

COMPUTER SCORE PTY. LTD.

40 MACHINERY DRIVE, SOUTH TWEED HEADS, NSW 2486 - AUSTRALIA.

Tel: 61 7 5524 4786

Fax: 61 7 5524 1316

E-mail: sales@computerscore.com.au

Website: www.computerscore.com.au

FEATURES OF TOUCH CONTROL FRONT END & BACK OFFICE SOFTWARE

GENERAL DESCRIPTION

- Fully Windows Based Software with easy to use menu system.
 - Touch Control was developed using state of the art R.A.D. (rapid application development) technology, but is built upon a mature software foundation by the same development team that boasts 18 years experience in bowling software.
 - Intuitive, GUI based user interface integrating with Touch Screen Monitor, (CRT or LCD), Light Pen, Touch Pad, Track Ball or any other pointing device.
 - All features fully integrated in one software package. – i.e. Lane Control, League Secretary, Point of Sale, Café & Bar, Frequent Bowler and Income reporting.
 - Optional Customer display & Bar Code Reader
 - Supports any Windows based Laser or colour inkjet printers. Reports can be printed in a range of styles including full colour. New styles can be created by the center management.
 - All Reports are HTML based and can be easily E-Mailed in electronic form or published on the World Wide Web.
 - Software is multi-tasking and allows rapid switching from Cash Control to any number of League Management tasks and back again, enabling efficient use of staff time, e.g. access to the Bowlers database from the Lane Control Screen.
 - Password Security available for every menu item. A staff usage report is available to list all menu options accessed by any center staff operator.
 - Software can be run from remote sites, such as Owner's home office, using PCAnywhere or Remote Desktop.
 - In dual computer installations - Automatic daily backup of data and programs from the main computer to secondary computer.
- Easy to use backup to floppy disk, ZIP drive or CD Writers.

ADDRESS BOOK

Databases

- All League Bowlers' complete records
- All Tournament Bowlers' complete records
- Specific "Clubs" such as Birthday Party, Frequent Bowler, etc.
- Print, Mail Merge or Export all listings
- Print Address Labels.

League / Tournament Reports

- All Leagues listed in seven different categories
- Total of Weekly Games Played, for each individual League and Center Totals
- Total number of Players, for each individual League and Center Totals
- Total Vacancies, for each individual League and Center Totals
- Total Absenteeism, for each individual League and Center Totals
- Individual League / Tournament and Overall Center Averages

Bowler Analysis

- View or Print all Current and/or Past Bowlers' details by various criteria:
 - ✓ By Age, within a date range
 - ✓ By Birthdate, within a date range
 - ✓ By Average, within a low/high range and minimum games played
 - ✓ By Congress Sanction Number and Date range
 - ✓ By any combination of Adult / Junior / Male / Female
 - ✓ By joining date, within a chosen range
 - ✓ By last date bowled, within a chosen range
 - ✓ By zip code
 - ✓ By League Classification (Day/Night) or Day (Monday/Sunday)
- Print a Bowlers' Yearbook, with their Highest Average as at a chosen date.
- Remove expired Congress Membership numbers from all Leagues records in a few seconds
- Allocate management tasks to specific staff members for:
 - ✓ Following up on New bowlers within a joining date range
 - ✓ Following up on Absent bowlers within a date range
 - ✓ Following up on coming Birthdays, for invitations, special gifts, etc.
 - ✓ Following up on Locker Rentals becoming due
 - ✓ Improving Customer Service and your Income
 - ✓ Updating League or Tournament noticeboards, etc.
 - ✓ General Action notes relating to customers
 - ✓ Create your own specific Codes
 - ✓ Allow communication between Staff Members

LEAGUE BOWLER INFORMATION :

The following options are simply and quickly available for viewing or printing :

- Alphabetically, for any one, or all leagues
- By Age, within a date range
- By Birthdate, within a date range
- By Average, within a low/high range and minimum games played
- By Congress Sanction Number and Date range
- By any combination of Adult / Junior / Male / Female
- By joining date, within a chosen range
- By last date bowled, within a chosen range
- By zip code
- By League Classification (Day/Night) or Day (Monday/Sunday)

TOURNAMENT FORMATS :

- Standard Format with one or more Blocks of one or more Games with:
 - ✓ Random Lane Change for each Block
 - ✓ Odd & Even Lane Change (Odd Lanes to Left, Even Lanes to Right)
 - ✓ Odd & Even Lane Change by Two / Three / Four Lane Pairs
 - ✓ Next Pair Lane Change (to Right)
 - ✓ Next Two Lane Pairs
 - ✓ Next Three Lane Pairs
 - ✓ Scratch or Handicap results
 - ✓ Combined Mixed Bowler results
 - ✓ Individual Male and/or Female results
- No-Tap Format for:
 - ✓ 6 No-Tap
 - ✓ 7 No-Tap
 - ✓ 7 Exact No-Tap
 - ✓ 8 No-Tap
 - ✓ 8 Exact No-Tap
 - ✓ 9 No-Tap
 - ✓ Scratch or Handicap results
 - ✓ Individual player values on the same lane (Male/Female / Adult/Junior)
- Squadding Format:
 - ✓ Several Squads on same day
 - ✓ Several Squads on several days
 - ✓ Scratch or Handicap results
 - ✓ Combined Mixed Bowler results
 - ✓ Individual Male and/or Female results
 - ✓ Individual Squad results
 - ✓ Progressive Squads results
 - ✓ Final Standings of all squads
- Championships Format:
 - ✓ Singles entries and results
 - ✓ Doubles entries and results
 - ✓ Teams (Trios, 4 and 5-man) entries and results
 - ✓ Male / Female Adult and Junior classifications

- ✓ **Male & Boy, Female & Girl Doubles classification**
 - ✓ **Graded facility – Open, A / B / C / D grades**
 - ✓ **Divisional facility – 1 / 2 / 3 etc. or create your own**
 - ✓ **Multiple Entry facility**
 - ✓ **All Events results by:**
 - ◆ **Classification (Male / Female / Boy / Girl)**
 - ◆ **Grade (Open / A / B / C / D etc.)**
 - ◆ **Division (1 / 2 / 3 etc.)**
 - ◆ **First Series bowled in each Event**
 - ◆ **Highest Series bowled in each Event**

 - **Singles or Doubles Brackets – Scratch or Handicap Format**

 - **League Sweepers – Scratch or Handicap Format – Multiple Entries**

 - **Progressive Tournaments (Computer Score Centers) in the same chain, by:**
 - ✓ **Conducting a Tournament in one center, from the above choices**
 - ✓ **Producing a Standing Sheet and other relevant results**
 - ✓ **Saving the Tournament results to a CD or Floppy Disk**
 - ✓ **Recovering the data at the next Center in the Chain**
 - ✓ **Upgrading the data to include new bowlers only**
 - ✓ **Conducting the Second Block of the Tournament**
 - ✓ **Producing that Center's results, as well as progressive results**
 - ✓ **Repeating the procedure for each center in the chain**
- This facility provides individual and progressive Center results, without the need of manual input of the Tournament structure and previous results for each event**
- **Instant Tournaments:**

Conduct a Tournament without knowing names and numbers of players:

 - ✓ **Players can choose any lane on which to bowl, and enter names**
 - ✓ **Each lane does not need to have the same lineup**
 - ✓ **Format can be chosen for Singles / Doubles / Teams**
 - ✓ **Tournament can be based on Scratch or Handicap results**
 - ✓ **High Games per Lane per Game are displayed for announcements**
 - ✓ **A Standing Sheet is printed within seconds of all games ending**
 - ✓ **A Match Record Sheet is printed immediately after Standing Sheet**

SERVICE TO LEAGUE BOWLERS :

- The League Secretary program has been specifically designed with full integration within the Computer Score software.
- This provides a truly automatic saving, calculating and reporting of all aspects of League and Tournament results.
- No manual input is necessary after the initial setting up of a league.
- A new League Season is commenced in a few seconds, without any manual input, and previous season's results can be saved and retained by choice
- The League software allows for almost any format of competition structure, handicap and points system
- Print all current results for a league within seconds of the league lanes being closed – reports such as:
 - ✓ Standing Sheet
 - ✓ Match Record Sheets for selected, or all teams
 - ✓ Individual Player Average Record (with performance Graphs)
 - ✓ Team Average Record (with performance Graphs)
 - ✓ Recap Sheets for the next match
 - ✓ League Season Performance Graphs for: Games, Average, Absenteeism
- Standing Sheets can be customised both in content and presentation, with links to Congress Awards, Center (Pin) Awards, and include special awards, such as Most Improved, Bowler of the Week, and more
- Standing Sheets are produced in HTML format, allowing you to provide an Information Terminal in the center for bowler use, or allow your bowlers to access their League and personal records from home, through your Web page
- Enter a new league bowler in a team for this week's match in a few seconds, even after the match has started, and allow the player to catch up the frames
- Allow Team or Individual pre-bowling / post-bowling for any week of the season
- Pre-bowled total scores of an individual team member will automatically display with the rest of the team on the day of the scheduled match
- All league structure details and records are available for viewing or printing at anytime during the season – no paperwork required
- Edit the league structure: number of teams / rounds or remove / add weeks of play, positional rounds during the season – all within seconds
- View any league bowler's details from the Control Screen (telephone numbers, averages, etc) within seconds

- League Bowlers' birthdays for the current week are displayed on the Control Screen when the League's lanes are switched on - for announcement purposes
- A Birthday graphic is also displayed on the overhead monitor at the start of the bowler's second game
- View each lane's high games and all 200+ games - upgraded for each game as the series is bowled - for announcements, or printing purposes
- Pre-program any promotional game to automatically start when league begins
- (e.g. *Bingo* leagues)
- Recall / print any frame-by-frame scores for any game bowled during the last seven days, to resolve disputes

CASH CONTROL / MANAGEMENT REPORTS:

- The *Computer Score* Cash Control (P.O.S.) system is not an "off the shelf" program, and has been specifically designed for your bowling operation.
- Every aspect of lane control, cash transactions, management reports, and integration with other *Computer Score* programs has been carefully planned and presented in a very fast and simple package, filled with great features
- Benefits for the Operator :
 - ✓ The Computer Score System offers 6 levels of Password Security
 - ✓ Password Security is available for every Menu Department and Item
 - ✓ Management can set or change Password Levels in seconds
 - ✓ Staff Activity Log reports individual staff's entry into program areas
 - ✓ End-Of-Shift Reports not printed unless shift's income entered first
 - ✓ All areas of income fully accountable - no exceptions
 - ✓ Facility to accept and track League Prizefund payments
 - ✓ Facility to accept and track accounts for Schools
 - ✓ Facility to accept and track accounts for Corporate Groups
 - ✓ Facility to accept and track Tabs for selected customers
 - ✓ Complete reports for all income areas available quickly, at any time
 - ✓ Separate reports for specific Departments for a chosen Day or Period
 - ✓ Separate reports for specific Items for a chosen Day or Period
 - ✓ No manual input required for printing of Reports
 - ✓ Shift / Daily / Weekly / Monthly / Yearly reports, in great detail
 - ✓ Year-to-Date / Previous Period comparisons
 - ✓ Equity Report, detailing income held In Trust:
 - ◆ Individual League Prizefund collected
 - ◆ Accounts outstanding for Individual Schools
 - ◆ Accounts outstanding for Individual Corporate Groups
 - ◆ Deposits received, and held for the booking date
 - ✓ All P.O.S. files will integrate with *Quickbooks*
 - ✓ P.O.S. files can be transported to any other IBM-compatible program
 - ✓ Up to 999 items and prices – details can be changed in seconds

- ✓ **Macro key facility combining up to six individual items into one key press, such as Birthday Parties, with each item being transferred to its correct reporting department**
- ✓ **Comprehensive Pro-Shop Database, providing reports on:**
 - ◆ **Merchandise available for sale**
 - ◆ **Merchandise sold, within a chosen time period**
 - ◆ **Discounted Merchandise**
 - ◆ **Complete Stocktake Reports**
 - ◆ **Reports show quantities, value of stock on cost and retail price**
 - ◆ **Stock lists indicating retail prices only**
- ✓ **Time Payment is included in the Pro-Shop Database, providing:**
 - ◆ **Complete records of purchaser and payments**
 - ◆ **Flexibility of payment structure**
 - ◆ **Allowance for exchange of item prior to full purchase**
 - ◆ **Separate Time Payment Report**
- ✓ **Locker Rental Database, providing reports on:**
 - ◆ **Lockers available for Rental (allows for Shared Lockers)**
 - ◆ **Rented Lockers, with all relevant details**
 - ◆ **Overdue Lockers, within a chosen time period**
- ✓ **Any Operator errors can be edited easily and quickly**

BENEFITS FOR THE CONTROL OPERATOR:

The software is multifunctional, allowing the operator to execute tasks from various program sections whilst handling lane procedures

- **The software counts actual players and calculates League Fees during play - allows for payment during / after play**
- **The software scans each lane every 60 seconds, displaying the expected finishing time for the lanes, taking the guesswork out of estimations**
- **Pre and Post-Bowling transactions are handled quickly and efficiently, in directing game and prizefund fees to the correct departments, whilst allocating the lanes**
- **A great feature of Computer Score's Lane Control functions, are the fast and simple methods of adjusting any operator or customer-created errors**
- **The operator can view a lane's monitor on the control touch screen and edit any of the lane functions, without having to go to the Scoring Consoles**
- **Together with the viewing / editing of lane monitor functions, the personnel has full control of the complete center's operation from one workstation,**
- **The Unattended feature of Lane Control allows the operator to leave the workstation and lock the cash drawer with the touch of a single button**
- **The Electronic Booking Sheet and Waiting List are powerful tools in making the control operator's lane management a breeze**
- **End-of-Shift procedures could not be easier – just count the cash and enter the amount of takings – the software does the rest.**
- **Password security access to various aspects of these functions is controllable by management**
- **In League play, a new bowler can be added to a team in seconds, even after the league has already started to bowl**
- **Facility to enter customised text on a transaction before printing a receipt**
- **View / print league high games for each lane and game**
- **View bowlers' or league details in seconds, whilst operating the Lanes**
- **View or print all league records from Control Desk**

- Arrange Pre / Post bowl for a team or individual in seconds, and have all scores report automatically to the league program without any manual input
- Set up promotional games easily, and have all winning combinations report to the receipt printer before the bowler even knows a prize has been won
- Allow up to 10 players per lane, and transfer any of the players to another lane during the game
- Send a message to any one, or all lanes' overhead screens, during play
- Enter player names from touch screen to speed up bowler playing time
- If automatic bumpers are installed, select individual players to use them
- Indicate lanes on Hold or Workshop to prevent lane usage confusion
- Change lane playing status from Practice / Single or Cross-lane or Auto start
- Setup / change Open Play scoregrids with Singles, Doubles, Teams, Scratch or Handicap formats for corporate groups or clubs, to add interest to games
- Setup different No-Tap values for specific players for fun-bowling
- Setup Promotional Games on all, or selected lanes, for glow bowling
- Change the overhead monitor display status from TV/Video to Advertising in a couple of seconds. Bowlers can choose TV/Video display at will, from the Scoring Console, and still display both lanes' scoregrids and graphics
- Send a personalised message to one or a group of lanes during play
- Alert players on a lane that their food or drink order is ready for pickup
- Make transactions for Pro-Shop sales, Time Payments, Locker Rentals, Deposits or Cash Paid-Out very quickly and easily
- Cycle individual machines / switch them ON or OFF / shut down all machines and automatic bumpers
- Lock any one, or all Scoring Console keypads to disable usage

PROMOTIONAL GAMES PACKAGE :

The games package consists currently of:

- Six different No-Tap values, including "7 Exact" and "8 Exact", to add a little challenge to this popular fun style
- The "3 – 6 – 9" format, automatically entering a strike in the 3rd, 6th and 9th frames, without bowling them, to increase bowler self-esteem
- *Red Pin game – a graphic which eliminates the need to have red bowling pins in the machines, and allows players to win prizes for bowling strikes
- *Bingo game – an individual "Bingo card" of 9 score combinations for each player, providing a prize for matching the scores in a 2-game series
- *11th Frame game – allows each bowler to cancel his worst frame of the game and bowl that frame again, for an opportunity to improve the score
- *Pick-A-Card game – Three unseen playing cards shuffling, with the bowler choosing one of them to reveal a prize. If not a win, the winning card turns to indicate the correct choice
- *Casino Bowling – a choice of two graphics display, offering the player an opportunity to win prizes according to the combination of three values displayed, as in the case of a slot-machine with three reels
- *Each of these games are fully integrated within the P.O.S. program, with all prize-winning combinations reporting directly to your receipt printer.

- The Control Operator is alerted before the player is even aware of having won a prize, allowing the operator to announce the event and create greater excitement.
- Management decides the value of each prize offered.
- The Game Package provides your customers with an immediate reward, as well as the opportunity to add to the fun and excitement of playing and winning.

BOWLER INTERFACE – LEAGUE BOWLERS:

From the Bowler Console, the **LEAGUE BOWLER** can, within seconds:

- Change a Player to a Blind Score or a Blind Score to a Player (Injury / Leave early or Late Arrival).
- Enter Blind Scores, Vacancy Scores, Reserves/Substitutes and Pacers, either prior to, or during a game.
- View Scores from other lanes, and watch them upgrade as the players bowl.
- View all previous game(s) while bowling current game.
- Watch TV during match, in three different modes, without disrupting game scores and graphics.
- Display match results at anytime (with Handicap and Points W/L) during, or at the end of games.
- View current game's progressive Scratch/Handicap pinfall as well as Match-To-Date Scores.
- Recall Pindication before second ball is played, and view the video instant replay.
- Display analysis of Strikes and Spares for each player during, or at the end of games.
- In Head-to-Head play, display graph of score variance for each player, as game progresses.
- Display Previous Week's Teams Standings
- View the Lane Records for that lane
- Display Player Ball Speed Average (1st and 2nd ball)
- Display Bowler's WebCam Photo at his/her turn
- Choose or change the player line-up for any game.
- Skip/Resume play for any bowler in the line-up during the game.
- Choose between 5 and 10 frame Scoregrid Display at will.
- View Individual / Team Scratch and Handicap scores for current game during play.
- Cycle machines without scores (for re-rack).
- "Late Pinfall" key for automatic score adjustment.
- Change Arrow Direction in Cross-Lane Play

BOWLER INTERFACE – OPEN BOWLERS:

From the Bowler Console, the **OPEN PLAY BOWLER** can, within seconds:

- Watch TV during match, in three different modes, without disrupting game scores and graphics.
- Display Bowler's WebCam Photo at his/her turn
- View all previous game(s) while bowling current game.
- View Scores from other lanes, and watch them upgrade as the players bowl.
- Recall Pindication before second ball is played, and view the video instant replay.
- View Progressive Game Scores, as well as Current Game Score
- Display analysis of Strikes and Spares for each player during, or at the end of games.
- Choose between 5 and 10 frame Scoregrid Display at will.
- Set up No-Tap options for each player, with choice of 6 different values
- Display match results at anytime during, or at the end of games. (Group Bowling)
- Display Player Ball Speed Average (1st and 2nd ball)
- Choose or change the player line-up for any game.
- Skip/Resume play for any bowler in the line-up during the game.
- Make a score correction easily
- Cycle the machine, if no cycle button is in operation
- In Head-to-Head play, display graph of score variance for each player, as game progresses.
- Change Arrow Direction in Cross-Lane Play
- Change scoregrid appearance from Single to Double or Team format
- View the Lane Records for that lane
- Bowler Consoles can be Locked / Unlocked from Control Desk
- In Open Play Cross-Lane bowling, score is entered even if player bowls on the wrong lane, against the arrow direction