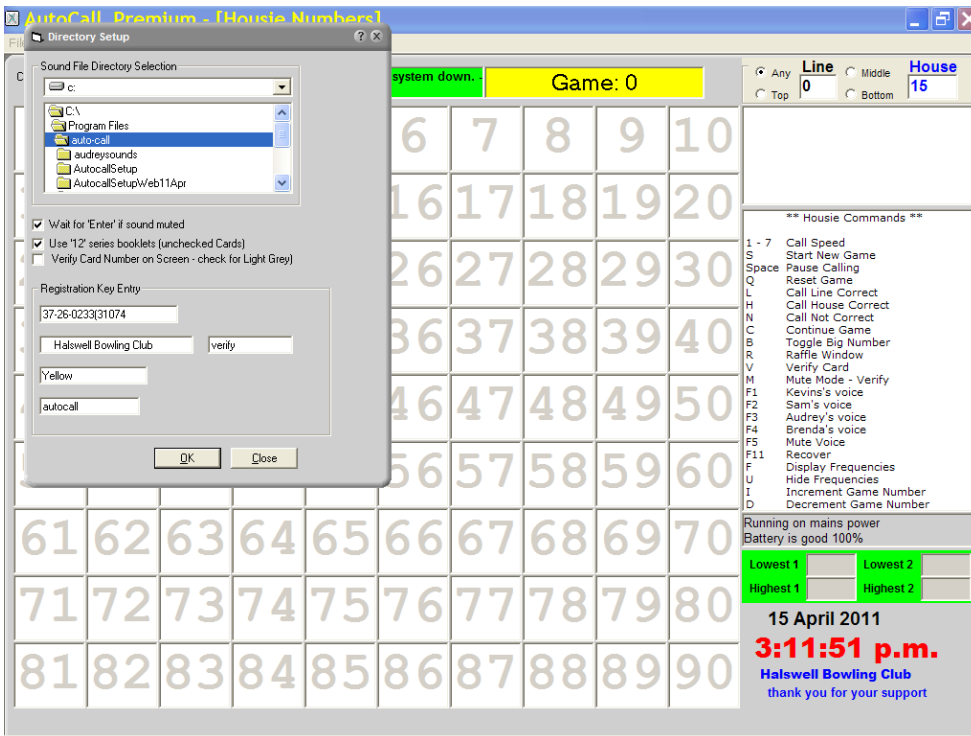


AutoCall_Premium Manual

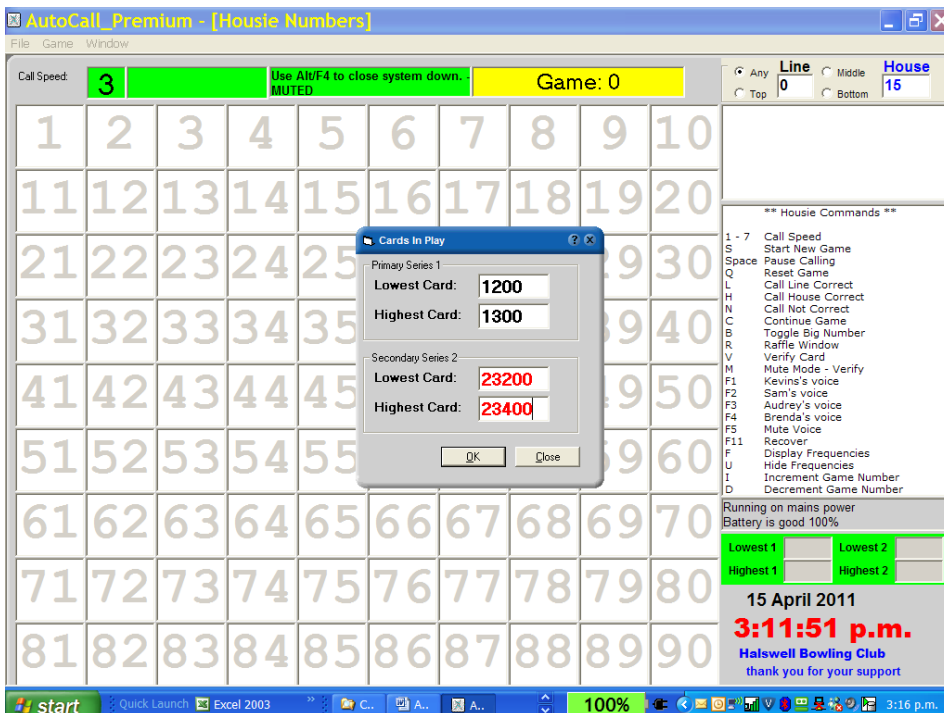


Setup *Click on File/Setup*

Setup normally only needs to be used once when Registering AutoCall_Premium.

You will need to enter:

- check the “Use 12 series booklets” If you are using Bingoworlds 36000 series books.
- The Registration Key
- The Organization Name
- The color of the Cards or the starting color for Books
- If using Bingoworld Cards or Books you need to enter verify – to enable auto verification



Verification Key “V”

If auto verification is required then at the start of each session you need to Enter the Start number and End numbers of cards that you wished checked for automatic verification of Lines and Houses.

It is important that the Lowest Card number of a series is entered correctly as this ensures that players are not using old cards. The more accurate the range ensures AutoCall only displaying winning Lines / Houses actually in play.

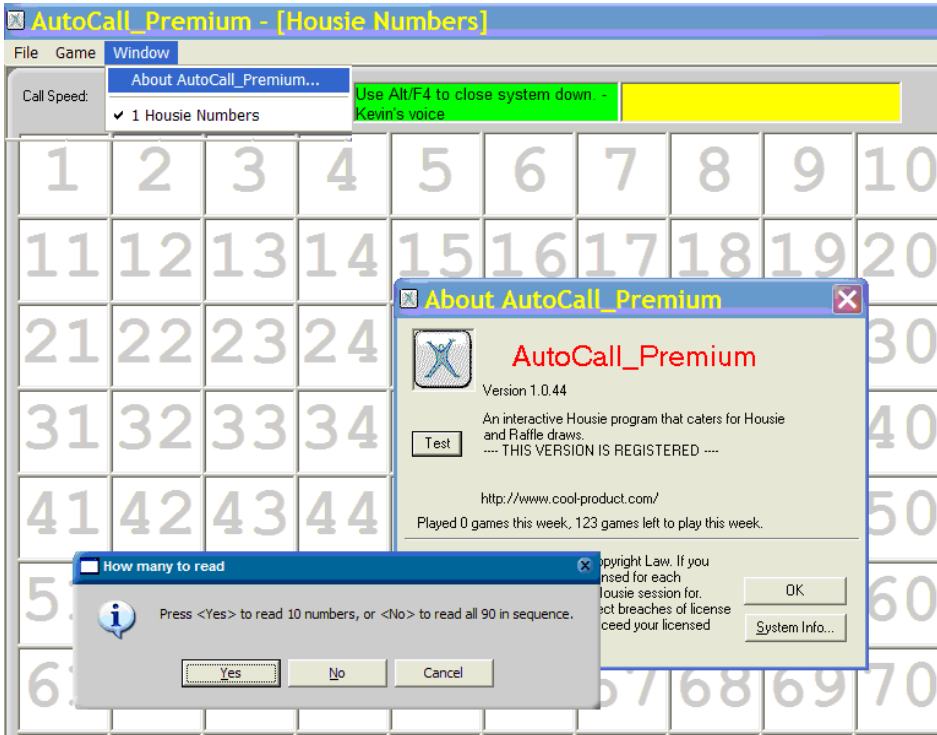
The Highest Card number can be an estimate of the number of cards sold added to the Lowest Card number – at start of play you should add a buffer of about 25% to ensure coverage.

Broken series are handled as per the example.

Verification is automatically activated when calling is interrupted, AutoCall searches all Cards in Play displaying winners on both the Last Number completely called and the Current number Being called.

If Books are being used the Color of each sheet changes every Game (*yellow, orange, blue, pink & green*) the card numbers are automatically incremented by 12.

mouse right / click on Lowest 1 or 2) / Highest 1 or 2- in box above the date, increments the number by 1 during play, left / click decremnts – handy when stragglers are arriving and you want to allocate a few more cards



About AutoCall

◀ Click on **Window/About AutoCall_Premium**

This Window should be accessed at the start of each session to check sound levels before play commences.

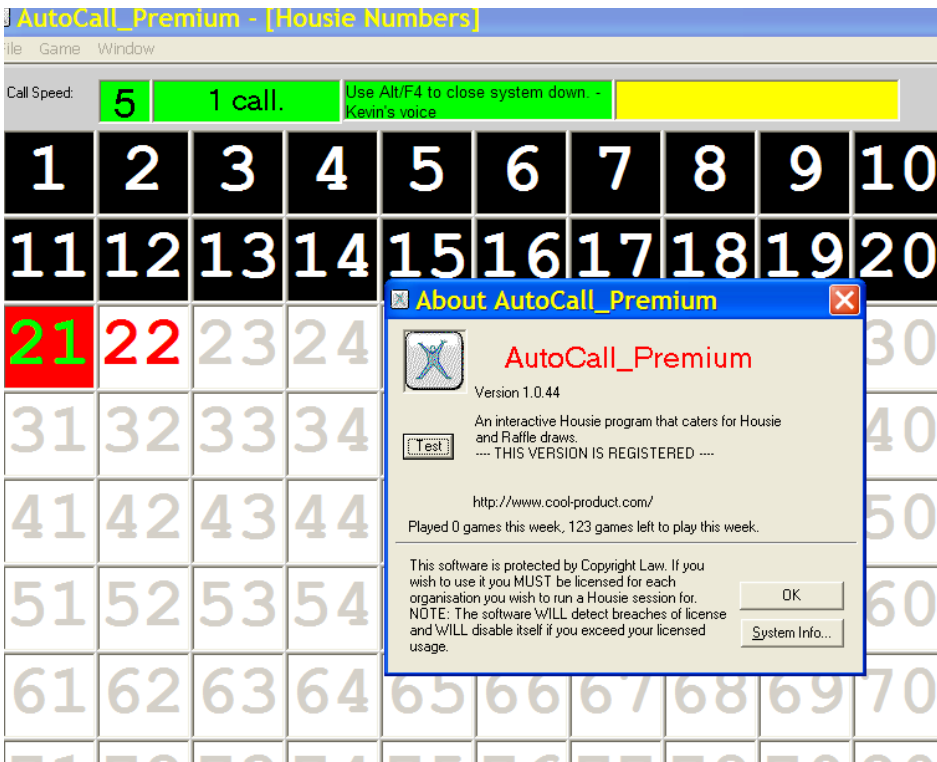
Also shows that AutoCall is Registered and how many games have been played in the week and left to play.

◀ **** THIS VERSION IS GISTERED ****

◀ Also shows how many games played this week and also games left to play

◀ Click on **Test** to Check Sound Levels

- **Yes** for Numbers 1 ~ 10
- **No** for Numbers 1 ~ 90



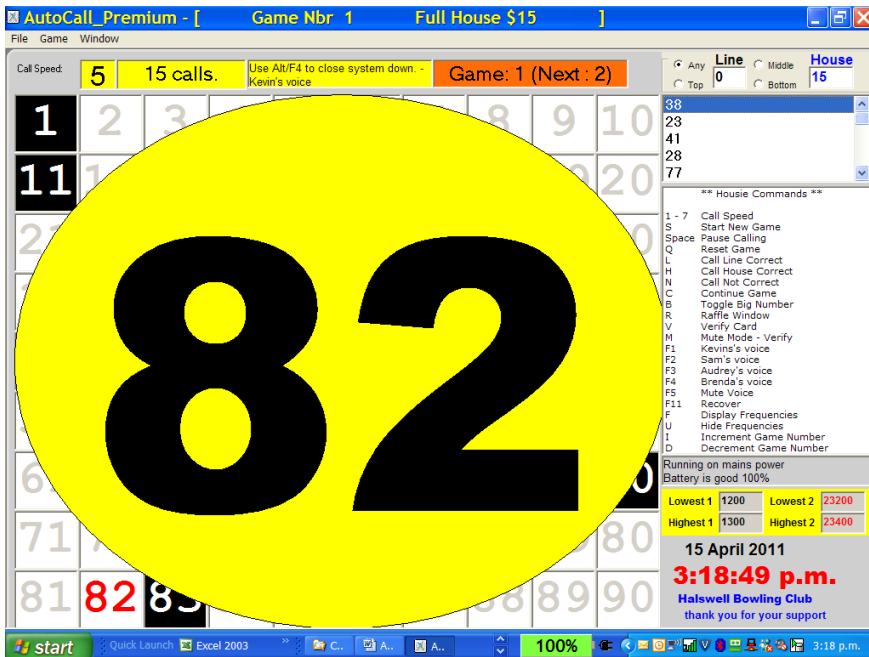
Checking Sound Levels

◀ **No** was selected above

◀ At Speed 5 and with Kevins Voice

◀ AutoCall displays and calls all numbers from 1 ~ 90

This gives ample opportunity to ensure that the sound system is working correctly and that the correct volume has been set



▲ “B” has been Keyed to show Big number option

- Key:
- <1-7> Call Speed
 - <S> Start a new game
 - <space> Interrupt Calling
 - <L> Say Line Correct
 - <H> Say House Correct
 - <N> Say Not Correct
 - <C> Continue playing the game
 - Toggle Big Number
 - <R> Raffle Window
 - <V> Verify – enter card numbers in play
 - <M> Mute Mode – show verify cards
 - F1 Kevins Voice (most popular)
 - F2 Sam’s Voice
 - F3 Audrey’s Voice
 - F4 Brenda’s Voice
 - F11 Recover System - restart
- previous
- <F> Game from last number called
 - called Display Frequency of numbers
 - <U> Hide Frequencies called
 - <I> Increment Game Number
 - <D> Decrement Game Number

To Start a Game depress “S”

To Interrupt and stop calling depress the <space> bar - system will cease calling immediately.

To Continue calling following an Interrupt depress “C”

To show / hide Big number depress “B” at any time

To change the Caller depress <F1>, <F2>, <F3>, <F4> at any time

To change the “Call Speed” depress the numeric keys <1> – <7> at anytime

To show Game / Line Values on the Active Title Bar (if using Projector, TV or External Monitor) then Key the amount (no decimals) into the appropriate boxes top RHS – these are for the next game to be played.

To change the Line Type to be searched for on Verification click on corresponding button top RHS - Any, Top, Middle, or Bottom

To Draw Raffles depress “R” to view Raffle Window see Page 5

- 31 Number being called
- 54 Last Number completely called
- 50 Previous number called
- 6 Number not yet called

Verification mode should only be set if you are using BingoWorld’s 36,000 Cards or Books

If you are **not** using one of the above BingoWorld’s Series then do not set on “V” Verification mode.

To set for automatic validation you will need to key “V” for Verification mode. When this option is set you will be asked to enter the lowest card number(s) sold for this session and the highest card number(s) sold for the session.

If more cards are sold during the game the operator simply keys “V” again and overwrites the last number sold or alternatively during play simply click on Lowest Card (1 or 2) or Highest Card (1 or 2) to change - **left/click** decrements and **right/click** increments

With Verification set when the space bar is pressed, because someone has called from the floor that they have a winning Line or House, AutoCall stops calling and immediately searches all cards in play for the session and displays the card or cards that are winners on the operators display and if using a large screen or projector then is also viewable by the players.

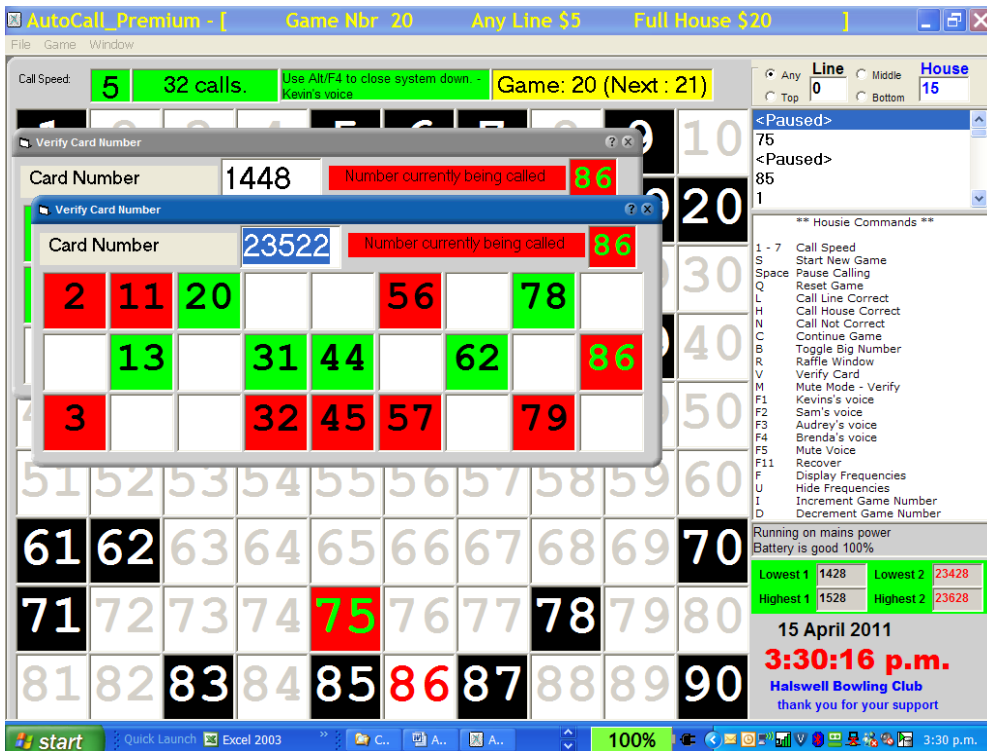
AutoCall can do this because it has all 36,000 Series stored in its memory.

The operator then verifies from the floor - the winning card number and the operator then either announces that the Line or House is correct, alternatively the operator can simply depress the “L” or “H” key to have AutoCall announce that the line/house is correct for that card number.

At any time the operator may manually enter a card number and have that particular card displayed on the screen showing all numbers called in **Green** and numbers not yet completely called in **Red**.

If Not Correct the operator can announce that the card number is not correct or have AutoCall make the announcement by depressing the “N” Key.

The operator then enters either <C> to continue calling the house or <S> to start a new house



Game 20 Any Line \$5 Full House \$20

This Game being played on Green Sheets
Next game 21 will be Yellow Sheets with
No line and \$15 House

Kevin's Voice is being used
Calling Speed is 5
Number of Calls 32

Line was called AutoCall found 2
cards in Play with Line complete
on Number 86

Cards in Play 1428 ~ 1528 &
23428 ~ 23628

After announcing that the Line(s) are
correct the operator then announces
that we are continuing on for the
\$20 House

Operator then Keys "C" to continue
for the Full House



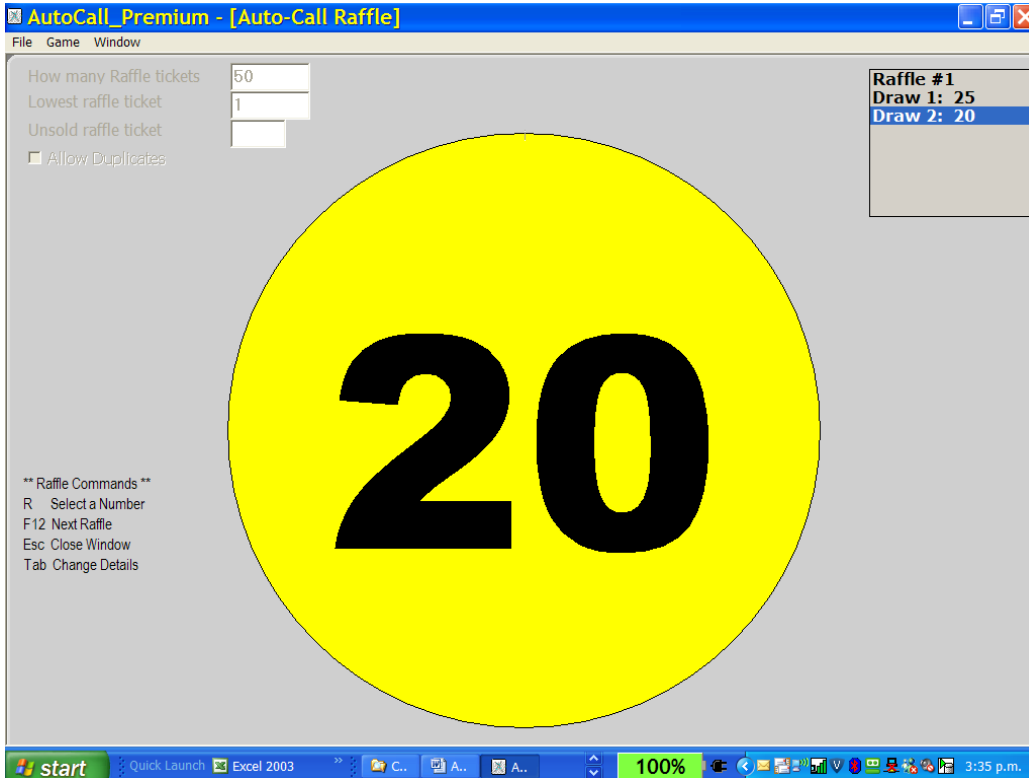
Number of Calls 60

House was called AutoCall found 1
card in Play with House complete
on Number 36

After announcing that the House is
correct the operator then announces
information on Game 21 like Sheet
Color (Yellow) House value (\$15) etc

Operator then Keys "S" to
Start Game 21

Raffle Window



Enter the number of tickets in the raffle (automatically set to 100)

Enter the lowest raffle ticket number defaults to 1

Enter any unsold raffle numbers separated by a comma

Check the box if duplicate numbers are to be allowed

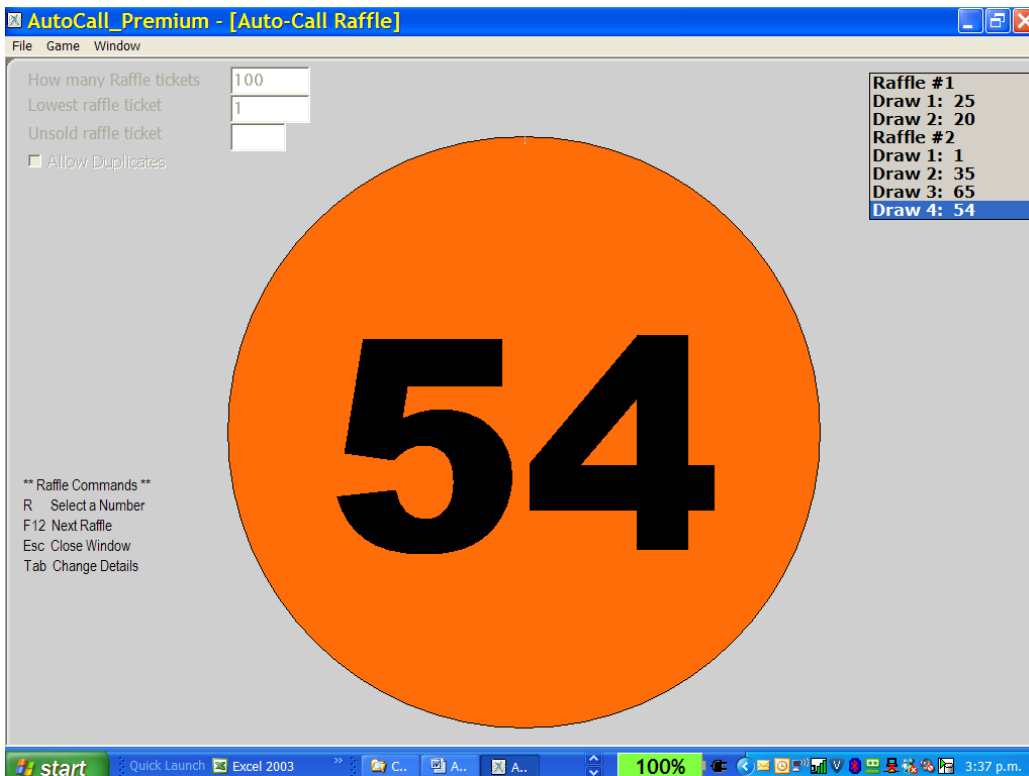
12> starts the next raffle

<R> to select a Random number within the range selected

AutoCall simulates a chocolate wheel quickly selecting about 30 to 40 numbers and displaying them in quick succession with different colours and a clicking sound for each before finally showing and speaking the winning number.

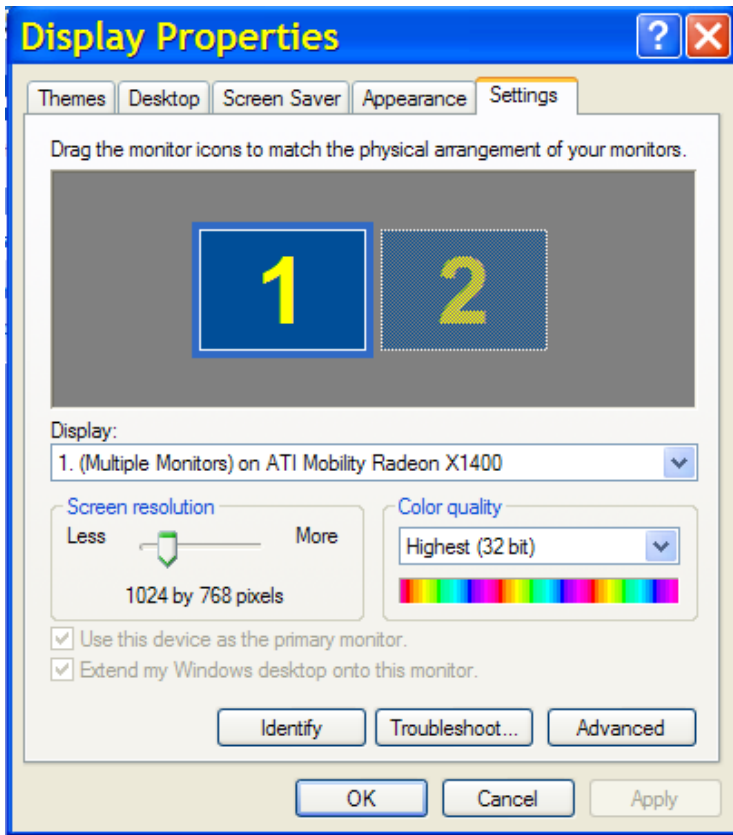
<Esc> to continue with Housie session

Maximum Number of Tickets allowed Is 99,999



◀ Log of Raffles

Control Panel Settings for AutoCall_Premium



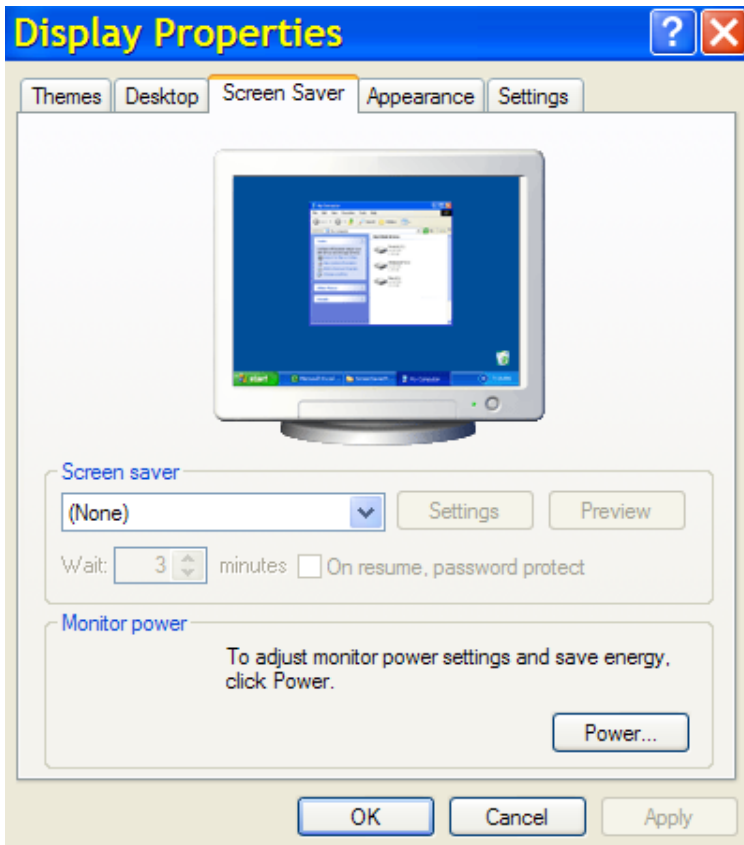
AutoCall Setup requirements:

Mouse **Click** on:

Start
Settings
Control Panel
Display
Settings

◀ Set Screen Resolution
to
1024 by 768 pixels

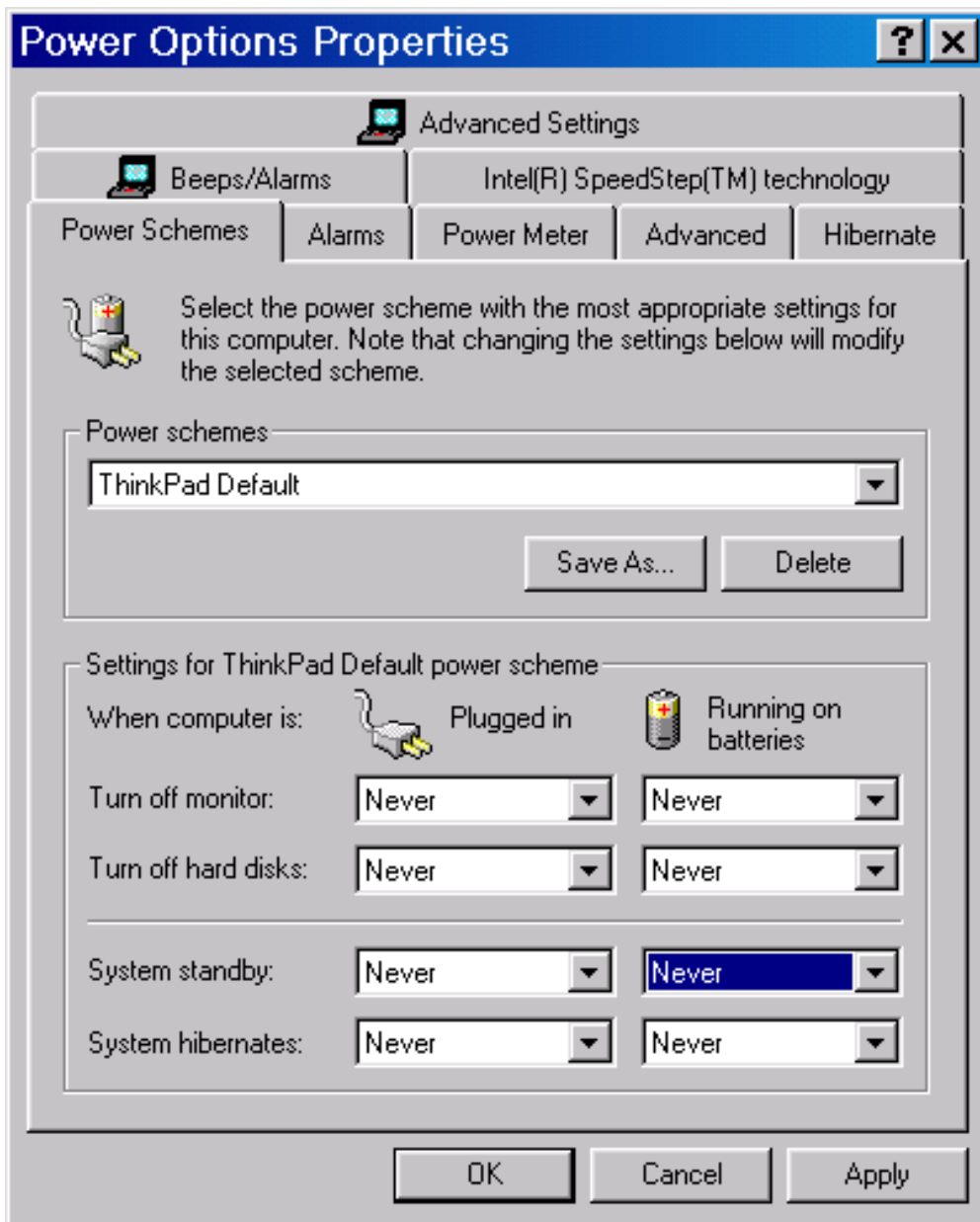
Mouse **Click** on **Screen Saver**



◀ Select (None) as Screen saver

We must ensure that no screen saver comes on during the AutoCall session

◀ Mouse **Click** on **Power**



Power Options

We must ensure that Monitors etc do not Power off during the AutoCall session

- ◀ Select **Never** for both Plugged in & Running on batteries
- ◀ Select **Never** for both Plugged in & Running on batteries
- ◀ Select **Never** for both Plugged in & Running on batteries
- ◀ Select **Never** for both Plugged in & Running on batteries
- ◀ Mouse Click on **OK**

Suggested Session Setup SuperHouse / Raffle Window

Left Mouse Click on SuperHouse Icon

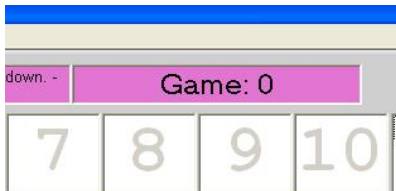


Position Mouse over Game

Left Mouse Click until Card Colour matches your SuperHouse cards

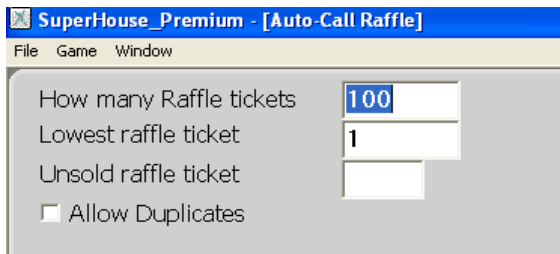


in this example Pink

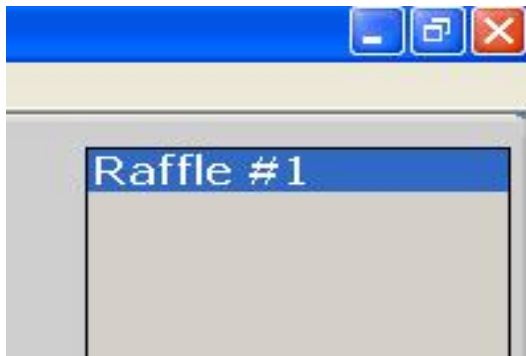


If using Bingo World 36000 Series pf Cards or Books Remember to enter **Lowest Card(s) & Highest Card(s)** by Keying "V"

Key "R" to enter Raffle Window

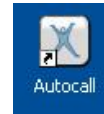


Left Mouse Click on "-" (hyphen) to Minimize Window for later use



Suggested Session Setup AutoCall

Left Mouse Click on AutoCall Icon



Enter Call Speed 1 ~ 7

Ensure Correct Voice is selected F1 ~ F5

Key "S" to start Game Number 1

** Housie Commands **

```

1 - 7 Call Speed
S Start New Game
Space Pause Calling
Q Reset Game
L Call Line Correct
H Call House Correct
N Call Not Correct
C Continue Game
B Toggle Big Number
R Raffle Window
V Verify Card
M Mute Mode - Verify
F1 Kevins's voice
F2 Sam's voice
F3 Audrey's voice
F4 Brenda's voice
F5 Mute Voice
F11 Recover
F Display Frequencies
U Hide Frequencies
I Increment Game Number
D Decrement Game Number
    
```

If using Bingo World 36000 Series and Verification Remember to enter **Lowest Card(s) & Highest Card(s)** by Keying "V" then entering Card Nbrs



Lowest 1	1200	Lowest 2	23200
Highest 1	1300	Highest 2	23400

To call SuperHouse or Draw Raffles then **Mouse Click** on **SuperHouse_Premium** on the Task Bar



To return to **AutoCall** simply **Mouse Click** on **AutoCall_Premium** on the Task Bar

Troubleshooting

If at any time you experience the system not responding to your key depressions:

- Space bar - not stopping the number calling
- "C" not continuing or
- "S" not starting a new house or
- "R" not showing the Raffle window

You may have lost focus to the window, please place the mouse pointer in the body of the window somewhere and click the left mouse button.

If you need to restart/recover the system for any reason you can now do this and recover up to the last number called.

Set the speed to whatever you were running then depress the <F11> key this will recover the system then depress the "C" key to start calling from the last number called.

Try this at home first to get comfortable and confident that everything works ok.

If you are experiencing feedback from the amplifier when running the computer then I would suggest using a 2 pin plug instead of a 3 pin plug. This sometimes removes the humming caused by older sound systems.

Random Distribution Results

500 simulation runs with an average of 62 numbers per game

The numbers shown in red represent the number of times that particular number was called

1 = 363 2 = 353 57 = 368 69 = 353 75 = 375 90 = 371 etc etc

The screenshot shows the 'AutoCall_Premium' software interface. At the top, it displays 'Game Nbr 501'. Below the title bar, there's a menu bar with 'File', 'Game', and 'Window'. The main area features a 10x10 grid of numbers from 1 to 90. Above each number, a red number indicates the frequency of calls. For example, number 1 has 363 calls, number 2 has 353, and number 90 has 371. To the right of the grid, there's a control panel with 'Call Speed' set to 3, a 'Line' dropdown set to 'House', and a 'House' dropdown set to 0. Below these are several game numbers listed: 'Starting Game 501', 'Starting Game 500', 'Starting Game 499', 'Starting Game 498', and 'Starting Game 497'. A 'Housie Commands' list is also visible, including 'Call Speed', 'Start New Game', 'Pause Calling', 'Reset Game', 'Call Line Correct', 'Call House Correct', 'Call Not Correct', 'Continue Game', 'Toggle Big Number', 'Raffle Window', 'Verify Card', 'Mute Mode - Verify', 'Kevin's voice', 'Sam's voice', 'Audrey's voice', 'Brenda's voice', 'Mute Voice', 'Recover', 'Display Frequencies', 'Hide Frequencies', 'Increment Game Number', and 'Decrement Game Number'. At the bottom right, there's a status bar showing 'Running on mains power', 'Battery is good 100%', and a timestamp '15 April 2011 3:46:57 p.m.' along with the text 'Halswell Bowling Club thank you for your support'.