



PowerEdit for e-BOS™

User's Manual

e-BOS Version 3.0.x

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## Introduction and Overview

PowerEdit is a Windows based application that allows you to define Bingo programs for use on the PowerPlay Bingo Desk. It is intended to be flexible and powerful and at the same time be easy to use. With the use of dynamic screen refreshes your changes are instantly apparent. This allows for rapid editing or creating of new programs. PowerEdit incorporates all of the benefits of a hierarchical structure allowing for quick editing of parent items, which updates all of the child items. These capabilities greatly enhance the ease of use and speed with which you can perform all of your editing functions. PowerEdit consists of four main parts that work in conjunction to define your Bingo program.

The “Activities” section allows you to define your Hall parameters and lists all of your Sessions and Games. It is the main editing area and uses information contained within the other sections. This section makes extensive use of a tree structure similar to that used by Windows Explorer, which allows you to quickly navigate among your stored Sessions to make additions or deletions. Editing is accomplished via the various screens that open depending on where you are in the tree structure. Changes higher in the tree will automatically change the various branches.

The “Products” section provides you with a location for defining and storing all information pertaining to the paper product in use at your Hall. You have the ability to set all of the paper for use in one central location. Defining the paper includes settings such as Perm, Series, Color and Geometry.

The “Prizes” section is the location for all information pertaining to the various prizes you award for the different games on your Bingo program. Prizes are stored with both names and values, which allows you to assign specific non-cash prizes to games and still have an accounting of what the value of the prize is. The prizes can be edited and updated from this location which will automatically update any games to which they are associated.

The “Patterns” area provides access to all of the defined “Win Patterns” used in your Hall. You can enter your own win patterns or use the standard library of win patterns. Complex win patterns can be quickly made by combining previously defined win patterns using “AND” or “OR” statements. Defining a simple face and requiring multiple hits of the face is another method of defining more complex win patterns.

All parts of the software store Stock Library information as well as User Defined information. Using the Stock Library as a basis for the User Defined information allows you to quickly copy and edit the information without creating it from scratch.

PowerEdit combines the power of all of these features and allows you to simply define Bingo programs. Thorough understanding of some basic concepts will allow you to quickly master this software which will provide you with years of trouble free Bingo Program designing.

## How To Use This Manual

This manual is divided into four primary parts. Depending on your skill and comfort level you may not need to read all of the parts.

The first part “PowerEdit System Components” contains basic information on how the software looks and how you interface with it. It is designed for users who have limited Windows experience.

The second part “PowerEdit Bingo Components” contains in depth descriptions of all aspects of the software. It includes descriptions of all fields and explains how the fields relate to the playing of Bingo. This section is recommended reading for all users before attempting to load or run the software.

The third part “Simple Hall Tutorial” contains two sets of step-by-step instruction, from installation through to playing Bingo. The Basic section is designed to touch on the basic aspects of PowerEdit and provide the user with a logical methodology of using the software. The Advanced section is designed to cover more complex aspects of Bingo play. It is recommended that you follow these tutorials, entering the sample data when instructed, before entering your own information.

The final part “Functional Reference” contains detailed step-by-step instructions for performing specific tasks. It is designed to be a reference tool when you encounter trouble. You can read it ahead of time, if you desire, or read portions of it on a need to need basis.

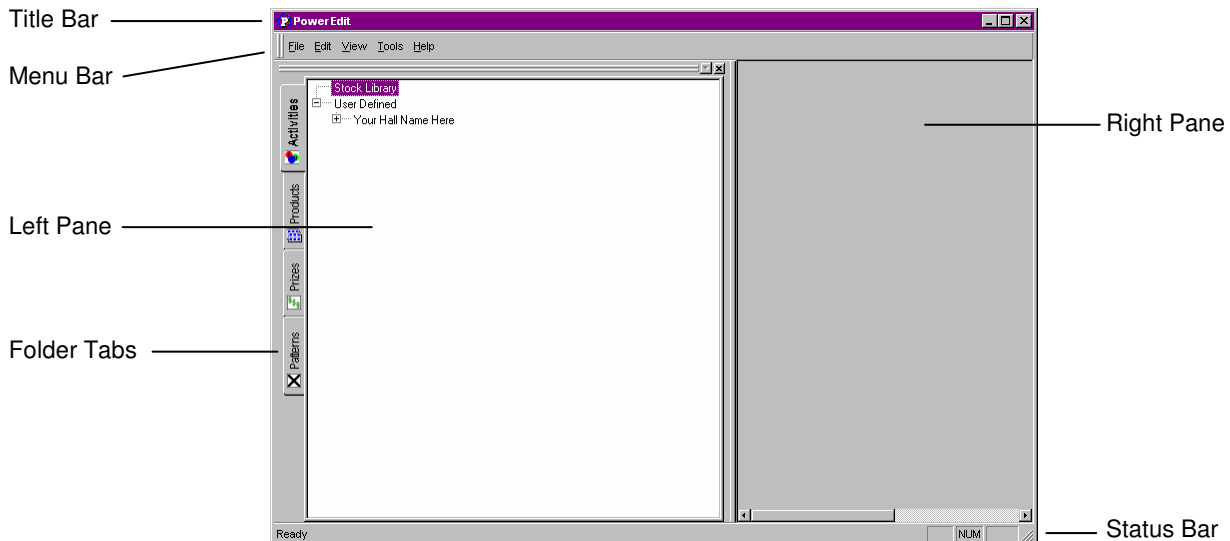
This manual uses certain fonts and characters to indicate instructions or to describe certain fields or screen areas. Instructions to be followed are printed in Bold Italics as follows;

***Click the “Apply” button now.***

The entire sentence provides you with direction. The word Apply is contained within quotation marks to indicate that the button you are to press is labeled with the word Apply. This type of instruction is contained throughout the manual and is instrumental in Parts three and four.

## PART 1 System Components

### Main Window



This is the main window of PowerEdit, which is displayed every time the application is run. It consists of the following parts:

<b>Section</b>	<b>Description</b>
<b>Title Bar</b>	The colored box at the top of the screen containing the name of the application and the control buttons. This is a standard feature of any Windows application.
<b>Menu Bar</b>	The gray box below the title bar containing text labels, which identify the various menus that will open when the name is clicked. This is also a standard feature of a Windows application.
<b>Left Pane</b>	In the above diagram it is the large white area. This area is used to navigate within the program and its appearance and function will change depending on which Folder Tab has the focus. Depicted above is the Activities window.
<b>Folder Tabs</b>	The four buttons along the left side of the left pane. These tabs are used to select which area in the application you wish to work in.
<b>Right Pane</b>	In the above diagram it is the large gray box. The right pane will display different fields depending on what information is selected in the left pane. It is used to enter the settings for the objects listed in the Left Pane.
<b>Status Bar</b>	The lowest portion of the screen. It is used to display messages and indicate the status of the Caps-lock, Number-lock and Scroll-lock keyboard buttons. The status bar is also a standard feature of a Windows application.

Detailed descriptions of the various components listed above are contained on the following pages.

## Title Bar



This is the title bar of the PowerEdit main window. It displays the name of the program and contains three default control buttons at the right side. From left to right the control buttons perform the following tasks; minimize, maximize/resize and close. The only button you will really need to use is the close button, it is used to exit the application. The minimize button will decrease the window size in which the application is displayed to such an extent that it becomes an icon on the taskbar at the bottom of the screen. The maximize button will increase the window size in which the application is running until it takes up the entire screen size. If the screen is already maximized clicking the middle button will resize the window, making it smaller but not minimizing it.

## Menu Bar



This is the menu bar of the PowerEdit main window. It contains standard Windows menu options and is used to access commands that may or may not be available on buttons within the program. The menus can be opened by clicking on a selection or by pressing “Alt” and the underscored letter within the menu name. For example to open the “File” menu option you would press “Alt + F”. Commands contained within the menus may have keyboard shortcuts defined for them also. If this is the case they will be displayed to the right of the menu command option.

## File Menu

The file menu contains commands for maintaining files and performing print functions.



Currently PowerEdit does not allow either of these functions so the choices are grayed out. It is standard in Windows based applications to indicate disabled choices (buttons or menus) by graying them out. The only option currently available in the file menu is “Exit” which when clicked will close the application.

## Edit Menu

The edit menu contains commands for performing data manipulation functions. The listed

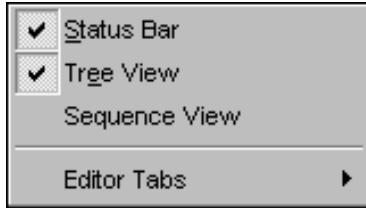


commands are: Undo, Redo, Cut, Copy, Paste and Delete. Currently Undo, Redo, and Cut are not implemented. The Copy and Paste commands only work if you are in the Activities folder. They allow you to copy any portion of the tree and paste it back in to allow copying of all attributes of the selection. This allows you to utilize setup information from one Session and have it reproduced in another Session. As this is much faster than creating the data from scratch and it is the recommended approach. Of course if your Sessions are dramatically different you will not use this function, as it would take more time to edit the copied Session than to create another from scratch. The full power of the Copy and Paste functions will become clearer in the “Simple Hall Tutorial”. The final command contained in

the Edit menu is Delete. Delete will delete any highlighted item in the application if applicable. It performs the same function as the delete key on your keyboard.

### View Menu

The view menu contains commands that affect the way the application is presented. The first three commands; Status Bar, Tree View, and Sequence View are toggle switches. These commands will display a checkmark to the left of the command name to indicate whether they are turned on or off. If there is no checkmark they are turned off and if there is a checkmark they are turned on. To change the state of these switches you click on the name of the switch. Status Bar turns on or off the status bar at the bottom of the main window. Tree View and Sequence View affect the display contained within the Left Pane of the main window. You can turn either one on or both at the same time. These different views are discussed in greater detail later in the manual. The Editor Tabs command opens a sub-menu that contains commands which allow you to select the location around the Left Pane that you want the folder tabs to appear. By default the tabs appear on the left side of the left pane and when you run the application this is where they will appear.



### Tools Menu

The tools menu contains commands that open smaller windows used to perform specific tasks or run the specific task directly. The command options are; Perm Series Manager, Prize Value Manager and Assign Booklet Pages. These commands are enabled or disabled depending on whether or not the commands are valid. The Perm Series Manager is currently disabled. The Prize Value Manager opens a smaller window in which you can define prize names and values. The Assign Booklet Pages command is available only if you are using booklets and make a change to a session in which the booklets are used. This command is explained in more detail later in the manual.



### Help Menu

The help menu contains two commands. The first is Help Topics, which will open an online help file system which will allow you to get answers to specific application related questions, basically an electronic version of this manual. Currently the help file contains the phone numbers for the help desk in Denver. The other command is About PowerEdit. It will open a display containing the Version number and copyright dates.



## Window Panes

A window pane in this reference is a portion of the main window in which specific information is displayed. PowerEdit's main window is divided vertically into two window panes which we will call the "Left Pane" and "Right Pane".

### Left Pane

The Left Pane contains navigation information. The contents of the Left Pane change depending on which Folder Tab you are on. Basically the information displayed in the Left Pane is used to move around the application to view, edit or add objects and settings. The Left Pane is where you will do all of your creating of Sessions and Games.

### Right Pane

The Right Pane is used to display specific information relating to the object within the Left Pane that has the focus. For instance, if you were on the Activities Tab and highlighted a Session in the Tree, the Right Pane would display the information relating to the Session. If you then clicked on a Game (in the Left Pane) within the Session, the Right Pane would refresh and display the settings made for the Game. The Right Pane is where you will do most of the defining and fine-tuning of the Sessions and Games.

### Resizing Window Panes

If you need to see more information than is displayed and do not want to use the scroll bars you can also resize the amount of the main window each pane occupies. To change the size of your window panes move the mouse such that the pointer is positioned over the center bar. Your pointer will change and will look like the one below.

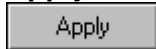


Now simply drag the center bar to the location on the screen that allows you the best view of the Panes' contents. Use caution when resizing the Panes as you may end up hiding buttons you may require. If you change tabs the center bar will relocate itself to the center of the screen.

## General Use Buttons

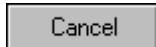
The Right Pane contains certain buttons used throughout the application. The buttons Apply and Cancel are used to manage the changes you make in the Right Pane.

### Apply



This button indicates that you want to save the changes you have made. It will keep you where you are in the application and will write your changes to the database. If you make changes and do not click on this button you will be prompted to save or discard the changes when you attempt to move to a different area of the application.

### Cancel



Cancel indicates that you wish to discard your changes and continue without saving. You will remain where you are within the application and the previous settings, which are stored in the database, will be restored.

### Add



This button is displayed anywhere where you can add items to a list. When you click on this button you will generate a blank line in the list that contains the "Open Dialogue" button.

### Delete



This button is displayed in conjunction with the Add button and is used to remove items from a list. To delete you simply highlight the item to be deleted and then click on this button.

### Open Dialog



When adding items to a list you generally will need to open a new window. This button will perform that task for you and will therefore open a variety of windows depending on where you are when you click on it.

## Status Bar



This is the status bar of the main window. It is used by the application to send messages to the user. The messages are used to give pointers as to system functions or field usage. If you had the focus in a particular field the status bar would display a message relating to what type of data is to be entered into the field. Not all fields will display a message and not all messages are sufficiently detailed to provide direction to inexperienced users. The messages are intended as pointer or reminder information only. The status bar also depicts the status of the various lock keys on your keyboard. CAP indicates that the Caps Lock is enabled, NUM indicates that the Number Lock is enabled and SCRL indicates that the Scroll Lock is enabled.

## Folder Tabs



These are the folder tabs used in PowerEdit to navigate through the various areas of the program. They are designed to look like the tabs you would see and use in a paper filing cabinet. If you had a number of folders in a cabinet you could view the tabs and select which folder you wanted to open based on the information displayed on the tabs. PowerEdit is broken into four major areas, each of which is accessed by clicking on the appropriate folder tab.

Activities: where you define Hall information and manage the Sessions and Games.

Products: where you manage the paper in use in the Hall.

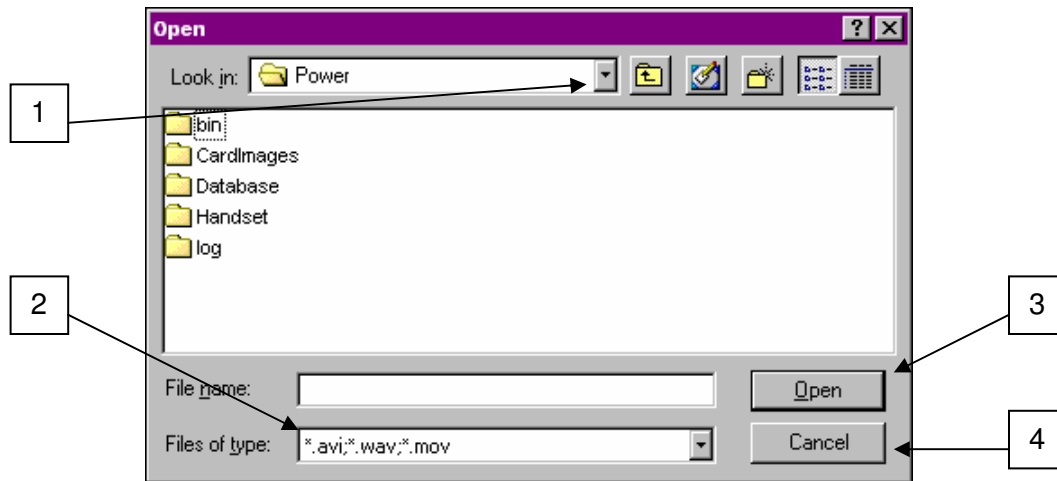
Prizes: where you manage the payouts for the Games.

Patterns: where you manage the win patterns for the Games.

These four areas are covered in detail in the next section of the manual. When you are looking at a particular area of PowerEdit its corresponding folder tab is larger than the others are and its text is bolded. In the example to the left the Activities tab is selected so the information displayed in the left and right panes would be specific to the Activities area of the program.

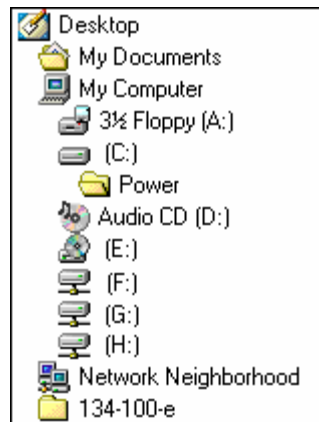
If you are making changes in a particular section of an area and switch to a different folder tab, when you return you will be returned to the place you left off. For example if you were defining Game 4 in the second Session and you realized that the prize you wanted to award was not defined, you would only have to click on the Prizes tab, define the prize and then click on the Activities tab to return to Game 4 of the second Session. Each tab will remember where you last were when you were in the corresponding area of the application.

## Browse Window



When you click the Browse button this window will open. This is a standard Windows browse window used to locate files. In the above example it is used to locate multimedia files to associate with Prizes. The “Files of type” field (2) will look for supported files only. The “Look in” field (1) will display the location of the PowerEdit main folder. If you have stored your multimedia files here they will be displayed now. If your multimedia files are in a different location you will need to move to the desired folder. To look in other areas of your computer click on the dropdown (1) to open a listing displaying the components of your computer. To open one of the displayed folders highlight it and click the “Open” button (3). If you do not want to add multimedia files you can close this window by clicking on the “Cancel” button (4).

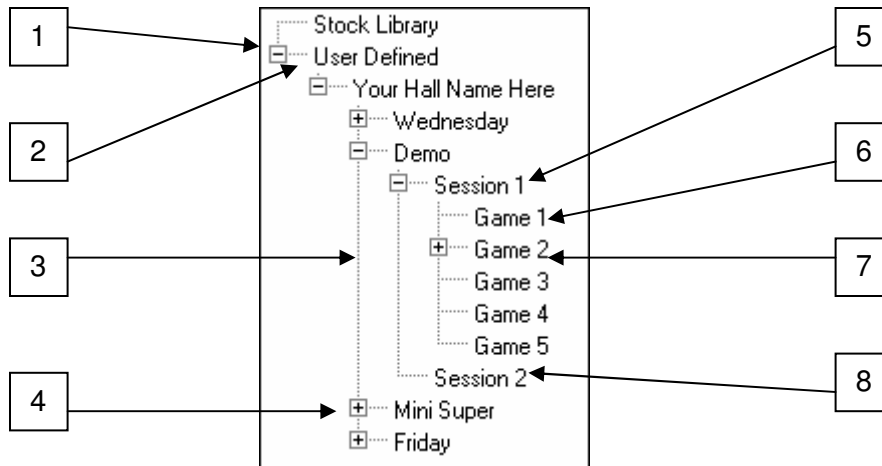
## Browse Dropdown



This is what is displayed when you open the “Look in” dropdown listbox. It is a standard Windows list and it displays the components of your computer. Your computer will not look exactly like this but it will be quite similar. To look in a different area simply click on the displayed item to open it and then open the appropriate folders that will be displayed in the Browse window. When you have found the file you want to use highlight it and click on “Open”. The browse window will close automatically.

## The Tree Navigation Tool

PowerEdit takes advantage of a control or navigation tool called a “tree”. The tree is displayed in the left pane of all folders and is used to navigate throughout the settings defined within the application area. The tab that utilizes the tree the fullest is the Activities tab and so we will use that as our basis on which we will describe exactly how the tree works.



**Example 1**

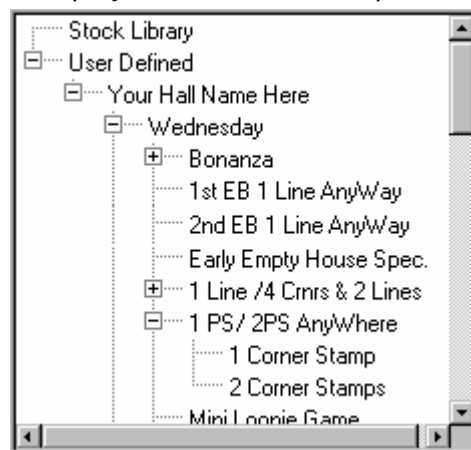
We use the term “tree” because the structure depicted can be compared to a tree in that it has a trunk from which branches spread. Branches are separate and you must go back to the trunk to get to the shared source. Of course you can also jump from branch to branch but you end up in a completely separate portion of the tree. The positions of the branches depict what attributes they will have, as anything closer to the trunk is a parent to anything further away. Just like a tree where the leaves are affected by the branch they are on, so too the children are affected by their parents position. If you cut off a branch or break its connection to the trunk you will by default also remove each leaf’s connection to the trunk. If you delete a parent item you will delete all children items also. (Consult the Glossary for definitions on Parent and Child terminology)

The above is a small representation of information you can view in the left pane of the Activities tab. The components that make up a tree are boxes and lines. The boxes can be one of two different types, a plus sign or a minus sign. The lines can be either vertical or horizontal. The various parts of the tree will behave slightly differently depending on the hierarchy the part has. A box with a plus sign in it (4) indicates that there are other branches or children located off of the branch. A box with a minus sign in it (1) indicates that a branch has been opened. You can open or close a branch by clicking on the box or by double clicking on the name of the branch. A vertical line (3) indicates items that are equivalent in status. A horizontal line (2) indicates how an item is connected to the branch and is used as a visual pointer to help interpret the tree structure. No information can be obtained by comparing horizontal lines.

In the above example the base of the tree (the root) has two items Stock Library and User Defined. We know they are in the root because they are positioned at the extreme left edge of the pane. We know they are equivalent in hierarchy because they are displayed the

same distance from the left edge and the horizontal lines for each are connected to the same vertical line.

The largest branch displayed is the Program Branch<sup>1</sup>(3), all of the items attached to it are Programs. Of the four programs depicted only Demo has been opened as indicated by the box with a minus sign in it to the left of the name Demo. Demo contains two Sessions named “Session 1” (5) and “Session 2” (8). We can tell that “Session 1” has Games defined already as they are listed below and to the right of the name “Session 1” and there is a minus sign to the left. Game 1 (6) and Games 3, 4 and 5 are single Part Games and are at the end of the branch. Game 2 (7) is a multipart Game, which is indicated by the plus sign to the left of its name. If we clicked on the plus sign or double clicked on its name it would open up to show us its parts. In Example 2 the Game “1 PS / 2 PS Anywhere” is a multi-part Game with its Part Games displayed, “1 Corner Stamp” and “2 Corner Stamps”.



### Example 2

Example 2 is a portion of a more developed tree structure and is more representative of what your Activities tree will look like once you have entered your Programs. Notice the scroll bars at the right and the bottom; they are used if the information you are displaying is greater than the window size. They will be displayed automatically and allow you to move the windows contents up or down and left or right to view more of the information. (For a complete definition on scroll bars consult the Glossary)

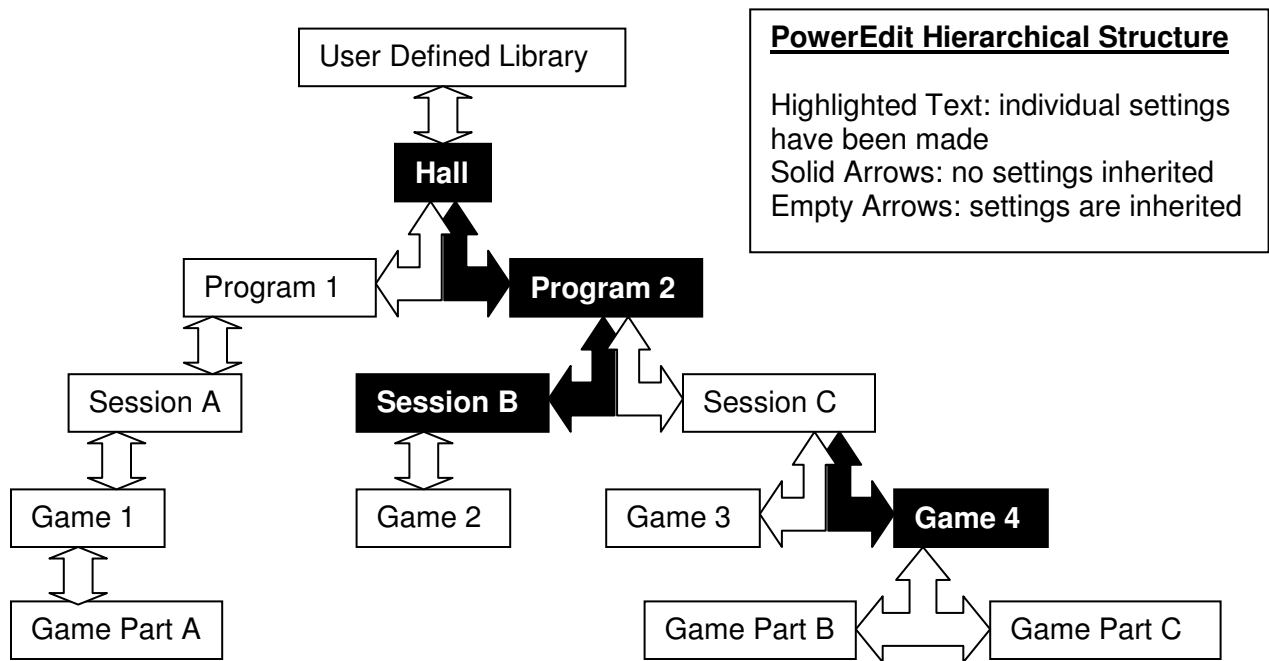
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<sup>1</sup> This branch is referred to as the “Program Branch” even though its contents are actually Sessions. This is done for ease of reference when describing the tree structure and its components only. Use of this level is explained in greater detail in Part 2 where it is referred to as the Session Branch.

**PowerEdit Hierarchical Structure**

Now that we have an understanding of how the tree works, we need to get an idea of how hierarchical properties are assigned. In Example 1 we have one Hall defined. It is the parent of the Programs; Wednesday, Demo, Mini Super and Friday. The relationship between “Your Hall Name Here” and “Demo” is parent to child. The Program will inherit any default settings in effect for the Hall. If you do not change these default settings at the Program level the Sessions contained within the Program will inherit default Hall settings also. Although the Program is a Child to the Hall it is also a Parent to the Sessions. The Session is in turn the Parent of the Games and the Games are the Parents of the Part Games.

If you set parameters at the root level and all other settings are left at the default settings, then to change the parameters there is only one place where the changes need to be made. For instance if you make settings at the Session level and leave the other settings as defaults a change to the Session’s settings will change the settings for the Games and Game Parts.



Note in the above diagram the items displayed in **white** where individual settings were made as opposed to using default settings. These individual settings would negate any settings they would otherwise have inherited from a Parent. For example if we change the settings in Program 2 the changes would “trickle-down” to Game 3 but not Game 4. Game 3 is using default settings and Game 4 has defined its own settings. Changes to parents will only affect children who are using default settings.

As you can see in the above diagram there are many Parent - Child relationships but all of them are quite straightforward. The complexity increases the further apart the items are located. For instance Game Part A can have parameters set directly at the Game Part level. It could also inherit settings from the Game, who inherits them from the Session, who inherits them from the Program, who inherits them from the Hall.

If we wanted to change the settings for Game 3 we would have 3 different places where those changes could be made. Game 3 inherits its settings from Session C who inherits its settings from Program 2. Program 2 in essence is the root of this segment of the tree as it has its own settings rather than inheriting them. If we want to change the settings in Game 3 (for instance the paper the game is played on) we could make the changes in Program 2 and allow the changes to trickle down to Game 3. We could also make the changes in Session C and allow the changes to trickle down to Game 3 or make the changes in Game 3 directly. If the changes would adversely affect the other Games in Session C or any other Sessions in Program 2 then this would be a poor strategy. It would be better to make the changes directly in Game 3. If on the other hand we wanted the changes to trickle down (for instance the paper the Session is played on) then it would make sense to change Program 2. Changing the paper for an entire Program would be easier to change at the Program level rather than changing the paper for a multitude of Games and/or Game Parts.

In the previous diagram setting changes have the following impacts:

<b>Changes to:</b>	<b>Impacts:</b>
Hall	Hall, Program 1, Session A, Game 1 and Game Part A
Program 1	Program 1, Session A, Game 1 and Game Part A
Program 2	Program 2, Session C and Game 3
Session A	Session A, Game 1 and Game Part A
Session B	Session B and Game 2
Session C	Session C and Game 3
Game 1	Game 1 and Game Part A
Game 2	Game 2
Game 3	Game 3
Game 4	Game 4, Game Part B and Game Part C
Game Part A	Game Part A
Game Part B	Game Part B
Game Part C	Game Part C

The above chart demonstrates how changing settings for equally ranked items will effect the children of those items differently depending on how the tree is structured and where defaults are being used. Care must be taken when creating Programs to ensure that the correct settings are made in both parents and children. Proper management of your database can be maintained if all users have a comprehensive understanding of the impact of changing a few settings. Before beginning you must evaluate how your Hall is run and develop a strategy for building your tree structure.

Part 3 “Simple Hall Tutorial” will explore the developing of a strategy and following the Tutorial will allow you to determine the best way of setting up your Hall’s requirements.

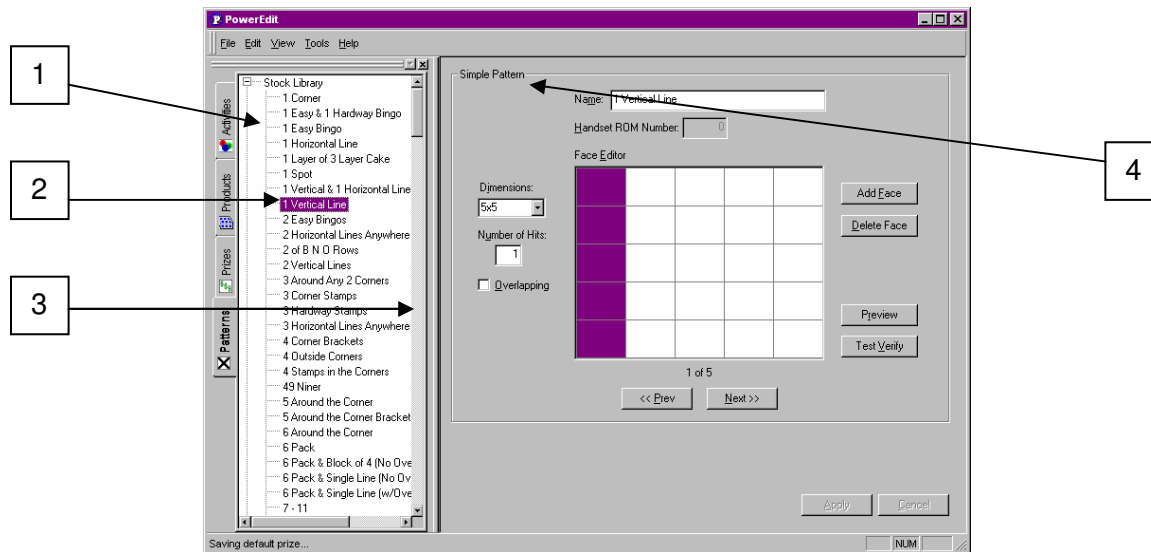
## PART 2 Bingo Components

This portion of the manual will take you through every screen and screen area of the application. Every field and dropdown will be explored. Where applicable sub screens that are opened are displayed and explained.

We will explore each of the Folder Tabs individually in the following order: Patterns, Prizes, Products, and Activities.

The Activities Tab is the most complex and relies on information entered on the other Tabs to create your Sessions and Games. For this reason we will look at it last.

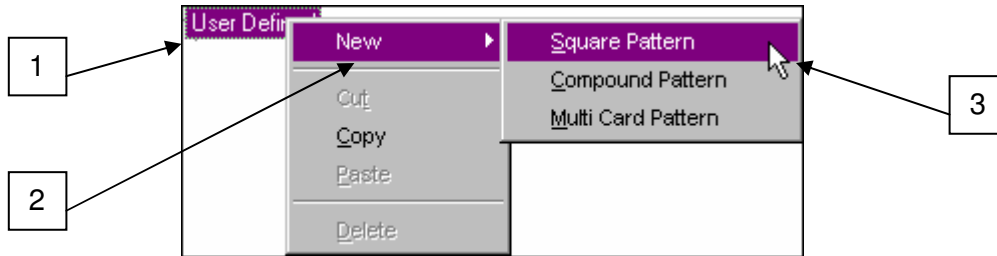
### Patterns



When you click the Patterns Tab and select a Pattern from the displayed list your screen will look like this. The Left Pane (1) will contain a listing of all the Patterns defined within the database. The Patterns are divided into two main sections Stock Library and User Defined. Each section has Patterns listed in alphabetical order with names beginning with numerals being listed first. The highlighted Pattern (2) will be displayed in the Right Pane. If required scrollbars (3) will be displayed in the Left Pane to allow you to view items located further down the list of Pattern names.

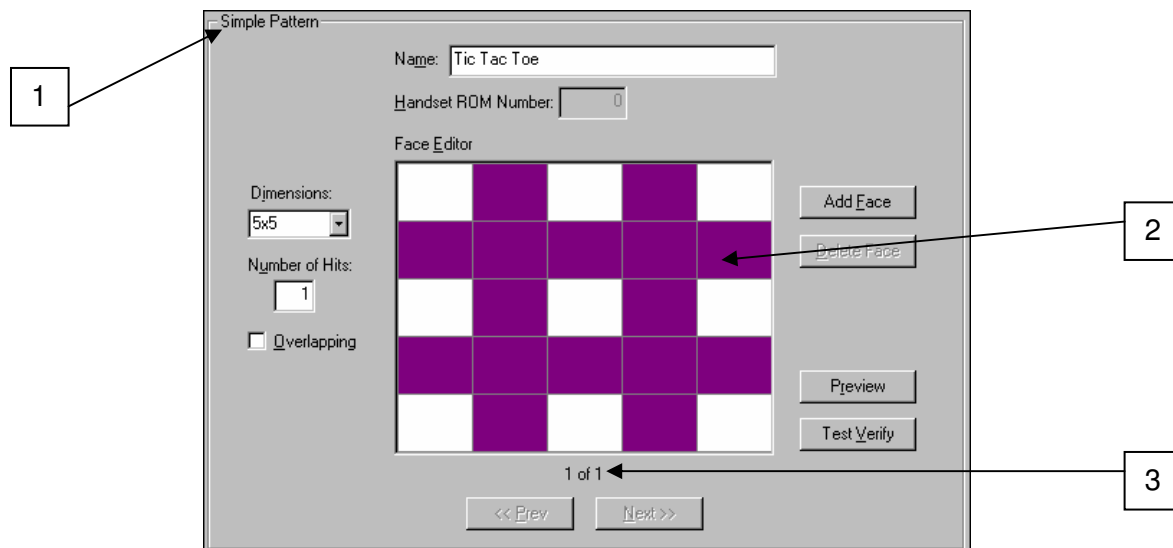
The Patterns section is divided by Pattern Type (4). We will explore the Right Panes for each type of Pattern and explain how each of the buttons is used on each screen.

The Stock Library contains predefined Patterns considered by Video King to be items in common use. The Stock Library may or may not contain the Patterns you need to configure your Program. If you need to create new Patterns select the “User Defined” root item in the tree (1) and right click. You will be presented with the following menu.



Highlight “New” (2) by moving your pointer over it and a subsequent menu will open. You will then need to click on the Pattern Type (3) to open the appropriate Definition window. Patterns can be a single face or a complex combination of multiple Patterns. Because of this, we will look at each of the Pattern Types separately.

**Single Face Simple/Square Patterns**



This is a Simple/Square Pattern (1) from the Stock Library. A single face Pattern is one in which a single predefined pattern is the only way the Game can be won. It only has one face, which is indicated by the face number and count. E.g. 1 of 1 (3).

To enter a face or edit the face displayed click within the “Face Editor” section (2) of the screen. All highlighted grid boxes are required in order to satisfy the pattern's definition. Boxes can be toggled on and off by clicking them.

Once the “Face Editor” displays the Win Pattern you desire click on the Apply button to save the new Pattern.

**Name:** enter the name to be displayed when the Game is played.

**Handset ROM Number:** this field is for future use and can be ignored for now.

**Dimensions:** choose from the dropdown the geometry on which the Pattern is to be played.

**Number of Hits:** for a single face pattern this will always be 1. This field is intended for use on multiple face patterns only. Any setting made on a single face pattern will be ignored, as it will have no effect on how the Pattern is played.

**Overlapping:** for a single face pattern this checkbox can be ignored. If it is selected or not it will have no effect on how the Pattern is played.

**Add Face:** if you wanted to change the pattern from a single face to multiple faces you would click this button.

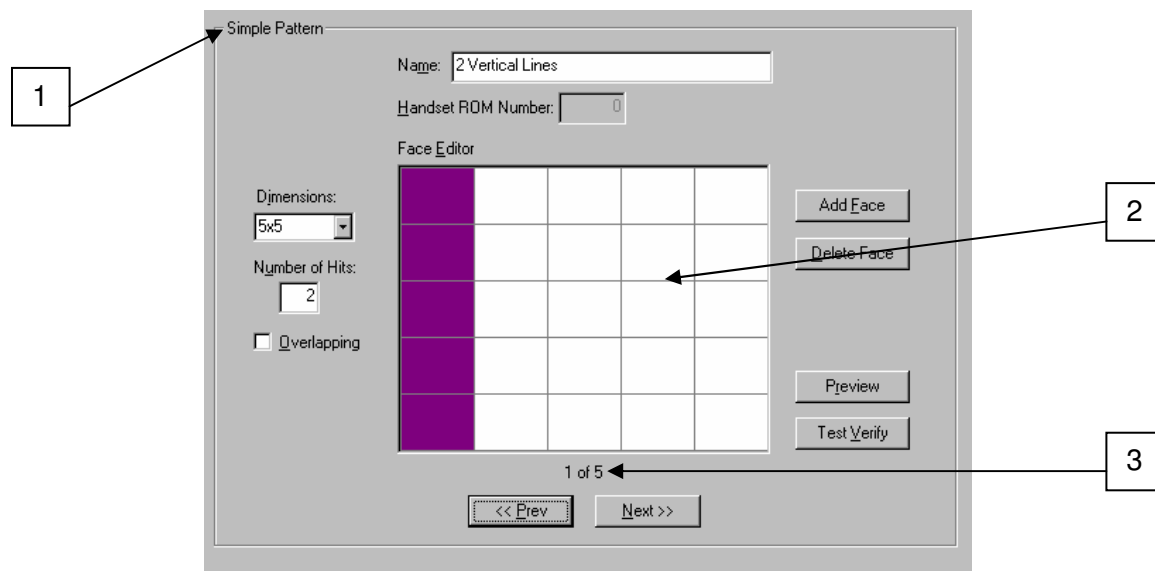
**Delete Face:** this button is used to delete faces from win patterns. As all win Patterns must have at least one face, and in this case only one face, you cannot delete this face.

**Preview:** this button will open another window in which you can view all of the valid faces included in the Win Pattern. As this pattern only has one face there is no need to click this button. (see Pattern Preview)

**Test Verify:** this button will open a window on which you can play a mock card to ensure the win pattern defined matches the configuration you had in mind when you created the Pattern. (see Pattern Verification Test) This is more helpful on multiple face win patterns.

**<<Prev:** and **Next>>:** these buttons perform no function on this screen.

## Multiple Face Simple/Square Patterns



This is a Simple/Square Pattern (1) from the Stock Library. A multiple face Pattern is one in which one of multiple predefined patterns is the way the Game is won. It has multiple faces, which is indicated by the face number and count being "1 of 5" (3). There are methods you can use to generate patterns with many faces without manually adding each face. The primary method is the "Number of Hits" field.

To enter a face or edit the face displayed click within the “Face Editor” section (2) of the screen. Any highlighted grid box is one that is required to meet the pattern definition. If a box is highlighted click it to turn it off, if it is turned off click on it to turn it on (this will highlight it).

Once the “Face Editor” displays the Win Pattern you desire click on the Apply button to save the new Pattern. If you need to add more faces click “Add Face”

**Name:** enter the name to be displayed when the Game is played.

**Handset ROM Number:** this field is for future use and can be ignored for now.

**Dimensions:** choose from the dropdown the geometry on which the Pattern is to be played.

**Number of Hits:** this field allows you to determine the complexity of the Win Pattern being defined. Each face you enter is considered to be a hit. If you require more than one of the faces you have entered to be present to meet the Win Pattern enter into this field the number of faces required. In the above example we have entered a face for each vertical line in the grid. To meet our Win Pattern of “2 Vertical Lines” we need only enter a 2 into this field. This is much faster than entering all 10 different combinations required for “2 Vertical Lines”.

**Overlapping:** this checkbox is used to set whether the faces must overlap to win or not. In the above example if we selected this checkbox it would be impossible to ever get the Win Pattern. (You cannot overlap vertical lines) If we defined a Pattern of “2 Blocks of Nine” we would have to check this checkbox as there is no way obtain the Win Pattern without having each “Block of Nine” overlapping. If we defined a Win Pattern of “2 Postage Stamps” it would be our option whether overlapping “Stamps” would be allowed.

**Add Face:** when defining multiple faces you will need to click on this button to add another face. This button will open the “Face Editor” for the new face and you must click the grid squares needed for the new face.

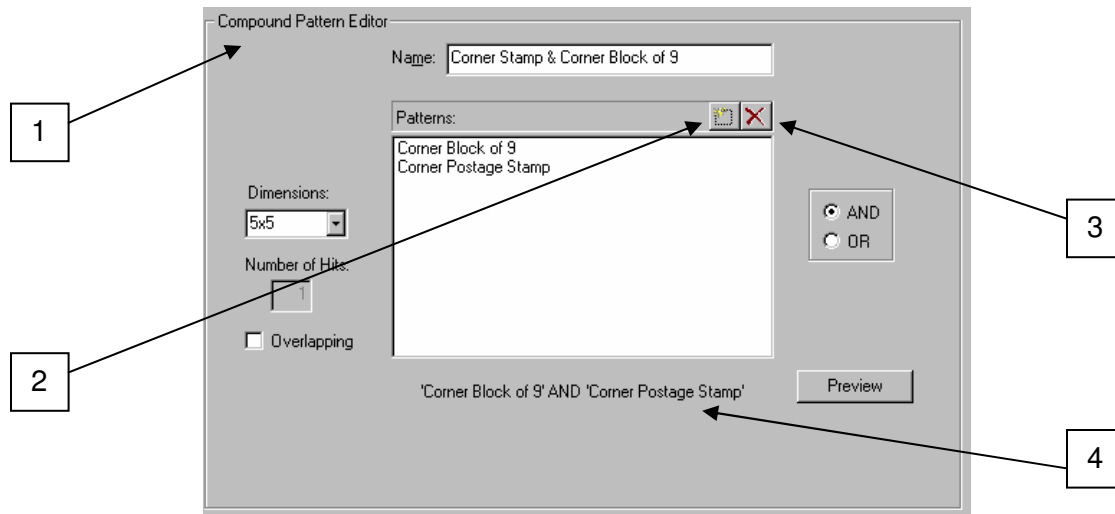
**Delete Face:** this button is used to delete faces from win patterns. If you want to remove an invalid or duplicate face from a Pattern you click this button when the undesirable face is displayed in the Face Editor.

**Preview:** this button will open another window in which you can view all of the valid faces included in the Win Pattern. In our example there are only 5 faces entered but with the setting of “2” in the Hits Required field there are 10 patterns that could be Win Patterns. The Pattern Preview screen allows you to view all 10 of the patterns. (see Pattern Preview)

**Test Verify:** this button will open a window on which you can play a mock card to ensure the Win Patterns defined match the configuration you had in mind when you created the Pattern. (see Pattern Verification Test)

**<<Prev: and Next>>:** these buttons allow you to move through the faces defined for this pattern. It is a good idea to view all of the faces you have entered before opening the “Pattern Preview” or the “Pattern Verification Test” screens.

## Compound Patterns



This is a Compound Pattern from the Stock Library. All Compound Patterns are displayed in the Compound Pattern Editor (1). Compound Patterns are patterns that are composed from Simple/Square Patterns. Just like it is easier to define a few faces and require multiple hits to meet a Win Pattern, it is also easier to define individual Patterns and combine them to generate more complex patterns.

To enter a Pattern, click on the Add button (2) above the Patterns List.  
To delete a Pattern, select it and click on the Delete button (3).

**Name:** enter the name to be displayed when the Game is played.

**Patterns:** this list is used to define what other Patterns are to be used to create the current Pattern. You can enter any number of Patterns and any type of Pattern to this list.

**Dimensions:** choose from the dropdown the geometry on which the Pattern is to be played. Whatever geometry you have selected will dictate what Patterns will be displayed when new patterns are added to the Patterns List.

**Number of Hits:** this field is presently disabled, as it performs no function at this time.

**Overlapping:** this checkbox is used to set whether the faces must overlap to win or not. In the above example if we selected this checkbox it would allow a single Corner Block of Nine to be the Win Pattern, as it would contain the Corner Postage Stamp. If our Compound Pattern was composed of “One Vertical Line” AND “One Horizontal Line” we would have to select this checkbox or the pattern would be unsolvable.

**AND / OR:** these radio buttons allow you to set whether you want both patterns to be present in the Win Pattern or if either Pattern will meet the Win Pattern. If you have more than two Patterns in the Patterns List this selection will affect all of the Patterns. All statements must be “AND” or “OR”.

**Preview:** this button will open the Pattern Preview screen. (see Pattern Preview)

**Logic Statement (4):** this is a text description of the Compound Pattern Defined.

**Algorithmic Patterns**

The screenshot shows a window titled "Algorithmic Pattern". It contains a "Name:" field with the text "One Square in each Column". Below this is an "Example:" grid:

4	28	37	58	74
3	22	39	51	75
14	23	FREE	55	70
2	25	32	52	61
12	21	34	48	69

Below the grid is a "Description:" field with the text "Win on one spot in every column of player's card.".

Callout boxes: Box 1 points to the window title "Algorithmic Pattern". Box 2 points to the cell containing the number 75 in the grid. Box 3 points to the description text.

This is an Algorithmic Pattern (1) from the Stock Library. Algorithmic Patterns are Patterns whose solutions are dependent on no fixed Pattern for each card but rather the solution is met by a mathematical equation. Currently there is no way to add new Algorithmic Patterns.

**Name:** this is the name of the Pattern, which will be displayed when the Game is played.

**Example (2):** this grid displays an example of the Win Pattern.

**Description (3):** this portion of the screen displays how a Win Patter is achieved in text format. This is done to provide a logical reason to the design of the Pattern.

## Multi-Card Sheet Patterns

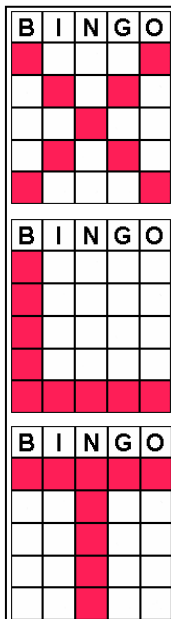
Multi-Card Sheet Patterns are patterns where the daubs required to have a winning Bingo are distributed over more than one card face. For example you could define a win pattern that requires a single bingo on each card face of a 3-On strip. A variation of this type of game is allowing more than one “hit” to occur on any one of the card faces on the strip.

You can also define Multi-Card Count games where you can have more hits than card faces. For example, you could define a win pattern that requires 6 single bingo’s on a 3-On strip. In this case you would have to allow multiple hits per card by default.

A third type of Multi-Card win pattern is a positional win pattern where you specify a particular pattern to be won on a particular card face (or card faces) on a defined cut of paper. For example you could define a win pattern that requires a single bingo on the top card face of a 3-On strip. Variations of this type of win pattern would be to require multiple hits on multiple card faces, and allowing or prohibiting more than one hit per card face.

A Multi-Card win pattern is the most complex type of pattern you can define and because of this we will illustrate the creation and definition of a few variations.

## Multi-Card Compound Patterns



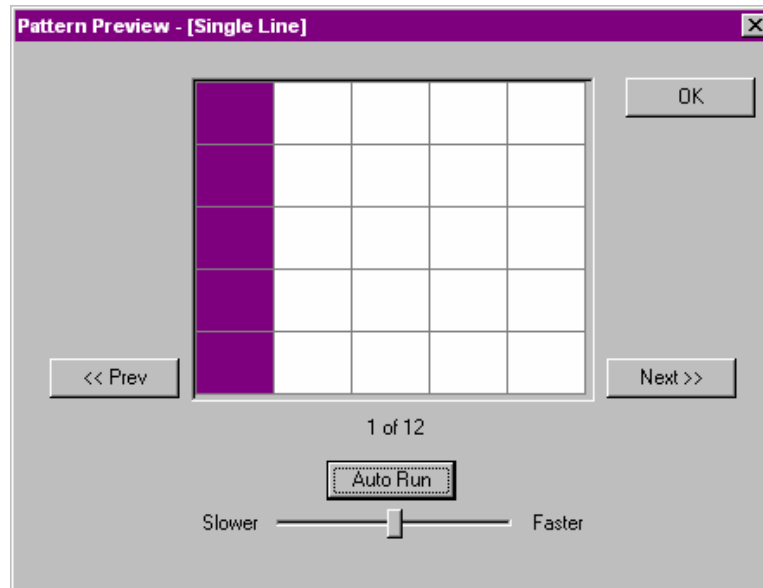
A multi-card win pattern with specific win patterns based on the position of the card face on the sheet is called a “Positional Multi-Card Win Pattern”. These win patterns (like the one pictured here) are becoming more and more popular around the country. To Define a positional multi-card win pattern you must first specify each component part and then combine them using the “Multi-Card Compound Pattern” edit feature.

The pattern we have depicted here is a combination of three individual Positional Multi-Card Sheet Patterns.

1. Letter X on top card of 3 On Vertical
2. Letter L on middle card of 3 On Vertical  
and
3. Letter T on bottom card of 3 On Vertical

In order for a player to “bingo” on this pattern they must satisfy all three patterns and end up with a 3-On Vertical strip of cards with the entire pattern on it. This is a straightforward example of how Multi-Card Compound Patterns are created and played. Care must be taken in the creation of each of the individual patterns that make up the Compound pattern to ensure that what you get is what you want. Below is a step by step guide to creating the pattern.

## Pattern Preview



This is the Pattern Preview screen, which can be displayed from the various Pattern screens. This window is used to view the various Win Patterns that are valid for any Pattern.

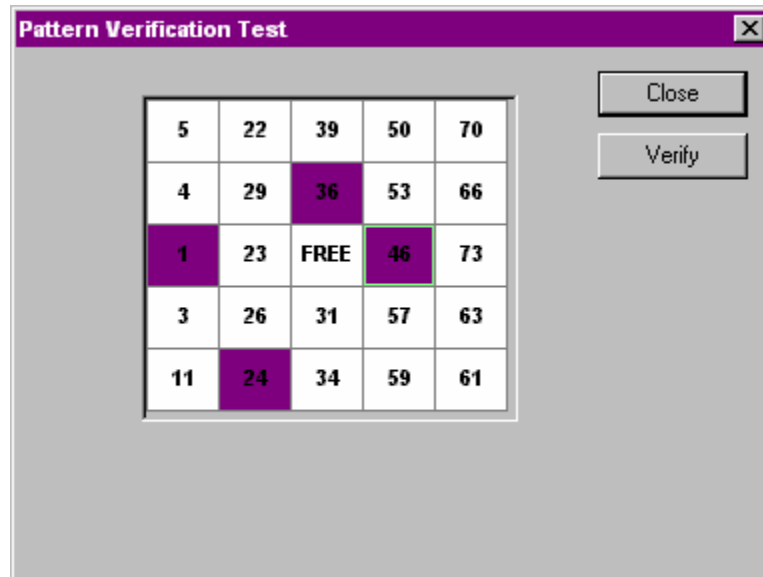
**OK:** click this button to close this window.

**<<Prev:** click this button to view the previous face.

**Next>>:** click this button to view the next face.

**Auto Run (Stop):** when you click on this button the faces of the Pattern will be displayed in a continuous cycle. Once activated this button will change and display the text "Stop". Clicking it will stop the display of the faces.

**Slider:** this slider allows you to determine the speed at which the faces are displayed when the Auto Run is active. To move from face to face faster, drag the slider to the end labeled "Faster". . To move from face to face more slowly, drag the slider to the end labeled "Slower".

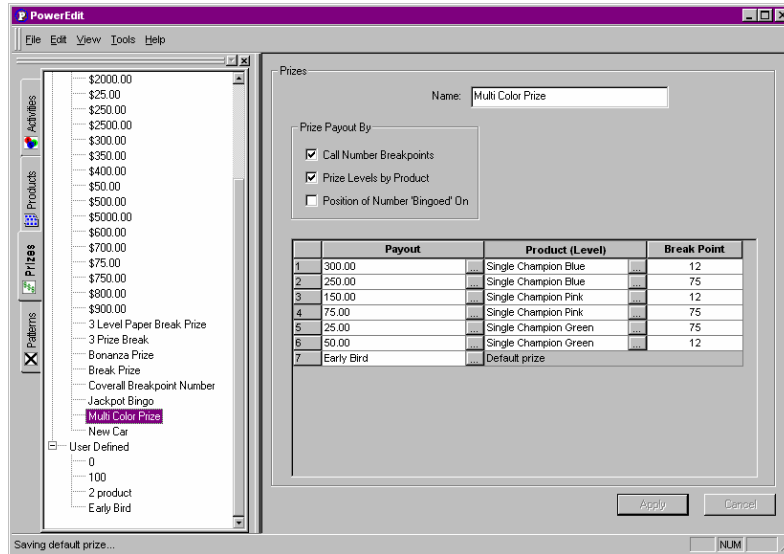
**Pattern Verification Test:**

This screen is presented whenever you click on "Test Verify" button on the Pattern screens. It allows for the testing of Win Patterns. To check a Win Pattern enter daubs you think would meet the Win Pattern. You enter daubs by clicking on the various boxes displayed. Once you have what you think is a winning Pattern click on the "Verify" button. If the daubs you have entered match a valid Win Pattern the daubs will flash in a different color.

**Close:** click this button to close the window.

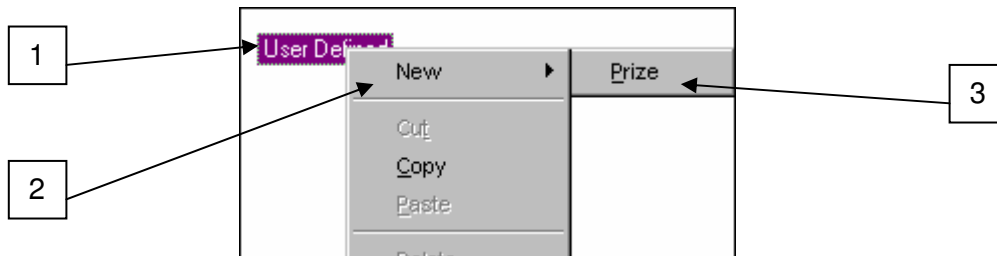
**Verify:** click on this button to see if the daubs you have entered match a valid Win Pattern.

**Prizes**



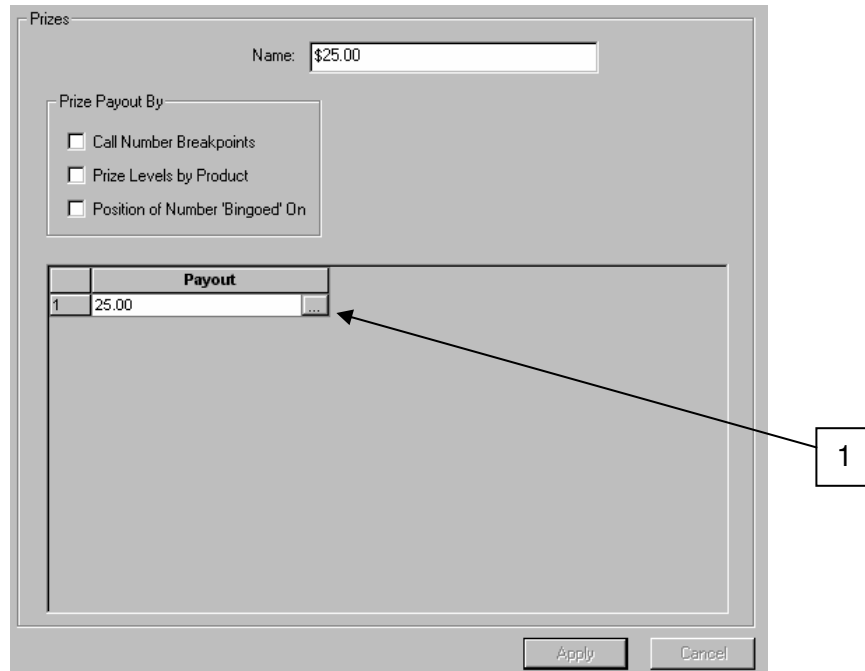
This is what is displayed when you highlight a prize in the Left Pane of the Prizes Folder Tab. The Left Pane contains two root items, “Stock Library” and “User Defined”.

The Stock Library contains predefined Prizes considered by Video King to be items in common use. The Stock Library may or may not contain the Prizes you need to configure your Program. If you need to create new Prizes select the “User Defined” root item in the tree (1) and right click. You will be presented with the following menu.



Highlight “New” (2) by moving your pointer over it and the next menu will open. You will then need to click on Prize (3) to open the Prize Definition window. Prizes can be simply a set dollar value for a game or can be a complex combination of multiple prize levels and payouts depending on the number of balls called. Because of this, we will look at Simple and Complex Prizes separately even though they are defined in the same window.

## Simple Prize



Prizes

Name:

Prize Payout By

Call Number Breakpoints

Prize Levels by Product

Position of Number 'Bingoed' On

Payout	
1	25.00 <input type="button" value="..."/>

Apply Cancel

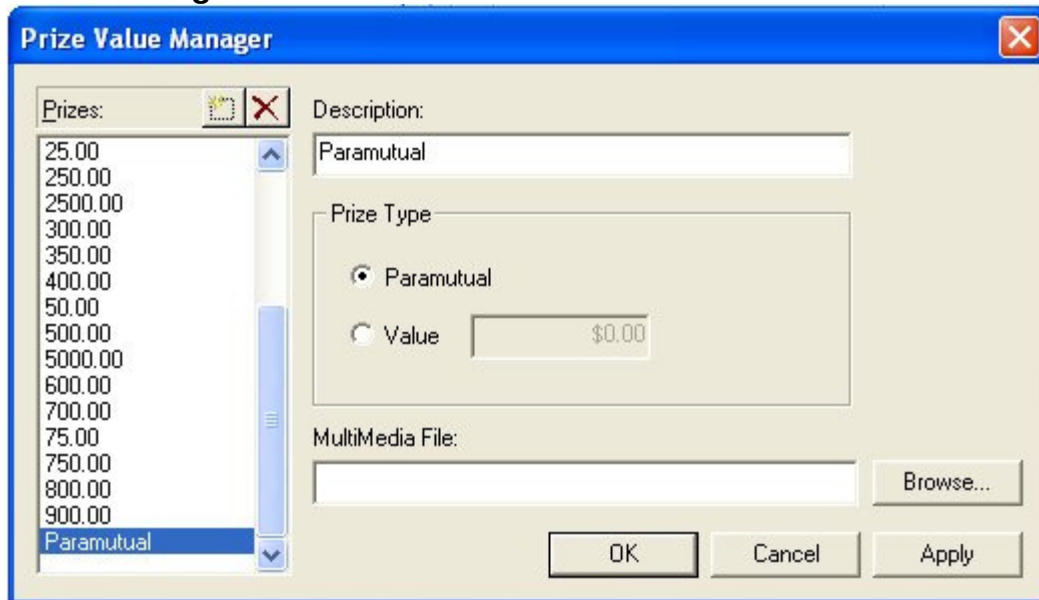
A Simple Prize is one where the Payout is a single item with none of the extra settings selected. For most Prizes this is all the detail you will need. When you get involved with more complex Bingo play and consequently more complex payout formats you will need to enter more settings on this screen. A Prize does not just refer to a simple dollar value but rather Prizes are combinations of dollar values and methods of play. The Prize is the level at which you determine what is paid out at the conclusion of the Game. Any setting referring to how a Game is paid out is set here. The basic components of the screen are:

**Name:** Enter the name by which you want to identify the prize.

**Prize Payout By:** These checkboxes are not required for a simple Prize and are covered in detail in the next section. In order to enter more than one payout for a Prize you need to have at least one of these checkboxes selected.

**Payout:** This grid allows for the entry and display of Prize payout values. To set a value click on the add button (1) to open with three dots to the right of the

## Prize Value Manager



**Prizes:** Pre-defined list of prize dollar values.

**Add Prize:** Allows the entry of a new prize value to the pre-defined list.

**Delete Prize:** Removes a prize value from the pre-defined list.

**Description:** The description of the prize that will be displayed on the PowerPlay desk, hall monitors and PowerTouch terminals.

**Paramutual:** Select this option to create a paramutual prize.

**Prize Value:** Dollar value of a non-paramutual prize.

**Multimedia File:** Not yet implemented.

**Browse:** Opens a browse window to specify the location of the multimedia file.

## Complex Prize

Prizes

Name:

Prize Payout By

Call Number Breakpoints

Prize Levels

Position of Number 'Bingoed' On

	Payout	Card Position
1	1000.00	[1, 1]
2	1000.00	[5, 5]
3	100.00	Default prize

Apply Cancel

**Name:** Enter the name by which you want to identify the prize.

**Prize Payout By:** Determines the mode by which prizes are awarded.

**Call Number Breakpoints:** When this number of ball calls is reached, the prize changes.

**Prize Levels:** Sets the prize level associated with each product.

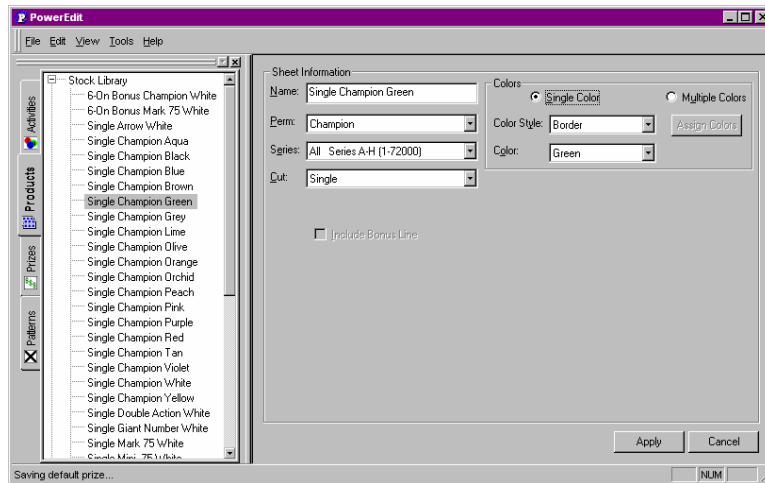
**Position of Number “Bingoed” On:** The location of a specific square on a bingo card that if bingo is won on that square, the player receives a special prize.

**Payout:** Prize amount.

**Product (Level):** The amount awarded to a winning card of the specified level.

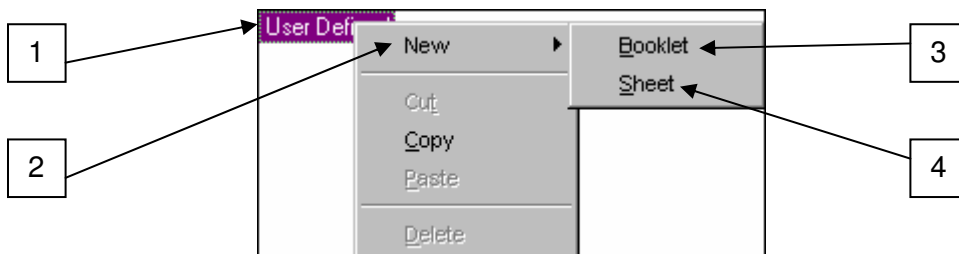
**Break Point:** The ball call number on which the prize value changes.

## Products



This is what is displayed when you select an item within the Left Pane of the Products Folder Tab. The Left Pane contains two root items, “Stock Library” and “User Defined”. The items contained within the Right Pane will be different depending on whether you have a Sheet or a Booklet selected.

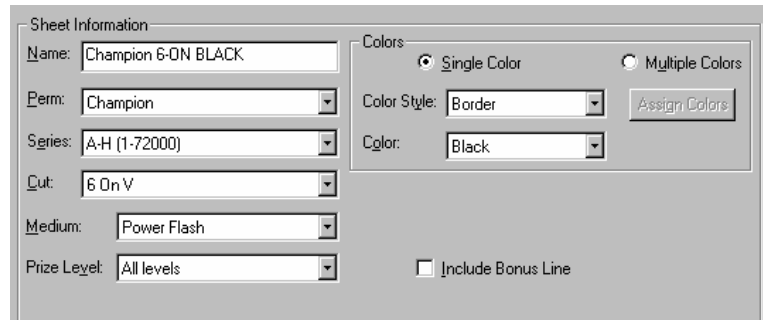
The Stock Library contains predefined products considered by Video King to be items in common use. The Stock Library may or may not contain the products you need to configure your Program. If you need to create new Products select the “User Defined” root item in the tree (1) and right click. You will be presented with the following menu.



Highlight “New” (2) by moving your pointer over it and the next menu will open. You will then be presented with two choices of what you want to create. Booklets (3) are composed of multiple Sheets (4) so you will want to ensure all needed Sheets are defined before defining Booklets.

Defining Booklets is different from defining Sheets and we will look at both now.

## Sheet Information



The screenshot shows a dialog box titled "Sheet Information". It contains several fields and a "Colors" section. The fields are: Name (text input: "Champion 6-ON BLACK"), Perm (dropdown: "Champion"), Series (dropdown: "A-H (1-72000)"), Cut (dropdown: "6 On V"), Medium (dropdown: "Power Flash"), and Prize Level (dropdown: "All levels"). The "Colors" section has two radio buttons: "Single Color" (selected) and "Multiple Colors". Below the radio buttons are a "Color Style" dropdown (set to "Border"), a "Color" dropdown (set to "Black"), and an "Assign Colors" button. There is also a checkbox labeled "Include Bonus Line" which is currently unchecked.

This is a portion of what is displayed in the Right Pane of the Products Tab when you have a Sheet selected in the Left Pane. This screen is used to define individual sheets of product in use at your Hall. These sheets can be individually assigned to Games or combined into Booklets for ease of use.

**Name:** enter into this field the Name by which you wish to identify the Product. This name is how the Product will be described throughout the application. A good naming convention is to use the Medium, Perm, Cut and Color as a basis for the name. Once you have decided on a naming convention you should always use it when defining any other Products.

**Perm:** select from the dropdown the Perm Name of the Product you are defining.

**Series:** select from the dropdown the appropriate Series for the Product you are defining.

**Medium:** select from the dropdown the appropriate Medium on which you wish to use the product you are currently defining.

**Prize Level:** select from the dropdown the prize level associated with this product.

**Cut:** select from the dropdown the geometry for the Product you are defining. The PowerPlay Desk plays correctly with all geometry set as Single Cut product.

**Include Bonus Line:** This checkbox will only be enabled if you select "6 On V" as the Cut. This will allow you to play and validate Bonus Line Cards.

**Colors:** this area of the right pane allows you to define what color the product will have. This is important as the colors are displayed on the Hall monitors when winning cards are validated. Settings include:

**Single Color:** this radio button is used to indicate that the Card is a single solid color.

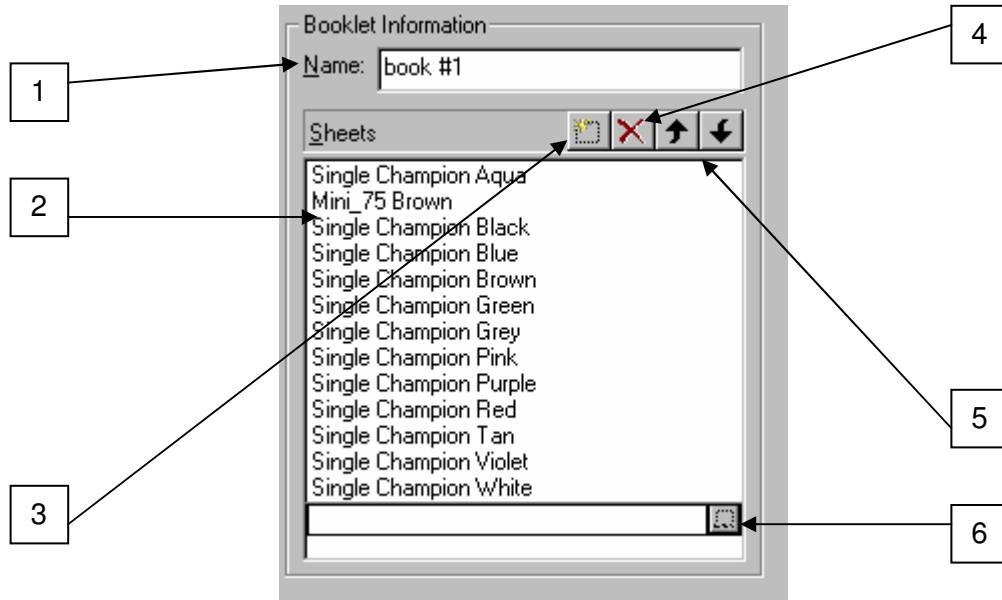
**Multiple Colors:** this radio button is used to indicate that the Card is made up of multiple colors. Currently Multiple Colors is not supported.

**Color Style:** this dropdown displays the various styles from which you can select the style that represents your Product. Currently only "Border" is supported.

**Colors:** this dropdown contains a list of all the supported colors.

**Assign Colors:** this button allows you to define multiple colors. Currently Multiple Colors is not supported

**Booklet Information**



This is the screen you will see when you are editing a predefined booklet. If you are creating a new booklet it will look the same except there will be no Sheets in the list (2).

**1. Name:** enter into this field the name you wish to use to identify the booklet you are creating. When you assign Booklets to Sessions you need to know which booklet is which. If you have multiple Sessions each of which is played on a different Booklet you may want to give your booklets the same name as the session. If you play all your Sessions on the same Booklet a generic name such as “Book # 1” would suffice.

**2. Sheets:** this list contains all of the Sheets defined in the Booklet. The Sheets are displayed in the order in which they will be played. When you use a book as the Product in a Session these Sheets will be assigned to the Games in the order the Games are sequenced.

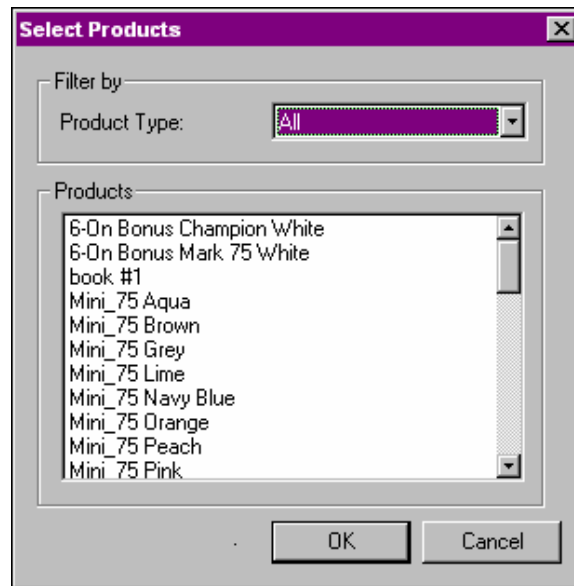
**3. Add Sheet Button:** this button is used to add new Sheets to the Booklet. Clicking this button will add a blank line (6) to the list of Sheets.

**4. Delete Sheet Button:** this button will delete from the Booklet whichever Sheet you have highlighted within the list of Sheets. You will not be prompted to confirm the deletion and once deleted you cannot undo your action. If you inadvertently delete the wrong sheet simply re-add it and place it in the correct sequence.

**5. Sheet Sequencing Buttons:** these buttons allow you to determine the sequence in which the Sheets are played. The list of sheets is sorted by the order in which they will be played so all you have to do is ensure that the sequence from top to bottom is correct. If the sequence is not correct simply highlight the Sheet that is out of sequence and press the appropriate button to move the Sheet up or down the sequence list.

**6. Add Sheet Blank Line:** this field and button are displayed once the Add Sheet Button is clicked. This line contains a button on the right that will open another window in which you can select the Sheet you wish to add to the Booklet.

## Select Products



This screen allows you to select from among the predefined Sheets stored in your library of Products. This screen is displayed when you click the Add button on the Booklet Information window. Simply highlight the name of the Sheet you wish to add by clicking on it and then click the OK button. If you wish to add multiple Sheets highlight one and hold down the “CTRL” key while clicking on the other Products. When you have all the Products you wish to add to the Booklet highlighted click the OK button.

**Filter by:** as your Library increases in size it will become difficult finding the Sheets you wish to add to the Booklets. This field allows you to select the geometry of the Sheets you wish to display. The dropdown will contain all of the geometry’s you have defined. Currently the PowerPlay Desk does not require geometry to be entered in order to perform validation procedures.

**Sheets:** this list displays all of the Sheets you have defined. This list will update automatically every time a filter setting is entered. The list is sorted alphabetically with any names beginning with numbers being listed first.

**OK:** this button will close the Select Products screen and will add any highlighted Products to your Booklet.

**Cancel:** this button will close the Select Products screen without adding any Products to your Booklet.

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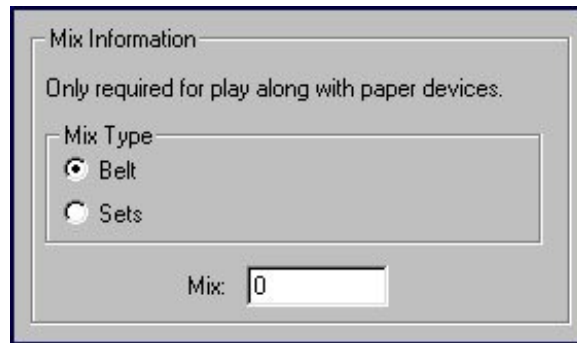
**Note** Version 1.5.0.2 added the functionality to copy and paste **User Defined** products.

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### ► To Copy and Paste User Defined products

1. Highlight the product to be copied.
2. Right-click to select **Copy** from the context menu.
3. Right-click on the User Defined label in the product tree.
4. Select **Paste** from the context menu.

## Mix Information



Mix Information

Only required for play along with paper devices.

Mix Type

Belt

Sets

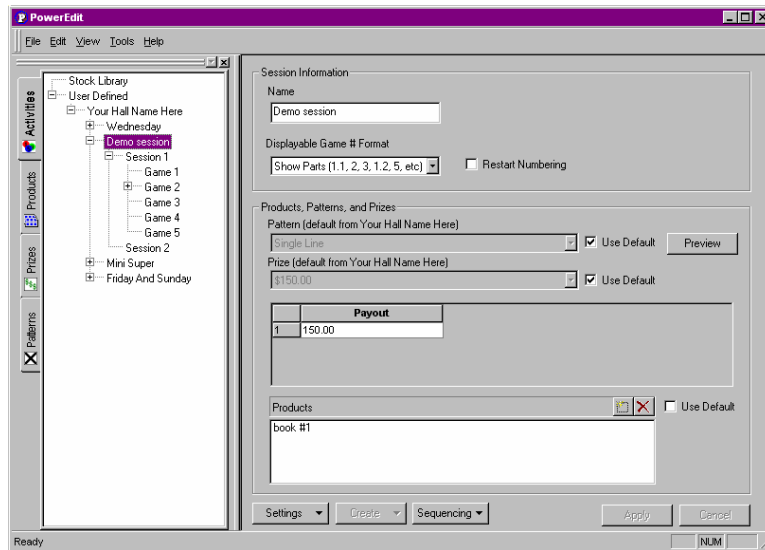
Mix: 0

This section of the Booklet Definition screen allows you to define the PAWP properties of the booklet you are defining. If you are not in Play Along With Paper mode this information is ignored. (see Activities > Hall > Rules)

The **Mix Type** indicates the method used to print the paper.

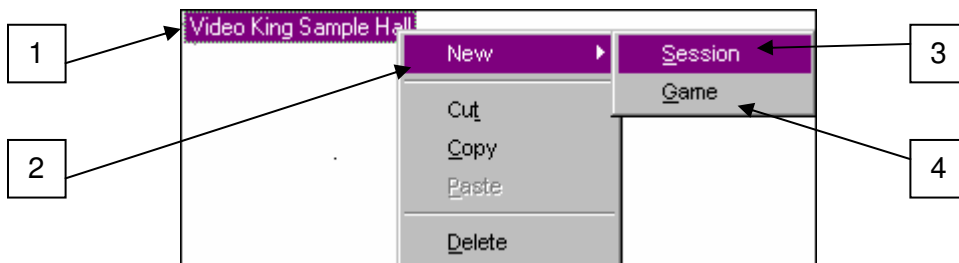
The **Mix** field allows you to specify the number of sheets that were offset when collating the booklets. You can confirm this number by checking the difference in the top left card numbers of the first two sheets in any booklet.

## Activities



This is what is displayed when you select an item within the Left Pane of the Activities Folder Tab. The Left Pane contains two root items, “Stock Library” and “User Defined”. The items contained within the Right Pane will be different depending on whether you have a Hall, Session, Game or Game Part selected.

Currently the Stock Library is not used. The default Hall was created to allow you to quickly edit the information. **Do not delete the Sample Hall**. If you need to create new Activities select the Hall item in the tree (1) and right click. You will be presented with the following menu.



Highlight “New” (2) by moving your pointer over it and the next menu will open. You will then be presented with two choices of what you want to create. Sessions (3) are composed of either Sessions or Games (4) so you will usually want to create a Session before creating any Games.

## Hall Information

**Hall Information**

Name

Address

City  State  ZIP

License  Phone

**Patterns, Prizes, and Products**

Pattern  
  Use Default

Prize  
  Use Default

Payout	
1	250.00

Products  Use Default

P CH Aqua (\$0.00)

Sequencing ▾

This is a copy of the right pane, which will be displayed when you have the Hall name highlighted in the tree displayed on the left pane of the Activities Tab. This screen allows you to define basic Hall Information and Bingo parameters. The screen is divided vertically into two areas “Hall Information” and “Products, Patterns and Prizes”. Hall Information includes the following fields and buttons.

**Name:** Enter the name of your Hall into this field

**Address:** Enter either the street address of the location of your Hall, or the mailing address of your Hall into this field.

**City:** Enter the city in which your Hall resides.

**State:** Enter your state or province into this field.

**ZIP:** Enter your ZIP Code or Postal Code into this field.

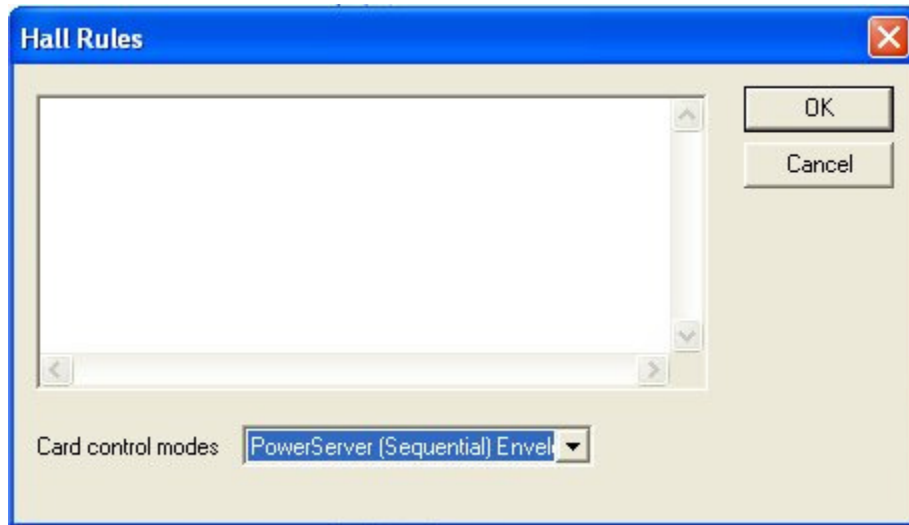
**License:** Enter the License Number for your Hall into this field if required.

**Phone:** Enter the phone number of your Hall into this field.

**Contacts:** Currently Contact Management is not supported.

### Rules (Card Control Mode)

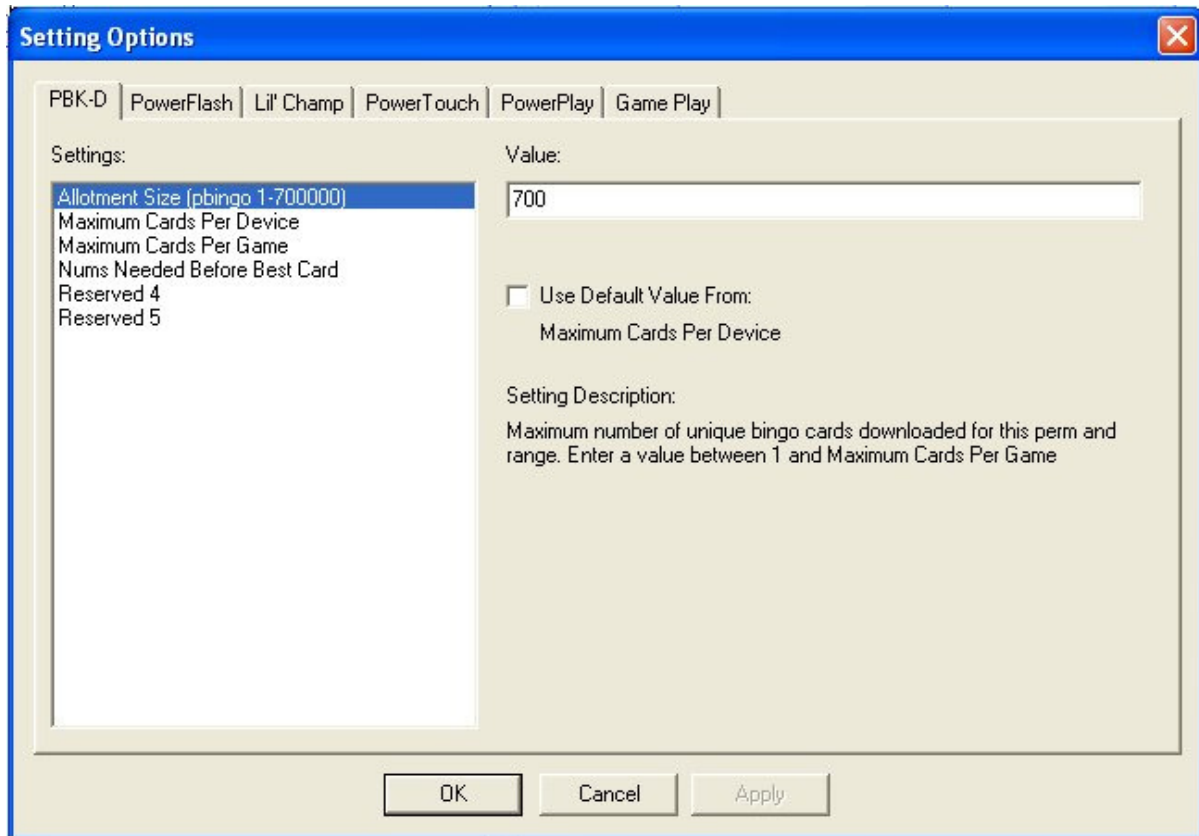
Clicking the **Rules** button will open the following sub-window from which the Card Control rules used by the Hall can be selected:



Unless the hall's jurisdiction requires otherwise, the recommended card control mode is PowerServer (Sequential) Envelope. See the Installer's Handbook for more information on the card control modes.

### Settings

Hall, Session, and Game information is configured using the Settings button. Settings defined at the Hall level are inherited by Sessions and Games; settings defined at the session level are inherited by games in that session. Click the Settings button to open the following dialog:

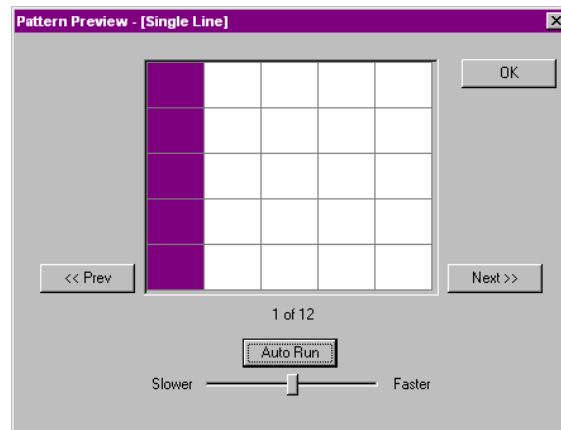


Please see the section entitled “Medium Settings in PowerEdit” for a description of this dialog and all the settings contained within.

The Products, Patterns and Prizes section allows you to define the default values for use in your Hall. These settings will be used for all future Sessions and Games defined under the Hall.

**Pattern:** This dropdown list box will display all of the Patterns you have defined on the Patterns folder tab. The list is presented in alphabetical order with any patterns beginning with a number being displayed first. You will want to select the pattern that is played the most in your Hall. To open the dropdown click on the arrow located at the right of the field or click directly in the field. To select a particular pattern use the scroll bar to move up and down the list and then click on the name of the pattern you wish to set as the default. You will be able to select other patterns later for specific games if required.

**Preview:** This button will open a secondary window in which you can view the various faces of the Pattern displayed in the listbox. (See below)



This allows you to confirm that the pattern you have selected is the pattern you intended to select. You can use the “<<Prev” button to move backward through the various faces one at a time. Clicking the “Next>>” button will move you forward through the faces one at a time. Clicking “Auto Run” will move forward through the faces continuously. To increase or decrease the amount of time each face is displayed move the slider toward “Faster” or “Slower”, as required. When you are finished with this screen click on “OK” to return to the Hall Information screen.

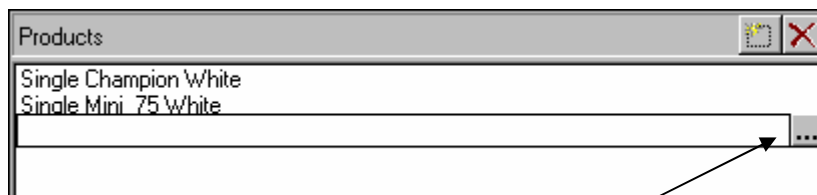
**Prize:** This dropdown list box will display all of the Prizes you have defined on the Prizes folder tab. The list is presented in alphabetical order with any prizes beginning with a number being displayed first. You will want to select the prize that is awarded the most in your Hall. To open the dropdown click on the arrow located at the right of the field or click directly in the field. To select a particular prize use the scroll bar to move up and down the list and then click on the name of the prize you wish to set as the default. You will be able to select other prizes later for specific games if required.

**Payout:** This box displays the defined payout for the prize you have selected. This is displayed as information only and no editing of these values is allowed.

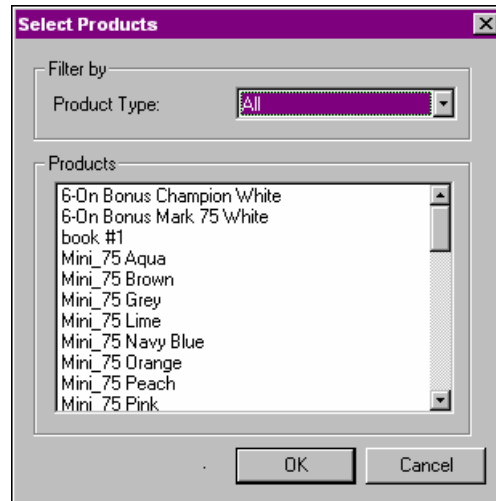
**Products:** This section allows you to define the default product to be used within your Hall. If most of your games are played on a specific product you will want it stored here as the default paper.

To add new product to the displayed list of products click on the add button. 

This will add a new line to the list as depicted below.



To view a list of defined products click on the list button. This will open the product selection screen.



Click on the product you wish to add and then click on “OK”.  
Detailed information on setting default products is contained in Part 4 of this manual.

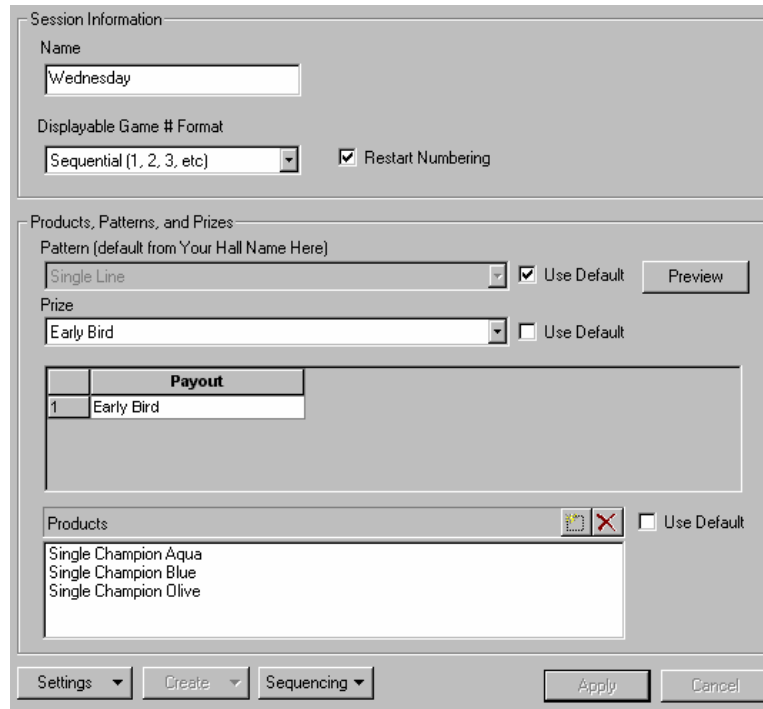
**Sequencing:** this button performs no task when setting Hall Information. If you are setting Session or Game information this button will be enabled. (see Session Information)

### Apply and Cancel

**Apply:** you must click this button to save your changes. If you attempt to move to a different area or screen without clicking this button first you will be prompted to either save the changes or continue without saving the changes.

**Cancel:** if you make changes that you do not want to keep, click this button to discard the changes. This will discard all changes made on the screen since you opened it not just the most recent change.

## Session Information



Session Information

Name  
Wednesday

Displayable Game # Format  
Sequential (1, 2, 3, etc)  Restart Numbering

Products, Patterns, and Prizes

Pattern (default from Your Hall Name Here)  
Single Line  Use Default Preview

Prize  
Early Bird  Use Default

Payout	
1	Early Bird

Products  Use Default  
Single Champion Aqua  
Single Champion Blue  
Single Champion Olive

Settings Create Sequencing Apply Cancel

This is a copy of the right pane, which will be displayed when you have a Session highlighted in the tree displayed on the left pane of the Activities Tab. This screen allows you to customize Session settings and determine if the Session will dictate parameters to the Games or if the Hall parameters are to be used for the Games within this Session. The screen is divided vertically into two areas “Session Information” and “Products, Patterns, and Prizes”. Session Information includes the following fields.

**Name:** enter into this field the name you wish to use to identify the Session. A good rule of thumb is to use the names of your current Programs and Sessions to make the tree reflect your current situation.

**Displayable Game # Format:** this dropdown list box contains the various methods by which you can number the Games in any Session. The Game numbers generated are the numbers the player will see as they go from game to game. They are not necessarily the same as the game sequence numbers.

**Inherit from Parent:** this option allows the Child to use the numbering method and continue the number sequence from the parent.

**Manual:** this option allows you to manually enter the displayed Game number for every game you define.

**Parts share number:** this option means that all Game Parts will have the same Game number displayed as the Game.

**Sequential:** this option will force all Games and Game Parts to be numbered incrementally in sequence.

**Show Parts:** this option will also number the games sequentially but will allow the Game Parts to be indicated.

**Restart Numbering:** this checkbox indicates that the Session is to start its numbering of Games at Game 1. By default any Sessions defined within a Session will continue the numbering of the first Session. If the sessions are to be played together you will want to leave this checkbox empty. If the Sessions are to be played individually you should check this checkbox.

The Products, Patterns, and Prizes section allows you to define the default values for use in each individual Session. These values will be available for use in all Sessions and Games created under this Session.

**Pattern:** This dropdown list box will display all of the Patterns you have defined on the Patterns folder tab. The list is presented in alphabetical order with any patterns beginning with a number being displayed first. You will want to select the pattern that is played the most within the Session.

**Use Default:** This checkbox is enabled to allow you to set whether or not you want the defaults defined at the Hall level to be applied for the selected Session. Checking this checkbox will disable the Pattern dropdown list box which will then display the name of the Pattern selected on the Hall Information screen. Above the Pattern dropdown will be displayed the location from where the default is obtained.

**Preview:** This button will open a secondary window in which you can view the various faces of the Pattern displayed in the listbox. This allows you to confirm that the pattern you have selected is the pattern you intended to select. For more information on the use of this window see Preview located within the Hall Information section of this manual.

**Prize:** This dropdown list box will display all of the Prizes you have defined on the Prizes folder tab. The list is presented in alphabetical order with any prizes beginning with a number being displayed first. You will want to select the prize that is awarded the most in your Hall. To open the dropdown click on the arrow located at the right of the field or click directly in the field. To select a particular prize use the scroll bar to move up and down the list and then click on the name of the prize you wish to set as the default. You will be able to select other prizes later for specific games if required.

**Use Default:** This checkbox is enabled to allow you to set whether or not you want the defaults defined at the Hall level to be applied for the selected Session. Checking this checkbox will disable the Prize dropdown list box which will then display the name of the Prize selected on the Hall Information screen. Above the Prize dropdown will be displayed the location from where the default is obtained.

**Payout:** This box displays the defined payout for the prize you have selected. This is displayed as information only and no editing of these values is allowed.

**Products:** This section allows you to define the default product to be used within the Session. If most of the Games in the Session are played on a specific product you will want it stored here as the default product.

**Use Default:** This checkbox is enabled to allow you to set whether or not you want the defaults defined at the Hall level to be applied for the selected Session. Checking this checkbox will disable the Products box, which will then display the name(s) of the Product, as defined on the Hall Information screen. Above the Products box will be displayed the location from where the default is obtained.

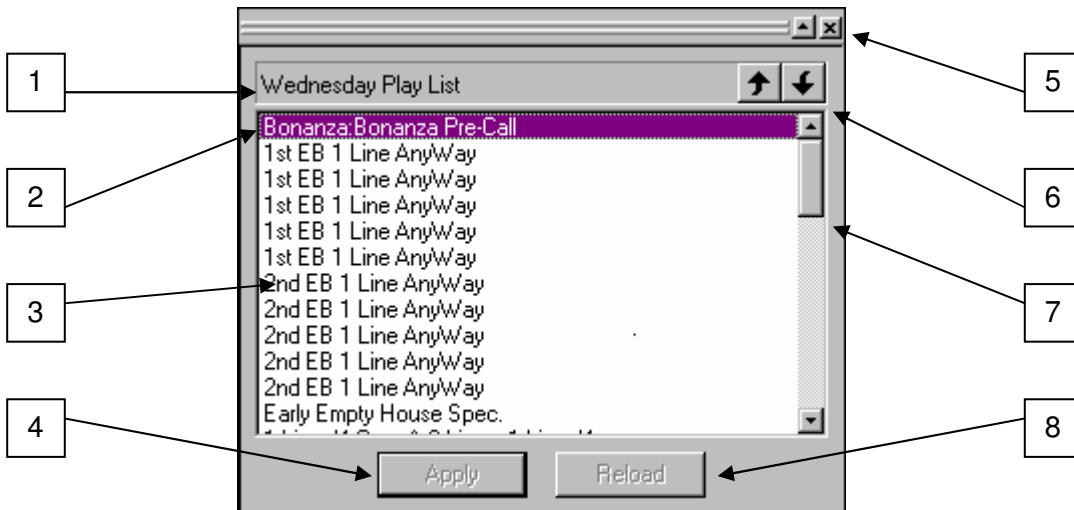
**Settings:** information on making settings changes is located within the Hall Information section of this manual. You need to understand that settings can be made at the Session Level that are different than those made at the Hall Level. You may not want to do this but the option is available.

**Sequencing:**

The games displayed in the tree on the Activities Tab can be played in any order. You can load and edit the Playlist from any Session. From the Session Information screen, if you click on the Sequencing button and select “Load Playlist” from the dropdown (see below) you will open the following screens.



**Playlist:**



This window is displayed in the bottom left hand corner of the Activities Tab when “Load Playlist” is selected from the Sequencing Dropdown. This window will list all Games contained within the Session that was highlighted when the “Load Playlist” menu option is selected.

The Session name will be displayed above the list (1) to identify which Playlist you are editing. If your list is larger than the viewable area you can enlarge it with the appropriate control button (5). The enlarge button will increase the size of the window until it occupies the entire Left Pane. When you are finished you can close the Playlist with the close button.

To change the sequence in which the games are played you must first select a game (2) from the list of available Games (3). You then use the sequencing buttons (6) to move the highlighted Game up or down the Playlist as required. If needed, you can use the scrollbar (7) to view other Games in the Playlist. When you are happy with the order of the Games click the “Apply” button (4). If you make changes you do not want to keep click the “Reload” button (8) to start the editing process over again.

## Game Information

**Game Information**

Game Number/Name

Parts played in random order  
 Bonanza Game

Wild Number

Type	Call #

**Products, Patterns, and Prizes**

Pattern  
  Use Default

Prize  
  Use Default

Payout	
1	300.00

Products (default from Wednesday)  Use Default

Single Champion Aqua  
 Single Champion Blue  
 Single Champion Olive

This is a copy of the right pane, which will be displayed when you have a Game highlighted in the tree displayed on the left pane of the Activities Tab. This screen allows you to customize Game settings and determine if the Game will dictate parameters to the Game Parts or if the Session parameters are to be used for the Games and Game Parts. The screen is divided vertically into two areas “Game Information” and “Products, Patterns, and Prizes”. Game Information includes the following fields.

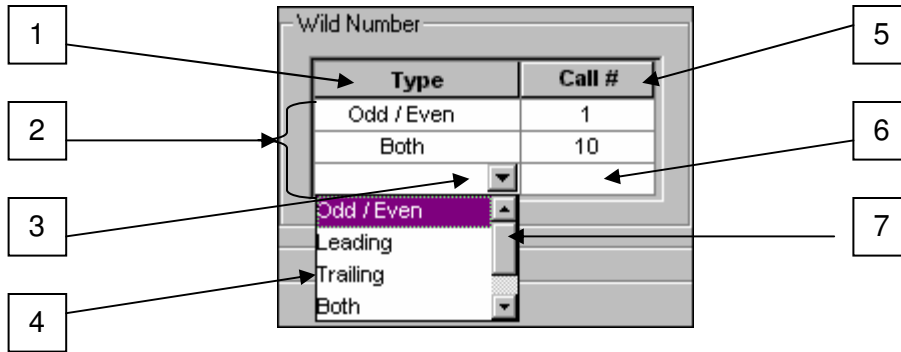
**Game Number/Name:** these fields are used to enter the Displayed Name and Game Number of each Game. The Game Number field is enabled or disabled depending on the method selected in the “Displayable Game # Format” field located on the Session Information screen. If you selected “Manual” you will be able to edit the Game Number, if you selected any other setting this field will be disabled. The Game Name field is editable and you can enter whatever name you wish to be displayed when the game is played.

---

**Note** This Game Number is the number to be displayed when the Game is played. It is not the Game Sequence Number. The Game Name is the displayed name of the Game when it is played and not necessarily the Pattern Name.

---

**Wild Number:** this table allows for the entry and display of wild number information.



1. **“Type” Column:** this column lists the wild number types already defined for the Game.
2. **Wild Number table:** this area will display wild number types and ball calls already entered and allows for the addition of new wild numbers. **Note: more detailed instructions on adding wild numbers, is contained in Part 4 of this manual.**
3. **Dropdown Menu button:** this button is displayed once you click within the type field. Clicking this button will open the menu.
4. **Dropdown Menu choices:** this menu lists all supported Wild Number types.
5. **Call # column:** This column lists the “Call #”s associated with each wild number type.
6. **Call # field:** enter values into this field by clicking directly in the field and enter the number with the keyboard.
7. **Scrollbar:** a scrollbar is presented to allow for the display of all supported wild number types.

If you enter multiple wild numbers the wild ball calls generated by prior wild numbers are not used in determining the ball calls for subsequent wild numbers. In the above example the first ball out of the blower will, in effect, call 37 or 38 balls depending on whether it is odd or even. These ball calls are not counted when counting ball calls for the second wild number. You would have to pull nine more balls from the blower before the second wild number would be implemented. If the last ball rule is in effect (see Define Settings...) and a winning pattern is achieved as a result of a wild number, the PowerPlay Desk will only recognize card faces that contain the actual ball pulled from the blower. The Caller must approve all other winning cards.

The Wild Number “Type” dropdown list contains four choices, Odd / Even, Leading, Trailing and Both. Each “Type” will generate different wild ball calls from the same ball call.

**Odd / Even:** all numbers that match the selected ball call. If the selected ball call was 12 then all even numbers are considered drawn.

**Leading:** all numbers beginning with the first digit of the of the selected ball call. If the selected ball call was ball 12 then balls 10-19 would be called.

**Trailing:** all numbers ending with the last digit of the of the selected ball call. If the selected ball call was 12 then balls 2, 22, 32, 42, 52, 62, and 72 would be called.

**Both:** all numbers beginning with the first digit and ending with the last digit of the of the selected ball call. If the selected ball call was 12 then balls 10-19 and balls 2, 22, 32, 42, 52, 62, and 72 would be called.

The Game Information screen also includes the following two checkboxes.

**Parts played in random order:** this checkbox will allow any Part Games defined under the Game to be played in a random order. Random Games are games in which any Game Part can be completed before any other game part. For example random order Game Parts could be “Letter X”, “Letter L” and “Letter T”. As you can see any one of these patterns could be completed without having the others completed. This is opposed to a fixed order where each of the patterns defining the Part Games increase in scope and one must be completed before another. For example fixed order Part Games could be “The letter L” followed by “Large Picture Frame” followed by “Blackout”. It is impossible to complete the second pattern without completing the first pattern.

**Bonanza Game:** this checkbox is used to indicate that the Game is a Bonanza Game. Bonanza Games are Games where a predetermined number of ball calls are made and then the Game is suspended until later in the Program. The ball calls from the first part of a Bonanza Game are usually displayed on a secondary Flashboard. When the second part of the game is played the ball calls from the first part are used and added to until a winner is declared.

The Products, Patterns, and Prizes section allows you to define the default values for use in each individual Game. These values will be available for use in any Part Games created under this Game.

**Pattern:** This dropdown list box will display all of the Patterns you have defined on the Patterns folder tab. The list is presented in alphabetical order with any patterns beginning with a number being displayed first.

**Use Default:** This checkbox is enabled to allow you to set whether or not you want the defaults defined at the Session level to be applied for the selected Game. Checking this checkbox will disable the Pattern dropdown list box which will then display the name of the Pattern selected on the Session Information screen. Above the Pattern dropdown will be displayed the location from where the default is obtained.

**Preview:** This button will open a secondary window in which you can view the various faces of the Pattern displayed in the listbox. This allows you to confirm that the pattern you have selected is the pattern you intended to select. For more information on the use of this window see Preview located within the Hall Information section of this manual.

**Prize:** This dropdown list box will display all of the Prizes you have defined on the Prizes folder tab. The list is presented in alphabetical order with any prizes beginning with a number being displayed first.

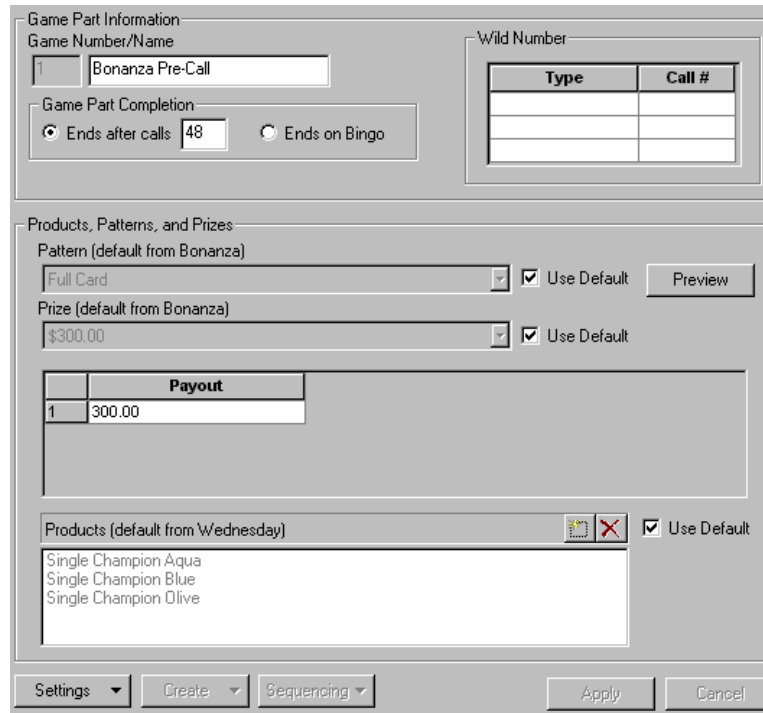
**Use Default:** This checkbox is enabled to allow you to set whether or not you want the defaults defined at the Session level to be applied for the selected Game. Checking this checkbox will disable the Prize dropdown list box which will then display the name of the Prize selected on the Hall Information screen. Above the Prize dropdown will be displayed the location from where the default is obtained.

**Payout:** This box displays the defined payout for the prize you have selected. This is displayed as information only and no editing of these values is allowed.

**Products:** This section allows you to define the product to be used for the selected Game and any Part Games.

**Use Default:** This checkbox is enabled to allow you to set whether or not you want the defaults defined at the Session level to be applied for the selected Game. Checking this checkbox will disable the Products box, which will then display the name(s) of the Product, as defined on the Session Information screen. Above the Products box will be displayed the location from where the default is obtained.

## Game Part Information



Game Part Information

Game Number/Name

Bonanza Pre-Call

Game Part Completion

Ends after calls 48  Ends on Bingo

Wild Number

Type	Call #

Products, Patterns, and Prizes

Pattern (default from Bonanza)

Full Card  Use Default Preview

Prize (default from Bonanza)

\$300.00  Use Default

Payout	
1	300.00

Products (default from Wednesday)  Use Default

Single Champion Aqua  
Single Champion Blue  
Single Champion Olive

Settings Create Sequencing Apply Cancel

This is a copy of the right pane, which will be displayed when you have a Game Part highlighted in the tree displayed on the left pane of the Activities Tab. This screen allows you to customize Game Part settings. The screen is divided vertically into two areas “Game Part Information” and “Products, Patterns, and Prizes”. Game Part Information includes the following fields.

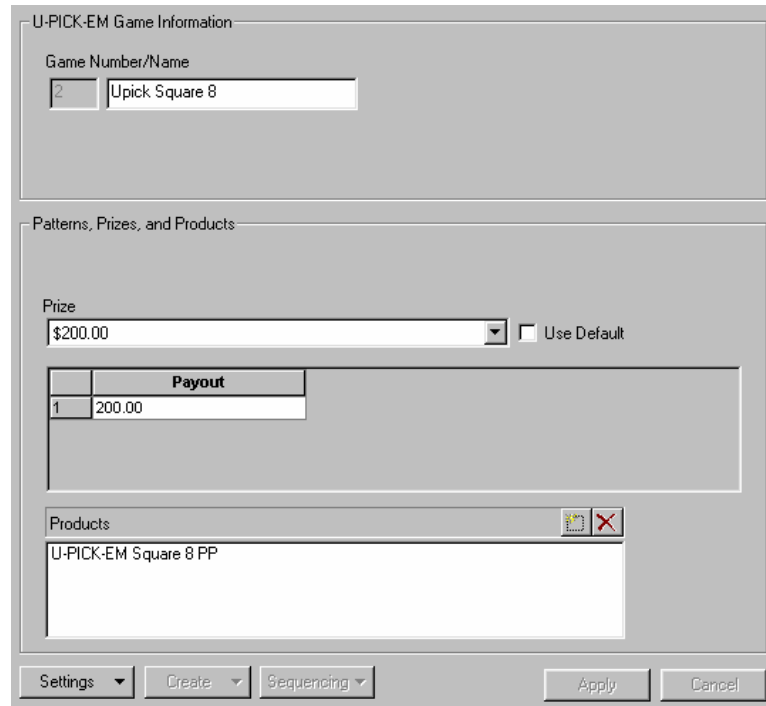
**Game Number/Name:** these fields are used to enter the Displayed Name and Game Number of each Game Part. The Game Number field is enabled or disabled depending on the method selected in the “Displayable Game # Format” field located on the Session Information screen. If you selected “Manual” you will be able to edit the Game Number, if you selected any other setting this field will be disabled and the numbers will be generated automatically. The Game Name field is editable and you can enter whatever name you wish to be displayed when the game is played.

**Note: This Game Number is the number to be displayed when the Game is played. It is not the Game Sequence Number. The Game Name is the displayed name of the Game when it is played and not necessarily the Pattern Name.**

**Wild Number:** detailed instructions on the use of wild numbers are contained within the Game Information section of this manual. Game Parts can set wild numbers also but care must be taken to ensure the results are as intended. If your parts are being played in Random order we recommend that you define the wild numbers at the Game level. If you are playing the Game Parts in a set order we recommend you set the wild numbers at the Game Part level.

**Important** the wild numbers set on fixed order Game Parts use the ball call of the Game Part. If for instance you set the wild number ball call on Game Part 1 at ball 1 the first ball called will be wild. If you set the wild number ball call on Part 2 at ball 1 the first ball called after the first part has been closed will be wild. If you were playing the Part Games in random order the first ball call would trigger both wild numbers.

## U-PICK-EM Game Information



U-PICK-EM Game Information

Game Number/Name

2 Upick Square 8

Patterns, Prizes, and Products

Prize

\$200.00  Use Default

Payout	
1	200.00

Products

U-PICK-EM Square 8 PP

Settings Create Sequencing Apply Cancel

This is a copy of the right pane, which will be displayed when you have a U-PICK-EM-EM Game highlighted in the tree displayed on the left pane of the Activities Tab. This screen allows you to define U-PICK-EM settings. The screen is divided vertically into two areas “U-PICK-EM-EM Game Information” and “Products, Patterns, and Prizes”.

**Game Number/Name:** these fields are used to enter the Displayed Name and Game Number of the Game. The Game Number field is enabled or disabled depending on the method selected in the "Displayable Game # Format" field located on the Session Information screen. If you selected "Manual" you will be able to edit the Game Number, if you selected any other setting this field will be disabled. The Game Name field is editable and you can enter whatever name you wish to be displayed when the game is played.

Notes:

- The Game Number is the number to be displayed when the Game is played. It is not the Game Sequence Number.
- The Game Name is the displayed name of the Game when it is played and not necessarily the Pattern Name.
- There is no ability to specify wild numbers on U-PICK-EM-EM Games.

**Prize:** This dropdown list box will display all of the Prizes you have defined on the Prizes folder tab. The list is presented in alphabetical order with any prizes beginning with a number being displayed first. The checkbox is enabled to allow you to set whether or not you want the defaults previously defined at the Session level to be applied for this Game. Checking this checkbox will disable the associated dropdown list box, which will then display the name of the inherited value. Above the dropdown will be displayed the location from where the

The Patterns, Prizes and Products section has been modified to allow you to define the values for Prize and Product only. All U-PICK-EM Games are played on a "full-card" pattern.

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**Note** Version 1.5.0.2 added the functionality to preview and print Bingo programs.

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Simple Bingo programs can be viewed and printed from the Activities screen of PowerEdit. This can be done at the Hall, Session, Game and Game Part level.

► **To Preview or Print a Bingo program**

1. Select the desired activity to view or print from the Activity tree – Hall, Session, Game or Game Part
2. Select **Print Preview** or **Print** from the **File** menu

## **PART 3 Simple Hall Tutorial**

### **PowerEdit Tutorial Overview**

- 1) In PowerEdit identify patterns, payouts and products that will be used
- 2) Add any missing patterns, payouts and products that are not in the library
- 3) Move on to “Activities”
- 4) Define Hall name, sessions and games.

**The tutorial will be completed in later versions of the manual.**

## **PART 4 Functional Reference**

### **How to manage your Database**

#### **Overview**

The PowerSuite of products all use the database created with PowerEdit to play Bingo. As this database can be modified at any time by running PowerEdit, there is a built in process that prevents you from modifying a database that is currently being used. This process is governed by an application called FileControlServer. FileControlServer maintains a list of applications that are using the BingOS.mdb and will prevent you from making changes to the "Master" database if it is in use.

There are two basic editing procedures that can be done with PowerEdit. The first consists of a minor change that needs to be implemented immediately and the second is major changes to the program that will take a number of days. As there a variety of network configurations in which the PowerSuite can be run we will look at each type of change for each of the different network configurations.

## Small Network

This would be a network consisting of a PowerServer machine with a few POS machines connected to it without any other machines on the network. In this environment there is only one copy of PowerEdit available for use and it is located on the PowerServer machine. Limiting individuals access to the hardware controls access to the application.

### Method 1

#### To make and implement minor changes to your Bingo Program

1. Ensure no applications are running on the PowerServer machine.
2. Double-click the "PowerEdit" shortcut on the desktop.
3. Select "Yes" when prompted to open the master database.
4. Make the required changes needed to the database.
5. Close PowerEdit.
6. Select "Yes" when prompted to update the master database.

You can now run PowerServer and your changes will be implemented.

### Method 2 - Part 1

#### To make major changes to your Bingo Program

*You can do this while PowerServer is running and the POS stations are selling product.*

1. Double-click the "PowerEdit" shortcut on the desktop.
2. Select "Yes" when prompted to open the master database.
3. Make the required changes needed to the database.
4. Close PowerEdit.
5. Select "No" when prompted to update the master database.  
This will keep save your changes but not have them implemented by PowerServer.
6. Double-click the "PowerEdit" shortcut on the desktop.
7. Select "No" when prompted to open the master database.  
This will allow you to make further changes to the database you already worked on.
8. Make the required changes needed to the database.
9. Close PowerEdit.
10. Select "No" when prompted to update the master database.
11. Continue to update the database by Starting and Exiting PowerEdit whenever time permits by following steps 6-10

**NOTE:** These changes will not take affect until the steps under Part 2 below are followed. PowerTouch terminals must be synchronized after any change to the bingo program.

### Method 2 - Part 2

#### To make your changes active

1. Ensure no applications are running on the PowerServer machine.
  2. Double-click the "PowerEdit" shortcut on the desktop.
  3. Select "No" when prompted to open the master database.
  4. Close PowerEdit.
  5. Select "Yes" when prompted to update the master database.
- You can now run PowerServer and your changes will be implemented.

---

## Medium Network

This would be a network consisting of a PowerServer machine, a few POS machines, a PowerPlay desk and perhaps a dedicated EPIC Server. In this environment you can have PowerEdit installed on the PowerServer machine or on the PowerPlay machine. By default PowerEdit is only installed on the PowerServer machine.

### Method 1

#### To make and implement minor changes to your Bingo Program

1. Ensure no critical applications are running on the network. (PowerServer or PowerEdit)
2. Start PowerEdit.
3. Select "Yes" when prompted to open the master database.
4. Make the required changes needed to the database.
5. Close PowerEdit.
6. Select "Yes" when prompted to update the master database.

You can now run PowerServer and your changes will be implemented.

### Method 2 - Part 1

#### To make major changes to your Bingo Program

*You can do this while selling product or while playing sessions.*

1. Start PowerEdit.
2. Select "Yes" when prompted to open the master database.
3. Make the required changes needed to the database.
4. Close PowerEdit.
5. Select "No" when prompted to update the master database.  
This will keep save your changes but not have them implemented by PowerServer.
6. Start PowerEdit.
7. Select "No" when prompted to open the master database.  
This will allow you to make further changes to the database you already worked on.
8. Make the required changes needed to the database.
9. Close PowerEdit.
10. Select "No" when prompted to update the master database.
11. Continue to update the database by Starting and Exiting PowerEdit whenever time permits by following steps 6-10

**NOTE:** These changes will not take affect until the steps under Part 2 below are followed. PowerTouch terminals must be synchronized after any change to the bingo program.

### Method 2 - Part 2

#### To make your changes active

1. Ensure no critical applications are running on the network. (PowerServer or PowerEdit)
2. Start PowerEdit.
3. Select "No" when prompted to open the master database.
4. Close PowerEdit.
5. Select "Yes" when prompted to update the master database.

You can now run PowerServer or PowerPlay and your changes will be implemented.

## Large Network

This would be a network consisting of one PowerServer machine, a number of POS machines, a PowerPlay Desk a TerminalManager/PowerConsole machine an EPIC Server and many PowerTouch terminals.

### Method 1

#### To make and implement minor changes to your Bingo Program

1. Ensure no critical applications are running on the network.  
(PowerServer, TerminalManager, PowerConsole, PowerTouch or PowerEdit)
2. Start PowerEdit.
3. Select "Yes" when prompted to open the master database.
4. Make the required changes needed to the database.
5. Close PowerEdit.
6. Select "Yes" when prompted to update the master database.  
(If any applications are using the database you will be notified which they are.)

You can now run PowerServer and your changes will be implemented.

### Method 2 - Part 1

#### To make major changes to your Bingo Program

*You can do this while selling product or while playing sessions.*

1. Start PowerEdit.
2. Select "Yes" when prompted to open the master database.
3. Make the required changes needed to the database.
4. Close PowerEdit.
5. Select "No" when prompted to update the master database.  
This will keep save your changes but not have them implemented by PowerServer.
6. Start PowerEdit.
7. Select "No" when prompted to open the master database.  
This will allow you to make further changes to the database you already worked on.
8. Make the required changes needed to the database.
9. Close PowerEdit.
10. Select "No" when prompted to update the master database.
11. Continue to update the database by Starting and Exiting PowerEdit whenever time permits by following steps 6-10

**NOTE:** These changes will not take affect until the steps under Part 2 below are followed. PowerTouch terminals must be synchronized after any change to the bingo program.

### Method 2 - Part 2

#### To make your changes active

1. Ensure no critical applications are running on the network.  
(PowerServer, TerminalManager, PowerConsole, PowerTouch or PowerEdit)
2. Start PowerEdit.
3. Select "No" when prompted to open the master database.
4. Close PowerEdit.
5. Select "Yes" when prompted to update the master database.  
(If any applications are using the database you will be notified which they are.)

You can now run PowerServer or PowerPlay and your changes will be implemented.

## Detailed FileControlServer Overview

In the Power directory (on the PowerServer PC) you have these folders:

```
Power
|-- Database
|   |-- PowerEdit
|-- FCS
```

A copy of BingOS.mdb is contained within all three of these folders. Each copy is used by a different application in a different manner as follows:

FileControlServer locks the master database in the C:\Power\FCS folder.

PowerServer uses the copy located in the C:\Power\Database folder.

PowerEdit uses the copy located in the C:\Power\Database\PowerEdit folder.

The BingOS.mdb file has a signature contained within it, which is read by all applications requiring the database. If an application's database has a signature different from the FileControlServer's copy it will replace its own local copy. This concept is illustrated by the following sequence of events.

1. Start PowerEdit and when prompted open the Master Database.
2. Make the required changes to the database.

PowerEdit will modify the signature as soon as a change has been made.

3. Close PowerEdit and when prompted update the Master Database.

FileControlServer will check to ensure no other applications have the BingOS.mdb open and will then copy the BingOS.mdb from the C:\Power\Database\PowerEdit directory to the C:\Power\FCS directory.

4. Start PowerServer.

PowerServer will compare the signature of the database in C:\Power\Database with the signature of the database in C:\Power\FCS and determine that it needs a new database and will update its copy of it.

FileControlServer will now lock the database

5. Start PowerEdit and when prompted open the Master Database
6. Make changes and close PowerEdit

If you select yes to "Update the Master Database" FileControlServer will notify you that PowerServer has the database "locked" and you cannot update it. You can however update the local copy of the database. In order for your changes to become active you need to "unlock" the database by closing PowerServer. When you restart PowerEdit don't open the master; instead open the local copy. Now that no one has the Master open you can close PowerEdit and update the Master. The next time PowerServer starts it will again update its local copy and your changes will be implemented.

## How to Create New Items

PowerEdit is similar to most Windows applications in that it takes advantage of the right click capability of the mouse. Creating items for each of the various sections of the program is accomplished by the same general procedure. The procedure is listed below and is a good outline for adding new items, detailed descriptions are located on the following pages.

1. Select the parent item by clicking on it
2. Once highlighted press the right mouse button
3. Move the pointer over the option "New"
4. Move the pointer over the item you wish to create
5. Press the left mouse button

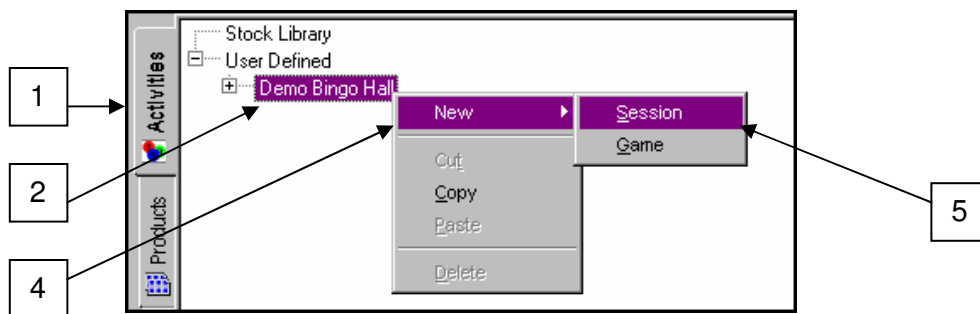
This simple procedure is the basis of all item creation within the PowerEdit application. You will become quite familiar with the process during the initial setup of your Bingo Program.

## Activities

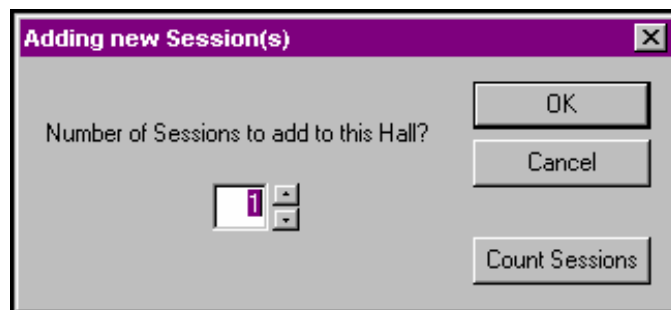
### Create a Session

Sessions are the backbone used to define your Bingo Program. As such, great care must be taken in their creation and definition. The following step-by-step example will guide you through the creation and definition of a Bingo Session.

1. Click on the Activities Tab.
2. Highlight the Hall by left clicking on it.
3. Right Click.
4. Move the pointer over the word "New".
5. Move the pointer over the word "Session".
6. Left Click.



You will be prompted at this point to indicate how many Sessions you wish to create (see below). You can use the keyboard to enter the number or you can use the arrow keys displayed to increase the displayed value until the desired quantity is presented. In this example we will assume you only need to create one Session.



7. Click the "OK" button.

You will notice that a new Session called "Session 2" will be displayed in the left pane. The right pane will display the default Session information. You have now successfully added a new Session to your Hall. The new Session however does not contain any Games and the default values displayed in the right pane may not be what you wish to use.

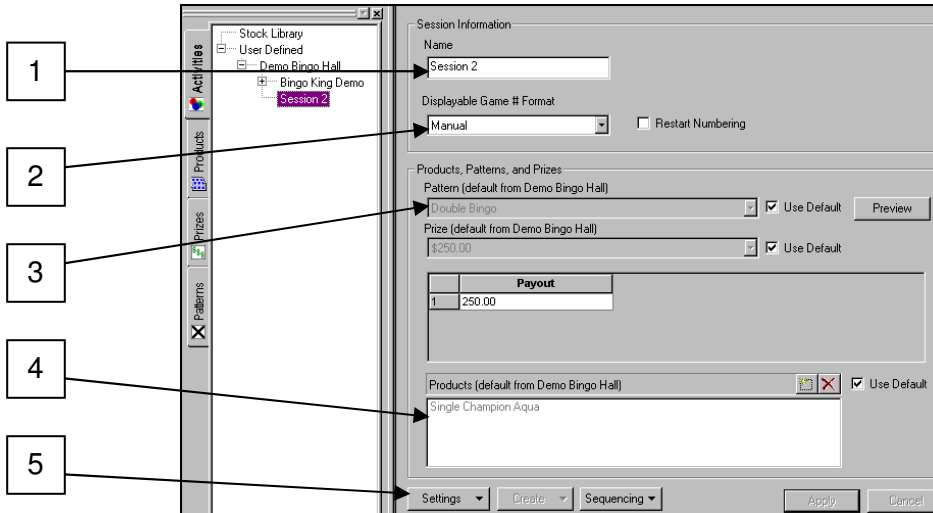
In the window depicted above:

If you change your mind and do not want to create a Session click on "Cancel"

If you are unsure of the number of Sessions already defined click the "Count Sessions" button and you will be presented with the number of Sessions defined within the Hall.

## Edit a Session

This is what you will see after adding a new Session. Notice that the Session to be edited is highlighted in the left pane and that it does not contain any Games. The corresponding Session information is displayed within the right pane.



1. Click within the field on the right pane that contains the Session Name and using the keyboard edit the text such that it displays the name you desire.
2. Select the method you would like to use for numbering your Games. Note: All Sessions will use the same method for numbering Games and if you change the setting made here you will change the setting for all Sessions.
3. Select the Pattern and Prize you wish to use as the default for the Games contained within the Session. To enable the dropdown list boxes you must uncheck the "Use Default" checkboxes.
4. In the Products section add the Product you wish to use as the default for the Games contained within this Session. To enable the addition of new Products you must uncheck the "Use Default" checkbox.
5. If you wish to define custom Settings to be used within this Session click on the "Settings" button. For a complete listing of all possible settings see "Define Settings". Once you have established what default parameters you will be using in the Session you can click on "Apply" to save your changes.

### Hints:

- a. When deciding on a Session name use whatever name you are currently using on your printed Bingo Program. This will allow you to use your existing naming conventions and will ease the transition to PowerPlay for your Callers.
- b. Manual Game Numbering allows you the most control over what is displayed for Game numbers. It is the recommended format to use.
- c. When setting Default Patterns and Prizes select the most common Patterns and Prizes in use within the Session. This will save time when creating Games which contain these defaults.
- d. When defining Default Product only include items that are used in the majority of Games.

You are now ready to Create Games for your new Session. (See next page)

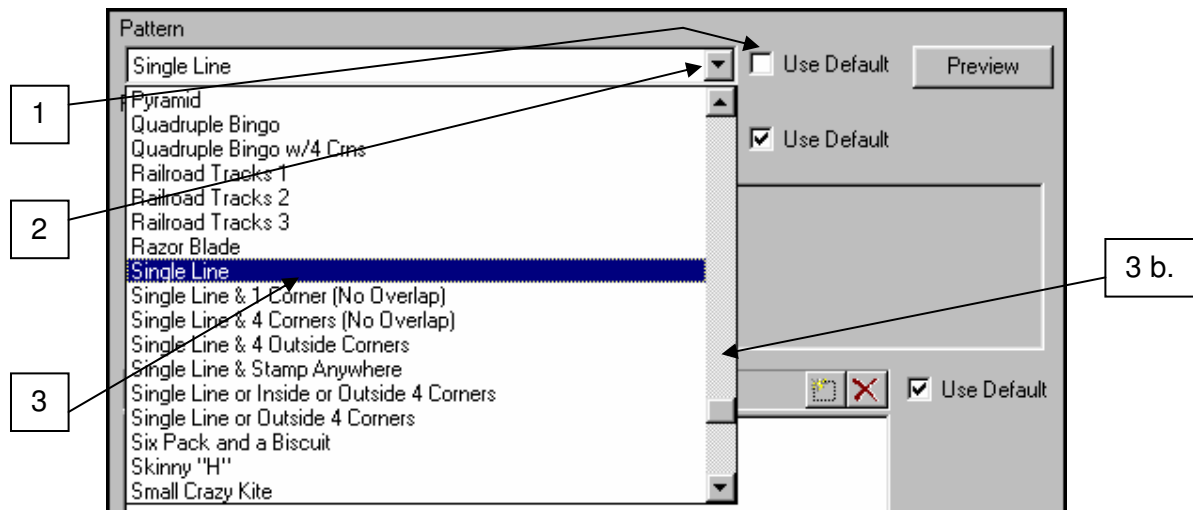
## Setting the Default Pattern for a Session

When you are defining a Session you have the ability to determine what defaults each Game and Game Part will use. The session will inherit the default settings defined at the Hall level. If default settings are being displayed (as below) the location from where they are inherited is displayed on the screen and the dropdown will be disabled.



In the portion of the Session screen displayed above we can see that the default value set on the Hall screen is being displayed. This means that any Games created in the Session will initially have “Double Bingo” set up for the Pattern to be played. If the Session has a different pattern that is used more often you will want to change the default Pattern at the Session level. To set a different pattern, for example “Single Line”, do the following:

1. Click on the checkbox associated with the text “Use Default”  
This will ‘enable’ the Pattern dropdown, allowing you to select a different Pattern.



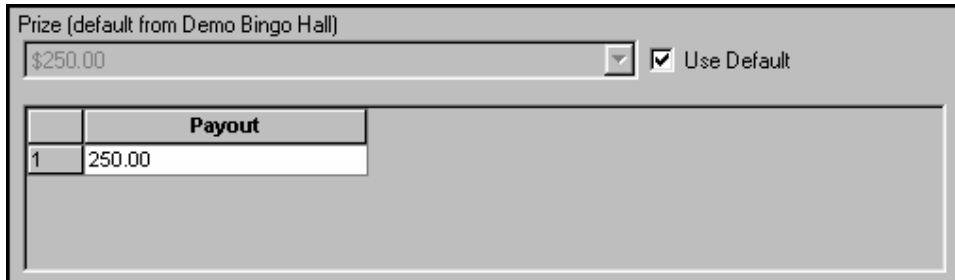
2. Click on the arrow to open the dropdown
3. Select the Pattern you wish to use by clicking on its name in the dropdown.  
You can display different names in the list in two different manners
  - a. you can type in the first few characters of the Pattern's name
  - or
  - b. you can use the scrollbar provided to locate the name (listed alphabetically)
4. Click on “Apply” at the bottom of the right pane.

All future Games created within this Session will be created with “Single Line” as the Pattern.

**Note** Any Game previously created using the default Pattern will now play as a Single Line. Changes to default values will cascade the changes throughout your defined Bingo Program.

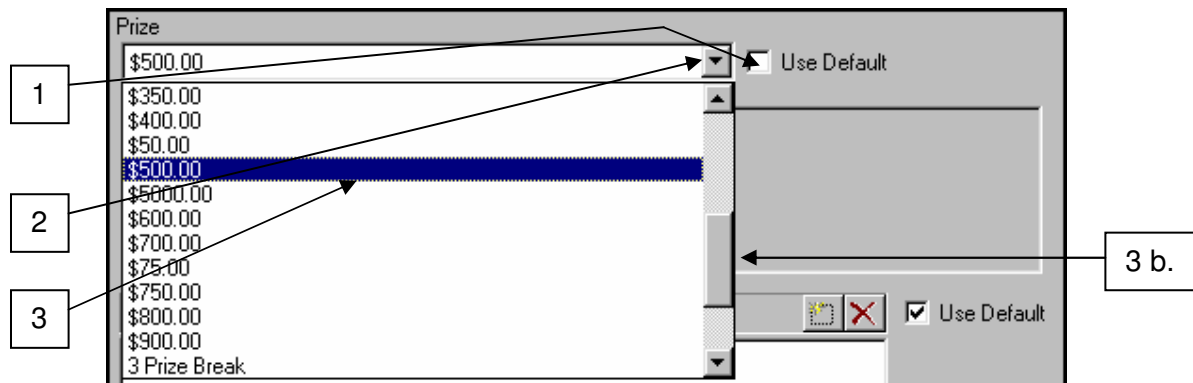
## Setting the Default Prize for a Session

When you are defining a Session you have the ability to determine what defaults each Game and Game Part will use. The session will inherit the default settings defined at the Hall level. If default settings are being displayed (as below) the location from where they are inherited is displayed on the screen and the dropdown will be disabled.



In the portion of the Session screen displayed above we can see that the default value set on the Hall screen is being displayed. This means that any Games created in the Session will initially have “\$250.00” set up as the Prize value. If the Session has a different Prize that is used more often you will want to change the default Prize at the Session level. To set a different Prize, for example “\$500.00”, do the following:

1. Click on the checkbox associated with the text “Use Default”  
This will ‘enable’ the Prize dropdown, allowing you to select a different Prize.



2. Click on the arrow to open the dropdown
3. Select the Prize you wish to use by clicking on its name in the dropdown.  
You can display different names in the list in two different manners
  - a. you can type in the first few characters of the prize’s name
  - or
  - b. you can use the scrollbar provided to locate the name (listed alphabetically)
4. Click on “Apply” at the bottom of the right pane.

All future Games created within this Session will be created with “\$500.00” as the Prize.

**Note** Any Game previously created using the default Prize will now play for \$500.00. Changes to default values will cascade the changes throughout your defined Bingo Program.

## Setting Default Products for a Session

When you are defining a Session you have the ability to determine what defaults each Game and Game Part will use. The session will inherit the default settings defined at the Hall level. If default settings are being displayed (as below) the location from where they are inherited is displayed on the screen and the product addition buttons will be disabled.

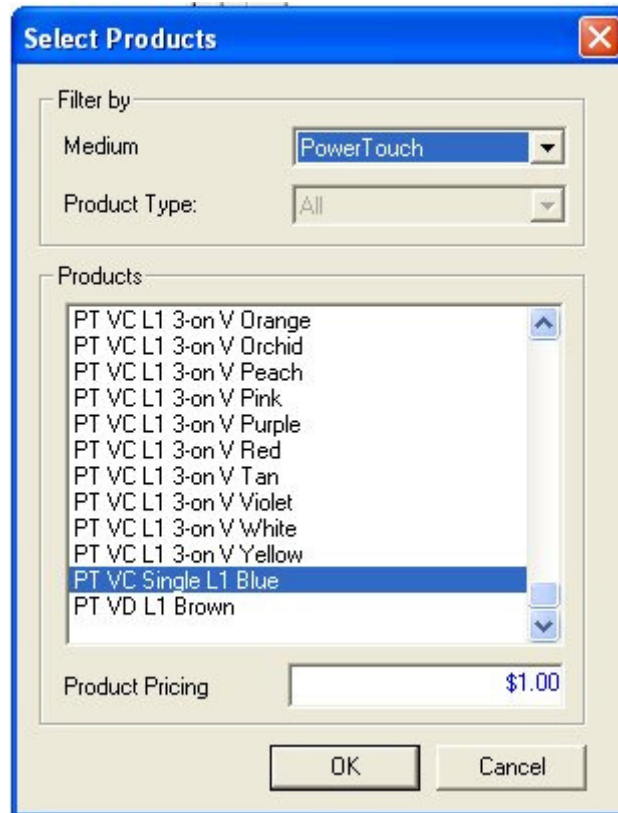


In the portion of the Session screen displayed above we can see that the default value set on the Hall screen is being displayed. This means that any Games created in the Session will initially have "Single Champion Aqua" used for the Product. If the Session has a different Product that is used you will want to change the default Product at the Session level. To set a different Product, for example the Booklet "Evening Session", do the following:



1. Click on the checkbox associated with the text "Use Default".  
This will remove the default Product from the screen and will 'enable' the Product addition buttons, allowing you to select different Products.
2. Click on the 'Add New Item' button.  
This will put an empty record into the window.
3. Click on 'Open Dialog' button (the button with three dots) to open the window depicted on the next page.

Below is the window in which you specify the Product you would like to use for the Session. The Products displayed in the lower portion are all the Products defined on the Products Tab. They are presented in alphabetical order.



To select a particular Product to be used as the default perform the following:

1. To filter the product list, select an option from the Medium or Product Type droplists.
2. Use the scrollbars until the desired product is displayed in the list.
3. Click on the desired Product. The selected product will be highlighted.
4. If the product will be purchased on PowerTouch terminals instead of at the POS, enter the price of the product in the Product Pricing textbox.
5. Click on the OK button.

If you do not want to select a product for any reason, click on the “Cancel” button to close the product dialog.

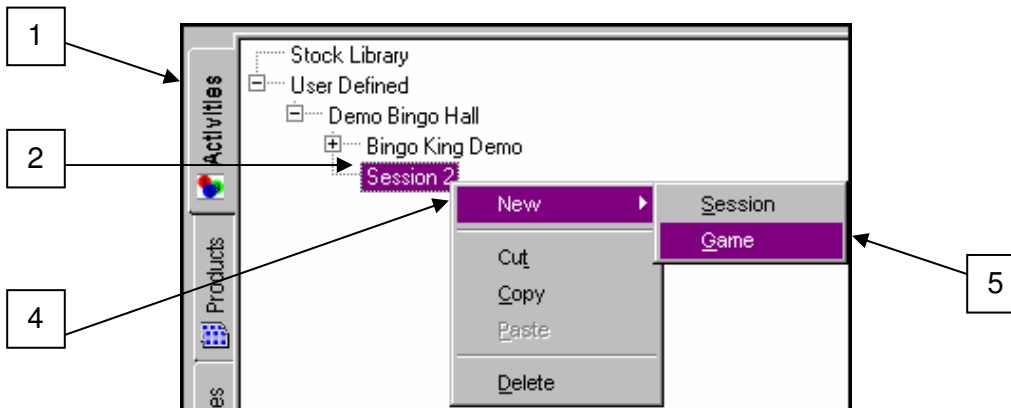
**Hints:**

- a. If you are adding more than one product hold down the “Ctrl” button while clicking on the Products. You will notice that each selected Product will remain highlighted and they will all be added at the same time. The products will be added in Alphabetical order rather than in the order you clicked on them.
- b. If you are adding multiple *consecutive* products hold down the “Shift” key and then click on the first product and then the last product. You will notice that all the Products between the two will be highlighted.

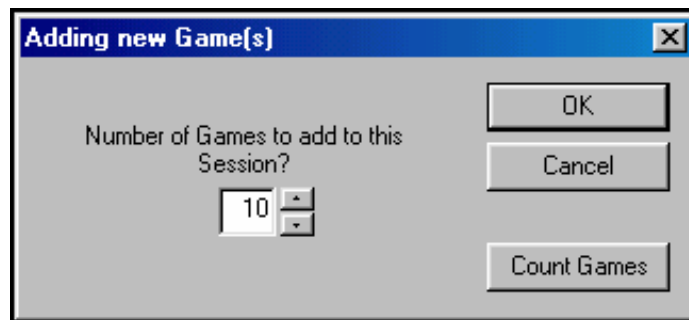
## Create Games

Games to PowerEdit are the individual components which when taken together compose an entire Bingo Session. There are a variety of Games which you can define but they basically fall into two categories; Regular Games and Multi-Part Games. As Regular Games are the simplest we will demonstrate how to create one of these first. The following step-by-step example will guide you through the creation and definition of a Bingo Game.

1. Select the Activities Tab.
2. Highlight the Session by left clicking on it.
3. Right Click.
4. Move the pointer over the word "New".
5. Move the pointer over the word "Game".
6. Left Click.



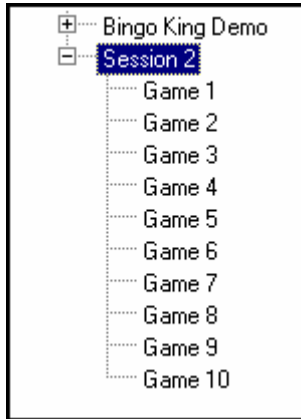
You will be prompted at this point to indicate the number of Games to add to your Session. You can either add all of the Games you will require and then edit them one at a time or you can add and edit the Games one at a time. You can use the keyboard to enter a number or you can use the arrow keys to increase the displayed value until the desired quantity is indicated. In this example we will assume you need to create ten Games.



7. Click the "OK" button

If you change your mind and do not want to create a Game click on "Cancel"

If you are unsure of the number of Games already defined click the "Count Games" button and you will be presented with the number of Games defined within the Session.



You will notice that a group of Games has been added to the left pane. They will be named and numbered automatically, by default they are labeled “Game 1” to “Game 10”. The numbers will always start at 1 higher than the total number of Games in the Session. As there were no Games already defined in our Session, the naming started at “Game 1”.

Any of the Games can be edited at this time.

TIP: because Games are sequenced in the order they are added we recommend that you add Games one at a time if they contain Part Games. This will ensure that all of the game parts are played in the correct order.

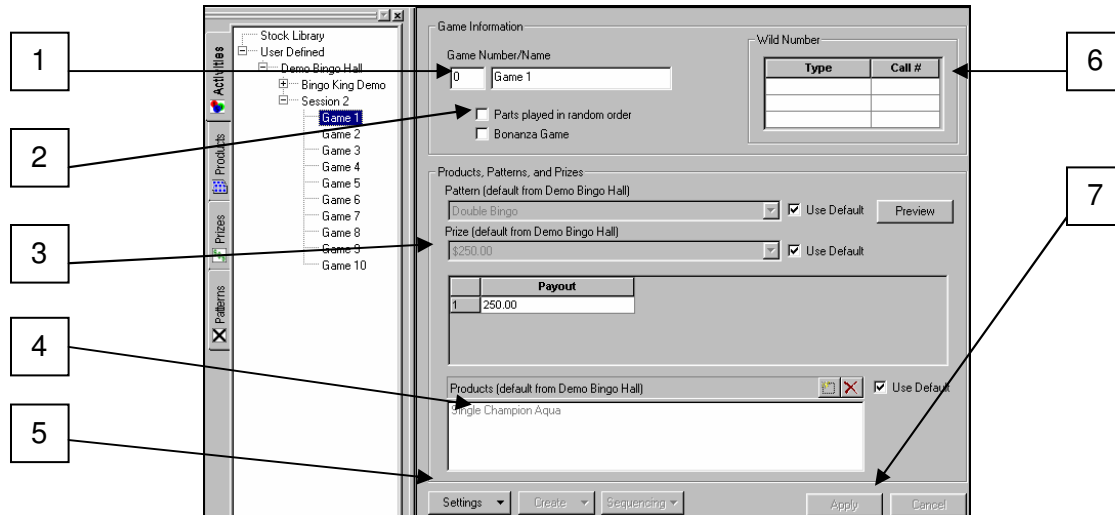
---

**Note** All of the Games will be created using the defaults you defined for the Session.

---

## Edit a Game

To edit a game you must first select it by clicking on its name in the left pane. When it is selected the right pane will display the Game Information as depicted below.



1. Click within the field on the right pane that contains the Game Name and using the keyboard edit the text such that it displays the name you desire. (Note: if you selected Manual as the method of Numbering your Games, you will need to manually enter the number you wish displayed when the Game is played as is indicated in the above picture.)
2. Click the appropriate checkbox if the Game is a Bonanza Game or if it is a Random multi-part game.
3. Select the Pattern and Prize you wish to use for the Game. To enable the dropdown list boxes you must uncheck the "Use Default" checkboxes. If you wish to use the defaults set at the Session level, leave the checkboxes checked.
4. In the Products section add the Product you wish to use for the Game. To enable the addition of new Products you must uncheck the "Use Default" checkbox.
5. If you wish to define custom Settings to be used within this game click on the "Settings" button. For a complete listing of all possible settings see "Define Settings".
6. If you wish to use "wild numbers" with this game you enter them here. For information on how wild numbers are played consult "How to Use Wild Numbers" later in this manual.
7. Click on "Apply" to save your changes.
8. Repeat the above procedure for all of the Games.

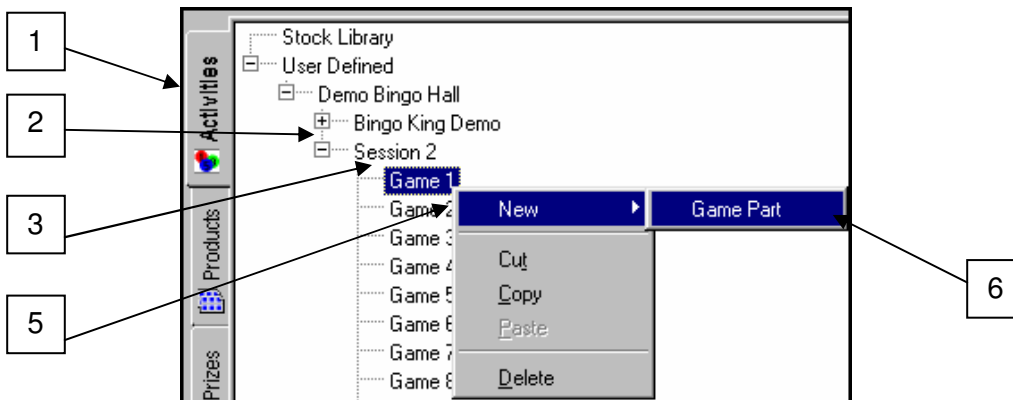
### Hints:

- a. When deciding on a Game name use whatever name you are currently using on your printed Bingo Program. This will allow you to use your existing naming conventions and will ease the transition to PowerPlay for your Callers.
- b. Verify the pattern selected is the correct pattern by "Previewing" it before you click "Apply".

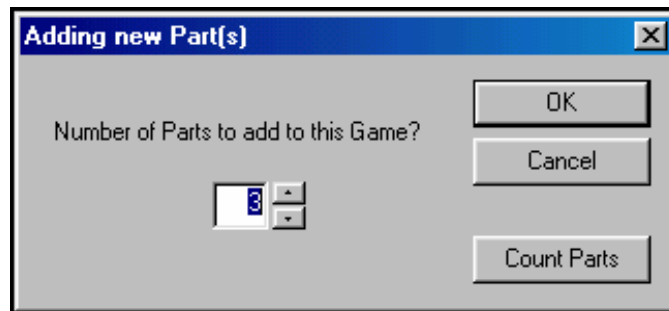
## Create Part Games

Part Games are a more complicated form of a Regular Game. The creation of Game Parts is quite similar to that of Regular Games. Part Games are played whenever you want the ball calls from one game to be used in any subsequent games. There are two basic types of Multi-part Games. The first and simplest is the “Fixed Order Multi-Part Game” which we will create now. The second and slightly more complicated is the “Random Multi-Part Game” which we will discuss later. The following step-by-step example will guide you through the creation and definition of a Part Game.

1. Select the Activities Tab.
2. Highlight the desired Session by left clicking on it.
3. Highlight the desired Game by left clicking on it
4. Right Click.
5. Move the pointer over the word “New”.
6. Move the pointer over the text “Game Part”.
7. Left Click.



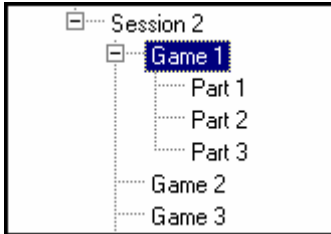
You will be prompted at this point to indicate the number of Part Games to add to the Game. You can use the keyboard to enter a number or you can use the arrow keys on the screen to increase the value until the desired quantity is displayed. In this example we will assume you need to create 3 Part Games.



9. Click the “OK” button

If you change your mind and do not want to create a Game click on “Cancel”

If you are unsure of the number of Games already defined click the “Count Games” button and you will be presented with the number of Games defined within the Session.



You will notice that a group of Part Games has been added to the left pane. They will be named and numbered automatically. By Default they are labeled “Part 1” to “Part 3”. The numbers will always start at 1 higher than the largest existing Part Game number in the Game. As there were no Part Games already defined in our Game, the naming started at “Part 1”.

Any of the Part Games can be edited at this time.

Note: All of the Part Games will be created using the parameters you defined in the Game.

### **Edit a Part Game**

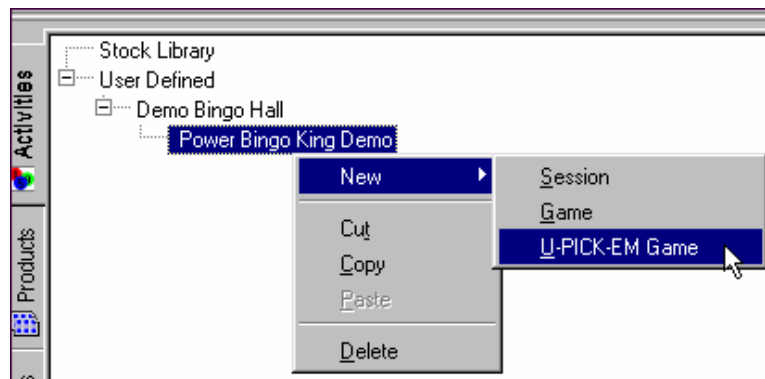
Editing a Part Game is exactly the same as editing a Game. If you need help on editing a Part Game see the instructions for editing a Game.

## Create U-PICK-EM Games

U-PICK-EM is a bingo game type that has traditionally been played on paper but is now available for play on our electronic products. A U-Pick-Em bingo game uses a special style of U-Pick-Em bingo cards but it is otherwise played as a regular single part bingo game. It is not played simultaneously with any other bingo products. It is played as a coverall pattern.

Note: before defining a U-PICK-EM Game you need to define a U-PICK-EM product. See Creating U-PICK-EM Products

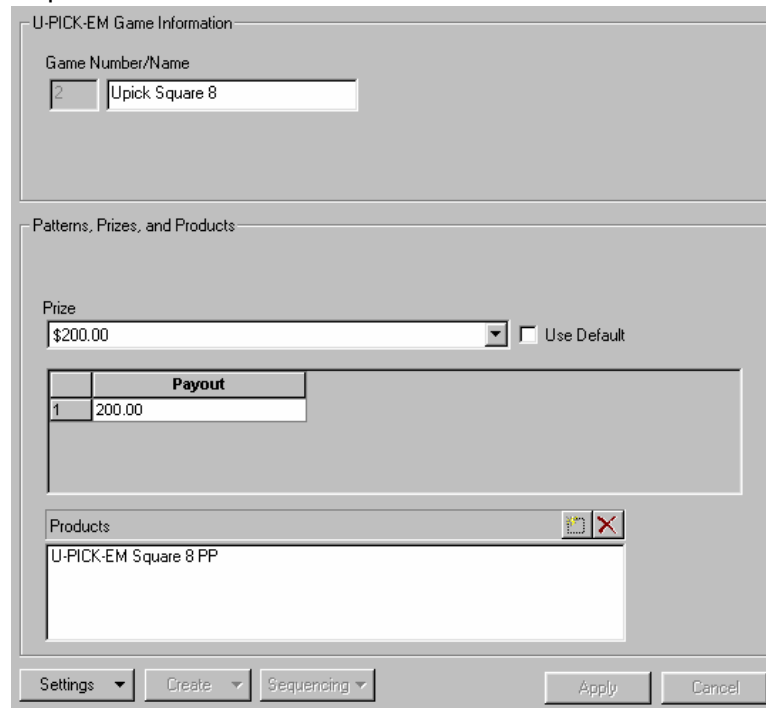
1. Select the Activities Tab.
2. Highlight the Session by left clicking on it.
3. Right Click.
4. Move the pointer over the word "New".
5. Move the pointer over the text "U-PICK-EM Game".
6. Left Click.



You will not be prompted to specify the number of games to be added as you would if you were creating regular games. Instead, the right portion of the Activities screen will be refreshed to allow for the definition of the U-PICK-EM Game. See Edit a U-PICK-EM Game

## Edit a U-PICK-EM Game

To edit any game (including U-PICK-EM Games) you must first select the game by clicking on its name in the left pane. When it is selected the right pane will display the Game Information as depicted below.



This section allows you to define the U-PICK-EM product to be used for the Game. The dropdown listbox will only display U-PICK-EM products.

These fields are used to enter the Displayed Name and Game Number of each Game. The Game Number field is enabled or disabled depending on the method selected in the "Displayable Game # Format" field located on the Session Information screen. If you selected "Manual" you will be able to edit the Game Number, if you selected any other setting this field will be disabled. The Game Name field is editable and you can enter whatever name you wish to be displayed when the game is played.

---

**Note** The Game Number is the number to be displayed when the Game is played. It is not the Game Sequence Number.

---

Click within the field on the right pane that contains the Game Name and using the keyboard edit the text such that it displays the name you desire. (Note: if you selected Manual as the method of Numbering your Games, you will need to manually enter the number you wish displayed when the Game is played as is indicated in the above picture.)

Note that the only modification that you can set to use the default is the prize.

In the Products section add the Product you wish to use for the Game. The Products displayed within the list for a U-PICK-EM Game is restricted to U-PICK-EM products only. If you wish to define custom Settings to be used within this game click on the "Settings" button. For a complete listing of all possible settings see "Define Settings". Click on "Apply" to save your changes.

The Game Name is the displayed name of the Game when it is played and not necessarily the Pattern Name

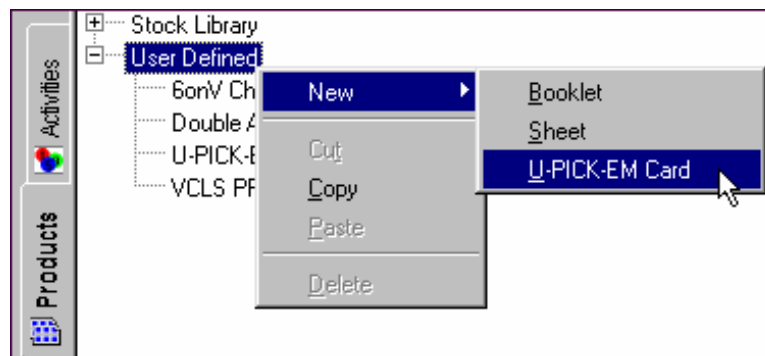
This dropdown list box will display all of the Prizes you have defined on the Prizes folder tab. The list is presented in alphabetical order with any prizes beginning with a number being displayed first.

## Products

### Creating U-PICK-EM Products

U-PICK-EM Cards are a different type or Product however the creation of U-PICK-EM Cards is quite similar to that of Regular Products. The following step-by-step example will guide you through the creation and definition of a U-PICK-EM Card.

1. Select the Products Tab.
2. Highlight User Defined by left clicking on it.
3. Right Click.
4. Move the pointer over the word "New".
5. Move the pointer over the text "U-PICK-EM Card".
6. Left Click the mouse.



This will open the right pane with blank U-PICK-EM fields for you to define.

## Edit a U-PICK-EM Card

The screenshot shows a dialog box titled "U-PICK-EM Information". It contains the following fields and options:

- Name:** A text input field containing "U-Pick Product".
- Pick Size:** A dropdown menu with "U-PICK-EM 8" selected.
- Medium:** A dropdown menu with "Power Player" selected.
- Prize Levels:** A dropdown menu with "Level 1" selected.
- Appearance:** A sub-section containing:
  - Color:** A dropdown menu with "Red" selected.
  - Card Style:** A dropdown menu with "Square" selected.

At the bottom right of the dialog are two buttons: "Apply" and "Cancel".

This screen is displayed when you have highlighted a U-PICK-EM Card in the left pane of the Products Tab. Note that this screen is similar to that of a regular sheet. (See Sheet Information)

**Name:** enter into this field the Name by which you wish to identify the Product. This name is how the Product will be described throughout the application.

**Pick Size:** select from the dropdown the pick size of the U-PICK-EM product.

**Medium:** select from the dropdown the appropriate Medium on which you wish to use the product you are currently defining.

**Prize Level:** select from the dropdown the level you would like assigned to this product. Levels are used to play higher stakes Bingo. For a premium price a player can buy higher Products at a higher level and win a corresponding higher prize. Supported levels are: No Levels, Level 1, Level 2, Level 3, Level 4, Level 5, Level 6, and Level 7

**Color:** select from this dropdown the color you would like associated with this product. The color assigned to a Product should be the same as that of the printed paper. The colors are displayed on the Lil' Champ (PowerPlayer) handsets as well as the PowerPlay desk and PowerTouch player terminals. Supported colors are: Aqua, Black, Blue, Brown, Green, Grey, Lime, Lt. Blue, Lt. Brown, Lt. Green, Moss Green, None, Olive, Orange, Orchid, Peach, Pink, Purple, Red, Tan, Violet, White and Yellow.

**Card Style:** select from this dropdown the card style you would like associated with this product. The two choices are circle and square.

### Circle U-PICK-EM cards have the following characteristics:

look like a 3-on vertical  
contain all the numbers 1-75  
allows the player to **circle** their selections.

**Square U-PICK-EM cards have the following characteristics:**

look like a 3-on vertical  
contain all the numbers 1-75  
allows the player to **circle** their selections.

## Sales Periods

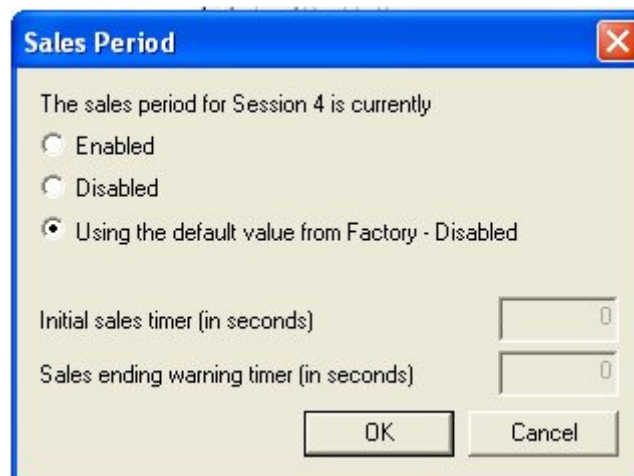
### Defining a sales period

As explained in the *Game Types* document, some game types (such as *Paramutual* and *Buy-on-the-Fly*) allow for the use of a sales period, during which time players purchase cards from their PowerTouch terminal.

For this style of game, players purchase Credits at the POS, which they then use to buy cards during the sales period.

A sales period can be defined at the hall or session level if most games will use it; otherwise, they can be defined at the game level.

To create a sales period, press the **Sales Period** button from either the *Hall-*, *Session-*, or *Game Information* pane. The following dialog will be displayed:



Select the *Enabled* option. The fields *Initial sales timer* and *Sales ending warning timer* will become enabled.

When a sales period begins, the PowerPlay desk will display a countdown timer to the caller to show how much time is remaining in the sales period. This timer is hidden from the players. When the caller closes the sales period, a second timer will be displayed that is also visible to players on their PowerTouch terminals and hall monitors. When this second timer expires, the sales period is ended and the game begins.

*Initial sales timer* refers to the first timer explained above.

*Sales ending warning timer* refers to the second timer explained above.

Enter a value in seconds for both fields, then press the **OK** button. The sales period is now configured.

**Buy on the Fly**

The *Buy-on-the-Fly* game type is explained in the *Game Types* document, but typically involves multiple prize levels. To define a *Buy-on-the-Fly* game:

- 1. Define the prize to be used. An example is shown here:

	Payout		Prize Level
1	100.00	...	Level 1
2	200.00	...	Level 2
3	300.00	...	Level 3
4	\$0.00	...	Default prize

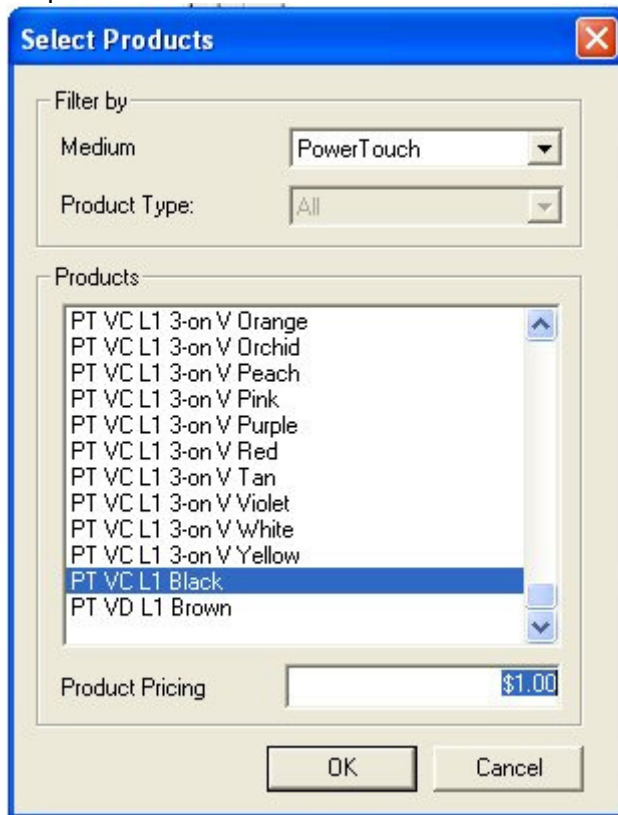
2. Define the products to be used (if using a multi-level prize, be sure to include corresponding levels of product.) An example is shown here:

Sheet Information

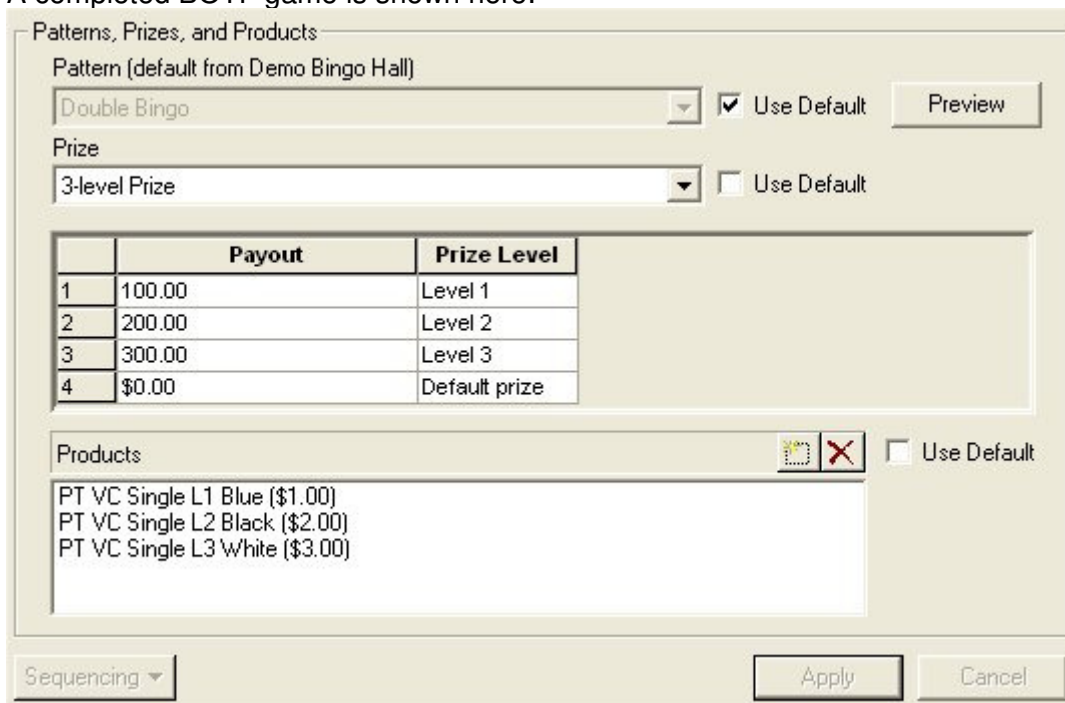
Name:	PT VC Single L3 White	Prize Levels:	<input checked="" type="radio"/> Single Level	Level 3
Perm:	Video Champion		<input type="radio"/> Multiple Levels	Assign Levels
Series:	Cards 1-432,000	Colors:	<input checked="" type="radio"/> Single Color	
Cut:	Single		Color Style:	Border
<input type="checkbox"/> Include Bonus Line			Color:	White
Medium:	PowerTouch		<input type="radio"/> Multiple Colors	Assign Colors

Apply Cancel

3. Add these products to the game, ensuring that the Product Pricing is set, as they will be purchased at the PowerTouch terminals:



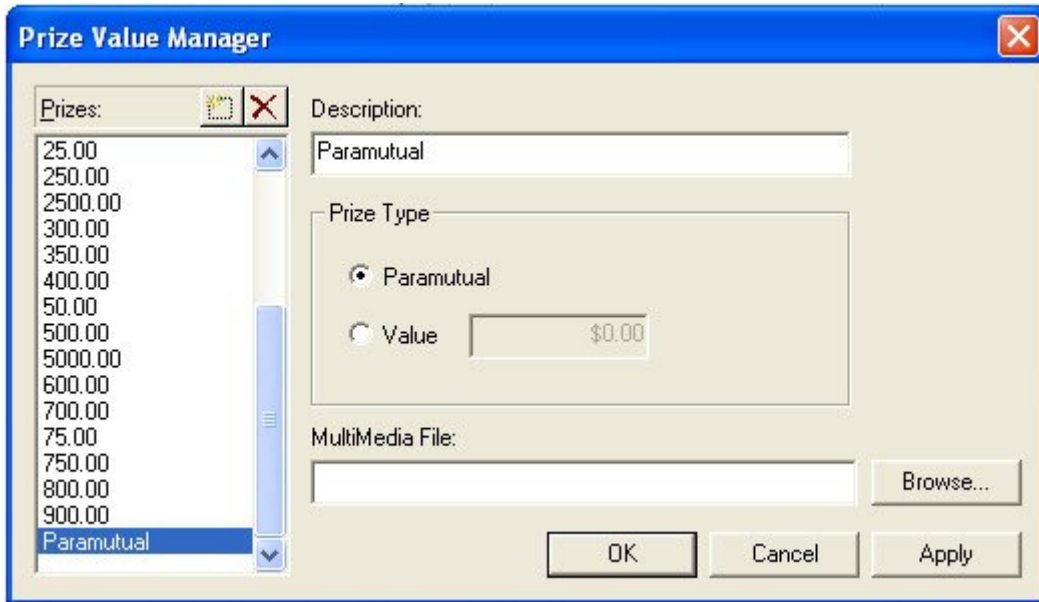
4. Configure the sales period (see Defining a Sales Period.)
5. A completed BOTF game is shown here:



### Paramutual

The *Paramutual* game type is explained in the *Game Types* document, but typically involves a single prize that increases in value as players purchase cards. To define a *Paramutual* game:

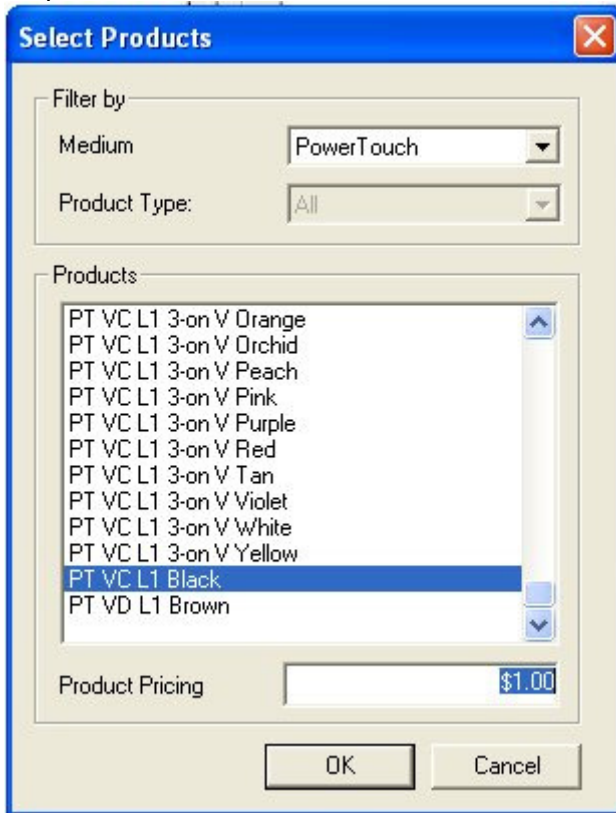
1. Define a paramutual prize, as shown below:



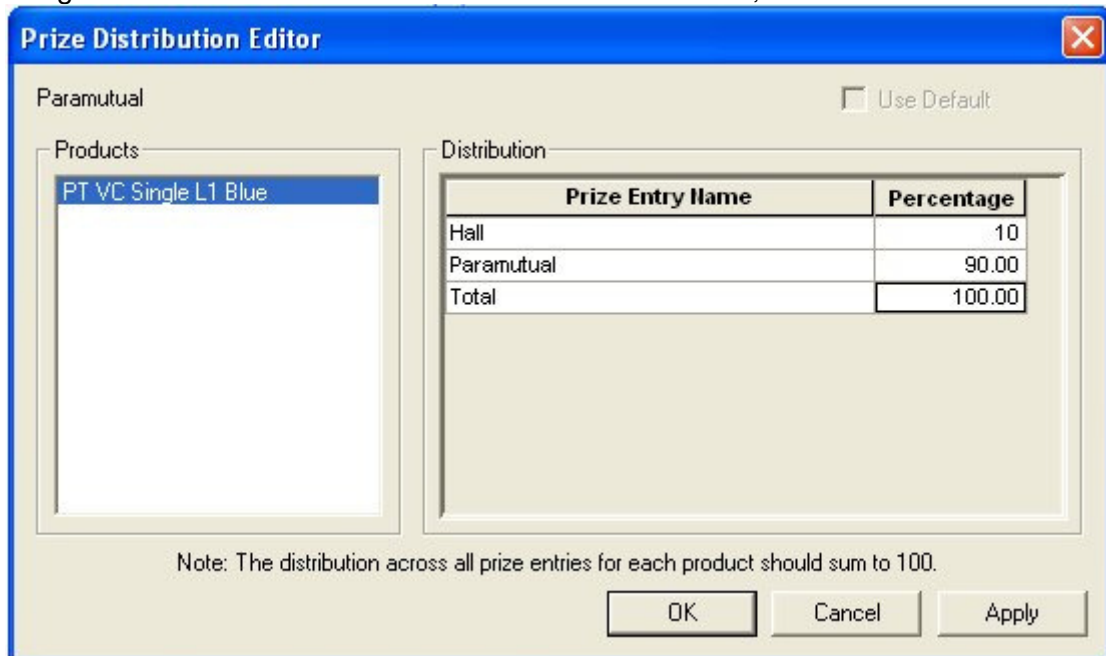
2. Configure the hall/session/game to use the paramutual prize by selecting it from the Prize droplist. A button labeled Paramutual will appear, as shown below:



3. Add products to the game, ensuring that the Product Pricing field is set, as they will be purchased at the PowerTouch terminals:



4. Press the Paramutual button to define the prize distribution. This refers to what percentage of each product purchase is assigned to the Hall and what percentage is assigned to the Prize. The two values must total to 100%, as shown below:



In this example, 10% of each purchase goes to the Hall, and 90% of each purchase

is added to the prize payout.

The *Products* list on the left-hand side of this dialog shows each of the products defined for this activity. A prize distribution must be configured for *each* product in the activity.

## Patterns

### Simple Patterns

Simple Pattern

Name: Tic Tac Toe

Handset ROM Number: 96

Face Editor

Number of Hits: 1

Overlapping

1 of 1

<< Prev Next >>

Apply Cancel

This is a Simple/Square Pattern from the Stock Library. A single face Pattern is one in which a single predefined pattern is the only way the Game can be won. It only has one face, which is indicated by the face number and count being 1 of 1.

To enter a face or edit the face displayed click within the "Face Editor" section (2) of the screen. Any highlighted grid box is required to meet the pattern definition. If a box is highlighted click on it to turn it off, if it is turned off click on it to highlight it.

Once the "Face Editor" displays the Win Pattern you desire click on the Apply button to save the new Pattern.

**Name:** enter the name to be displayed when the Game is played.

**Handset ROM Number:** this field is for future use and can be ignored for now.

**Dimensions:** choose from the dropdown the geometry on which the Pattern is to be played.

**Number of Hits:** for a single face pattern this will always be 1. This field is intended for use on multiple face patterns only. Any setting made on a single face pattern will be ignored as it will have no effect on how the Pattern is played.

**Overlapping:** for a single face pattern this checkbox can be ignored. If it is selected or not it will have no effect on how the Pattern is played.

**Add Face:** if you wanted to change the pattern from a single face to multiple faces you would click this button.

**Delete Face:** this button is used to delete faces from win patterns. As all win Patterns must have at least one face, and in this case only one face, you cannot delete this face.

**Preview:** this button will open another window in which you can view all of the valid faces included in the Win Pattern. As this pattern only has one face there is no need to click this button. (see Pattern Preview).

**Test Verify:** this button will open a window on which you can play a mock card to ensure the win patterns defined match the configuration you had in mind when you created the Pattern. (see Pattern Verification Test)

**<<Prev: and Next>>:** these buttons perform no function on this screen.

## Compound Patterns

Compound Pattern

Name:

Handset ROM Number:

Patterns:

- Corner Postage Stamp
- Corner Block of 9

Number of Hits:

Overlapping

AND

OR

Preview

Print

'Corner Postage Stamp' AND 'Corner Block of 9'

Apply Cancel

This is a Compound Pattern. All Compound Patterns are displayed in the Compound Pattern Editor. Compound Patterns are patterns that are composed from Simple/Square Patterns. Just like it is easier to define a few faces and require multiple hits to meet a Win Pattern, it is also easier to define individual Patterns and combine them to generate more complex patterns.

**Name:** enter the name to be displayed when the Game is played.

**Patterns:** this list is used to define what other Patterns are to be used to create the current Pattern. You can enter any number of Patterns and any type of Pattern to this list.

**Dimensions:** choose from the dropdown the geometry on which the Pattern is to be played. Whatever geometry you have selected will dictate what Patterns are displayed when you add new Patterns to the Patterns List.

**Number of Hits:** this field is disabled here, as it performs no function.

**Overlapping:** this checkbox is used to set whether the faces must overlap to win or not. In the above example if we selected this checkbox it would allow a single Corner Block of Nine to be the Win Pattern, as it would contain the Corner Postage Stamp. If our Compound Pattern was composed of "One Vertical Line" AND "One Horizontal Line" we would have to select this checkbox or the pattern would be unsolvable.

**AND / OR:** these radio buttons allow you to set whether you want both patterns to be present in the Win Pattern or if either Pattern will meet the Win Pattern. If you have more than two Patterns in the Patterns List this selection will effect all of the Patterns. All statements must be "AND" or "OR".

**Preview:** this button will open the Pattern Preview screen. (see Pattern Preview)

**Logic Statement:** this is a text description of the Compound Pattern Defined.

## MultiCard Count Sheet Pattern

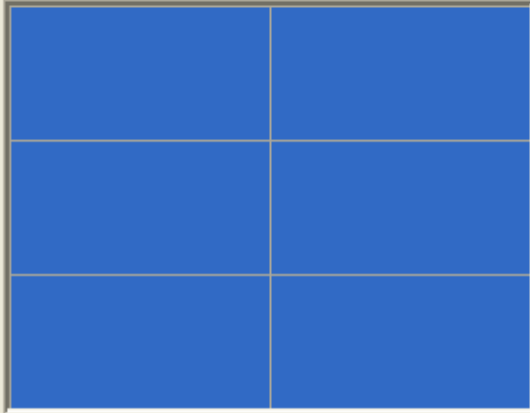
Multi Card Sheet Pattern

Name:

Card Pattern:

Face Editor

Cut:



Number of Hits:

Multiple Hits

- Each hit must be on a different card
- Allow multiple hits on same card
- Allow overlap

## MultiCard Compound Pattern

Multi Card Compound Pattern

Name:

Cut:

Patterns:

- Single Line
- Super L&R right

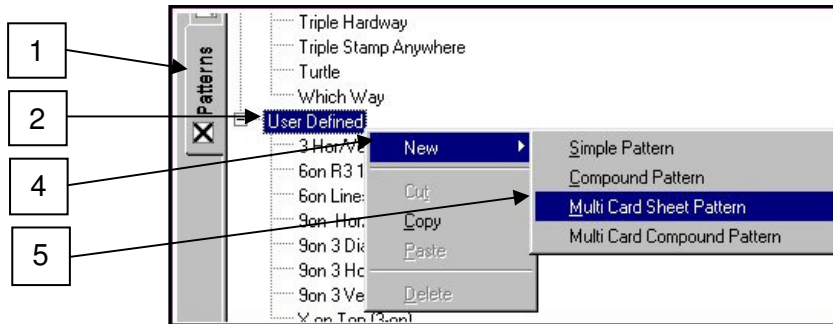
Number of pattern matches required:

Multiple Pattern Matches

- Each pattern match must be on a different card
- Allow multiple pattern matches on same card
- Allow overlap

## Create Multi-Card Sheet Patterns

1. Select the Patterns Tab.
2. Highlight the User Defined list option by left clicking on it.
3. Right Click.
4. Move the pointer over the word "New".
5. Move the pointer over the text "Multi Card Sheet Pattern".
6. Left Click.



This will open the "Multi Card Sheet Pattern" dialogue in the right pane of the Pattern tab. This is where you will set the parameters of your win pattern.

For demonstration purposes we will create the following win patterns

Standard Multi-Card Sheet Pattern

a single bingo on each card face of a 3-on vertical strip.

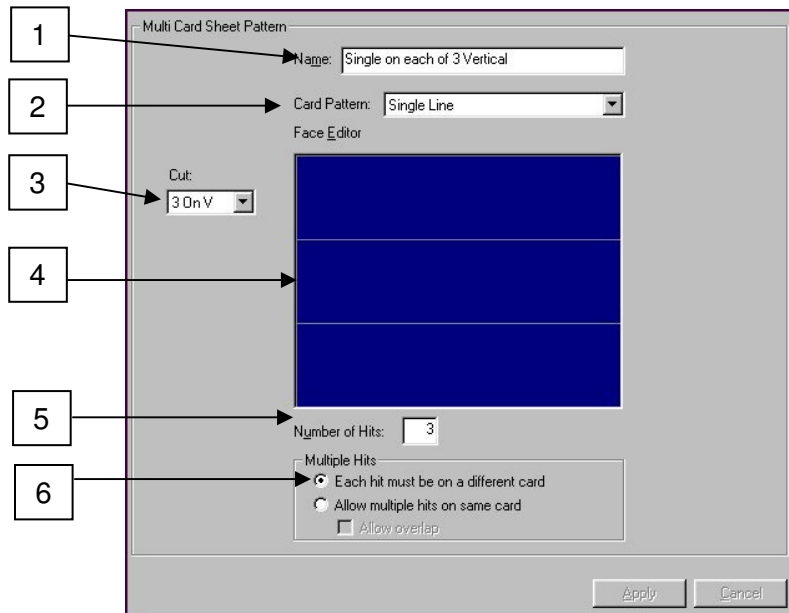
Multi-Card Count Sheet Pattern

6 single bingo's anywhere on a 3-on vertical strip.

Positional Multi-Card Sheet Pattern

a specific win pattern on a specific card face of a 3-on vertical strip.

## Edit a Multi-Card Sheet Pattern

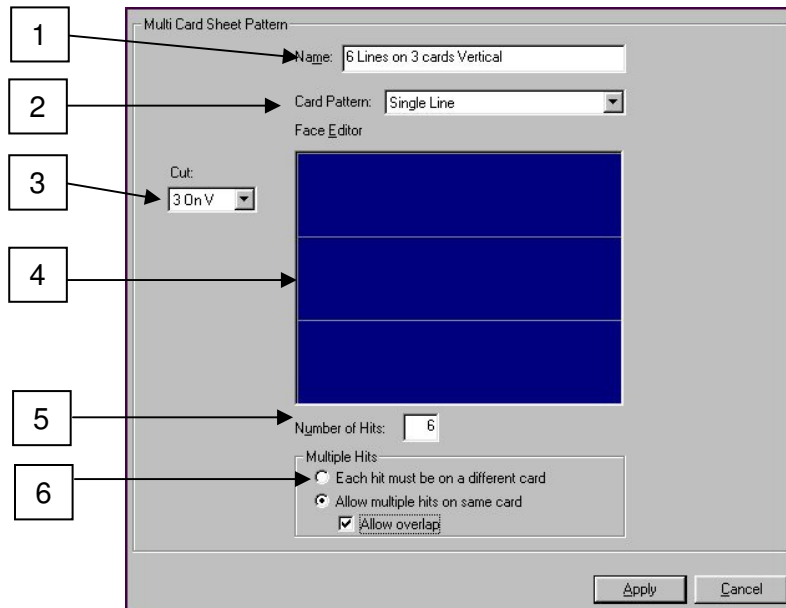


1. Click within the field on the right pane labeled "Name" and using the keyboard edit the text such that it displays the name you desire.
2. Open the dropdown list box and select the Pattern wish to have used as the basis for the Multi-Card Sheet Pattern. You may have to define a particular pattern you wish to use prior to this step if it is not contained within the Stock Library.
3. In the Cut section select the cut you wish to use for the Game.
4. This section of the screen will change based on the cut defined for the pattern. If you wish to specify on which portion of the cut you want the win pattern to be valid you can select or unselect positions as required. By default all positions are selected whenever you begin the addition process. To unselect a position simply click on it and it will be displayed in white to indicate that it is not part of the win pattern.
5. The Number of Hits field specifies the number of times the pattern must be present to be a valid Bingo.
6. If you are specifying more than one hit you need to determine if the hits must be on separate cards or on the same card. If you select "Allow multiple hits on same card" you have the option of specifying whether the hits are allowed to overlap or not.

In this example we are defining a win pattern that for any 3-on Vertical sheet you must have a "Single Bingo" on each card face of the 3-on in order to win the game. If we wanted to change this to 3 Double Bingos we would simple select "Double Bingo" in the Card Pattern dropdown (step 2). If we wanted to change it to 6 single bingos on a 6 on vertical sheet we would change the Cut to "6 On V" (step 3) and the number of hits to 6 (step 5).

If you wanted the pattern to consist of any 3 single bingos anywhere on the 3-on you can select the "Allow multiple hits on same card" radio button (step 6). With the desired pattern being a single bingo it is possible to have overlapping patterns on a card face. If you wish to allow overlapping patterns click on the checkbox. By default overlapping patterns are not allowed which works well if your win pattern is a block of 6. (a block of 9 will not count as 2 overlapped blocks of 6).

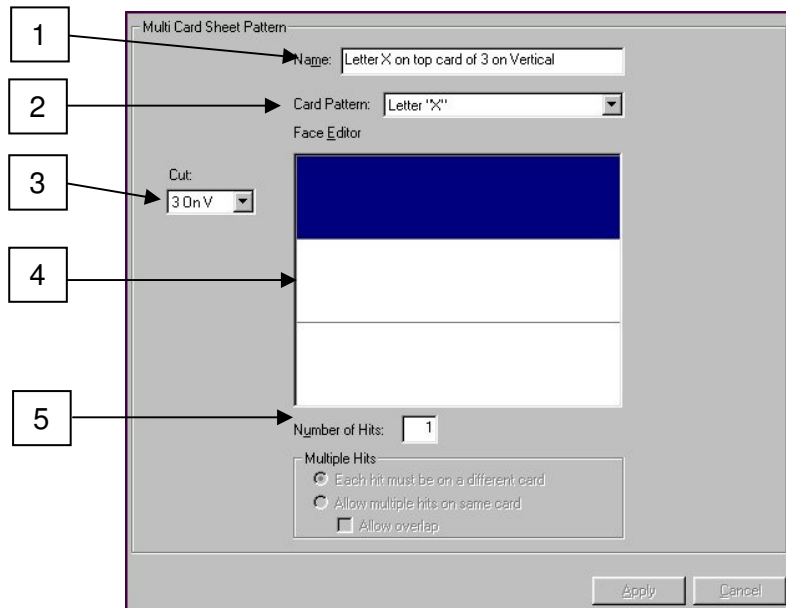
## Edit a Multi-Card Count Sheet Pattern



1. Click within the field on the right pane labeled "Name" and using the keyboard edit the text such that it displays the name you desire.
2. Open the dropdown listbox and select the Pattern wish to have used as the basis for the Multi-Card Sheet Pattern. You may have to define a particular pattern you wish to use prior to this step if it is not contained within the Stock Library.
3. In the Cut section select the cut you wish to use for the Game.
4. This section of the screen will change based on the cut defined for the pattern. If you wish to specify on which portion of the cut you want the win pattern to be valid you can select or unselect positions as required. By default all positions are selected whenever you begin the addition process. To unselect a position simply click on it and it will be displayed in white to indicate that it is not part of the win pattern.
5. The Number of Hits field specifies the number of times the pattern must be present to be a valid Bingo.
6. If you are specifying more than one hit you need to determine if the hits must be on separate cards or on the same card. If you select "Allow multiple hits on same card" you have the option of specifying whether the hits are allowed to overlap or not.

In this example we are defining a win pattern that for any 3-on Vertical sheet you must have a total of 6 "Single Bingo"s anywhere on the 3-on in order to win the game. If we wanted to change this to 6 Double Bingos we would simple select "Double Bingo" in the Card Pattern dropdown (step 2). If we wanted to change it to 6 single bingos on a 6 on vertical sheet we would change the Cut to "6 On V" (step 3).

## Edit a Positional Multi-Card Sheet Pattern



1. Click within the field on the right pane labeled “Name” and using the keyboard edit the text such that it displays the name you desire.
2. Open the dropdown listbox and select the Pattern wish to have used as the basis for the Multi-Card Sheet Pattern. You may have to define a particular pattern you wish to use prior to this step if it is not contained within the Stock Library.
3. In the Cut section select the cut you wish to use for the Game.
4. This section of the screen will change based on the cut defined for the pattern. If you wish to specify on which portion of the cut you want the win pattern to be valid you can select or unselect positions as required. By default all positions are selected whenever you begin the addition process. To unselect a position simply click on it and it will be displayed in white to indicate that it is not part of the win pattern. In the above example we have unselected the bottom two cards of the three on.
5. The Number of Hits field specifies the number of times the pattern must be present to be a valid Bingo.

In this example we are defining a win pattern that for any 3-on Vertical sheet you must have a “Letter X” on the top card face of the 3-on in order to win the game. This type of win pattern is typically not played by itself but you need to know how to create this if you want to create Multi-Card Compound Patterns

This example illustrates the capability to define win patterns that are based on the product’s geometry. The complexity of win patterns is limited only by the imagination of the person defining them.

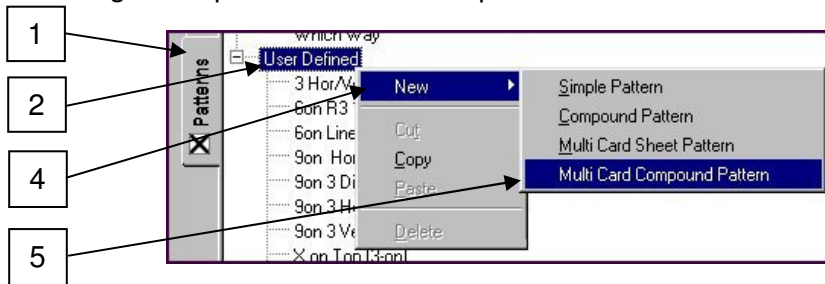
---

**Note** In order to play these patterns on Electronic mediums you **must** define a supporting geometry on the Products tab and assign it to the game playing the pattern. For example you could not play the above pattern on a product with a cut of “Single” but you could play it on 3-on V, a 6-on V, a 9-on V etc.

---

## Create a Multi-Card Compound Patterns

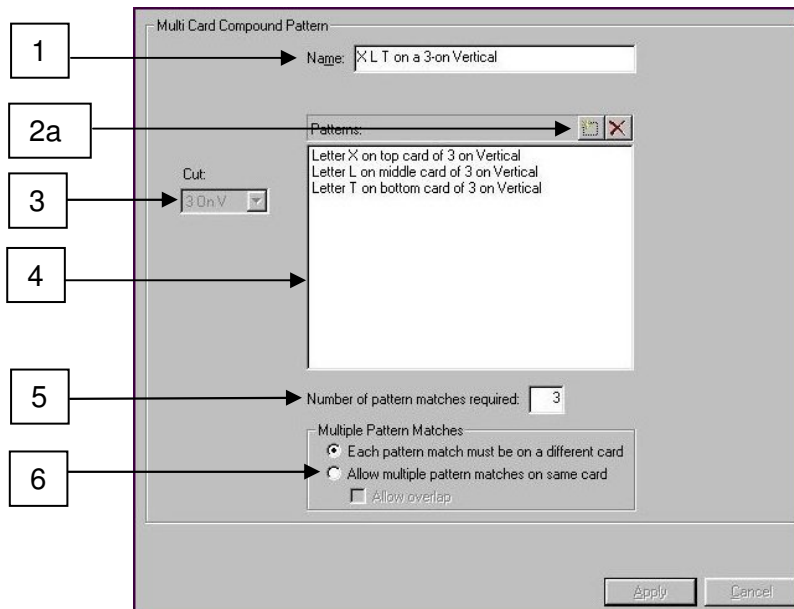
Prior to starting the creation of the Multi-Card Compound Pattern you must ensure that the three component Multi-Card Sheet Patterns are available. For instructions on creating these patterns consult the prior section.



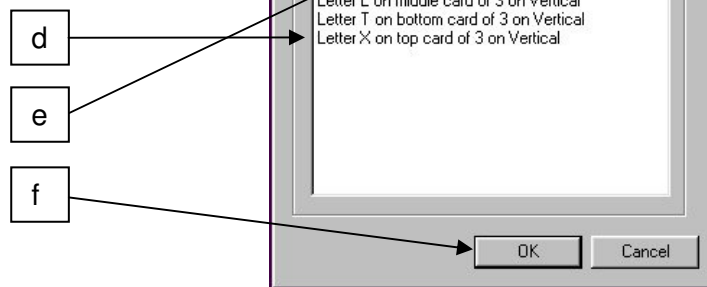
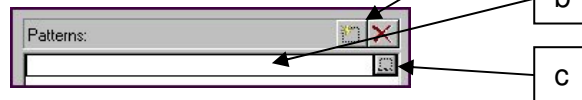
1. Select the Patterns Tab.
2. Highlight the User Defined list option by left clicking on it.
3. Right Click.
4. Move the pointer over the word "New".
5. Move the pointer over the text "Multi Card Compound Pattern".
6. Left Click.

This will open the Add/Edit Multi-Card Compound Pattern edit screen in the right window.

## Edit a Multi-Card Compound Pattern



1. Click on the field labeled Name and enter a name for the pattern.
2. Add the desired patterns by
  - a. Click on the 'Add New Item' button.
  - b. This will put an empty record into the window.
  - c. Click on 'Open Dialogue' button (the button with three dots)
  - d. Select the patterns from the list of Multi-Card Sheet Patterns displayed
  - e. You can filter the list by selecting the geometry of the patterns
  - f. Click on OK



3. The cut will display the cut of any patterns already added to the compound pattern.
4. The list of patterns will update to show what patterns were added.
5. The number entered here will determine how the patterns are used. You must enter a number equal to the number of patterns selected in order to force the player to match all of the patterns. A smaller number will allow the player to use any of the listed patterns. In either case the patterns will only be used once.
6. Use the radio buttons to indicate if the patterns are on separate sheets or not, as well as determining if they are allowed to overlap.

## Adding Wild Numbers to Games

“Wild Numbers” There are 5 different types of “Wild Numbers” you can define for a Game. They are:

- Odd/Even
- Leading
- Trailing
- Both
- Trailing Both

For each wild number there is an associated ball call number (5). By default when you add a wild number type a ball call number one greater than the largest number is entered into the “Call #” field when you click on the field. You can then edit this field by highlighting the default text and entering the value you wish to use for the ball call number. If you have multiple wild numbers for a Game they will be listed in the table(2). To add a new wild number click in the “Type” column to access the dropdown button (3) which when clicked will display a selection list (4) form which you highlight the type of wild number you wish to use. If required use the scrollbar (7) to view the entire list of available types. Then click in the associated “Call #” field (6) and enter the Ball Call number.

## How to Backup and Restore Data

Please refer to the Users Utilities Manual for detailed instructions on how to backup and restore data.

## How to Use Booklets

Booklets are used when you are playing enhanced Bingo with any of the Video King PowerSuite of products. If you are using the PowerPlay Desk without any other electronic Bingo products you do not need to create Booklets.

Please contact your distributor for printed information on how to set up and use Booklets if you use any of the following products:

PowerTouch

PowerPlayer

PowerFlash

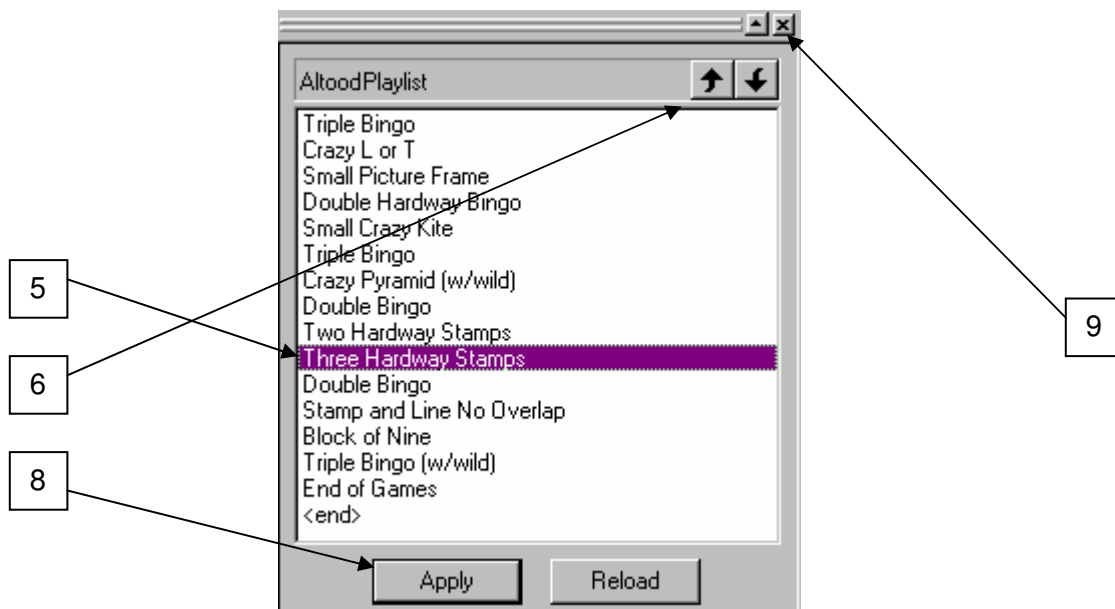
## How to Sequence Games

When you create a Session you will generally create the Games in the order they are to be played. If however the Games do not play in the order you want them to be played you will need to sequence them independently. This is accomplished by manipulating the sequence of the Playlist. To change the order of play follow this procedure:

1. Locate the desired Session in the Left Pane of the Activities Tab
2. With the Session name highlighted in the Left Pane Click on the Sequencing dropdown located in the lower middle portion of the Right Pane



3. Click on "Load Playlist"  
This will divide the Left Pane into two windows with the Playlist appearing in the lower portion of the Left Pane. This allows you to view both the Session and the Playlist.
4. Use the scrollbars provided (if needed) to locate the Game that is being played out of order



5. Click on the Game to select it.
6. Use the sequencing arrows to move the Game up or down the Playlist  
The Games will play in the order they are listed in the Playlist no matter what Game number they have been assigned.
7. Repeat Steps 4 to 6 for all Games being played out of order
8. When you have the Games in the desired order click on the "Apply" button
9. Close the Playlist by clicking the close button.

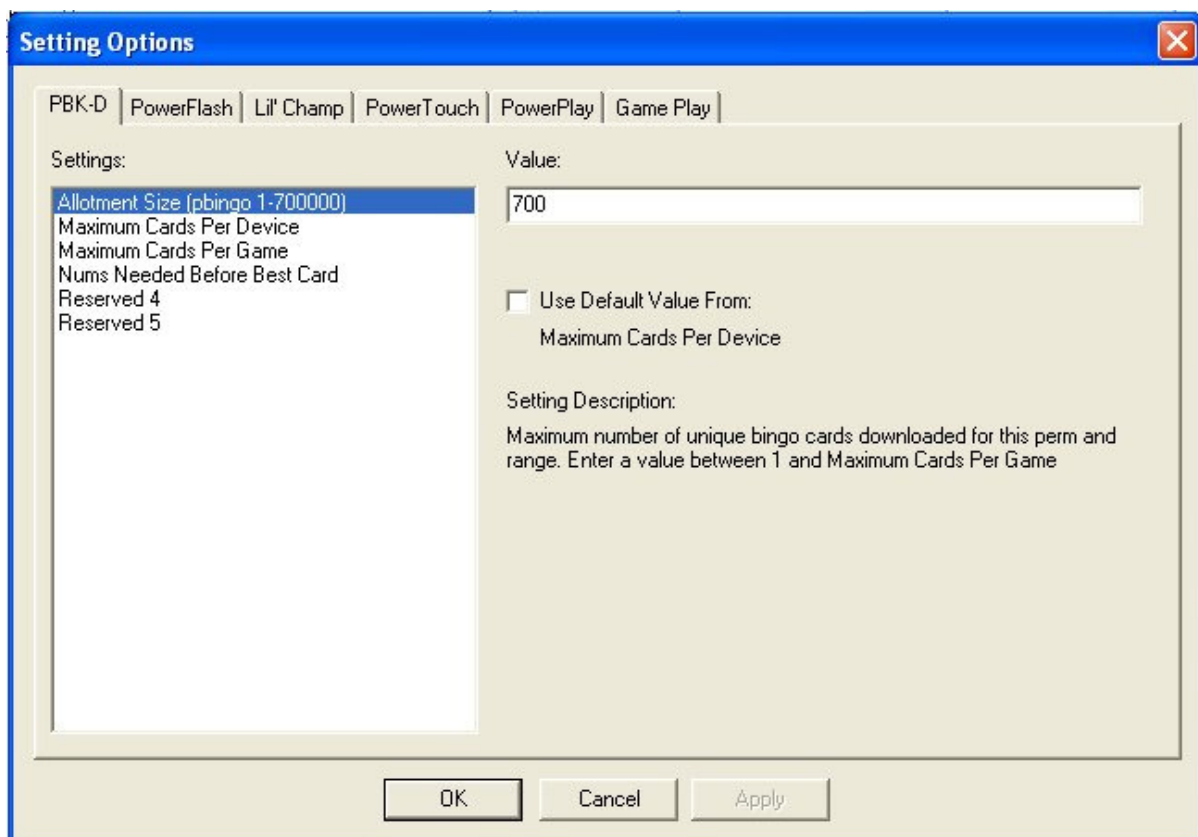
## Medium Settings in PowerEdit

Numerous configurable settings can be modified directly through PowerEdit. As the screen below depicts, these settings are accessed by pressing the **Settings** button on the Hall, Session, or Game level screen.

**Example** A hall requires that their Lil'Champ handsets support more cards than the PowerFlash handsets which they also use can handle. By changing the settings using the appropriate tabs, a session can be created that will allow 500 cards per PowerFlash handset and 700 cards per Lil' Champ handset.

The various tabs and settings are described below:

### PBK-D



#### Allotment Size

This field appears after a PBK product has been included in an activity. It shows the perm and series used by the product, and allows you to limit the number of unique cards that will be assigned to a handset from that particular perm and series.

#### Maximum Cards Per Device

Default Value 700

Level Hall

Determines the maximum number of unique bingo cards sold to each device. Enter a value between 1 and 700.

#### Maximum Cards Per Game

Default Value 200

Level Hall

Determines the maximum number of bingo cards that may be played in each game. This setting may be overridden by regulations for your jurisdiction. Enter a value between 1 and 200.

**Nums Needed Before Best Card**

Default Value Enabled

Level Hall

Controls the display order of information when a user presses the "SHOW BEST" button when they have cards that are one number away from a win. Enabled: Shows the numbers needed before showing the best card. Disabled: Shows the best card before showing the numbers needed.

**Reserved 4**

Default Value Disabled

Level Hall

This setting is reserved for internal use only. Do not change the value of this setting unless instructed to do so by Help Desk staff.

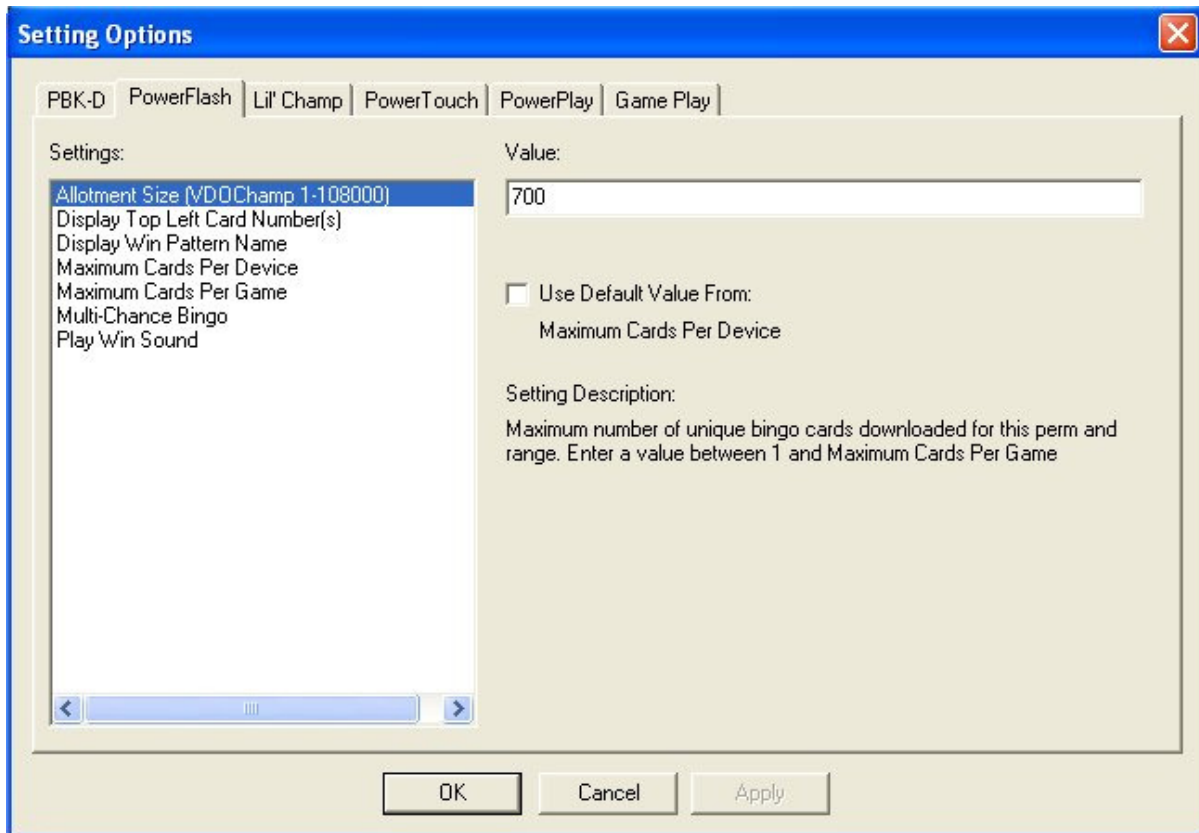
**Reserved 5**

Default Value Disabled

Level Hall

This setting is reserved for internal use only. Do not change the value of this setting unless instructed to do so by Help Desk staff.

## PowerFlash



### Allotment Size

This field appears after a PowerFlash product has been included in an activity. It shows the perm and series used by the product, and allows you to limit the number of unique cards that will be assigned to a handset from that particular perm and series.

### Display Top Left Card Number(s)

Default Value Disabled

Level Hall

This setting should only be enabled when using the "Play Along With Paper" card control mode. Controls the display of the top left card numbers at the start of each game. Enabled: The top left card numbers are displayed. Disabled: The top left card numbers are not displayed.

### Display Win Pattern Name

Default Value Disabled

Level Hall

Control the display of internal win pattern names. Enabled: The win pattern name is displayed. Disabled: The win pattern name is not displayed.

We recommend you review all patterns in use prior to changing this setting.

### Maximum Cards Per Device

Default Value 700

Level Hall

Determines the maximum number of unique bingo cards sold to each device. Enter a value between 1 and 700.

### **Maximum Cards Per Game**

Default Value 200

Level Hall

Determines the maximum number of bingo cards which may be played in each game. This setting may be overridden by regulations for your jurisdiction. Enter a value between 1 and 200.

### **Multi-Chance Bingo**

Default Value: Disabled

Level Hall

Controls the Multi-Chance Play Feature. Enabled will allow a bingo card to win multiple times. Disabled will remove the bingo card from play after the first win.

### **Play Win Sound**

Default Value Enabled

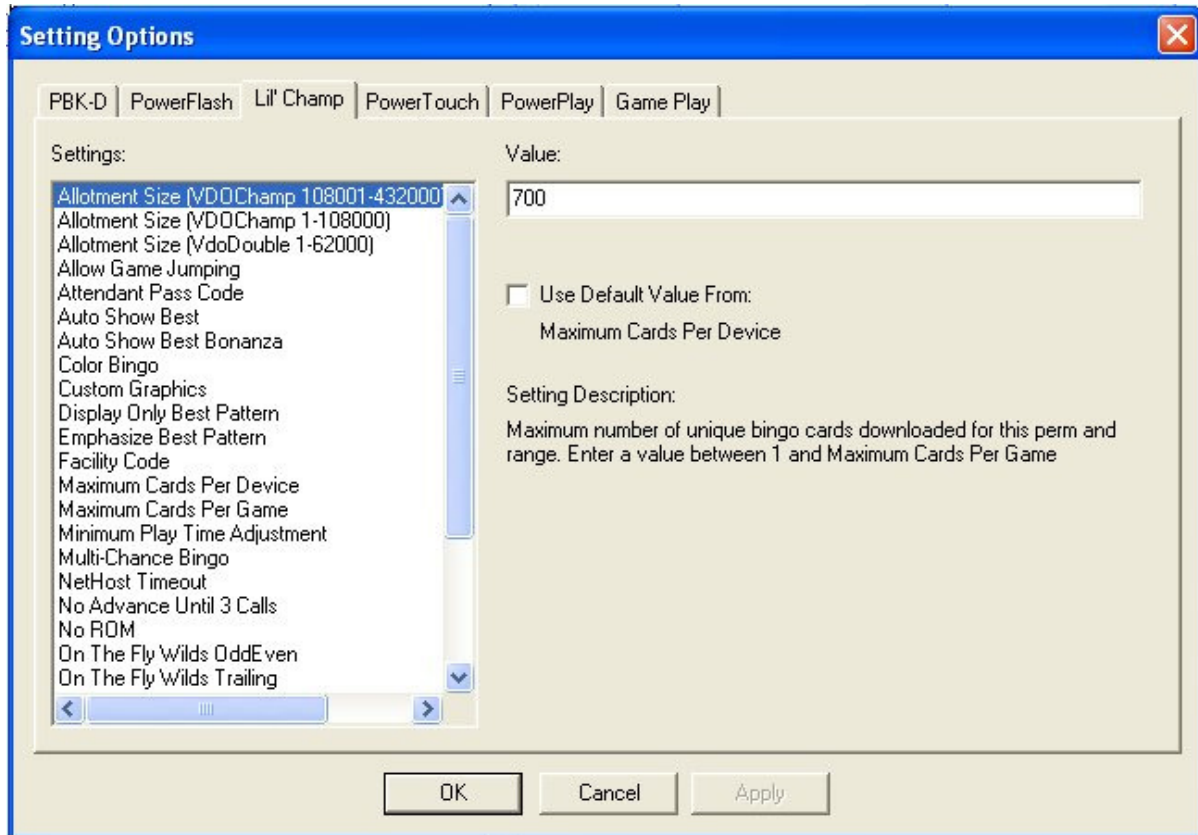
Level Hall

Controls the playing of a sound on the device when a win occurs.

Enabled: A sound will be played. Disabled: A sound will not be played.

This setting is reserved for internal use only. Do not change the value of this setting unless instructed to do so by Help Desk staff.

## Lil' Champ



### Allotment Size

This field appears after a Lil'Champ product has been included in an activity. It shows the perm and series used by the product, and allows you to limit the number of unique cards that will be assigned to a handset from that particular perm and series.

### Allow Game Jumping

Default Disabled

Level Hall

Controls the displaying of the "Jump to Game" option when the "NEXT GAME" button is pressed. Enabled: The "Jump to Game" button is displayed. Disabled: The "Jump to Game" button is not displayed.

### Attendant Pass Code

Default 1470

Level Hall

The value entered in this field will become the code used by the attendants on the "INFO" screen to access advanced game navigation functionality. Enter a value between 1 and 9999.

### Auto Show Best

Default Enabled

Level Hall

Controls the refreshing of the card view after each ball call is entered. Enabled: After each ball call the best cards are displayed first. Disabled: The card view does not change after each ball call; your best cards are not shown.

### **Auto Show Best Bonanza**

Default Disabled

Level Hall

Controls the refreshing of the card view after each number is entered while in Bonanza Precall. Enabled: The card view refreshes after each ball call, displaying the best cards first. Disabled: The card view does not change after each ball call.

### **Color Bingo**

Default Disabled

Level Hall

Controls whether or not the handset will play in "Color Bingo" mode. Enabled: The player can daub each ball call in a select color. Disabled: All ball calls are daubed the same color.

### **Custom Graphics**

Default Disabled

Level Hall

Controls whether or not Lil' Champ displays a custom graphic when it's powered on. Enabled: Graphic is displayed. Disabled: Graphic is not displayed.

**Note:** Custom graphics are currently only available when using G88 handset code.

### **Display Only Best Pattern**

Default Disabled

Level Hall

Controls which daubs are displayed on the cards. Enabled: Only the numbers which are part of the best pattern show as daubed. Disabled: All numbers are shown as daubed.

### **Emphasize Best Pattern**

Default Disabled

Level Hall

Controls the display of win patterns on the cards during play. Enabled: Numbers which are part of the best pattern are highlighted after each ball call is entered. Disabled: No win patterns are displayed on the cards.

### **Facility Code**

Default 1

Level Hall

Installation Identifier. Must be a value between 1 and 9999.

### **Maximum Cards Per Device**

Default 700

Level Hall

Determines the maximum number of unique bingo cards sold to each device. Enter a value between 1 and 700.

### **Maximum Cards Per Game**

Default 200

Level Hall

Determines the maximum number of bingo cards which may be played in each game. This setting may be overridden by regulations for your jurisdiction. Enter a value between 1 and 300.

### **Minimum Play Time Adjustment**

Default 120

Level Hall

Determines the amount of time to be added to each "Session Duration" when checking the reported runtime of GamePacks. Enter the number of minutes you want to use between 1

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and 1200. This setting should only be changed if you are advised to do so by the Help Desk.

### **Multi-Chance Bingo**

Default: Disabled

Level Hall

Controls the Multi-Chance Play Feature. Enabled will allow a bingo card to win multiple times. Disabled will remove the bingo card from play after the first win.

### **NetHost Timeout**

Default 25

Level Hall

The maximum time in seconds for new wireless info from host before alerting user and reverting to standalone mode. Must be a value between 0 and 9999.

### **No Advance Until 3 Calls**

Default Disabled

Level Hall

Prevent users from advancing game until at least 3 ball calls have been entered. This helps prevent users from inadvertently getting out of sync with the current game.

### **No ROM**

Default Disabled

Level Hall

Controls whether or not PowerServer will support ROM-less handsets. If enabled, PowerServer will use softcards for any perm.

### **On The Fly Wilds OddEven**

Default Disabled

Level Hall

Controls the display of an "Odd Even" wild button after each ball call entry. Enabled: An "Odd Even" button is displayed over the F3 button. Disabled: No button is displayed.

---

**Note** If only one type of OTFW is enabled, a "Wild" button is displayed over the F5 button.

---

### **On The Fly Wilds Trailing**

Default Disabled

Level Hall

Controls the display of a "Trail" Wild button after each ball call entry. Enabled a "trail" button is displayed over the F4 button. Disabled no button is displayed.

---

**Note** If only one type of OTFW is enabled a "Wild" button is displayed over the F5 button.

---

### **On The Fly Wilds Trailing Both**

Default Disabled

Level Hall

Controls the display of a "Trail Both" wild button after each ball call entry. Enabled a "Trail" button is displayed over the F5 button. Disabled no button is displayed.

---

**Note** If only one type of OTFW is enabled a "Wild" button is displayed over the F5 button.

---

### **Play Win Sound**

Default Enabled

Level Hall

Controls the playing of a sound on the device when a win occurs. Enabled: a sound will be played. Disabled: a sound will not be played.

## RF Mode

Default Disabled

Level Hall

Controls how PowerServer will support RF handsets, although a Hardlock setting could override any selection made in PowerEdit.

The RF modes are:

**Disabled:** RF is disabled on handsets.

**Game Movement Only:** Each call must be entered and dabbed manually, but handsets will advance to whatever game the server is on.

**Game Movement and Semi-Auto Dab:** Each call is entered automatically but must be dabbed manually. The game will advance to whatever game the server is on.

**Game Movement and One-Touch Catch-Up:** Each call is entered automatically, and when the most recent call is dabbed, all outstanding calls are automatically dabbed as well. The game will advance to whatever game the server is on.

**Game Movement and Full-Auto Dab:** Each call is entered and dabbed automatically. The game will advance to whatever game the server is on.

## Screen Saver Delay

Default 300

Level Hall

Determines the amount of time that must pass before the handset will go into screen saver mode (a blank screen). Enter the number of seconds after the last player key press that the handset will wait before the screen saver starts. Enter a value between 1 and 100.

Recommended value is 300 (5 min).

## Synchronize GamePack on REDO

Default Disabled

Level Hall

Controls whether or not REDO's to Lil' Champ GamePacks contain current game information including ball calls. Enabled: when the REDO is inserted, Lil' Champ will start at the current game with the current ball calls dabbed on the cards. Disabled: REDO's will only contain card information. Lil' Champ will begin at the first game just like it always did.

## Upsale Enable

Default Disabled

Level Hall

Controls whether or not PowerServer will process an upsale for Lil' Champ Game Packs.

Enabled: PowerServer will allow upsales during a session. Upon entering an activation code, extra cards are made available in the handset. (Warning: Initial sale will require larger download)

Disabled: PowerServer will not process Upsale transactions.

## Upsale Quantities

Default: 1, 2, 3, 4, 5, 10, 15, 20

Level Hall

Comma separated list of 8 quantities that can be used in an Upsale. An upsale of any quantity not in the list will be rejected

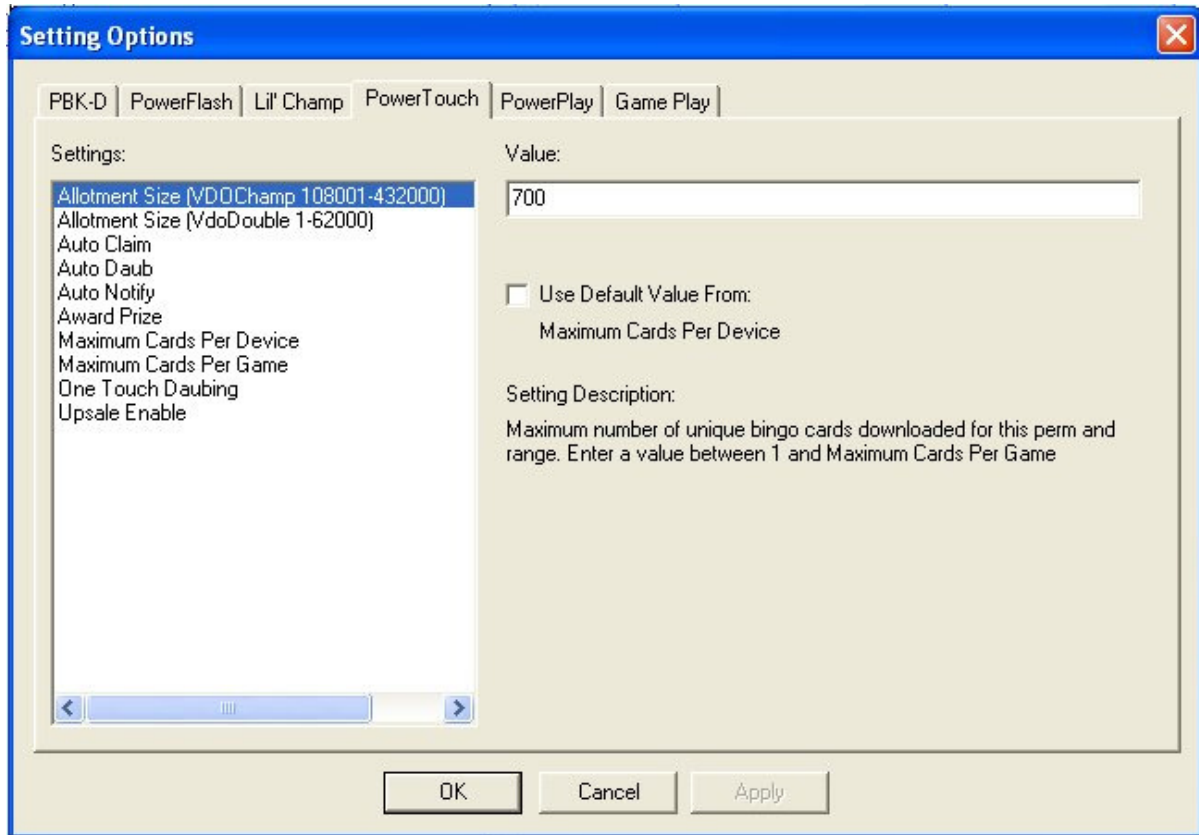
## Version

Default Rev F. or later

Level Hall

Determines how PowerServer communicates with GamePacks. Select from the list the appropriate handset version.

## PowerTouch



### Allotment Size

This field appears after a PowerTouch product has been included in an activity. It shows the perm and series used by the product, and allows you to limit the number of unique cards that will be assigned to an account from that particular perm and series.

### Auto Claim

Default Enabled

Level Hall

Determines if PowerTouch will require notification from the user that there is a winning card.

### Auto Daub

Default Enabled

Level Hall

Determines if PowerTouch will automatically daub every ball call.

### Auto Notify

Default Enabled

Level Hall

Determines if PowerTouch will notify PowerPlay that there is a winning card.

### Award Prizes

Default Disabled

Level Hall

Determines if the PowerPlay desk can award credits directly into the account of a winning player.

### **Maximum Cards Per Device**

Default 700

Level Hall

Determines the maximum number of unique bingo cards sold to each device. Enter a value between 1 and 700.

### **Maximum Cards Per Game**

Default 200

Level Hall

Determines the maximum number of bingo cards which may be played in each game. This setting may be overridden by regulations for your jurisdiction. Enter a value between 1 and 300.

### **One Touch Daubing**

Default Enabled

Level Hall

Determines if PowerTouch will call all outstanding balls once the last ball is daubed.

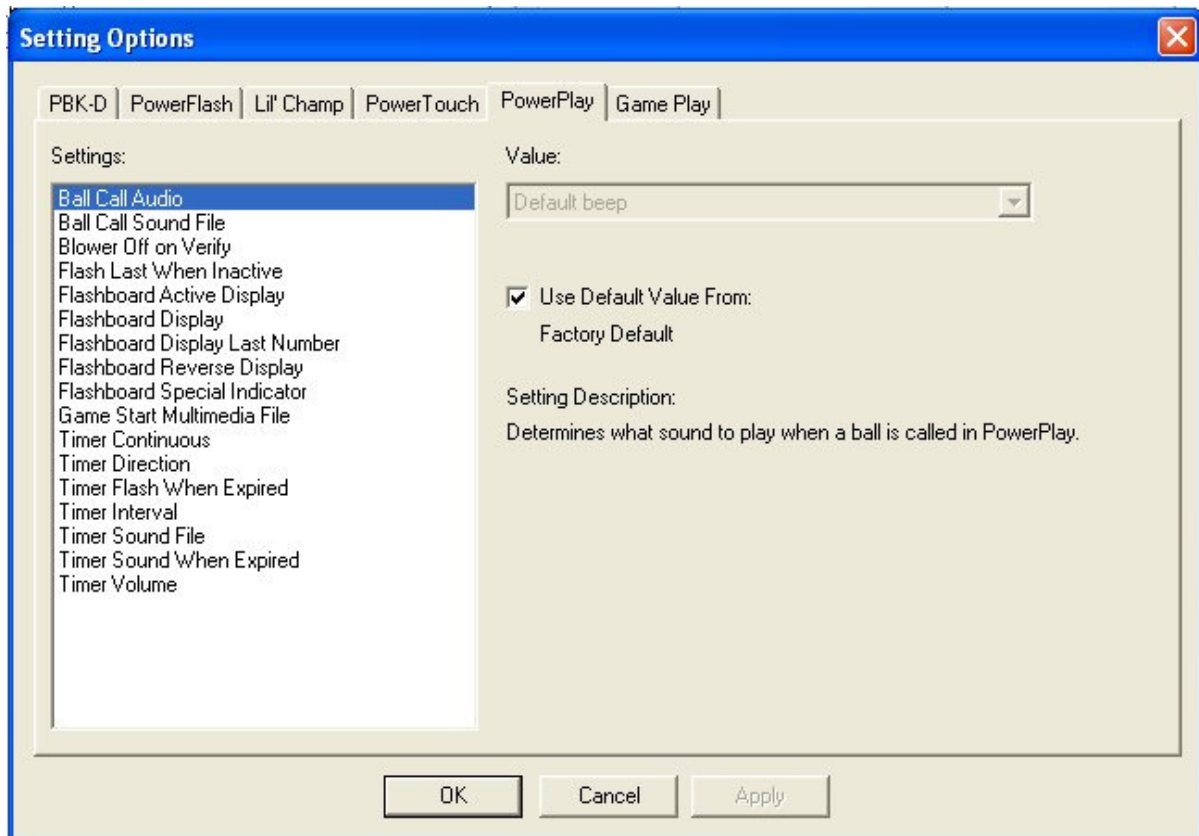
### **Upsale Enable**

Default Disabled

Level Hall

Controls whether or not PowerServer will process an upsale for PowerTouch accounts. This setting may be overridden by regulations for your jurisdiction. Enabled: Additional product can be sold to an account. Disabled: PowerSales will not process upsale transactions.

## PowerPlay



**Ball Call Audio:** This list contains the following choices for which sound to play when a ball is called:

**Default Beep:** Uses a single “beep” for all ball calls.

**Custom Sound File:** Allows you to determine what sound the “beep” will be. The file to use must be specified under the *Ball Call Sound File* setting.

**Specific ball call sound files:** Provides you with sound files for each ball call. This requires using the PowerPlay desk’s ball rail as the primary ball source.

**Ball Call Sound File:** Enabling this setting allows you to browse for a sound file to use for ball calls when the *Ball Call Audio* setting is set to *Custom Sound File*.

**Blower Off on Verify:** When enabled, the PowerPlay Desk blower will turn off when the Card Validation screen is displayed.

**Flash Last when Inactive:** If enabled, when an active flashboard becomes inactive, the last ball called will continue to flash.

**Flashboard Active Display:** Determines what will be displayed on the Active Flashboard. If your destination is both the Regular and Bonanza Flashboards these settings will apply to both Flashboards.

**Game Number:** displays the assigned Game Number for the current Game.

**Last Number Called:** displays the number of the most recent Ball Call.

**Number of Ball Calls:** displays the quantity of Ball Calls.

**Flashboard Display:** Determines what flashboards will be used for this activity:

**Display on Regular Flashboards:** Only Regular flashboards will display ball calls and game information for this activity.

**Display on Regular and Bonanza Flashboards:** Regular and Bonanza flashboards will display ball calls and game information for this activity. If Bonanza

boards should continue to display Bonanza information while the regular games are being played, use this setting on the Bonanza game only. For the rest of the session, use *Display on Regular Flashboards*.

**Flashboard Display Last Number:** If enabled, only the last number called will be displayed on the flashboard. If disabled, then all numbers called in the game will be lit.

**Flashboard Reverse Display:** If enabled, the game will begin with all ball lights turned on; lights will turn off when the corresponding ball is called.

**Flashboard Special Indicator:** If enabled, the “Special” light on the Flashboard will be lit.

**Game Start Multimedia File:** enter into this field the file you want started when the Game is started. You will generally only want this setting made at the Game level. To locate a file, click on the button to the right of the field to open a browse window.

**Timer Continuous:** If enabled, the timer will automatically reset when it has completed the specified interval. The timer will then start over either counting down or up. If disabled, the timer will only reset when a game event occurs on the desk (ex: ball is called.)

**Timer Direction:** Determines if the timer will count up or down towards the timer interval.

**Down:** The timer will count down to 0.

**Up:** The timer will count up from 0.

**Timer Flash When Expired:** If enabled, the timer display will flash when the timer interval has been reached.

**Timer Interval:** Determines the interval (in seconds) to be used between ball calls.

**Timer Sound File:** Enabling this setting allows you to browse for a sound file to use when the timer has expired. This file will only be used if the *Timer Sound When Expired* setting is set to *Custom Sound File*.

**Timer Sound When Expired:** Determines which sound to play when the timer has expired:

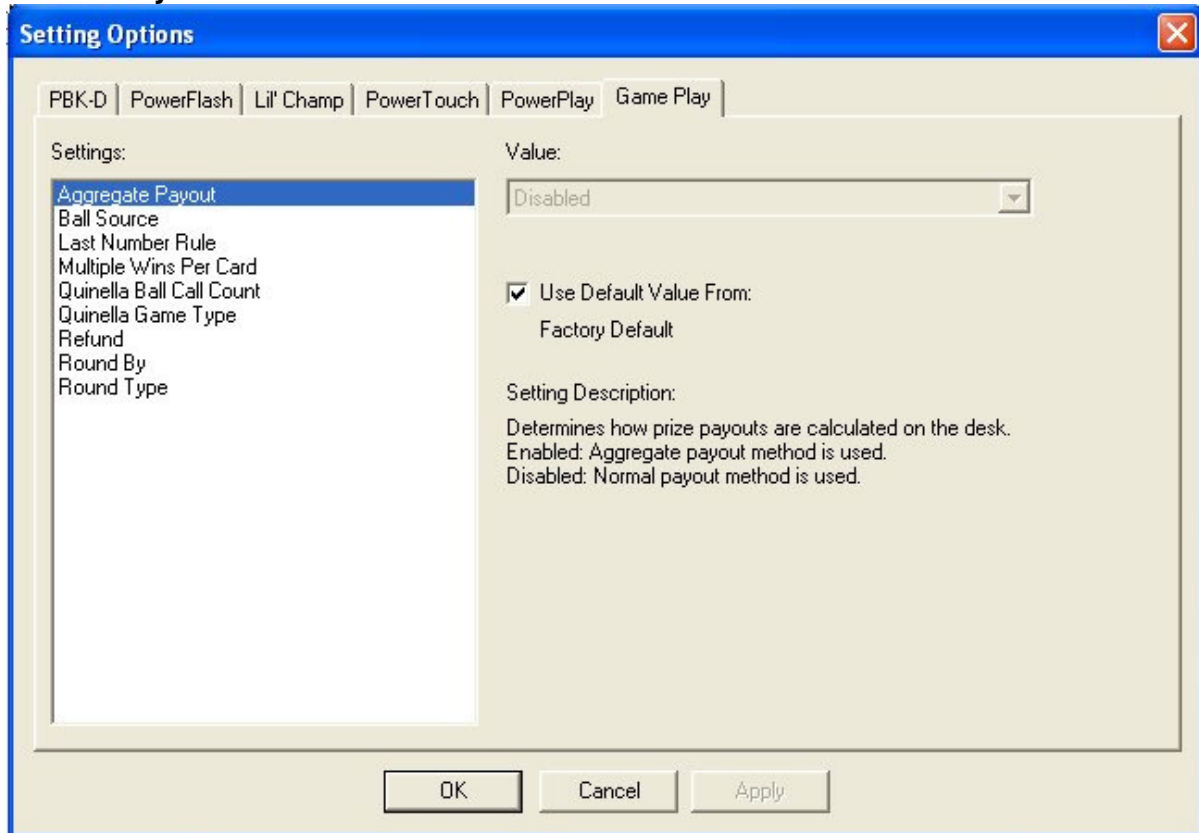
**Default Beep:** Uses a single “beep” for all ball calls.

**Custom Sound File:** Allows you to determine what sound the “beep” will be. The file to use must be specified under the *Ball Call Sound File* setting.

**No Sound:** No sound plays when the timer expires.

**Timer Volume:** use the slider to set the volume of the auditory cues. The number displayed beside the label “Volume” is the percentage value of the maximum volume selected via the position of the slider.

## Game Play



**Aggregate Payout:** If enabled, aggregate payout is used. By default, this is disabled and normal payout method is used.

**Ball Source:** select from the dropdown the place from which the ball calls are to be obtained. Available choices include:

**90 Number:** Configure PowerPlay to use 90-number flashboards and ball rails. It is recommended that this selection be defined at the Hall level so that it can be used as the default setting for all Sessions and Games.

**90 Number RNG:** Configure PowerPlay to use 90-number flashboards and randomly generate ball calls. A new call will be generated each time the *Random* button is pressed, and balls are prevented from being manually called. It is recommended that this selection be defined at the Hall level so that it can be used as the default setting for all Sessions and Games.

**90 Number RNG Auto:** Configure PowerPlay to use 90-number flashboards and randomly generate ball calls. A new call will be randomly generated each time the timer expires, and balls are prevented from being manually called. It is recommended that this selection be defined at the Hall level so that it can be used as the default setting for all Sessions and Games.

**Alternate Source:** select this option if you have an alternative source for ball calls.

**Bonanza Source:** select this option if you have a secondary blower from which you draw any Bonanza game balls from. It is recommended that you select this option for any Bonanza Games you have defined only if you are using a secondary blower.

**Main Source:** select this option as the Ball Source if you only use the PowerPlay desk to call balls in your Bingo Hall. It is recommended that this selection be defined at the Hall level so that it can be used as the default setting for all Sessions and Games.

**RNG:** Configure PowerPlay to randomly generate a ball call each time the *Random* button is pressed and to prevent balls from being manually called. It is recommended that this selection be defined at the Hall level so that it can be used as the default setting for all Sessions and Games.

Consult the “Configuring Random Number Generator” document for more details.

**NOTE:** You must have an RNG-enabled hard lock for this mode to work.

**RNG 1-30:** Configure PowerPlay to randomly generate a ball call between 1 and 30 each time the *Random* button is pressed, and to prevent balls from being manually called. It is recommended that this selection be defined at the Hall level so that it can be used as the default setting for all Sessions and Games.

Consult the “Configuring Random Number Generator” document for more details.

**NOTE:** You must have an RNG-enabled hard lock for this mode to work.

**RNG Auto:** Configure PowerPlay to randomly generate ball calls. A new call will be randomly generated each time the timer expires, and balls are prevented from being manually called. It is recommended that this selection be defined at the Hall level so that it can be used as the default setting for all Sessions and Games.

Consult the “Configuring Random Number Generator” document for more details.

**NOTE:** You must have an RNG-enabled hard lock for this mode to work.

**RNG Auto 1-30:** Configure PowerPlay to randomly generate ball calls between 1 and 30. A new call will be randomly generated each time the timer expires, and balls are prevented from being manually called. It is recommended that this selection be defined at the Hall level so that it can be used as the default setting for all Sessions and Games.

Consult the “Configuring Random Number Generator” document for more details.

**NOTE:** You must have an RNG-enabled hard lock for this mode to work.

**RNG Auto First 6 of BINGO:** Configure PowerPlay to randomly generate ball calls. The calls will be limited to the numbers 1-6, 16-21, 31-36, 46-51, and 61-66. A new call will be randomly generated each time the timer expires, and balls are prevented from being manually called. It is recommended that this selection be defined at the Hall level so that it can be used as the default setting for all Sessions and Games.

Consult the “Configuring Random Number Generator” document for more details.

**NOTE:** You must have an RNG-enabled hard lock for this mode to work.

**RNG First 6 of BINGO:** Configure PowerPlay to randomly generate a ball call each time the *Random* button is pressed, and to prevent balls from being manually called. The calls will be limited to the numbers 1-6, 16-21, 31-36, 46-51, and 61-66. It is recommended that this selection be defined at the Hall level so that it can be used as the default setting for all Sessions and Games.

Consult the “Configuring Random Number Generator” document for more details.

**NOTE:** You must have an RNG-enabled hard lock for this mode to work.

**Last Number Rule:** If enabled, the winning card must contain the last ball called within the win pattern defined for the game. If the card is not validated before another number is called, then it will not be recognized as a winner (unless that number also results in a winning card.)

**Multiple Wins Per Card:** If enabled, a card can win multiple times if multiple patterns are matched. If disabled, a particular card can only win once.

**Quinella Ball Call Count:** Sets the number of Quinella wild calls that the desk will make at the beginning of the game. Leave this at 75 or 90 (depending on ball source) if the entire game should be played with Quinella wilds.

**Quinella Game Type:** Determines what style of Quinella to play:

**Disabled:** Quinella is disabled.

**Type 1 – No single digits:** Single digits are not reversed (ex: B-7 does not call 0-70)

**Type 2 – Single digits allowed:** Single digits are reversed (ex: B-5 calls G-50).

**Refund:** If enabled, the PowerPlay desk can refund purchases to PowerTouch accounts for games that were not played. If disabled, the desk cannot refund purchases.

**Round By:** Determines the amount (between \$0.00 and \$1.00) to which prize values are rounded in Paramutual/Buy-on-the-Fly games.

**Round Type:** Determines how to round the prize value in Paramutual/Buy-on-the-Fly games.

## 90 Number Bingo

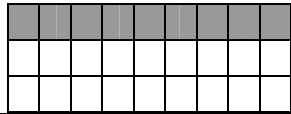
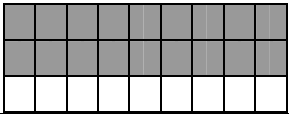
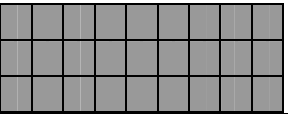

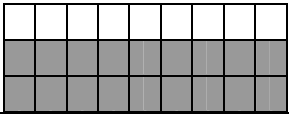
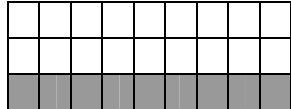
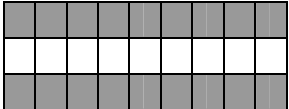
### Introduction

This section is intended to provide an explanation of how to play 90 number Bingo with the e-BOS™ suite of software. This explanation includes:

- General overview of 90 number Bingo
- Currently supported features in e-BOS™
- How to setup 90 number Bingo in PowerEdit
- Playing 90 number Bingo with PowerPlay
- Current limitations and restrictions

### Winning Patterns

There are only three possible single card winning patterns when playing 90 number Bingo. The three patterns are:

<u>Single Line</u>	<u>Double Line</u>	<u>Full Card</u>
		
		
		

Other patterns simply do not make sense as the placement of numbers on each card is random. Given that the limited patterns are all horizontally defined and the 90 number Bingo card has only three rows, there are in fact only seven total possible single card winning patterns:

Many 90 number Bingo games play in 3 parts where part one is a single line, part two is a double line and part three is a full card.

Multi-card and positional multi-card winning patterns are possible. An example of multi-card patterns could include such possibilities as:

- A single line on three cards on any strip of 6.
- One single line, one double line and one full card on any strip of 6.

---

## Supported Features in e-BOS™

PowerPlay and PowerEdit support all features described in the General Overview. In brief, the supported features are:

- All 27,000 cards from the 90 number Bingo paper can be verified by PowerPlay.
- The five cuts offered for paper can be displayed in PowerPlay.
- The three main single card winning patterns are hard-coded into PowerEdit.
- Multi-card and positional multi-card patterns can be customized in PowerEdit.
- Booklets with standard collation and page colours can be defined in PowerEdit.
- PowerEdit allows mixing 75 number and 90 number Bingo games within the same session.
- PowerEdit can create custom booklets that contain pages for 75 number and 90 number Bingo products. (**NOTE: THIS IS NOT FACTORY SUPPORTED BEHAVIOUR.**)
- PowerPlay and PowerEdit support the ability to play 90 number Bingo on non-standard paper cuts.
- PowerPlay can use random number generators to call the balls in a 90 number Bingo game. Please note that some jurisdictions may not allow RNGs.
- PowerEdit allows maximum freedom when building a game definition, but warns the user about invalid mixing of 90 number Bingo product and patterns with 75 number games and vice-versa.

## Limitations and Restrictions

Currently e-BOS™ has the following limitations:

- You can not play 90 number Bingo products and games on Lil' Champ.
- You can not play 90 number Bingo products and games on PowerTouch.
- No new single card patterns can be defined for the 90 number card geometry.
- PowerServer can not print 90 number cards sold at the POS station, even if the jurisdiction requires it.

The following restrictions exist in e-BOS™:

- 75 number Bingo games may not use 90 number Bingo products or winning patterns.
- 90 number Bingo games may not use 75 number Bingo products or winning patterns.
- Compound patterns do not support 90 number Bingo single card patterns.
- 75 number Bingo patterns and 90 number Bingo patterns can not be mixed in Multi-card compound patterns.
- If a session's product booklet contains 90 number Bingo products, then the session's selected ball source must be compatible with 90 number Bingo.

## 90 Number Bingo Setup in PowerEdit

Setting up a 90 number Bingo game requires additional steps. The areas of PowerEdit affected, identified by the tabs are Activities, Products and Patterns.

### Products

Although no 90 number products are included in the stock library, creating them is as easy as creating regular 75 number products. The important distinction to make is how is a product deemed to be a 90 number or 75 number product? A product is deemed to be a 90 number product when the perm selected on the Sheet Information screen is 90 Number.

Typically, you would setup a single 90 number card as shown in Figure 1.

Sheet Information

Name: 90 Number Card

Perm: 90 Number

Series: Cards 1-27,000

Cut: Single

Include Bonus Line

Medium: Paper

Prize Levels

Single Level No Levels

Multiple Levels Assign Levels

Colors

Single Color

Color Style: Border

Color: Aqua

Multiple Colors Assign Colors

**Figure 1**

It isn't necessary to set the Cut as any of the 90 number-specific cuts if you are not playing multi-card patterns and you are not tracking sales via the POS. If you are tracking sales, or are using multi-card patterns, then you should select the appropriate cut from the 90 number-specific cuts. These cuts, shown in Figure 2, are all prefixed with **90#** and match the available cuts that can be ordered.

Cut: Single

Medium: 9 On

90# - 2 Side by Side

90# - 3 Side by Side

90# - 4 Side by Side

90# - 6 Side by Side

90# - Single Strip

Single

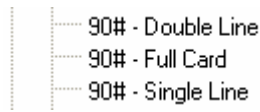
**Figure 2**

Also, the Medium should always be Paper. Selecting another medium is possible, but can cause the POS to believe that it is allowed to sell and play 90 number products for that medium.

Booklets are created in the same was as for 75 number Bingo.

### Patterns

The stock single card patterns, shown in figure 3 cannot be changed. They represent the full known suite of single card patterns played on 90 number Bingo card.



**Figure 3**

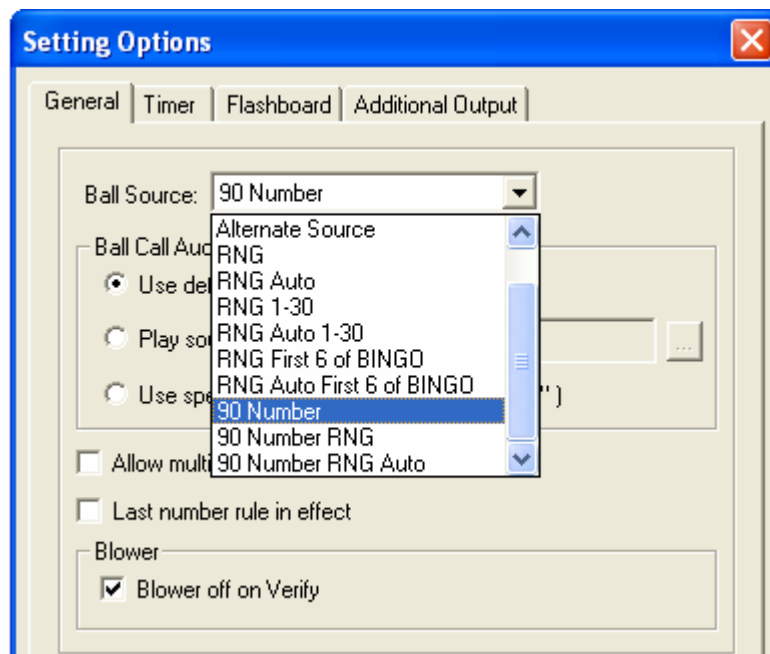
All of the features available to 75 number single card patterns, such as pattern printing, pattern previewing and test verifying, are also available for 90 number single card patterns.

Creating multi-card and multi-card compound patterns is the same no matter which style, 75 number or 90 number, of Bingo game the pattern is for. The only caution here is that different card styles cannot be mixed in a multi-card compound pattern and PowerEdit will return an error message if it is attempted or done by accident.

### Sessions and Games

In order to play 90 number Bingo, a game must be configured properly with the appropriate Ball Source, Pattern and Products. As with 75 number Bingo, 90 number Bingo sessions, games and parts in PowerEdit fully support inheriting the default ball source, pattern and products from the hall, session or game.

To set the Ball Source, go to the Setting Options dialog for the activity which will act as the starting point for 90 number Bingo. In the General tab, you will find three entries in the Ball Source drop-down list: 90 Number, 90 Number RNG, 90 Number RNG Auto (see figure 4). It is beyond the scope of this document to explain the random number generator other than to say that the 90 number RNG's are all restricted by the PowerPlay hardlock in the same manner as the 75 number RNG's.

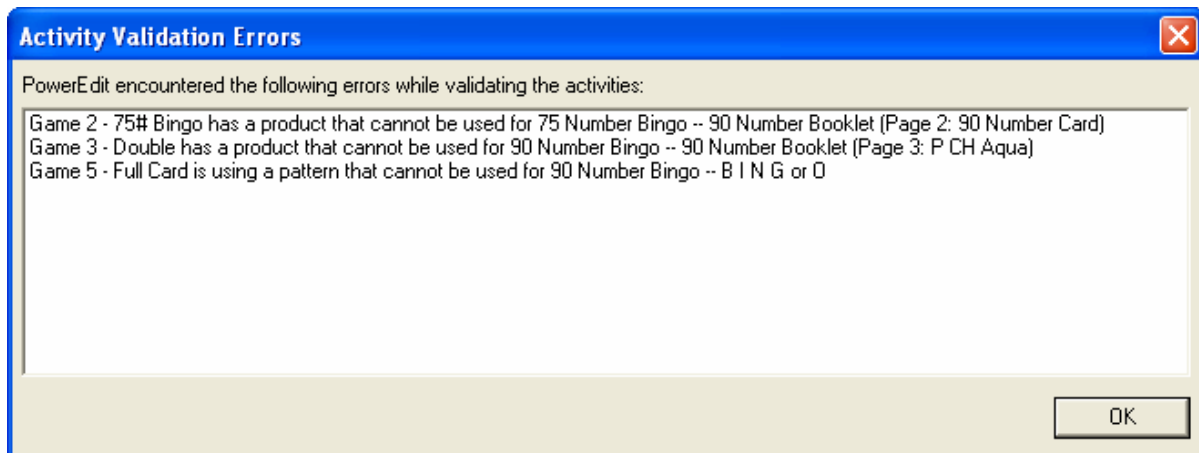


**Figure 4**

Once the ball source has been set, return to the activity information screen and select one of the stock 90# patterns or any pattern you may have created. The list of patterns does not filter out improper patterns in order to allow the user to set the ball source, pattern and products in any order.

Next you must select an appropriate product to play. If you are editing at the session level and wish to use a booklet you created, just select the booklet as you normally would for 75 number Bingo.

When you have set up all the games and would like to verify that all games are using proper products, patterns and ball sources, you can select Validate Activities from the Tool menu. This process will check to make sure that no products and patterns were matched up with an incompatible ball source. A dialog, shown in figure 5, will warn you about any problems it found and identify which game had the problem and what it was.



**Figure 5**

### **Warning About Mixing 75 and 90 Number Games within a Session**

If you mix 75 number and 90 number games within a session, and any of the products listed at the session level are 90 number products, the Ball Source for the session must be set to a 90 number compatible selection. Failure to do so will generate errors and PowerEdit will not allow the master database to be updated without fixing those errors.

The easiest way to setup a mixed session is to set the session ball source to be compatible with the style of game, 75 number or 90 number, that is the most common within that session. Then switch the ball source for the individual games that are different from the session setting.

Example – 20 game session with games 5, 10, and 15 as 90 number games

Set the default pattern and product for the session and choose a 75 number ball source. Then set any other options common to all games i.e. Last Number Rule. Add 20 games to the session. Configure each game as desired, being sure to set a proper pattern, product and 90 number ball source for games 5, 10 and 15. Choose Validate Activities from the Tools menu to ensure you have correctly setup your 75 number and 90 number games.

### **Switching Patterns**

If the desk operator decides to change the pattern being played during a 90 number Bingo game, extreme care must be taken to ensure that only an appropriate 90 number pattern is chosen. Picking a pattern intended for 75 number Bingo play will cause unpredictable behaviour when verifying cards.

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**Note** For a more detailed explanation of 90 number bingo please refer to the “How-to-Play 90 Number Bingo” manual.

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## Glossary

This glossary defines technical terms and concepts. Glossary terms are *italicized* at first mention in the document.

**Application** In this manual the word application refers to the PowerEdit software program. We will use the term application to differentiate from the word program, which we will use to refer to the Bingo Program for your Hall.

**Ball Call** The physical act of drawing a ball out of the Blower. This is not to be confused with Wild Ball Calls, which are generated by the drawing of a Wild Number.

**Blower** The piece of the PowerPlay Desk that contains the numbered balls used to play Bingo.

**Booklet** A group of Sheets that are sold as a single Product. The booklets used in PowerEdit consist of Sheets defined in such a manner as to simplify the selling of Products. The sheets are played in the order they appear in the booklet and booklets can only be used once. If you are using booklets you will need to create one for each Session.

**Button** A portion of the screen that looks like a raised box with lettering on it. It will perform the described task when you click on it.

### Checkbox



A small square box in which a checkmark can be displayed. If you want to turn a switch on you enter a checkmark in the checkbox, if you want to turn it off you leave the checkbox blank or if it is checked already you uncheck the checkbox. A checkbox can be turned on or off by clicking on it.

**Child** A term used to describe the hierarchical status of an object. This is used in conjunction with the term Parent to indicate which object has power over the other. The attributes of the Parent are automatically associated with the Child. If you change these default attributes of the Child they will not effect the attributes of the Parent. If you use the default settings for the Child then any changes to the attributes of the Parent will change the attributes of the child.

**Click** The act of moving the mouse such that its pointer is on top of a selection and then pressing the left mouse button.

**Compound Pattern** A win pattern defined in PowerEdit that is composed of two or more Simple/Square Patterns.

**Double Click** The act of moving the mouse such that its pointer is on top of a selection and then pressing the left mouse button twice in rapid succession.

**Drag** A term used to indicate a mouse motion that involves left clicking an object and moving the mouse with the left mouse button depressed.

**Dropdown Listbox**

A standard Windows tool used to display a list of equivalent items. If you open a dropdown listbox all of the values displayed can be selected for the field. The list is displayed by clicking on the down arrow at the right of the field or by clicking on the name displayed within the listbox. If the information to be displayed is larger than the listbox a scrollbar will be presented within the listbox. In this example the listbox would display various Patterns.

**Face** One 5 x 5 grid containing a win pattern or numbers upon which a game can be played.

**Field** An area of a screen in which information is displayed. In most cases the user has control over information displayed within a field and can edit the information displayed. For example a field labeled "Name" would allow you to enter or change the text contained within the field.

**Folder Tabs** Portions of the window that allow for different tasks to be performed. If you are familiar with a filing cabinet think of these as the tabs you use to sort your files in their folders. PowerEdit, by default, locates the folder tabs down the left side of the left pane. PowerEdit's folder tabs are labeled as follows: Activities, Products, Prizes and Patterns.

**Game** The basic unit of a Bingo session. A game can have multiple parts but is simply defined as the playing of Bingo until a predefined pattern is reached at which point the game is closed.

**Hall** The location in which the Bingo games are to be played.

**Highlight** A term used to indicate selected text. Highlighting involves changing the color of text and placing a box like area around it. For example: **highlighted text**. When you want to edit text you must highlight it first. In most cases the fields within PowerEdit will be highlighted when you click in them. To select specific portions of text to edit place the mouse pointer at the start of the text portion and drag it to the end of the text portion.

**Hit** The number of times a card face must be present in order for a pattern to be complete. If for instance the win pattern consisted of any two straight lines you could define the faces required for one straight line and set the number of "hits" to two.

**Label** The description associated with a field.

**Menu Bar** A portion of a window containing commands used to manipulate the application in which it is found. All Windows applications contain menu bars. Their contents can be accessed by clicking on the various names or icons depicted on the menu bar. PowerEdit's menu bar contains the following choices: File, Edit, View, Tools and Help.

**MultiCard Pattern** A win pattern defined in PowerEdit that spans multiple cards. The win pattern can be layout specific or Random.

**Second Chance Bingo** The “Multi Chance” style of play allows a player to win multiple times on the same card in a single part game. This style of play also allows a player to win a second time with the same pattern in a single game.

When a player bingos on one card in a multiple pattern, multiple prize game, they are allowed to continue playing the same card for all original patterns in that game which gives them the opportunity to win a second prize. In this style of play, a player can win on any of the original patterns a second time but cannot win with the same pattern face on the first winning card. The winning pattern face is taken out of play on the winning card but the winning card is still valid for the player who won on the original pattern. All original patterns remain in play on all cards for all players participating in that game for the next prize.

**Parent** A term used to describe the hierarchical status of an object. The most basic relationship is that of a Parent to the Child. The Parent’s attributes are automatically applied to the Child. For example a Session is the parent of a game and therefore attributes assigned to the session are automatically assigned to the game. You can then change the attributes of the game, if required. If you set the Games to use the default settings then to update multiple games (children) all you need to do is change the attributes of the session (parent).

**Pattern** Predefined combinations of squares on a game card that when obtained result in the winning of the game. Patterns can be as simple as a single face, or as complex as multiple faces on multiple cards. Every Bingo game played must have a win pattern and all players are aware of the pattern before play is begun.

**Playlist** A sequential view of Game names representing the Games within a Session. The names are listed in the order in which they are played.

**Product** The actual paper Bingo sheets on which the games are played. PowerEdit allows for the defining of any product and when associated with a game, it is used for verification purposes.

**Program** The schedule of Bingo games to be played in a Hall. The program is the information given to the Bingo players before the Games begin.

**RF** (Radio Frequency) is a term that refers to a type of frequency method used for wireless broadcasting and/or communications. The wireless handsets use RF to send and receive signals.

**Right-Click** The act of moving the mouse such that its pointer is on top of a selection and then pressing the right mouse button.

**RNG** (Random Number Generator) A Ball Source where the computer selects the ball calls randomly. Consult the “Configuring Random Number Generator” document for more details.

**ROM** (Read-Only Memory) ROM is "built-in" computer memory containing data that normally can only be read, not written to. Some handsets are “ROM-less” meaning they do not contain ROM.

**Scrollbars**

A standard Windows tool used to view information that is too large for the window in which it is displayed. Scroll bars have five controls by which they can be used to manipulate the view of a window. You can drag the bar in the middle left or right with the mouse. You can click on the arrows at each end to move in the desired direction incrementally. You can also click on the space between the arrows and the bar in the middle to move in the desired direction in greater increments.

**Session** Group of Games or a group of Sessions containing Games. A Session is the primary unit used when defining Bingo programs.

**Sheet** A single card face or multiple card faces of a particular paper product. The sheets are used to allow the full integration of electronic and non-electronic Bingo play. Defining sheets that match your existing product allows you to play both electronic and non-electronic Bingo at the same time.

**Simple/Square Pattern** A win pattern defined in PowerEdit that is composed of a combination of faces and hits. This is the most basic win pattern available and is described in detail in Part 2 of this manual.

**Slider**

A standard Windows tool used to set a variable. You can change the setting by dragging the button in the middle to the desired position along the slider and then releasing it. In this case this is the slider from the Pattern Preview screen. It controls the speed with which the patterns are previewed.

**Status Bar** The lower portion of the window used to display messages to the user.

**Tree** A term used in the computer industry to describe a directory or file structure that branches out from a main trunk. In PowerEdit the left pane of the window contains a “tree” structure similar to that found in Windows Explorer. The main items are listed on the far left and sub items are listed below and to the right of the main items.

**Upsales** Selling additional product(s) to an existing account. This can only be performed with PowerTouch terminals and Lil’ Champ units if the version of code allows it.

**Wild Ball Calls** Ball calls that are generated as the result of applying Wild Number rules to a Ball Call. This is not to be confused with a Ball Call, which is the physical drawing of a ball from the Blower.

**Window** A portion of the screen devoted to a single software application. PowerEdit is a Windows program and as such it runs in a window. A window is often broken into “panes” which are simply smaller portions of the window dedicated to a particular task.