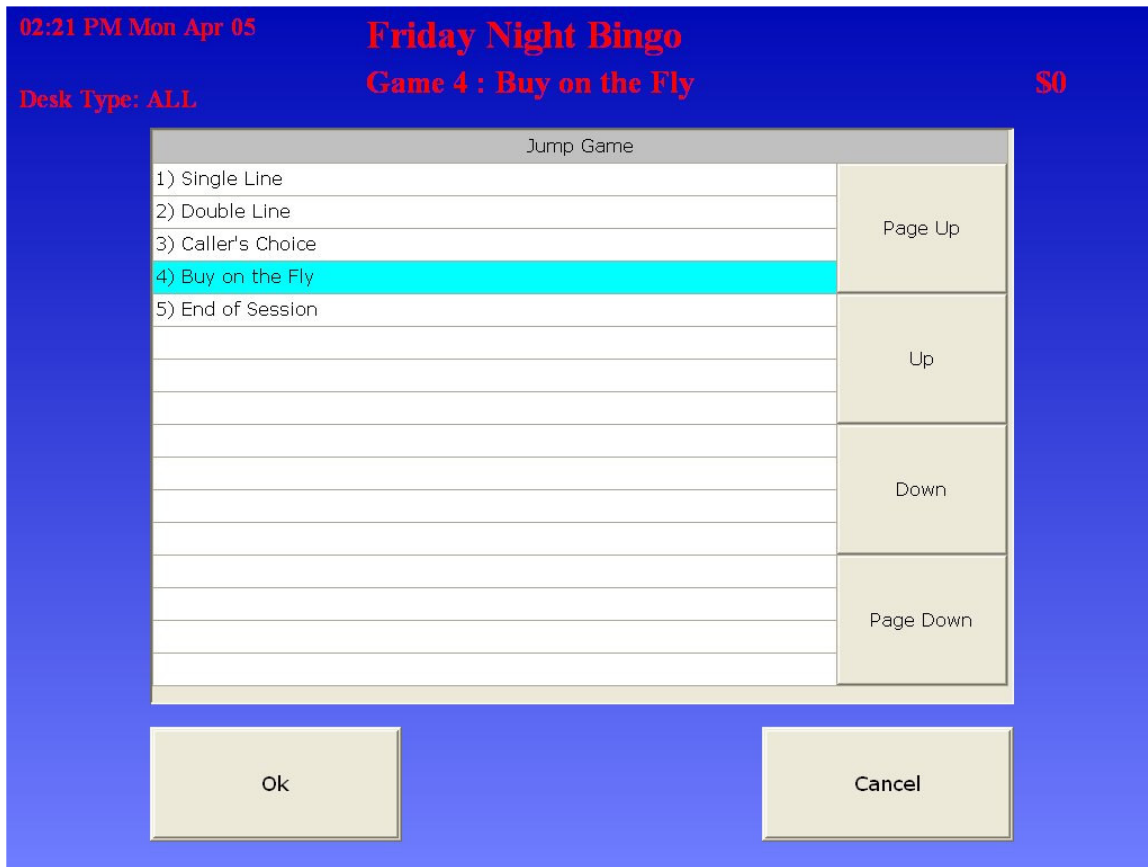
Jump Game

Menu

This is the *Next Game* screen. It contains a list of all the winners from the previous game, as well as the following buttons:

Next Game will take you to the next game in the session.

Jump Game allows you to move to any game in the session; pressing this button brings up the *Jump Game* screen, shown below:



The *Jump Game* screen contains a list of all the games in the session. You can select a game by touching it, or by using the **Up**, **Down**, **Page Up**, and **Page Down** buttons. When you have selected the game you wish to play, press **Ok**. If you wish to return to the *Next Game* screen, press **Cancel**.

Close Session

To close the session, you must close the last game in the session. You can do this either by playing all the way through the session, or by using the *Jump Game* screen to jump to the last game of the session.

If you play all the way through the session, closing the last game is just like closing any other game:

After verifying a good bingo, the *Verification Screen* will be displayed.

Press **Close**. A confirmation dialog will be displayed, asking if you are sure you wish to close the game.

Press **Yes**.

If you wish to close the last game without actually playing it, do the following:

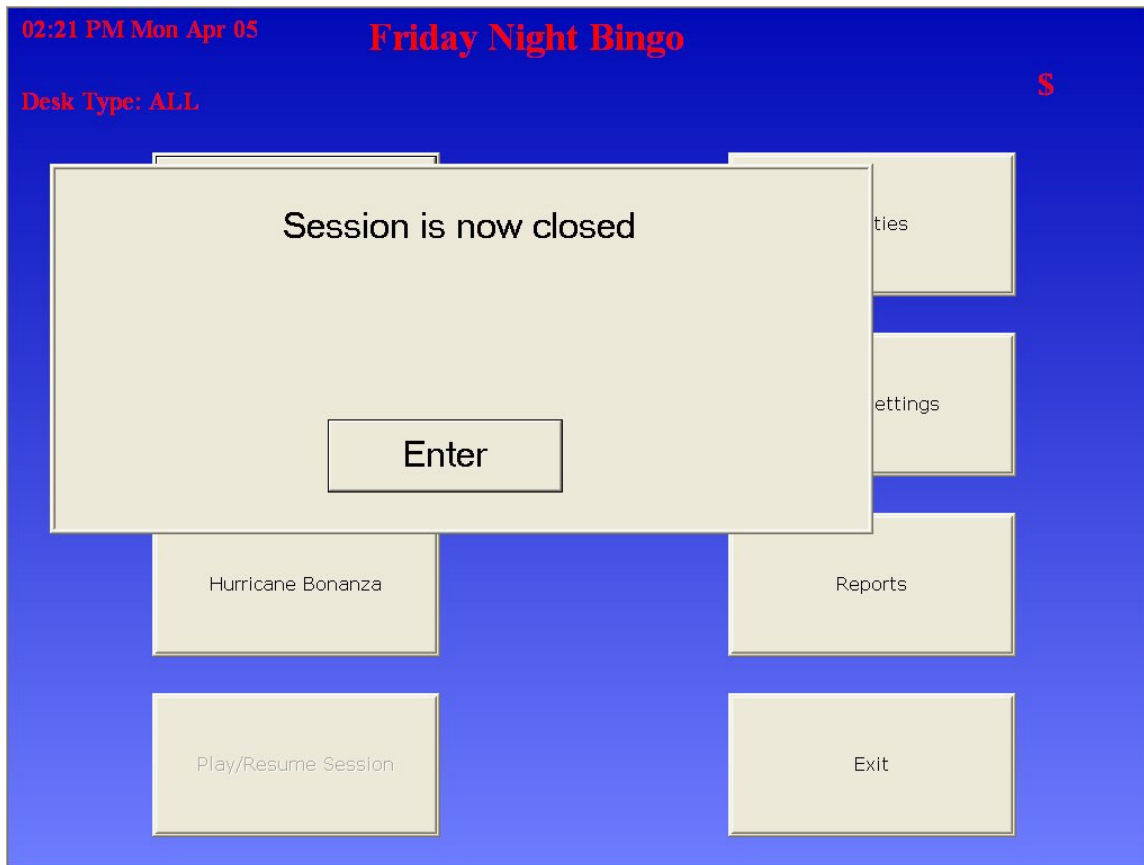
Jump to the last game of the session. This will bring up the *Caller's Screen*.

From the *Caller's Screen*, press **Verify**. The *Verification Screen* will be displayed.

Press **Close**. A confirmation dialog will be displayed, asking if you are sure you wish to close the game.

Press **Yes**.

When you have closed the last game of the session, the *Next Game* screen will be displayed. Press **Next Game**. Instead of advancing to another game, you will be returned to the *Caller's Menu*, with the *Session Closed* dialog displayed, as shown below:

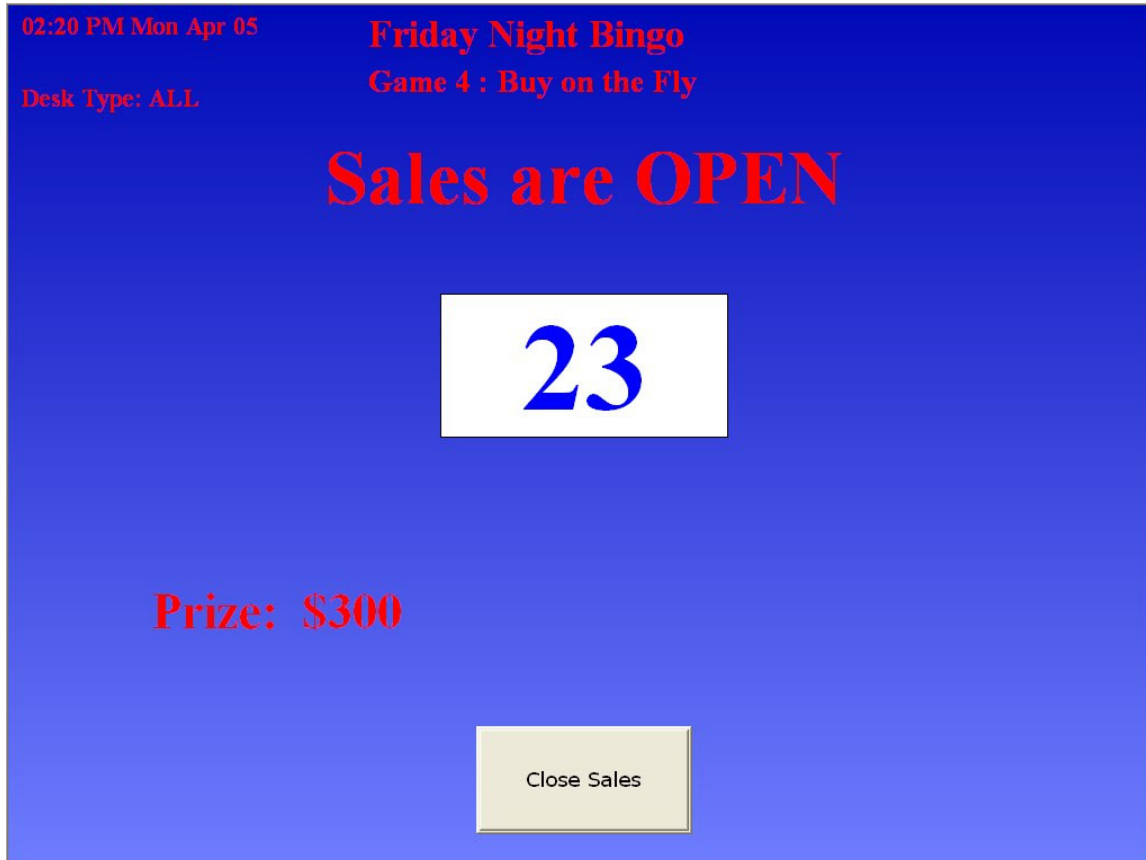


Note: When you end a session, cards sold for that session are no longer usable. Credits are still usable because they are not attached to any particular session (unlike bingo cards).

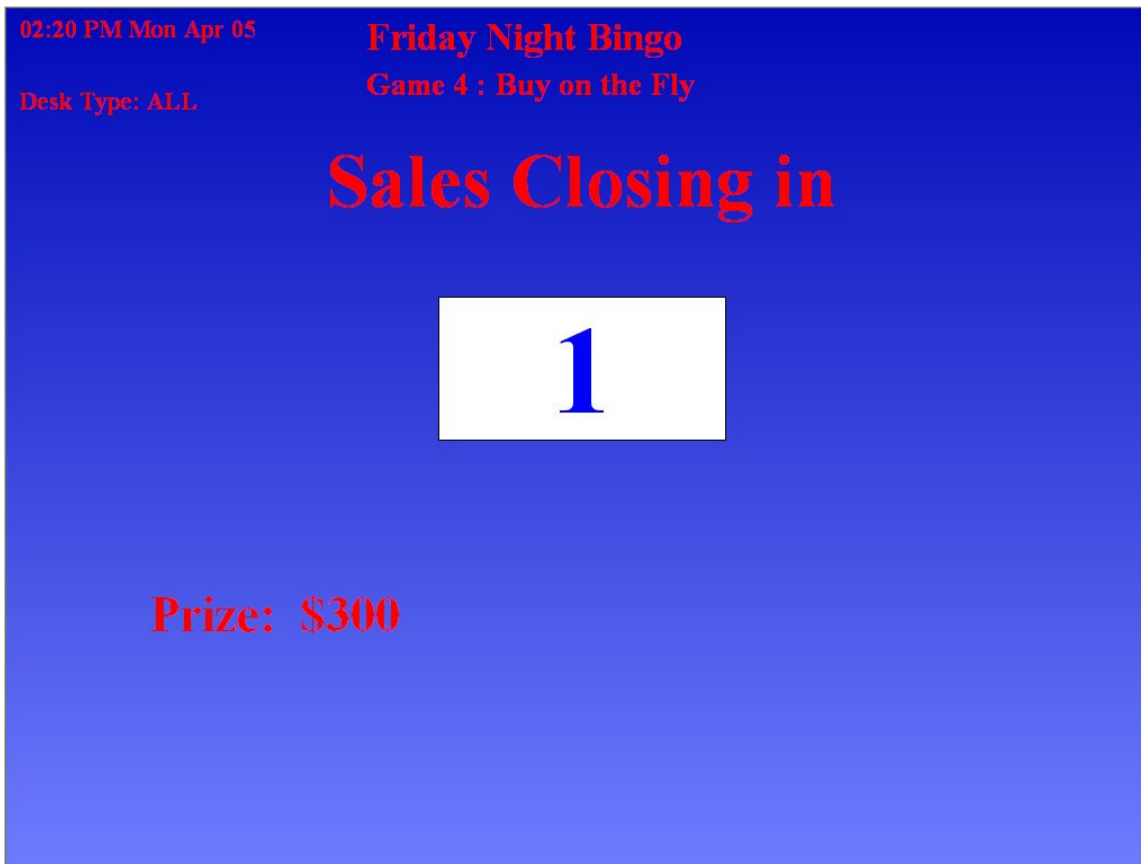
How-To

How do I play a game with a sales period?

You can start a game with a sales period just as you would any other game. Before the game actually begins, however, the desk will display the sales period screen shown below:



This screen shows a timer which counts down to zero. The sales period will remain open even after the timer reaches zero, until you press the **Close Sales** button (this allows you to leave the sales period open a little longer while people buy cards). When you press the **Close Sales** button (even if you do so before the timer reaches zero), the screen will switch to show that the sales period is closing:



This screen is displayed on the hall monitors, and any PowerTouch terminals will inform players that the sales period is about to close. When this timer reaches zero, the sales period closes and the game begins. The *Caller's Screen* will be displayed, and you can call bingo as normal.

Award a prize

During a sales period, players will be purchasing cards from their PowerTouch terminals using credits. Depending on how your hall has set up their program, when this type of game ends, you will be able to award a prize in credits to the winner. If your hall is set up to award prizes, then when you close a sales-period-based game, you will see the *Award Prizes* dialog:

03:25 PM Thu Apr 08
Play Seq. 2
Desk Type: ALL

Crazy Session
Game 2 : Paramutual **\$1.60**

Award Prizes	
Account 333302	Prize = \$1.60
	Up
	Down

Yes (F1) No (F2) Cancel (F3)

Back 0 CLR Enter Continue (F2) Close (F1)

Each winning card will be listed here, and the prize will be divided among them according to how your hall's system has been set up. All you have to do is press **Yes** to award the prizes directly into the player accounts. Press **No** if you do not want to award the prize for any reason.

Refund a game

During a sales period, players will be purchasing cards from their PowerTouch terminals using credits. Depending on how your hall has set up their program, if this sort of game is cancelled or stopped by you for any reason, you can refund credits to the players and remove the cards for that game from their accounts.

If your hall is set up to refund purchases, when you close a sales-period-based game without calling any balls, you will see the following dialog:



Press **Yes** to refund credits to the player accounts and remove the cards for this game.

Press **No** if you do not wish to refund the purchases for any reason.

Note: If you need to refund a game but have already called some balls, you must first uncall each ball. You can do this manually, or use the **Clear All Balls** button in the [Game Settings](#) menu.

How do I call balls for Hurricane Bonanza?

To call balls for Hurricane, you enter a special version of the *Caller's Screen*. If you are currently in the *Caller's Screen*, press **Menu** to return to the *Caller's Menu*. From the *Caller's Menu*, press **Hurricane**. This will bring up the *Hurricane Caller's Screen*.

11:34 AM Tue Apr 06

Hurricane Bonanza

Desk Type: ALL

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

Ball Count

B	I	N	G	O
0	0	0	0	0

Done

Blower

Clear Balls

Save Balls

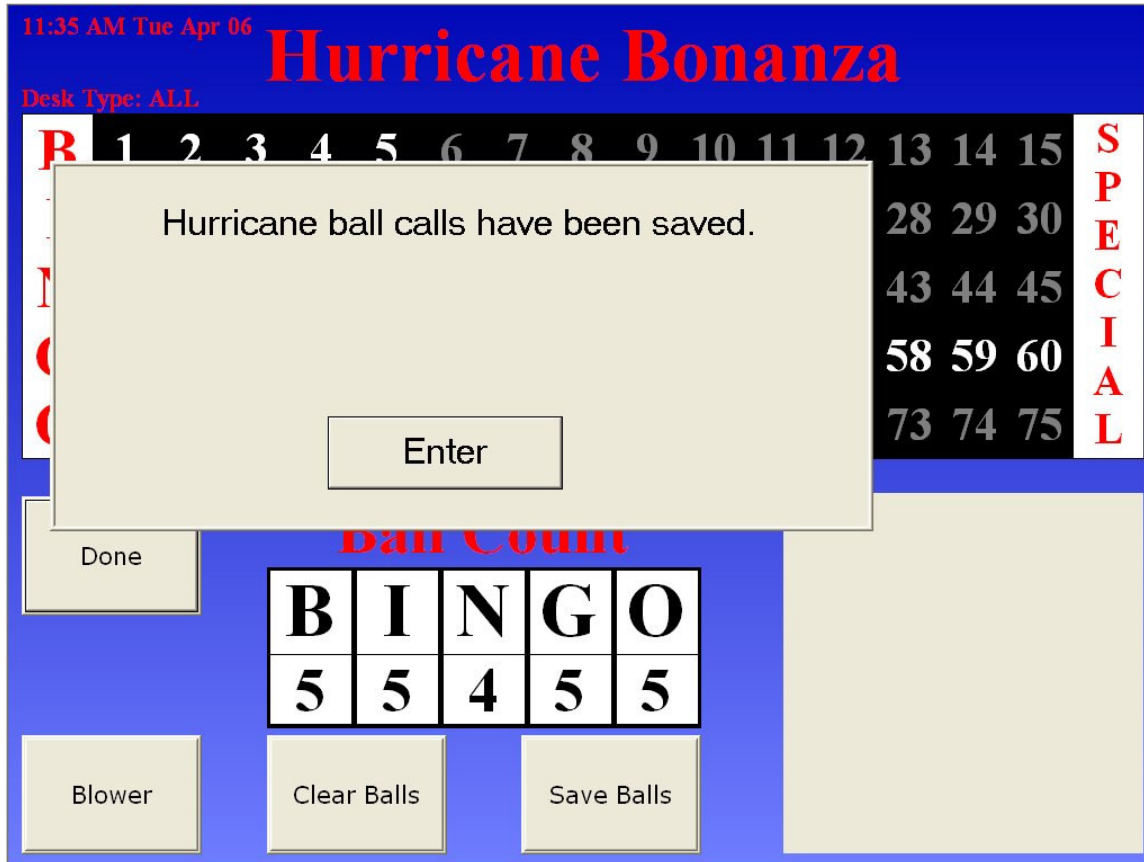
Press **Blower** to turn on the blower and call balls.

Calling balls in Hurricane is different from calling normal balls:

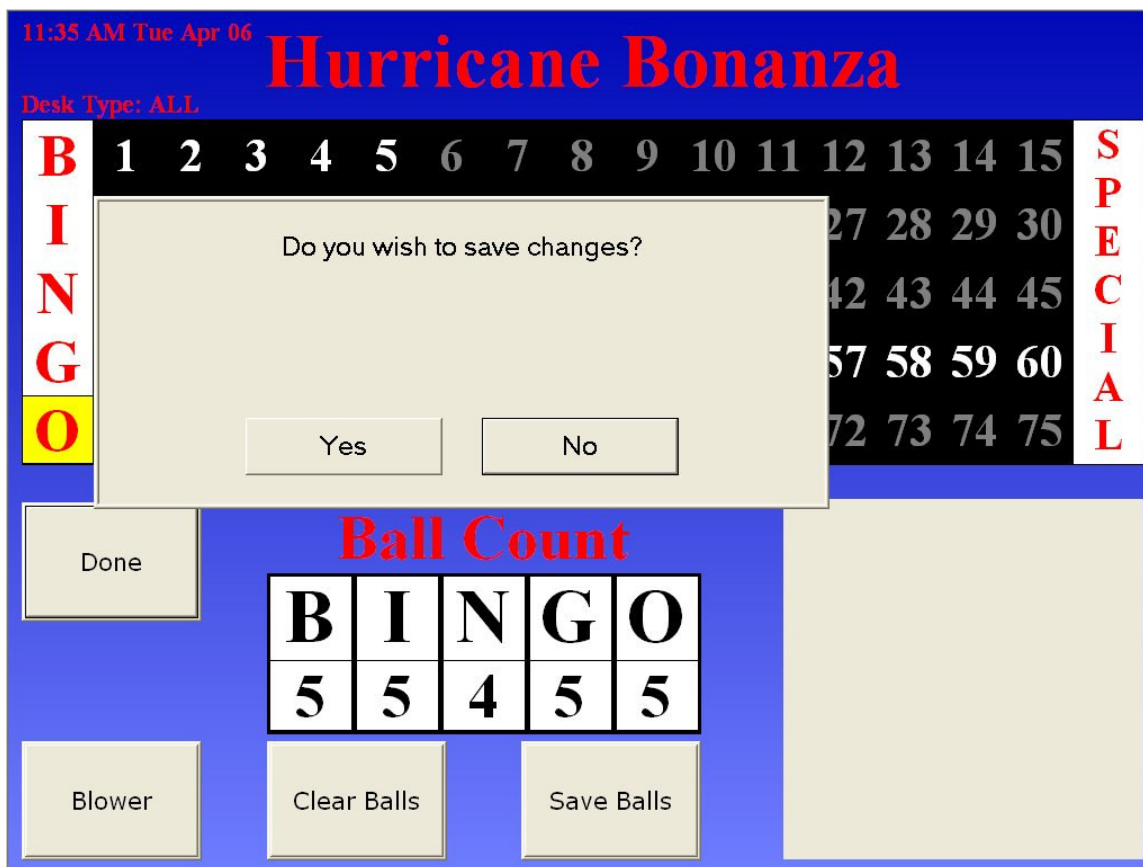
- You must enter 5 balls in each of the B, I, G, and O rows;
- You must enter 4 balls in the N row;
- If you do not enter enough balls to meet these requirements, you will not be able to save the ball calls and exit to the *Caller's Menu*;
- If you try to enter more balls in a row than required, the video flashboard will ignore those balls.

If you wish to start over, or erase any existing ball calls, press **Clear Balls**.

When you are finished entering balls, press **Save Balls**. If you have called the proper number of balls as per the restrictions above, then you will see the following dialog:



When you are ready to leave the *Hurricane Caller's Screen*, press **Done**. A dialog will appear asking you if you wish to save any changes.



Press **Yes**. You will return to the *Caller's Menu*, and the new ball calls will be sent to the PowerTouch terminals.

How do I play a Manual Game?

A manual game is not a part of a regular session, instead you play it in addition to or instead of a normal session.

There are two times you might play a manual game: in the middle of a session, and outside of an actual session.

To play a manual game when you are not in the middle of a session:

From the *Caller's Menu*, press **Manual Game**. The *Manual Game Caller's Screen* will appear.

11:28 AM Tue Apr 06 Demo Bingo Hall \$250

Desk Type: ALL Game 1 : Manual Game

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

SPECIAL

Menu
Verify
Blower

0
Calls

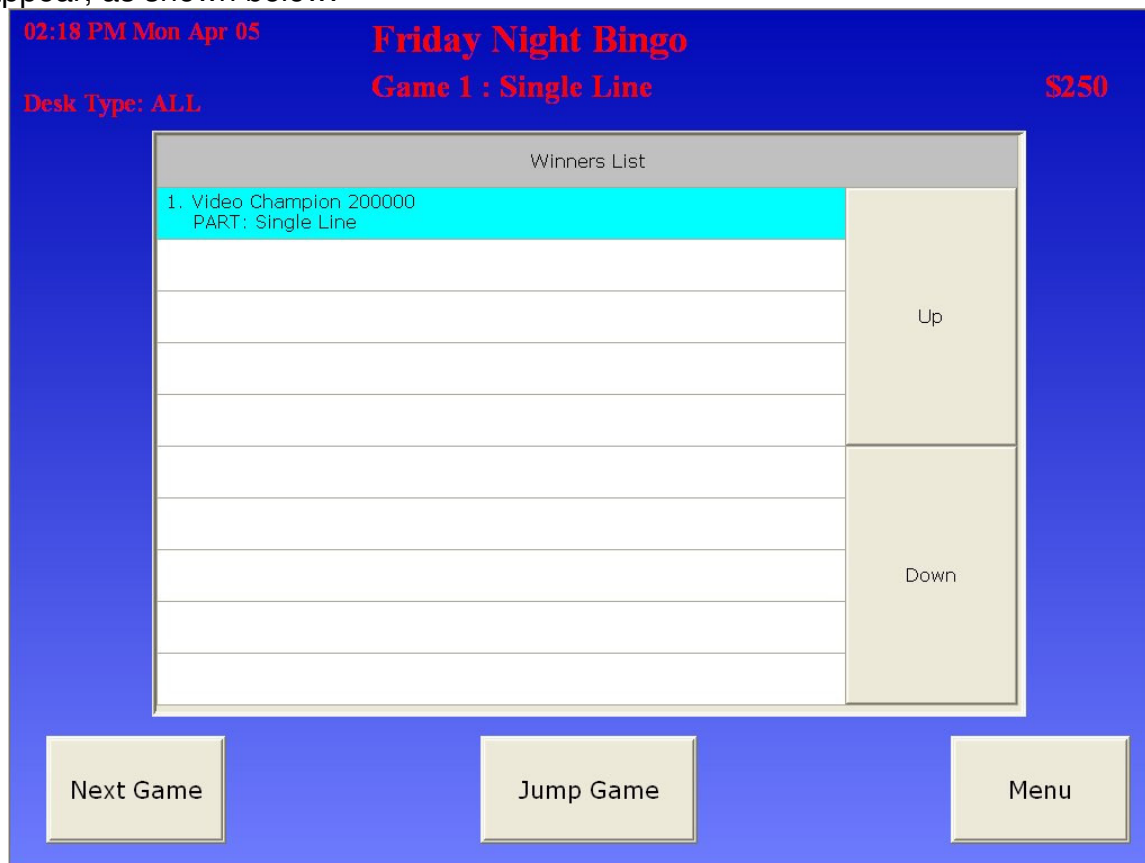
10

Last Ball

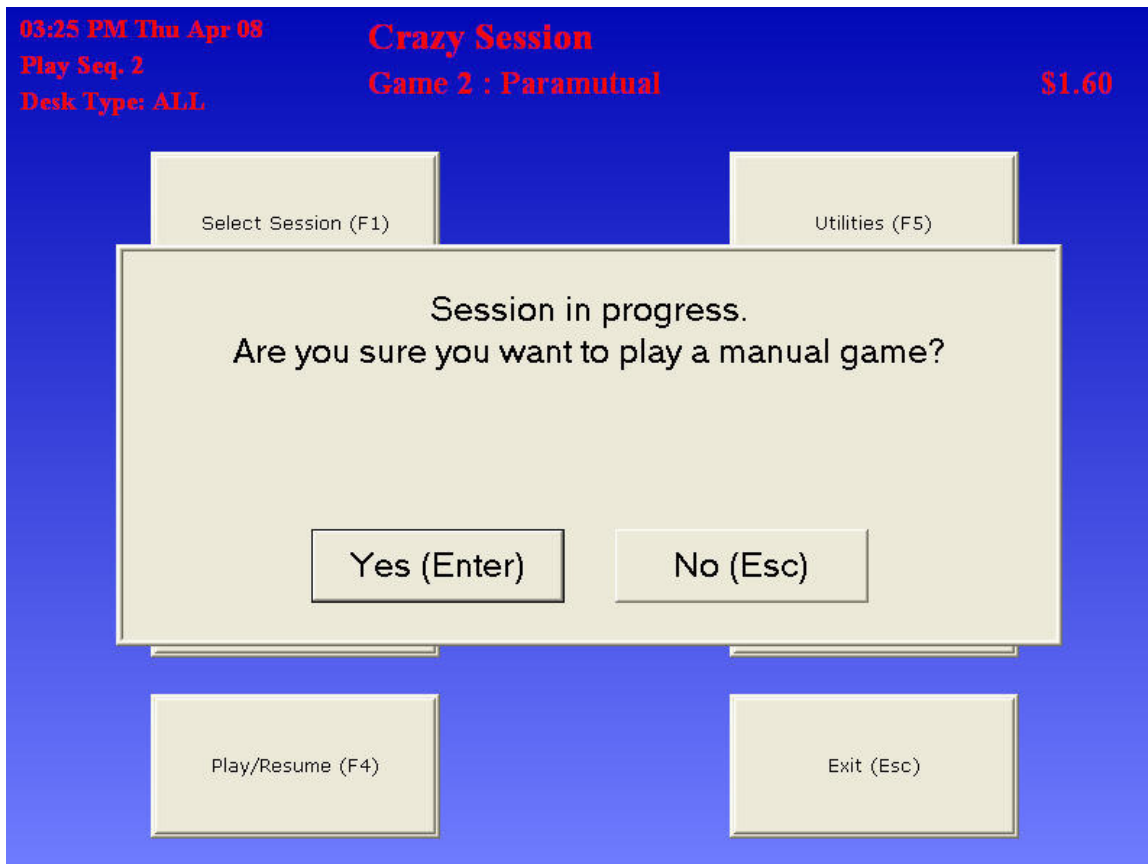
Everything about this game, including the prize, pattern, and timer settings, will be taken from the defaults for your hall.

Playing this game is exactly like playing a normal game of session bingo; if you would like an explanation of how this works, please see the [Call Balls](#) section of the manual.

If you wish to play a manual game during the middle of a session:
Close the current game of bingo as you normally would. The *Next Game* screen will appear, as shown below:



Instead of pressing **Next Game** or **Jump Game** as you normally would, press **Menu**.
The *Caller's Menu* will be displayed.
Press **Manual Game**. The following dialog will be displayed:



Press **Yes**. The *Manual Game Caller's Screen* will be displayed. Everything about this game, including the prize, pattern, and timer settings, will be taken from the defaults for the session you currently have in progress. Playing this game is exactly like playing a normal game of session bingo; if you would like an explanation of how this works, please see the *Caller's Walkthrough*.

The *Caller's Menu* works a little differently when you are playing a manual game:

- **Play/Resume** will return you to your session of bingo ([this is explained below](#).)
- **Manual Game** will return you to your manual game.

When you close a manual game, you will see the *Next Game* screen.



If you wish to play another manual game, press **Next Game**.

Returning to session bingo

If you were playing a manual game in the middle of a session, and wish to return to session bingo, press **Menu**. The *Caller's Menu* will be displayed.

Press **Play/Resume**. You will see the following dialog:



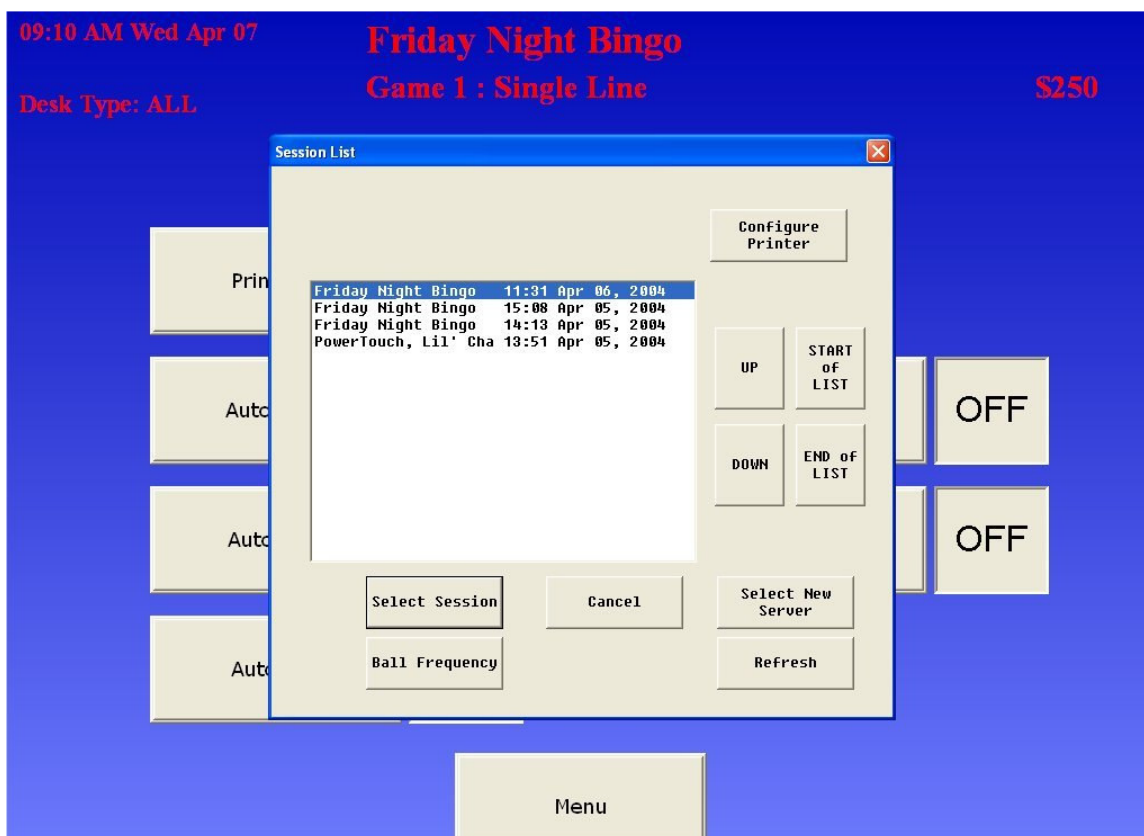
Press **Yes**. The bingo session will resume at the next game from where you left off prior to starting the manual game.

How do I print an end-of-game report?

From the *Caller's Menu*, press **Reports**. The *Report Menu* will be displayed.

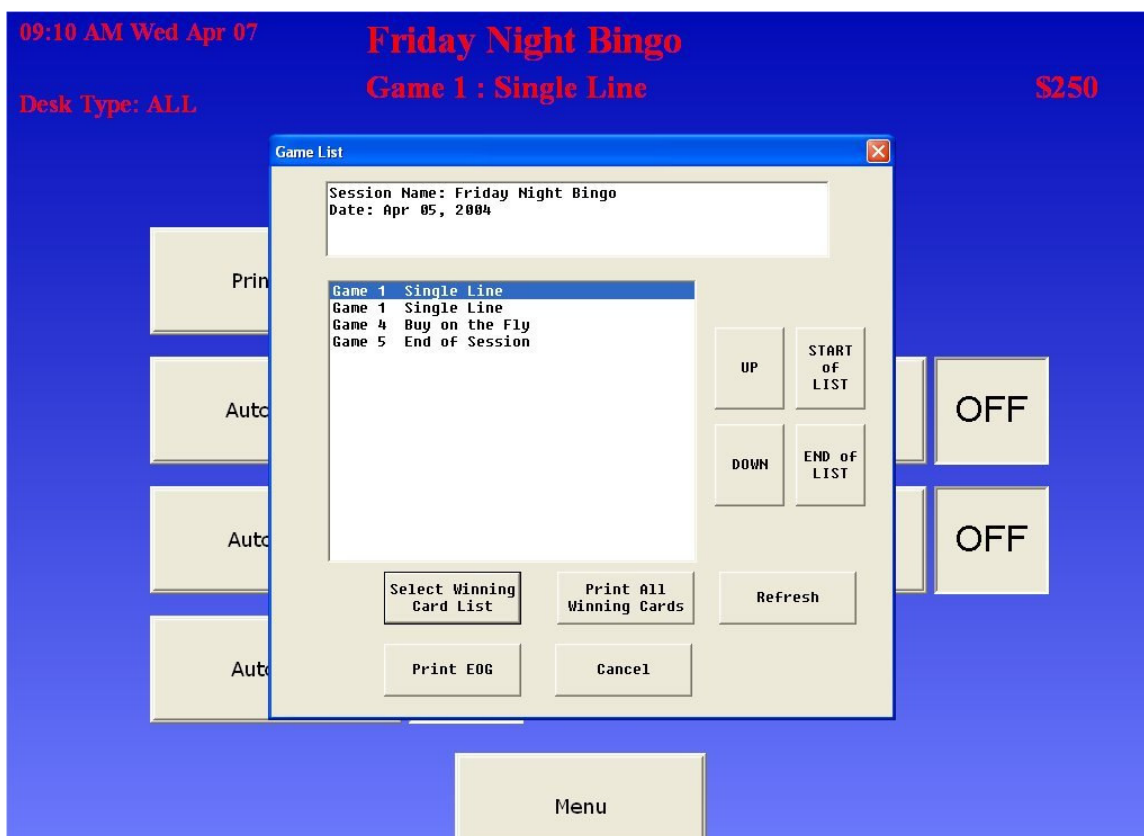


Press **Print EOG/Card**. The *EOG Menu* will appear.



The *EOG Menu* contains a list of sessions that have been played recently. Select one by pressing it or by using the **Up**, **Down**, **Start of List**, and **End of List** buttons.

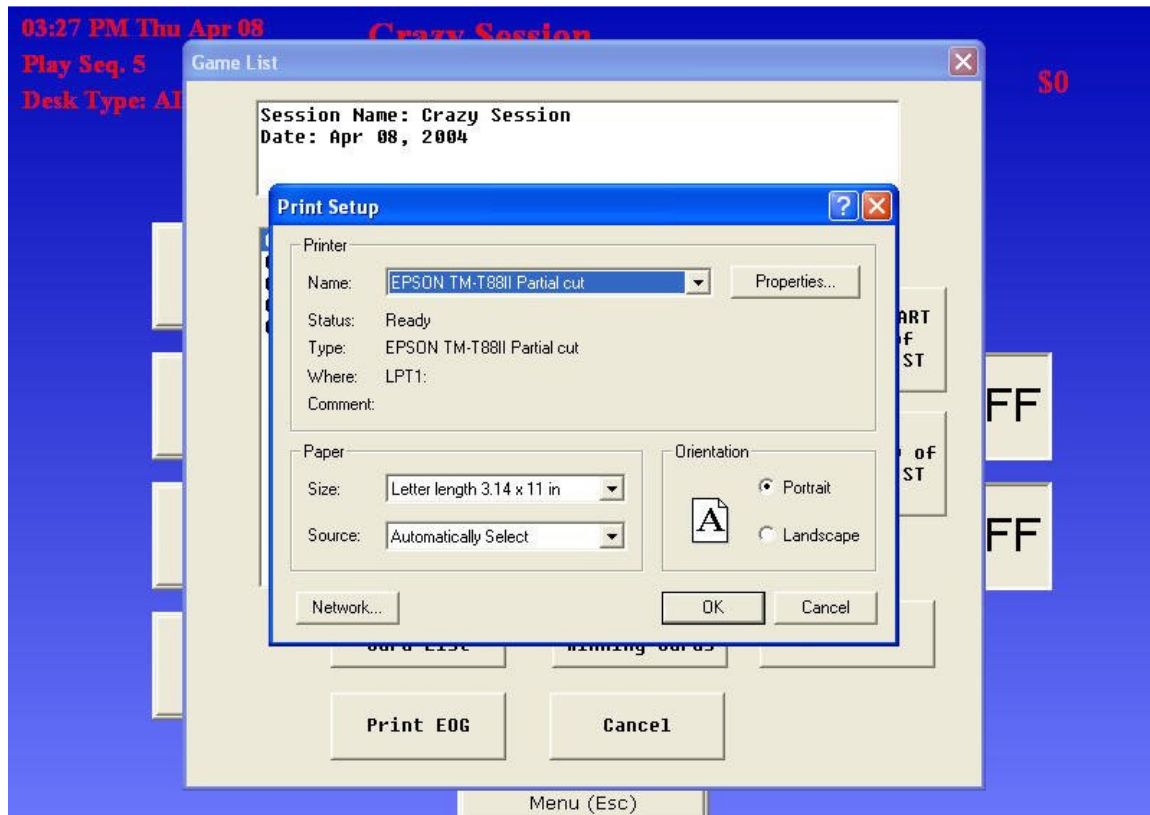
Once you have selected a session, press **Select Session**. The *Game List* will appear.



The *Game List* contains a list of all the games that were played in the selected session.

Select the one you are interested in by pressing it or by using the **Up**, **Down**, **Start of List**, and **End of List** buttons.

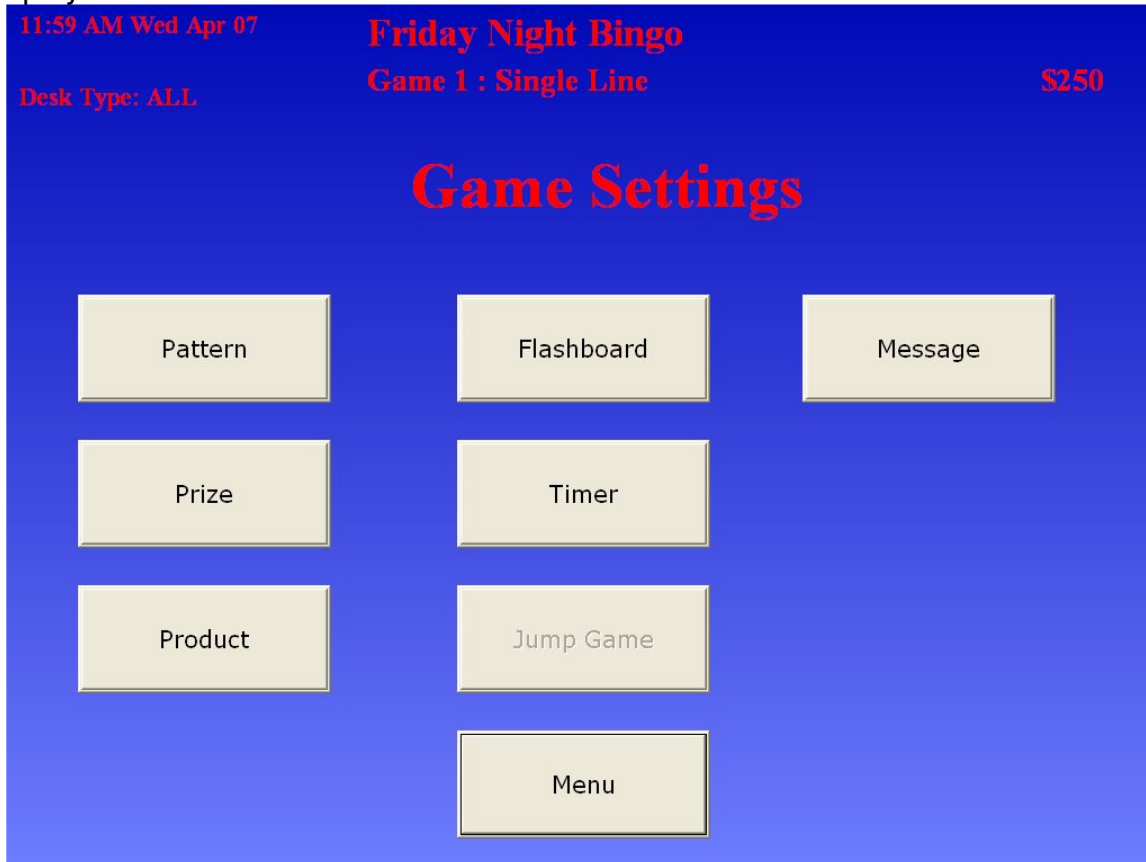
Once you have selected a session, press **Print EOG**. The following printer dialog will appear:



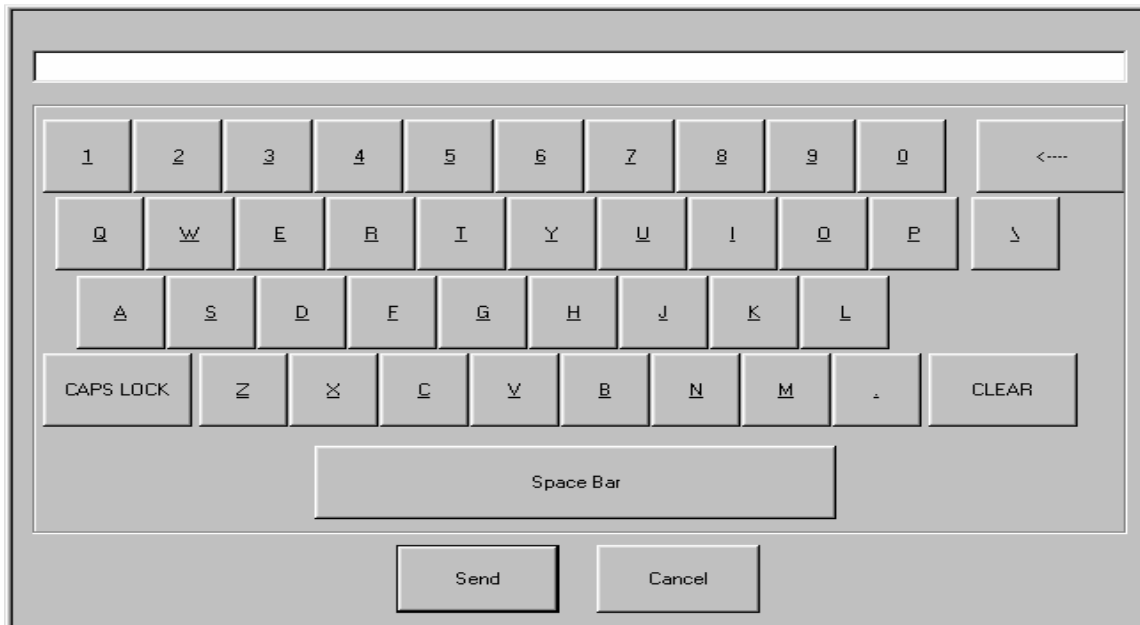
Press **OK**. The EOG report for the chosen game will be printed.

How do I change or add a scrolling message on the PowerTouch terminals?

From the *Caller's Menu*, press **Game Settings**. The *Game Settings* screen will be displayed.



Press **Message**. The *Message Editor* screen will be displayed.



This is the *Message Editor* screen. Here you can type in a message which will scroll along the top of the PowerTouch screens in your hall.
If you make a mistake while typing, press the ← button in the top right corner of the screen.
If you want to erase the entire message and start over, press the **Clear** button.
When you are finished typing the message, press **Send**.
If you decide not to send a message, press **Cancel**.

Note: The message will change back to your hall's default message at the start of the next game. If your hall has no default message set up, then at the start of the next game the message will be erased.

How do I use Dual Desks?

If your hall has two PowerPlay desks that are connected together, you are using a *Dual Desk configuration*. A dual desk configuration is most often used when your hall plays Bonanza bingo; in this case, one desk is set up as the *Bonanza Desk* and is used for Bonanza bingo, the other desk is set up as the *Regular Desk* and is used for the other games in the session.

Use the Bonanza desk when calling balls for Bonanza pre-call and completion. These calls will be displayed on the Bonanza flashboard, and will remain lit throughout the rest of the session.

Use the Regular desk when calling balls for any other game in the session. These calls will be displayed on the Regular flashboard, and won't interfere with the Bonanza flashboard in any way.

If you are using the Bonanza desk but play a regular game, the *Inactive Desk* screen will be displayed (shown below.)

If you are using the Regular desk but play a bonanza game, the *Inactive Desk* screen will be displayed (shown below.)

01:11 PM Tue Apr 13 **Friday Night Bingo** \$250

Desk Type: Bonanza Game 1 : Single Line

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

SPECIAL

Menu
Verify
Blower

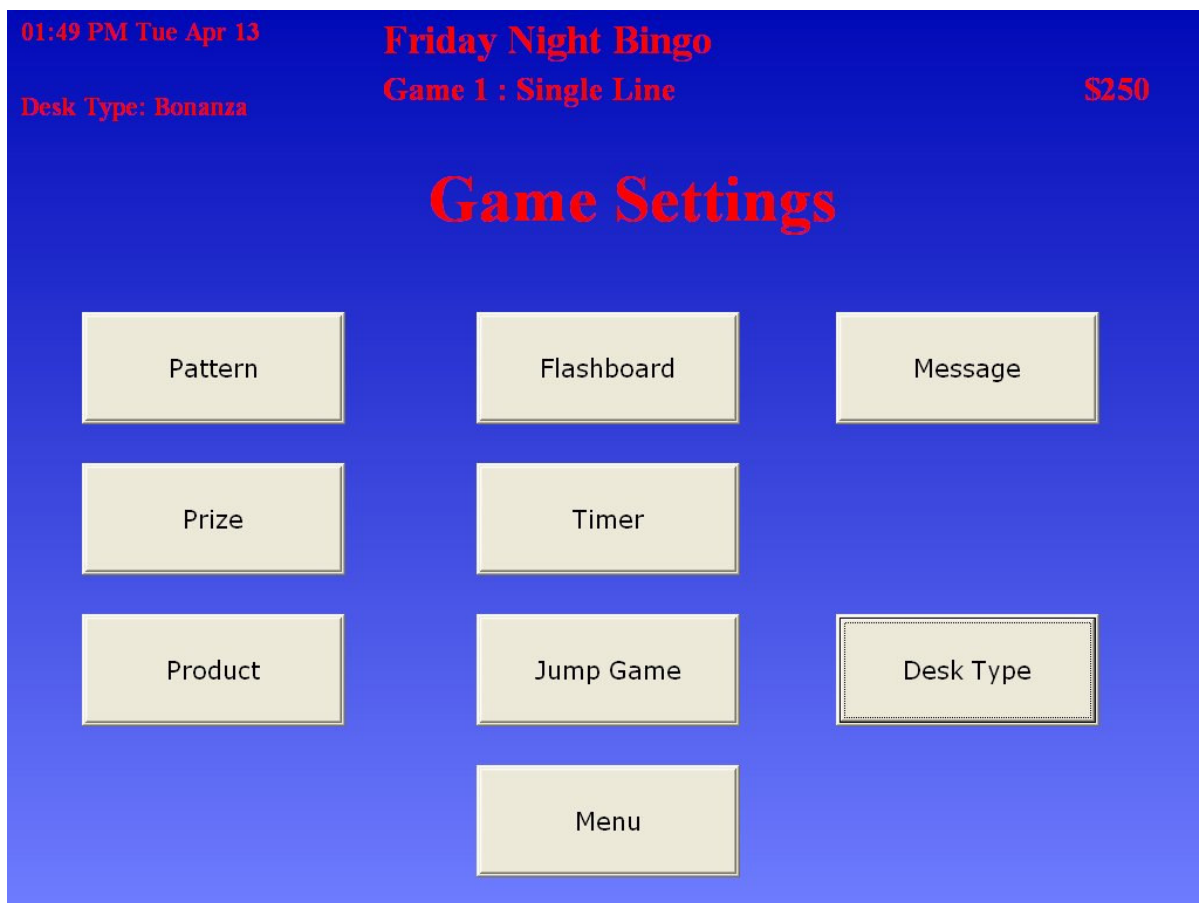
**Desk Not Active.
Other Desk has Control.**

This is the *Inactive Desk* screen.

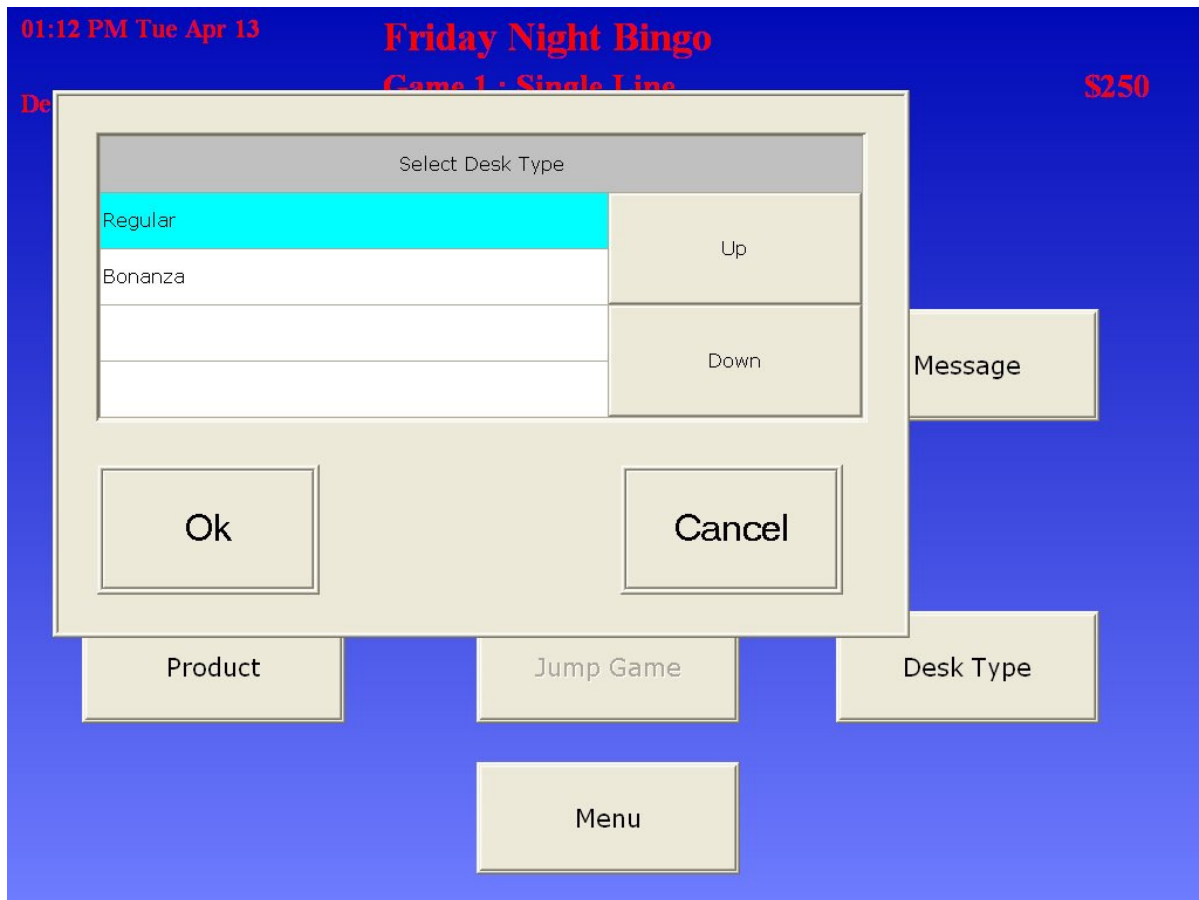
You must move to the appropriate desk in order to call balls for the current game.

If there is an emergency and you are unable to use the appropriate desk to call balls – for example, the Bonanza desk has stopped working in the middle of the session and you need to play Bonanza Completion – you can change a desk's type using the following procedure:

From the *Caller's Menu*, press **Game Settings**. The *Game Settings* screen will be displayed, including a *Desk Type* button.



Press **Desk Type**. The *Desk Type* dialog will be displayed.



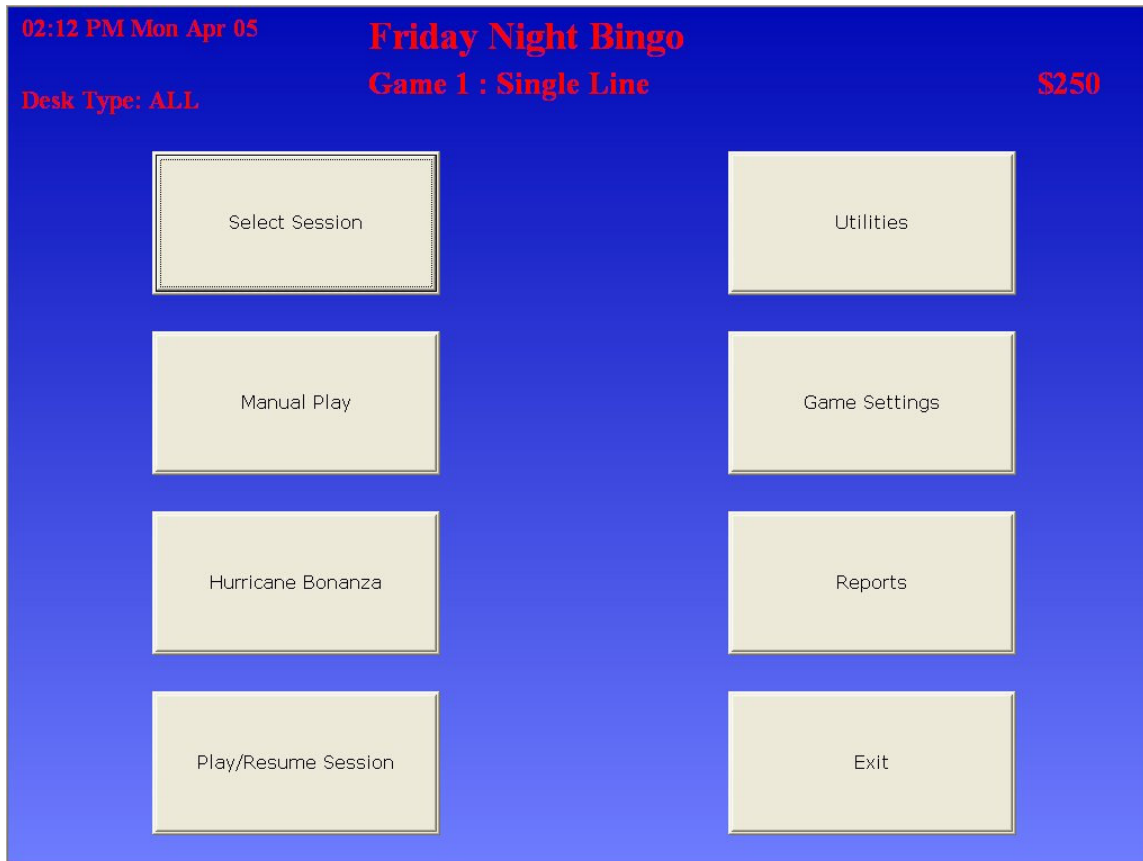
This dialog allows you to change the desk type of the desk you are using. If you wish to use the desk to play a Bonanza game, select *Bonanza* from the list and press **Ok**. If you wish to use the desk to play a non-Bonanza game, select *Regular* from the list and press **Ok**.

When you change the desk type on one desk, the *Desk Type* dialog will appear on the other desk as well (assuming it is functioning and connected to the network.)

Screen Descriptions

This section of the manual explains in detail each screen that you might see while using PowerPlay.

Caller's Menu



This is the *Caller's Menu*. It allows you to move from area to another inside of PowerPlay, and contains the following buttons (click on an underlined word to jump to that section of the manual):

- **Select Session:** Opens the [Select Session dialog](#).
- **Manual Play:** Opens the [Manual Game Caller's Screen](#).
- **Hurricane Bonanza:** Opens the [Hurricane Caller's Screen](#).
- **Play/Resume Session:** If you are in the middle of a session, this will return you to the game in progress (or to the *Next Game* screen if you are between games). If you are playing or have just finished playing a Manual Game, this button will return you to your session.
- **Utilities:** Opens up the [Utilities screen](#).
- **Game Settings:** Opens up the *Game Settings* screen.
- **Reports:** Opens up the *Reports* screen.
- **Exit:** Closes PowerPlay and returns you to the *Shell*.

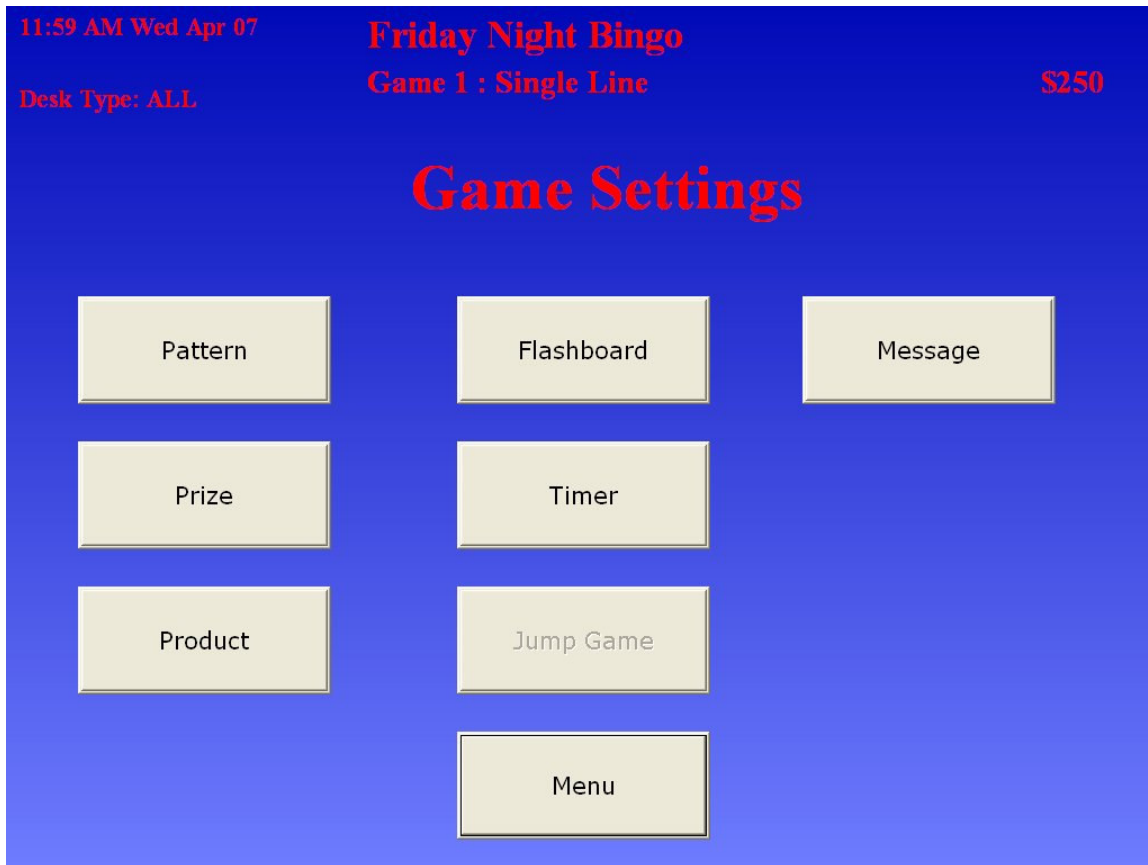
Utilities



This is the *Utilities* screen. It allows you to perform minor maintenance as to how PowerPlay functions, and contains the following buttons (click on an underlined word to jump to that section of the manual):

- **Flashboard Test:** If set to ON, this will turn on all the lights on any flashboard attached to the desk. If set to OFF, this will turn off any lights that aren't currently being used by PowerPlay (such as called numbers or pattern display.)
- **Clear All Balls:** Opens a confirmation dialog, then erases all the ball calls in the current game.
- **PowerVideo:** Opens the *PowerVideo Screen*.
- **Color Bars:** Displays color bars on each of the hall monitors attached to the desk.
- **I/O Reset:** Resets the I/O card attached to the desk.
- **Volume:** Displays the Windows Volume utility, allowing you to adjust the volume and sound sources used by the PowerPlay.
- **Presentation:** Opens the *Presentation Screen*, allowing you to display custom slideshows on the hall monitors attached to the desk.

Game Settings



This is the *Game Settings* screen. It allows you to modify the way the current game is played, and contains the following buttons (click on an underlined word to jump to that section of the manual):

- **Pattern:** Opens the [Pattern List](#) screen.
- **Prize:** Opens the [Prize](#) dialog.
- **Product:** Opens the [Product](#) dialog.
- **Flashboard:** Opens the [Flashboard Settings](#) screen.
- **Timer:** Opens the [Timer Settings](#) screen.
- **Jump Game:** Opens the [Jump Game](#) screen. If you cancel out of it, you will return to the *Game Settings* screen rather than a *Next Game* screen.
- **Message:** Opens the [Message Editor](#) dialog.
- **Menu:** Returns to the [Game Settings](#) screen.

Pattern List Screen

The screenshot shows the 'Pattern List Screen' within a game interface. At the top, the time '03:37 PM Wed Apr 07' is displayed on the left, the game title 'Friday Night Bingo' is in the center, and the current bet '\$250' is on the right. Below the title, it says 'Desk Type: ALL' and 'Game 1 : Single Line'. The main area is a 'Select Pattern' window with a list of 17 patterns. The first pattern, 'Single Line', is highlighted in cyan. To the right of the list are four navigation buttons: 'Page Up', 'Up', 'Down', and 'Page Down'. At the bottom of the screen are two large buttons: 'Ok' and 'Cancel'.

Select Pattern	
Single Line	Page Up
Single Line & 1 Corner (No Overlap)	
Single Line & 4 Corners (No Overlap)	
Single Line & 4 Outside Corners	Up
Single Line & Stamp Anywhere	
Single Line & Stamp Anywhere (No Overlap)	
Single Line (No Diagonals)	Down
Single Line or In/Out Cmrns or 6 PK or Cmr Stamp	
Single Line or Inside or Outside 4 Corners	
Single Line or Outside 4 Corners	Page Down
Skinny "H"	
Small Crazy Kite	
Small Crazy Kite & Opposite Corners	
Small Cross	
Small Diamond	
Small Diamond & 1 Corner	

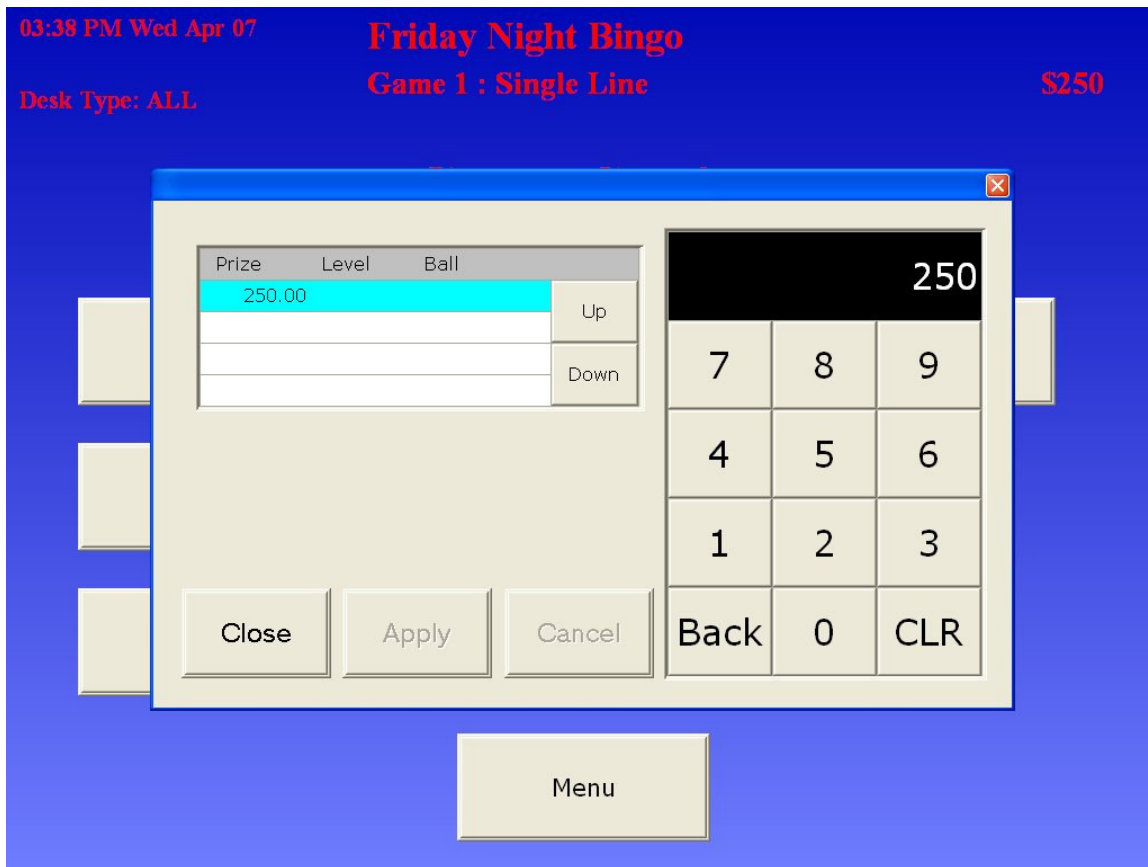
Ok Cancel

The *Pattern List* screen allows you to change the pattern being used for the current game, and contains a list of all the patterns available for use in the session. You can select a pattern by touching it, or by using the **Up**, **Down**, **Page Up**, and **Page Down** buttons. When you have selected the pattern you wish to use, press **Ok**.

To return to the [Game Settings](#) screen, press **Cancel**.

Note: When the next game begins, it will revert to using its original pattern.

Prize Dialog



This is the *Prize Dialog*. The list on the left side of the dialog contains each of the prizes being used in the current game.

In a game with a single-level prize, that prize is automatically selected for you.

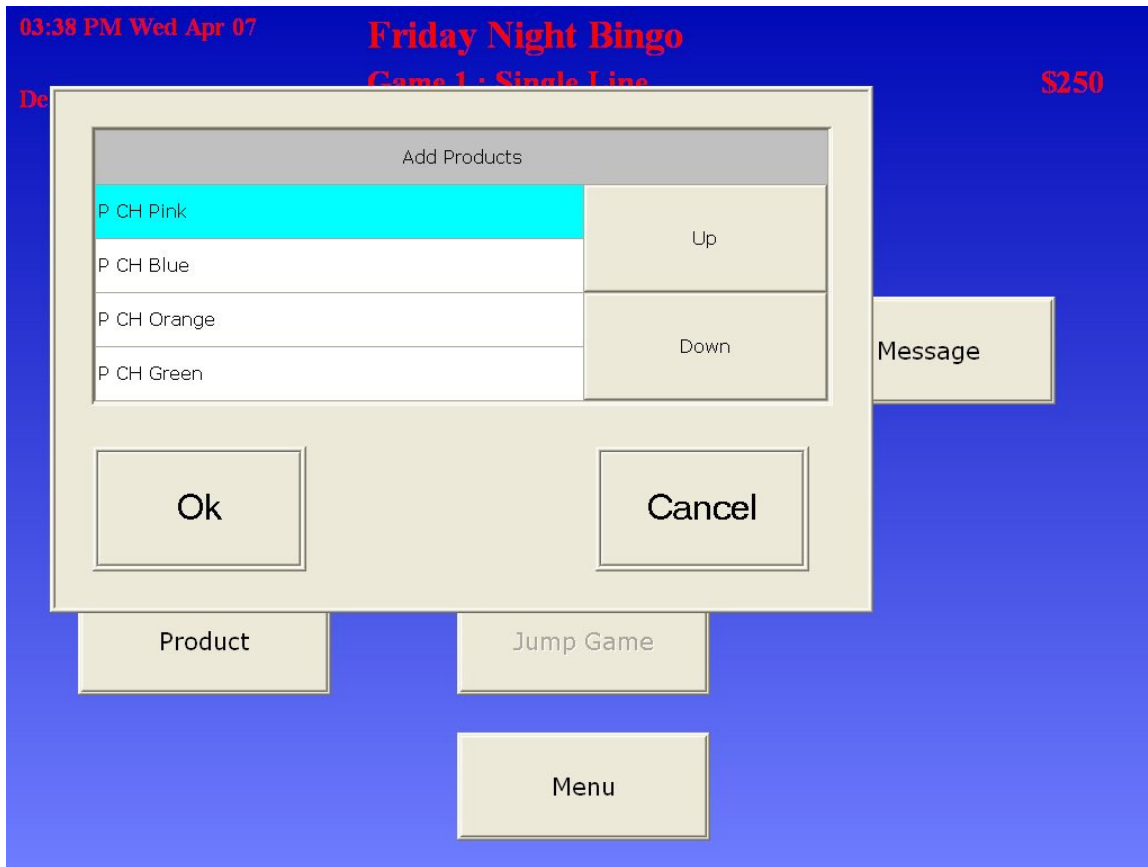
In a game with multilevel prizes, select the one you wish to change using the **Up** and **Down** buttons.

When a prize has been selected, the number pad on the right will show the value of that prize. You can edit the prize value using the following buttons:

- **Back**: Erases the last digit in the number.
- **CLR**: Erases the entire number.
- **0 - 9**: Press a number between 0-9 to change the prize value.
- **Close**: Exits the *Prize Dialog*.
- **Apply**: Saves your changes for use in the current game.
- **Cancel**: Resets the prize you are editing to its original value.
- **Menu**: Returns to the [Game Settings](#) screen.

Note: When the next game begins, it will revert to using its original prize value.

Product List



If your hall needs to sell product beyond any pre-defined products, select the product from this list and press **OK**. The desk will now be able to verify cards sold from the newly added product type.

Flashboard Settings

Seven Segment Display		Field	
Number Of Calls	ON	Special Light	OFF
Last Ball Called	OFF	Last Number Only	OFF
Game Number	OFF	Reverse	OFF
		Last # on Inactive Flashboard	ON

Done

This is the *Flashboard Settings* screen. It allows you to adjust the way the flashboard displays information in the current game.

Whenever you set one of the following three settings to ON, PowerPlay will automatically set the other two to OFF.

- **Number of Calls:** Displays the number of balls that have been called.
- **Last Ball Called:** Displays the number of the last ball called.
- **Game Number:** Displays the game number. This is a pre-defined number which reflects the game's order in the session program, *not* the order in which these games were played. In other words, for the 2nd game of the evening, if you jump to game 5, this number will say '5' rather than '2'.

The following settings can be turned ON and OFF in any combination:

- **Special Light:** When set to ON, the Special light will flash. When set to OFF, the light is turned off.
- **Last Number Only:** When set to ON, only the last number called will be shown on the flashboard. When set to OFF, all numbers called will be shown on the flashboard.

- **Reverse:** When set to ON, all the number lights are turned on, then they are shut off one by one as numbers are called. When set to OFF, number lights are turned off, then turned on one by one as numbers are called.
- **Last # on Inactive Flashboard:** When set to ON, the last number called on the inactive board will continue to flash. When set to OFF, the last number called on the inactive board will simply remain lit.
- **Done:** Returns to the [Game Settings](#) screen.

Note: When the next game begins, it will revert to using its original flashboard settings.

Timer

The screenshot shows a blue background with red text. At the top left, it says '03:38 PM Wed Apr 07'. To the right, it says 'Friday Night Bingo'. Below that, 'Game 1 : Single Line' and '\$250'. The main title 'Timer Settings' is in large red font. Below the title, there are three rows of controls. The first row is for 'Time Value', with a box showing '10' and two buttons labeled 'Up' and 'Down'. The second row is for 'Timer Beep', with a button labeled 'Timer Beep' and a box showing 'ON'. The third row is for 'Continuous', with a button labeled 'Continuous' and a box showing 'OFF'. At the bottom center is a 'Done' button.

This is the *Timer Settings* screen. It allows you to adjust the way the timer counts in the current game. When the timer has finished counting, it will flash until the next ball is called, at which point it will reset and start counting again.

- **Time Value:** This is the number of seconds the timer will count. Increase the amount of time using the **Up** button, and decrease the amount using the **Down** button.
- **Timer Beep:** Press this button to change the *Timer Beep* setting. When set to ON, PowerPlay will play a sound whenever the timer finishes counting. When set to OFF, no sound will be played. In either case, once the timer has finished counting, it will flash until the next ball is called.
- **Continuous:** Press this button to change the *Continuous* setting. When set to ON, whenever the timer finishes counting, it will automatically reset and start again. When set to OFF, it will flash until the next ball is called, at which point it will reset and start counting again.
- **Done:** Returns to the [Game Settings](#) screen.

Note: When the next game begins, it will revert to using its original timer settings.

Reports

09:10 AM Wed Apr 07 **Friday Night Bingo** S250
Desk Type: ALL **Game 1 : Single Line**

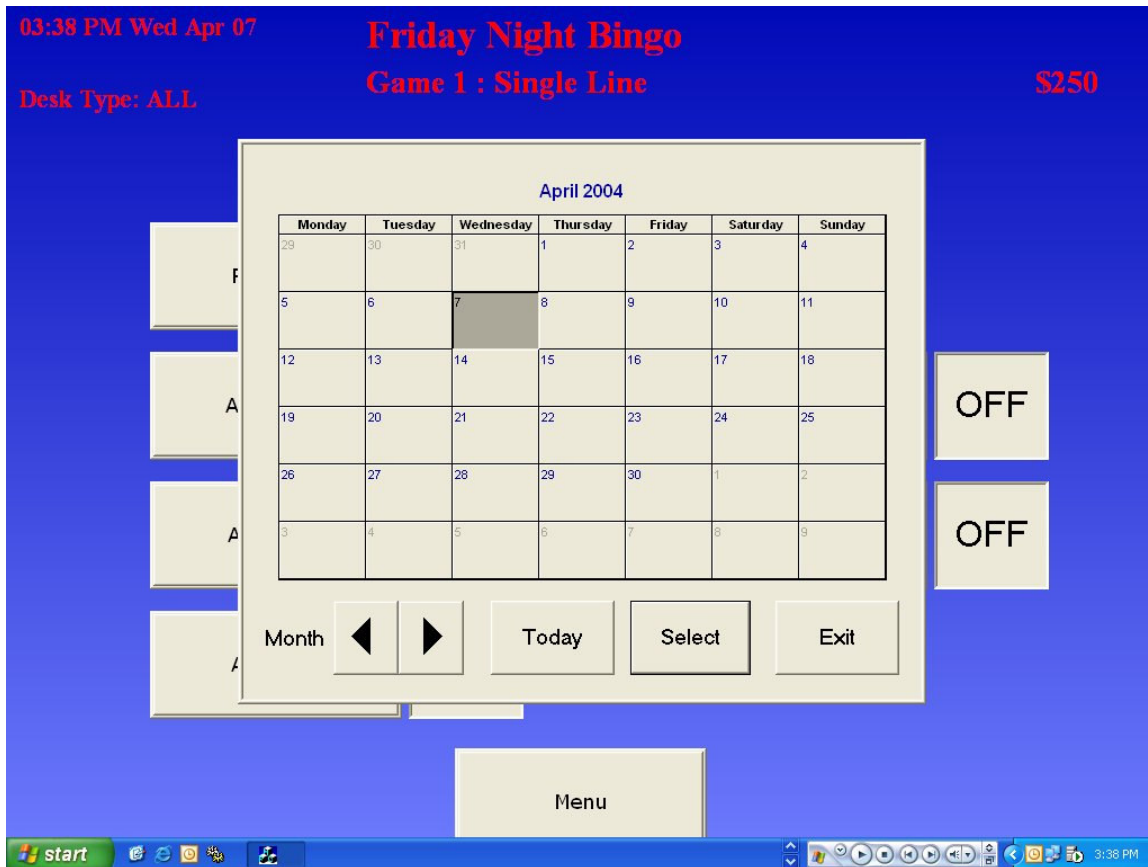
Reports

Print Log	Print EOG/Card
Auto Card OFF	Auto Card (Network) OFF
Auto EOG OFF	Auto EOG (Network) OFF
Auto Log OFF	
Menu	

This is the *Reports Menu*. It allows you to modify the way the reports are printed and contains the following buttons (click on an underlined word to jump to that section of the manual):

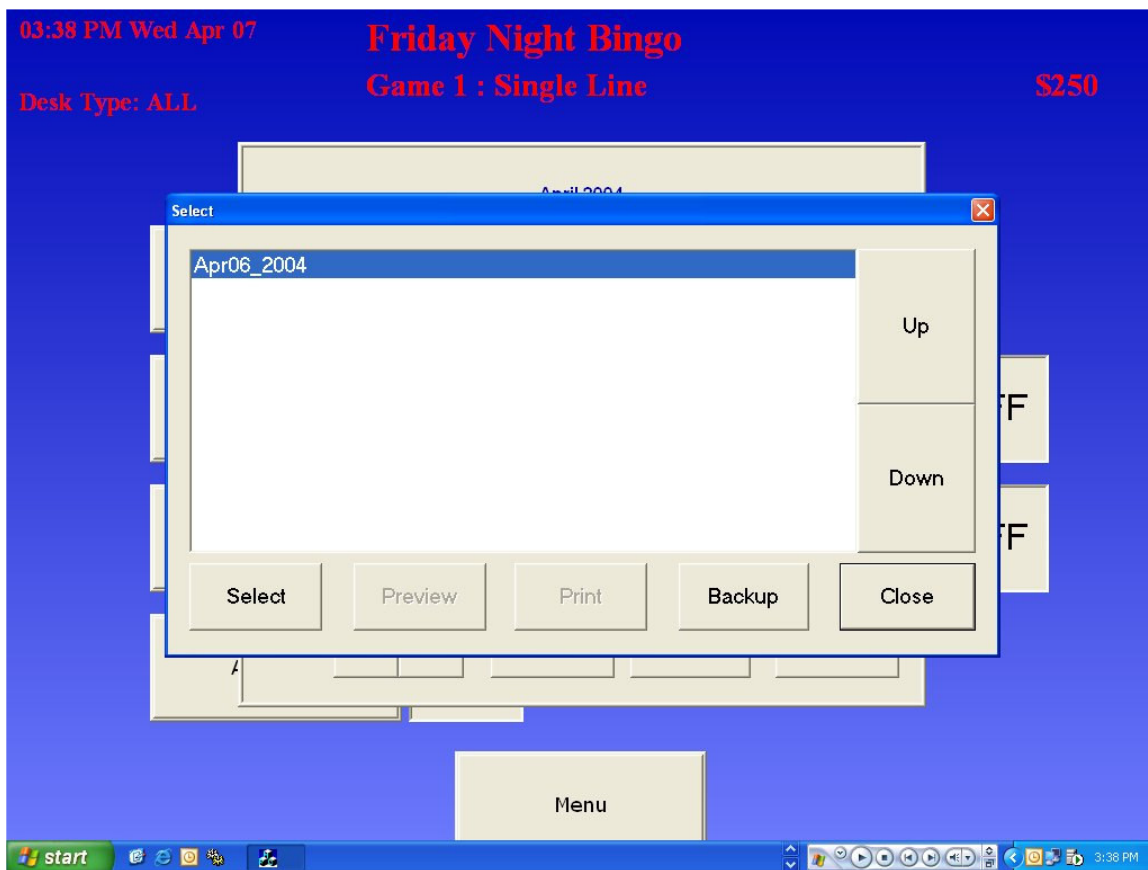
- **Print Log**: Opens the [Print Log Calendar](#) dialog.
- **Auto Card**: When set to ON, the receipt printer will automatically print all winning cards when a game is closed. When set to OFF, it will not.
- **Auto EOG**: When set to ON, the receipt printer will automatically print an end-of-game report when a game is closed. When set to OFF, it will not.
- **Auto Log**: When set to ON, the receipt printer will automatically print log messages during play. When set to OFF, it will not.
- **Print EOG/Card**: Opens the [EOG Console](#).
- **Auto Card (Network)**: When set to ON, a network printer will automatically print all winning cards when a game is closed. When set to OFF, it will not.
- **Auto EOG (Network)**: When set to ON, a network printer will automatically print an end-of-game report when a game is closed. When set to OFF, it will not.
- **Menu**: Opens the [Caller's Menu](#).

Print Log



This is the *Print Log Calendar* dialog. The calendar allows you to select a day that has a log you wish to view, and contains the following buttons:

- **1-31**: Selects the corresponding day of the month.
- **Month** ◀▶: Moves the calendar forward or backward by one month.
- **Today**: Moves the calendar back to the present day.
- **Select**: Opens the [Log Date](#) dialog for the selected day of the month.
- **Exit**: Returns to the [Reports Menu](#).

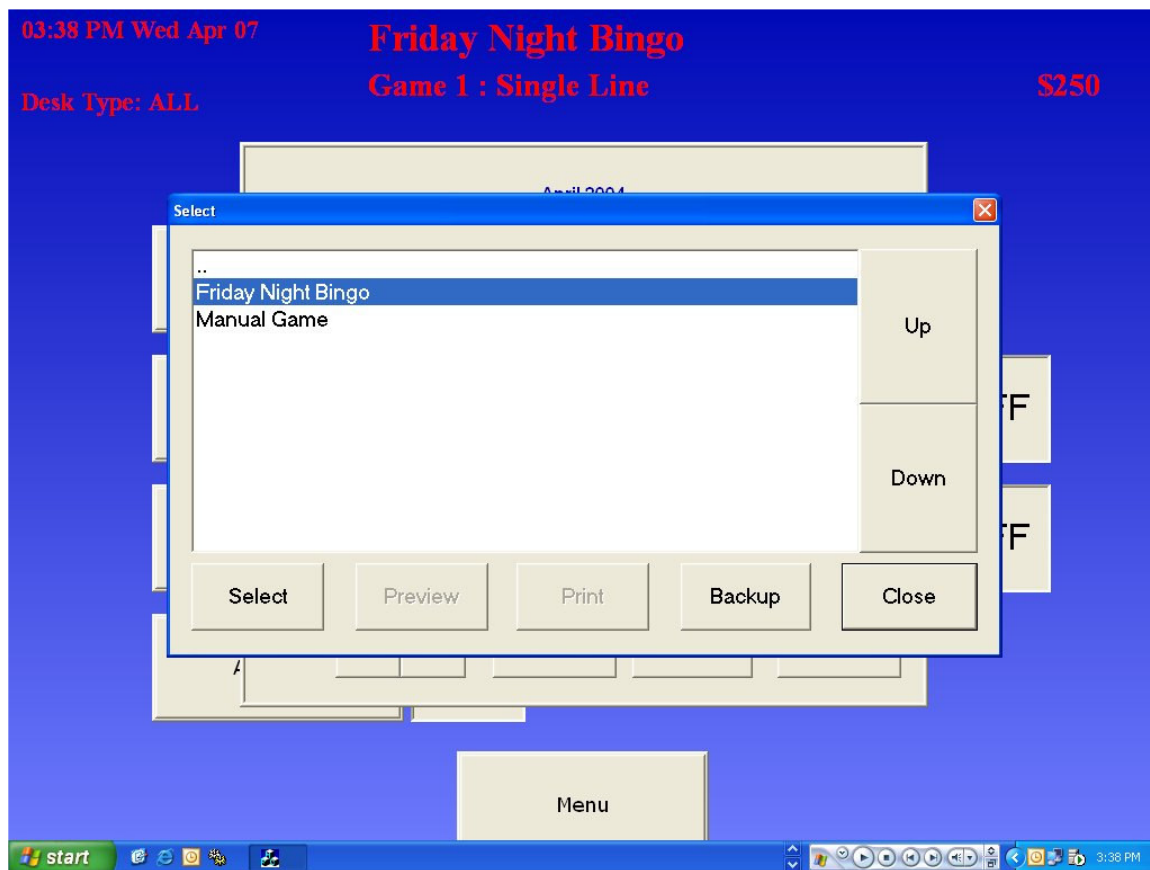


This is the *Log Date* dialog. It allows you to confirm the chosen date as well as perform a backup of the logs for that day.

To open the *Print Log Session List* for the chosen date, press **Select**.

To backup the day's log files, insert a floppy disk into the desk and press **Backup**.

To return to the [Reports Menu](#), press **Close**.

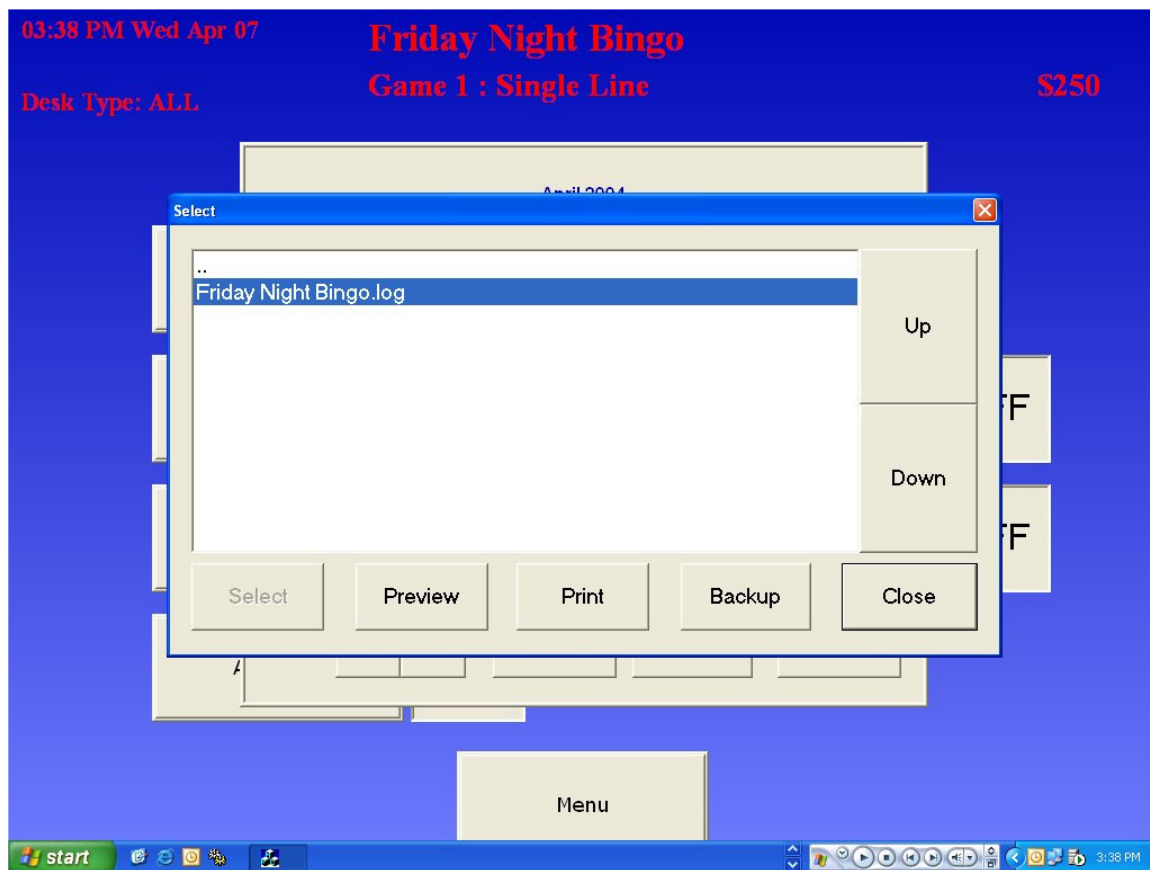


This is the *Print Log Session List* dialog.

To open the *Session Log* for the chosen session, press **Select**.

To backup the session's log files, insert a floppy disk into the desk and press **Backup**.

To return to the [Reports Menu](#), press **Close**.



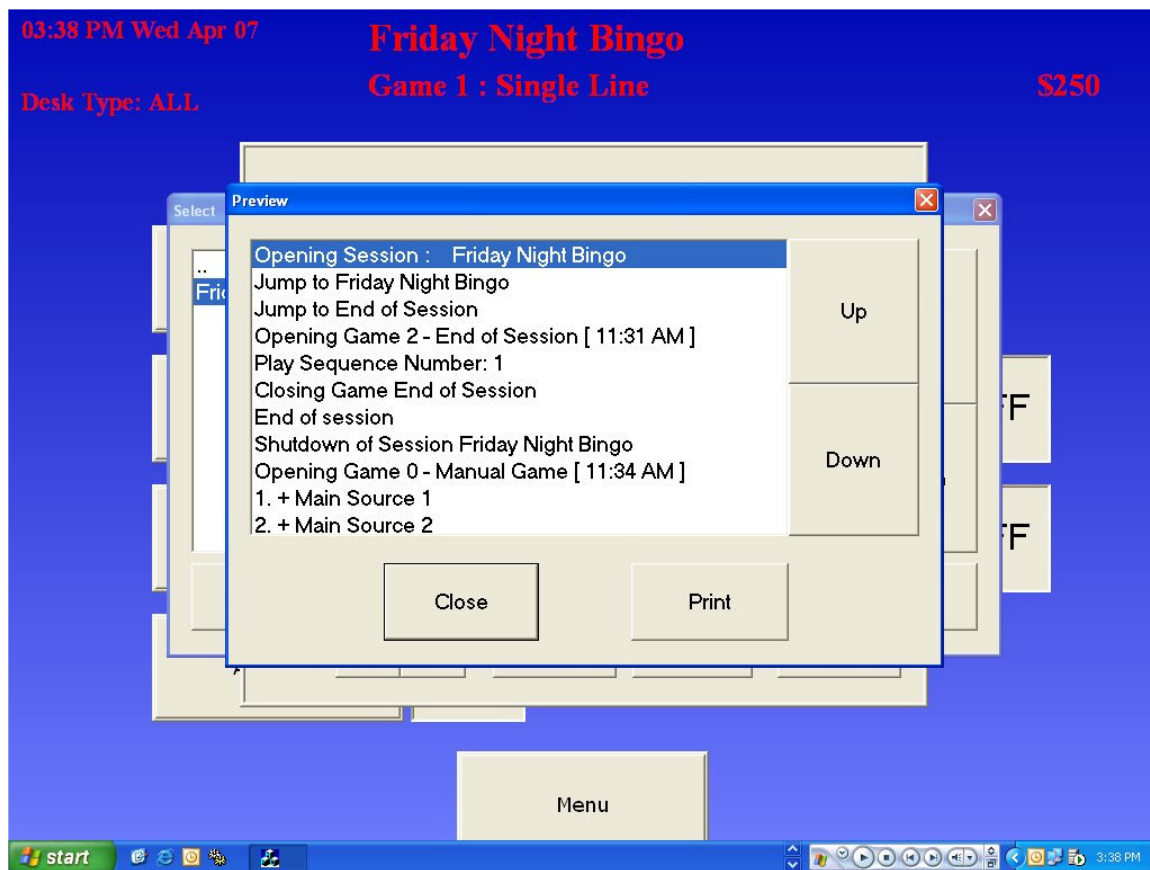
This is the *Session Log* dialog.

To preview the log, press **Select**.

To print the log, press **Print**.

To backup the session's log files, insert a floppy disk into the desk and press **Backup**.

To return to the [Reports Menu](#), press **Close**.

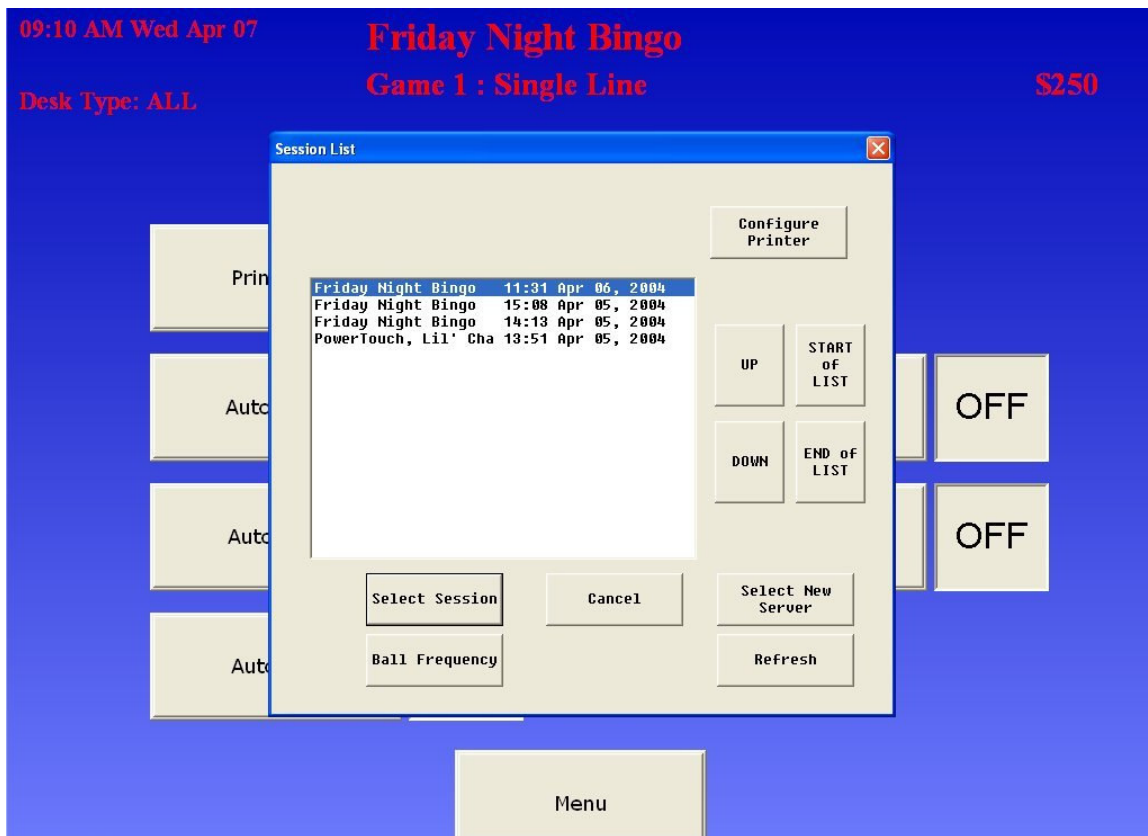


This is the *Log Preview* dialog.

To print the log, press **Print**.

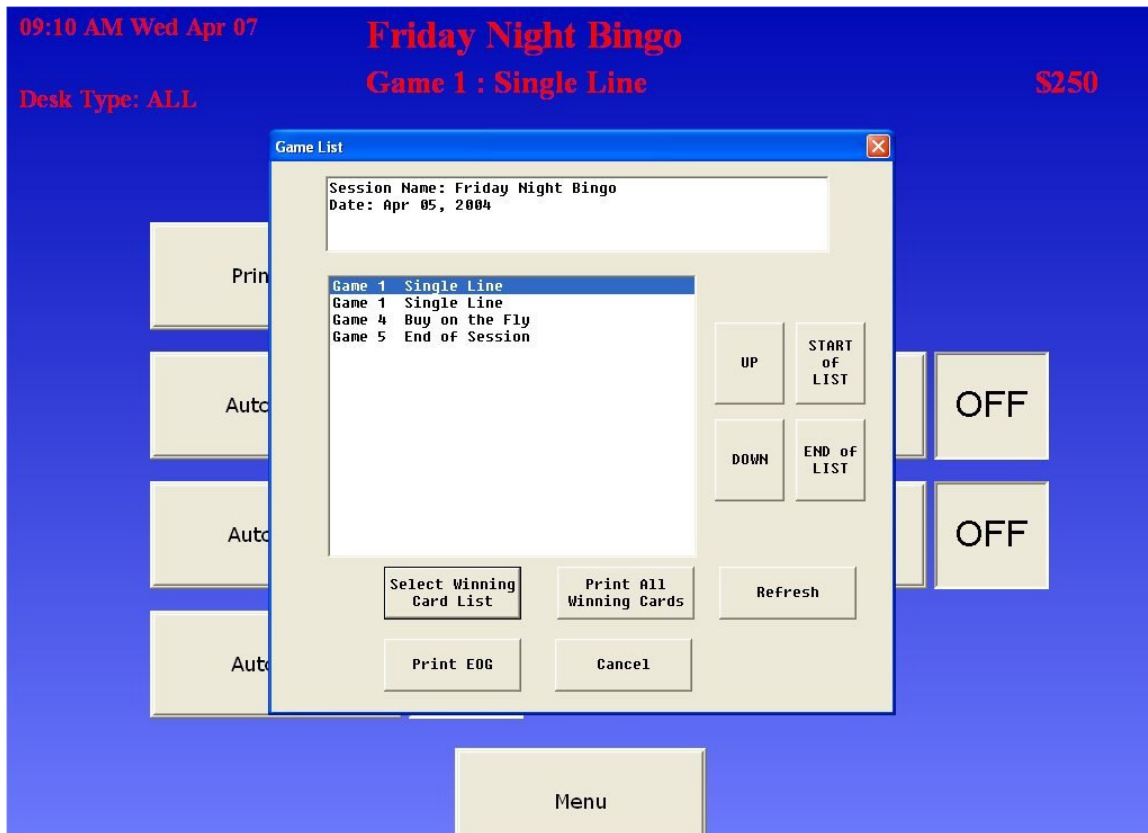
To return to the [Reports Menu](#), press **Close**.

EOG Console



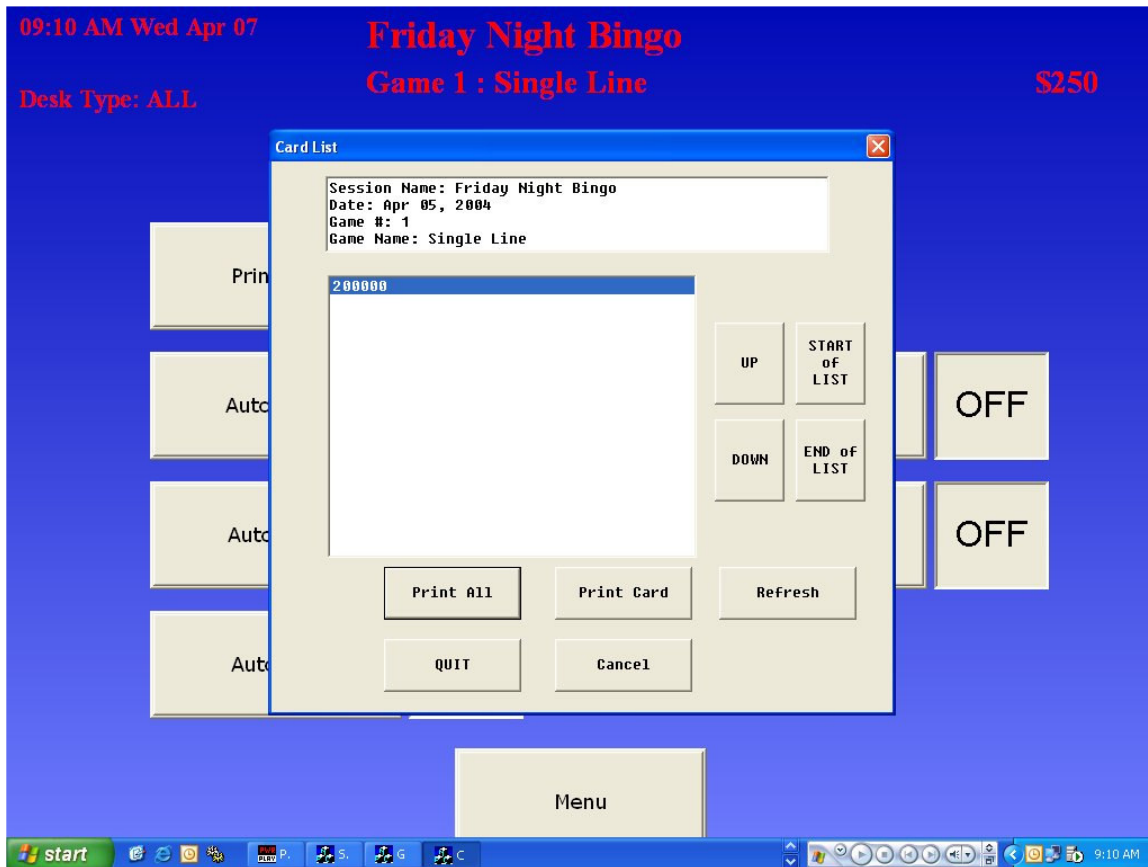
This is the *EOG Console*. It allows you to print end-of-game and ball frequency reports, and contains the following buttons (click on an underlined word to jump to that section of the manual):

- **Configure Printer:** Opens the *Windows Printer Configuration* dialog.
- **Up, Down, Start of List, End of List:** Used to select a session.
- **Select Session:** Opens the [Game List](#) for the selected session.
- **Ball Frequency:** Opens the [Ball Frequency](#) dialog.
- **Select New Server:** This button should not be used except under direct advice from the Help Desk.
- **Refresh:** Updates the list of available sessions with the most recent information available on the server.
- **Cancel:** Returns to the [Reports Menu](#).



This is the *Game List*. It allows you to print end-of-game and winning card reports for the selected game, and contains the following buttons (click on an underlined word to jump to that section of the manual):

- **Up, Down, Start of List, End of List:** Used to select a game.
- **Select Winning Card List:** Opens the [Winning Card List](#) dialog.
- **Print EOG:** Prints the end-of-game report for the selected game.
- **Print All Winning Cards:** Print all winning cards for the selected game.
- **Refresh:** Updates the list of available games with the most recent information available on the server.
- **Cancel:** Returns to the [Reports Menu](#).



This is the *Winning Card List*. It allows you to print one or all winning cards for the selected game, and contains the following buttons (click on an underlined word to jump to that section of the manual):

- **Up, Down, Start of List, End of List:** Used to select a winning card.
- **Print All:** Prints all winning cards.
- **Print Card:** Prints the selected winning card.
- **Refresh:** Updates the list of winning cards with the most recent information available on the server.
- **QUIT/Cancel:** Returns to the [Reports Menu](#).

Ball Frequency Report

09:11 AM Wed Apr 07 **Friday Night Bingo** **Game 1 : Single Line** **\$250**

Desk Type: ALL

Print

Auto

Auto

Auto

#	Count	% +/- Avg	+/- 10%	+/- 20%
B01	0	0.0		
B02	0	0.0		
B03	0	0.0		
B04	0	0.0		
B05	0	0.0		
B06	0	0.0		
B07	0	0.0		
B08	0	0.0		
B09	0	0.0		
B10	0	0.0		
B11	0	0.0		
B12	0	0.0		
B13	0	0.0		
B14	0	0.0		
B15	0	0.0		

Avg.: 0

B's	0	0.0
I's	0	0.0
N's	0	0.0
G's	0	0.0
O's	0	0.0

Avg.: 0

Print Report

Reset Counters

Save Report

Cancel

UP

START of LIST

DOWN

END of LIST

OFF

OFF

Menu

This is the *Ball Frequency Report*. It allows you to print the ball call frequency statistics for the desk, and contains the following buttons (click on an underlined word to jump to that section of the manual):

- **Up, Down, Start of List, End of List:** Used to scroll through the report preview.
- **Print Report:** Prints the desk's ball call frequency report.
- **Reset Counters:** Resets the counts and percentages for all ball calls to zero.
- **Save Report:** Saves the ball frequency report to disk.
- **Cancel:** Returns to the [Reports Menu](#)