

SNAP DAB 90-BALL UK BINGO: OPERATOR'S MANUAL

PHASE 1: First Launch & Activation

When you first launch the software, it starts in **Trial (Unregistered) Mode**.

Standard vs. Licenced Mode Differences

- **Trial Mode:** Restricted to generating, printing, and playing a maximum of **2 cards per game**. A red warning banner is displayed across the operator and player screens: "TRIAL MODE - PROGRAM MUST BE ACTIVATED TO FUNCTION FULLY"
- **Licenced Mode:** Unlocks the software's full capacity of **500 cards per game** across **50 fixed games**. The red warning banners are removed and replaced with a professional green status banner reading: "Licensed to: [Your Registered Club Name]".

How to Activate Your Software

Your licenced club name is permanently bound to your licence key. It displays on the digital player screens during games and prints at the top of every physical ticket strip, preventing players from bringing in third-party tickets.

1. Access Activation

Click the **[Activate App]** button (orange) in the top menu bar.

2. Purchase Full Game

Select **Purchase Full Game** to open the *Trilogic Bingo Purchase Page*.

3. Select Licence and Venue

Choose your licence period, then enter your **Club Name** **exactly as you want it to appear** on all bingo cards.

 **Note:** This name cannot be changed after activation.

4. Complete Payment

Complete your payment. Your activation code will be emailed to you shortly.

5. Enter Details

In the activation window, enter your registered **Club Name** and your **25-character Activation Code** exactly as provided.

6. Finalise Activation

Click the **[ACTIVATE]** button (green). The application will restart automatically to apply your licensed settings.

PHASE 2: Setting Up Your Monitors

Connect your physical televisions, monitors, or projectors to your computer before running the software.

- **1 Screen (Operator Only):** Useful for training, practising, or playing without audience displays. This could be used if only one monitor was available to run a bingo games just calling the numbers without the players seeing the picked numbers.
- **2 Screens (Standard Hall Setup):** The operator screen displays the operator panel. The second screen displays a player-facing number grid showing the numbers picked, highlighting each as drawn and showing the last 5.
- **3 Screens (Large Hall Setup):** The operator screen displays the operator panel. Screen 2 and Screen 3 display player-facing layouts the balls picked grid and large last ball display.

Automatic Extend Mode Detection

The software requires Windows to be set to **Extend Displays** (not Duplicate). Upon startup, the system silently calls Windows' internal utilities to force the display mode into **Extend**.

Customising Screen Layouts

Once multiple screens are active, use the **Screen Display Modes** control group in the bottom right corner of your operator panel:

- **Grid:** Displays the full interactive 90-ball board layout.
- **Large Ball:** Displays a giant animated graphic showing only the currently drawn number—ideal for players at the back of large halls.
- *Note: Screen 2 and Screen 3 can be individually configured to display either the Grid or the Large Ball based on your venue requirements.*

PHASE 3: Generating Your Bingo Cards (One-Time Setup)

Before you can print cards or host a live game, the software must generate its mathematical bingo database. **This process only needs to be completed once.**

Warning: If you regenerate this database in the future, any physical cards you have already printed will no longer match the numbers drawn by the software during play.

1. On the top navigation menu, click the green button: **Make Card Sets (50x500)** (or 50x2 if running a trial).
 2. A warning dialog will notify you that the process takes approximately 5 minutes and will overwrite any existing database. Click **OK**.
 3. A second security prompt will ask *"Are you ABSOLUTELY sure?"*. Click **OK**.
 4. A progress screen titled **"Generating Cards... Please Wait"** will appear.
 5. Once generation reaches 100%, a confirmation dialog will notify you that the set has been successfully created. Click **OK**.
 6. The software will automatically restart to load your freshly generated database.
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PHASE 4: Printing Your Bingo Cards

With your database generated, you can select and print physical tickets for your players.

1. Click the purple  **Select Cards to Print** button on the top menu bar.
 2. The **Select Cards to Print** configuration box will open.
 3. **Set Game Range:** Select which game numbers you are printing tickets for (e.g., set both Start and End to 1 to print tickets solely for Game 1).
 4. **Set Card Range:** Enter the range of card numbers to print (e.g., Start Card 1 to End Card 100 for 100 unique player tickets).
 5. Click **PROCEED**. The window will close and a preview of the first page will load on screen.
 6. Two new buttons will appear at the top:  **Preview** and  **Print**.
 7. Click  **Print**. Review the print summary details confirming the total page count (each printed page contains a full strip of 6 tickets). Click **OK**, select your physical printer, and begin printing.
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PHASE 5: Running a Live Game

Step 1: Prepare the Session

1. Click the yellow  **Prepare Live Game** button at the top.
2. Set the **Game Number** you are about to play.
3. Set the **First Card** and **Last Card** number matching the range you actually handed out or sold to players.

- *Operator Tip: If you printed cards 1 to 100 but only sold cards 1 to 85, set the Last Card limit to 85. This prevents the computer from tracking unsold tickets and falsely alerting you to "ghost" winners.*
4. Click **PROCEED** to launch the live calling panel.

Step 2: Choose the Game Type

On the right-hand panel under **Game Type**, select the winning pattern for this session:

- **1 Line:** Tracks single horizontal lines. Any full line is a winner
- **2 Lines:** Tracks dual horizontal lines. Any two lines is a winner
- **Full House:** Tracks all 15 numbers on a ticket. Any three lines is a winner.
- *Note: Changing this setting automatically updates the information overlay on the player screens.*

Step 3: Start the Game & Draw Balls

By default, the **Next Game Countdown** is enabled.

1. Tap the **Spacebar** or click the blue **GET BALL (auto start)** button to begin.
2. A large countdown clock will occupy the player screens, and the automated voice will announce the start time.
 - *If you wish to skip this wait time, click the red **CANCEL TIMER** button to go live immediately.*
3. When the game goes live, tap the **Spacebar** (or click **GET BALL**) to draw a number.
4. The system will draw a random ball, flash it on player displays, highlight it on your operator board, and read the number aloud.

Step 4: Activating Auto-Draw

To let the computer run the session automatically:

1. Check the **Auto Draw** box on the right panel.
2. Adjust the **Delay (s)** field to set the pace between numbers (e.g., 4 seconds).
3. Click the blue **GET BALL (auto draw)** button.
4. The system will draw and announce numbers one after another. A progress bar will fill up on the operator's screen indicating the exact timing of the next draw.
5. **To pause at any point, simply tap the Spacebar or click the red || PAUSE button.**

Step 5: Monitoring "1 Number Away"

The bottom right of your operator panel displays a real-time list titled **1 Number Away**. It tracks active tickets that are a single number away from winning.

- Simultaneously, the Player displays show an orange alert (e.g., "1 Player needs 1 number") to build suspense in the room.

Step 6: Claiming and Verifying a Winner

Unlike simulated demo games, **Live Games require manual validation to stop the game.**

1. When a player shouts "Bingo!", **press the Spacebar or click PAUSE** to freeze the game.
2. Look at the **WINNERS!** list box in the bottom right corner of your screen. All completed tickets are listed here.
3. Ask the player for their ticket reference number.
4. **Manually click on the matching ticket reference within the "WINNERS!" list box.**
5. **Selecting the ticket triggers the win sequence:**
 - The caller speaks: *"BINGO! We have a winner!"*.
 - Player screens flash with an animated celebration layout.
 - A high-definition graphic of the winning card pops up on all screens, highlighting the winning numbers circled in red.
6. Confirm the physical ticket matches the verification layout projected on the screen.
7. Once verified and paid, click the green **→ Next Game** button on your right panel to clear the board and proceed.

PHASE 6: Advanced Settings & Pro Features

⚙ Display Settings

Click the purple ⚙ **Display Settings** button on the top menu of the printing screen to customise features:

- **Change Colours:** Modify background, called number highlights, and text styles to match your venue branding.
- **Traditional Bingo Calls:** Enable this checkbox to use standard, character-rich UK bingo phrases (e.g., *"Legs Eleven, 11"*, *"Doctor's Orders, 9"*, etc.).

- **Voice Customisation:** Use the sliders at the bottom to adjust the caller's volume and speaking speed.

↩ Undo Last Ball

If a ball is drawn by mistake (such as an accidental double-tap of the spacebar), click the orange ↩ **Undo** button on the bottom left. Confirm the prompt. The software will return the drawn number back to the random uncalled pool, clear it from the player displays, and adjust the verification tracker back to its previous state.

Demo Mode (Pre-Show Advertising)

Click the  **Demo** button before your event begins.

- The system will loop drawing cycles and simulate winning claims on the player screens, letting you verify display boundaries and sound system levels.
- **To display your own venue advertisements during Demo Mode:**
 1. Save your custom graphics inside your computer's default **Pictures** folder.
 2. Name your files sequentially starting exactly with "My Bingo Club" (e.g., My Bingo Club 1.png, My Bingo Club 2.jpg, etc.). You can load a few demo pictures to experiment with this feature, save them in the same format as our included pictures for smooth running. The naming sequence is very important.
 3. The software will cycle these advertisements on your screen during the demo session, temporarily muting the synthesiser volume while they display.
- Remember to click  **STOP DEMO** before preparing your live game!