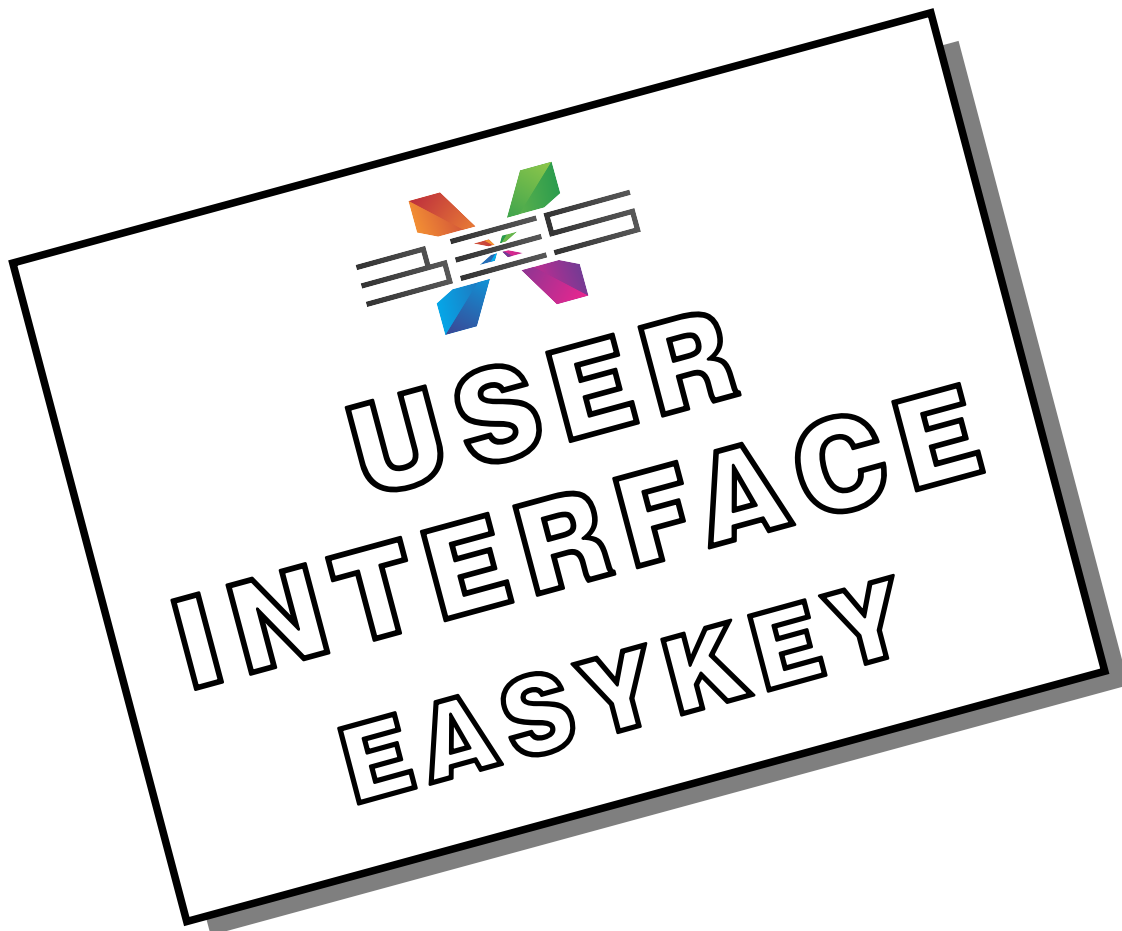QUBICA AMF

USER MANUAL

USER INTERFACE EASYKEY

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Summary of changes

REV. 2 (SEP 2018)

— Updated: Sign-in screen, Your Lane Your Way, Lane Chatter, Game Connect sections.

Content of the manual

This manual shows all of the functions that can be performed from the EasyKey console with BES X Core scoring system.

All of these functions can be enabled or disabled from ConquerorPRO.

If some of the functions described during this manual are not present in your center, please contact your local dealer/distributor in order to get more information.

BES X EasyKey

The following picture show the QubicaAMF EasyKey bowler terminal model range for the BES X system.

The keypad includes:

- Alphanumeric buttons: to insert names and numbers.
- White Arrows buttons: to select graphic options and to move the writing cursor.
- Menu button: to access the user interface.
- Symbols button: to enter symbols, special characters and accents.

Terminals can be installed on a "per lane" or a "per lane pair" basis.

When the EasyKey console is based on a single keypad simultaneously serving two lanes, the choice of the active lane may be performed through the LEFT/RIGHT LANE selection button, located on the lower angles of the terminal.

To choose a lane, press the LEFT or RIGHT LANE button on the terminal while the lanes are open; the red arrow button related to the selected lane will blink, while the other one will turn off. To select the other lane press the red arrow button related to the other lane even if it is turned off.

If no button is pressed, after 10 seconds the keypad goes idle.

To turn on the keypad press again one of the LEFT/RIGHT LANE keys.

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BES X Bowler functions

Bowler functions can be accessed through the consoles. The user has to select the on-screen options by pressing the number buttons corresponding to the desired menu function.

Once in the menu screen, on the upper left corner of the monitor the current lane number will be visible

Sign-in Screen

[Lane Options / Advanced]

If the front desk operator opens a lane without inserting the bowlers' names and the number of players, the bowlers will find the lane in Sign-in Screen mode.

First of all on the lane monitor will be displayed the "Welcome screen", displaying the name of the bowling center, the lane number and the message "Please sign-in".
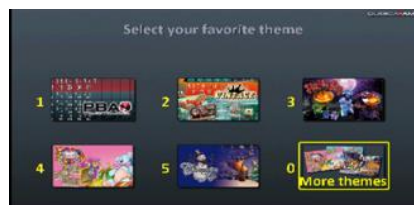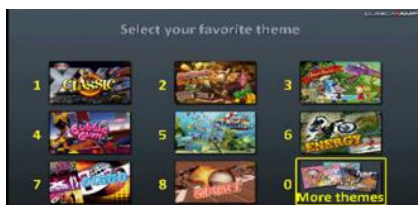
Press ✓ OK   to go to the next screen.

After the welcome screen on the lane monitor a warning message will be displayed.

Press ✓ OK   to go to the next screen.

Now it is possible to choose between 4 different selection: Bowling Plus, Mad Games, Skill & Classic Games, BES X environments. Perform the selection by using the NUMERICAL buttons. Please refer to the "2.8 – YOUR LANE YOUR WAY" section for further information.

Select the "More themes" menu item to visualize on the screen more theme.

Enter the players' names by using the ALPHANUMERIC buttons.

Press [@#&]   To enter special characters.

Press [v] [^]   To enter another name.

Press [✓ OK]   to go to the next screen.

Press [M]   to modify name, bumpers status, gender and hand for each individual player.

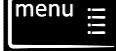Press [✓ OK]   to go to the next screen.

Press (1)   to modify the name.

Press (2)   to modify the bumpers status.

Press (3)   to modify the gender.

Press (4)   to modify the hand.

Press [✓ OK] to go to the next screen.

When all the modifications have been made press [✓ OK]   to go start the game.

Menu

To access the lane services menu, press [menu ☰]

Sub menus are: Bowlers, Team name, Score, Pinspotter, Technician call, Service call, Your lane Your way, Stop game, Statistics, Recap and Poker.

Bowlers

[Lane Options / Modifications]

The BOWLERS menu gives access to the bowlers' modifications menu.

The menu items included in this menu are: HDCP, Blind, Lineup, Skip Unskip, Bumpers, Add bowler, Remove bowler, Name, Gender, Hand, Poker.
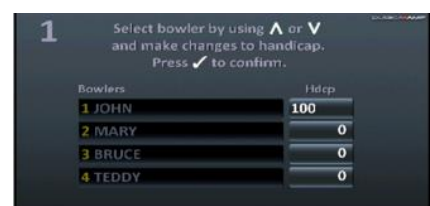
All these functions are related to the individual bowlers.

HDCP

[Lane Options / Modifications]

With this function it is possible to modify the handicap of the bowlers.

In the lane services menu, enter the "Bowlers" sub-menu then press the NUMERICAL button corresponding to the "HDCP" item.

Press "0" if in the current screen the "More…" item is present and the desired item is not present.

The default selection refers to the player 1.

The handicap value of the selected bowler is aligned on the left (by default it is set to 0).

Press [∧] [∨] to select a different bowler.

Modify the handicap value using the NUMERICAL buttons.

Press [✓ OK] to save changes and return to the game.

Press [↩] to return to the previous screen without saving changes.
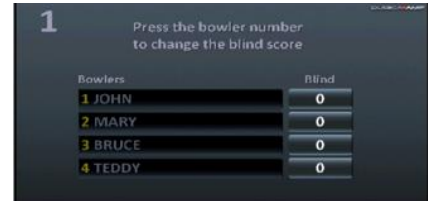
Blind

[Lane Options / Modifications]

With this function it is possible to set the blind score.

In the lane services menu, enter the "Bowlers" sub-menu then press the NUMERICAL button corresponding to the "Blind" item.

Press "0" if in the current screen the "More…" item is present and the desired item is not present.

Select using the NUMERICAL buttons assigned to each bowler.

Enter the new Blind score.

Press ✓ OK to save changes and return to the game.

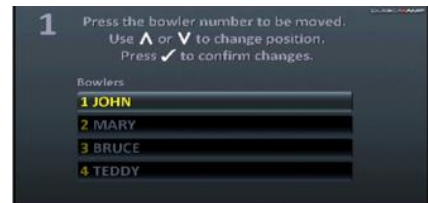Press ↻ to return to the previous screen without saving changes.

Lineup

[Lane Options / Modifications]

With this function it is possible to change the lineup of the bowlers.

In the lane services menu, enter the "Bowlers" sub-menu then press the NUMERICAL button corresponding to the "Lineup" item.
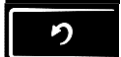
Press "0" if in the current screen the "More…" item is present and the desired item is not present.

Select using the NUMERICAL buttons assigned to each bowler.

Press ∧ ∨ to move the selected bowler up or down.

Press ✓ OK to save changes and return to the game.

Press ↻ to return to the previous screen without saving changes.

Skip Unskip

[Lane Options / Modifications]

With this function it is possible to specify if a player has to be skipped (excluded) or not during the game.

In the lane services menu, enter the "Bowlers" sub-menu then press the NUMERICAL button corresponding to the "Skip Unskip" item.
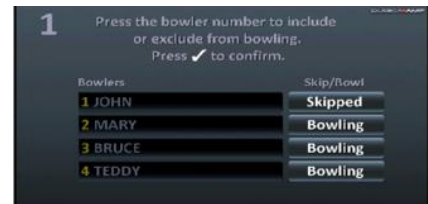
Press "0" if in the current screen the "More…" item is present and the desired item is not present.

By default The Skip/Bowl value for each bowler is "Bowling" (included in the game).

Modify the Skip/Bowl Value using the NUMERICAL buttons assigned to each bowler

Press ✓ OK   to save changes and return to the game.

Press ↺   to return to the previous screen without saving changes.

Bumpers

[Lane Options / Modifications]

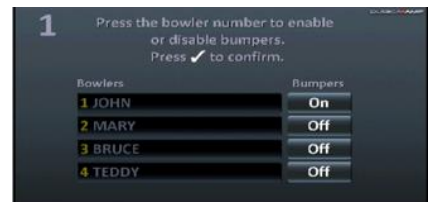With this function it is possible to enable or disable bumpers.

In the lane services menu, enter the "Bowlers" sub-menu then press the NUMERICAL button corresponding to the "Bumpers" item.

Press "0" if in the current screen the "More…" item is present and the desired item is not present.

Modify the bumpers status using the NUMERICAL buttons assigned to each bowler

Press ✓ OK   to save changes and return to the game.

Press ↺   to return to the previous screen without saving changes.

Add bowler

[Lane Options / Modifications]

With this function it is possible to Add a bowler to the game.

In the lane services menu, enter the "Bowlers" sub-menu then press the NUMERICAL button corresponding to the "Add Bowler" item.

Press "0" if in the current screen the "More…" item is present and the desired item is not present.
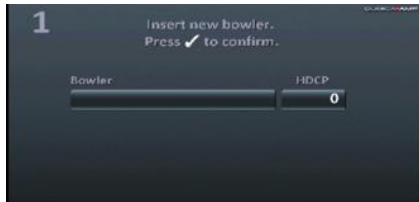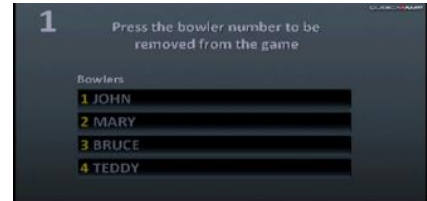
The bowler could be of four types:

- **Bowler**: a normal player. You can enter the Name and the Handicap value.

- **Pacer**: a pacer bowls as a part of a team, but his score does not count towards the team total. You can enter the Name and the Handicap.

- **Best Ball**: a Best Ball game is a team game that constructs a virtual game with higher scores, by combining the scores of all of the players during the current game. The system constructs this game using the players' best bowls. You can enter only the Name.

- **Best Frame**: This option functions in the same way of the Best Ball Bowler option, but utilizes each of the players' best frames to construct a game of the best virtual players. You can enter only the Name.

Press [✓ OK] to save changes and return to the game.

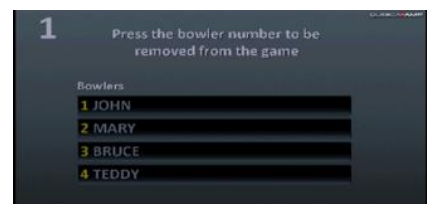Press [↩] to return to the previous screen without saving changes.

Remove bowler

[Lane Options / Modifications]

With this function it is possible to remove a bowler from the game.

In the lane services menu, enter the "Bowlers" sub-menu then press the NUMERICAL button corresponding to the "Remove Bowler" item.

Press "0" if in the current screen the "More…" item is present and the desired item is not present.

Select using the NUMERICAL buttons assigned to each bowler.

Press [✓ OK] to save changes and return to the game.

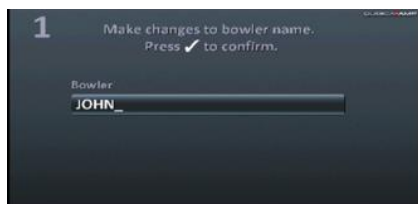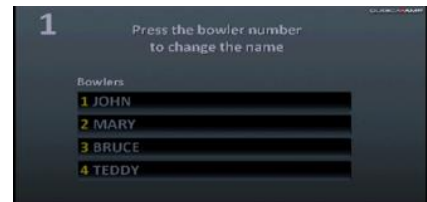Press [↩] to return to the previous screen without saving changes.

Name

[Lane Options / Modifications]

With this function it is possible to modify the name of the players.

In the lane services menu, enter the "Bowlers" sub-menu then press the NUMERICAL button corresponding to the "Name" item.

Press "0" if in the current screen the "More…" item is present and the desired item is not present.

Select the player's name using the NUMBER buttons assigned to each bowler. A different screen appears containing only the selected name to be modified.

Press [✓ OK] to save changes and return to the game.

Press [↩] to return to the previous screen without saving changes.

Gender

[Lane Options / Modifications]

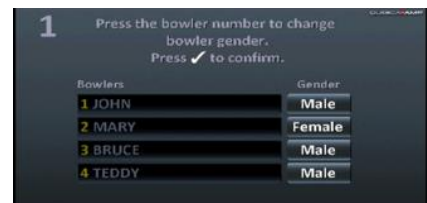With this function it is possible to specify the gender of the bowler.

In the lane services menu, enter the "Bowlers" sub-menu then press the NUMERICAL button corresponding to the "Gender" item.

Press "0" if in the current screen the "More…" item is present and the desired item is not present.

Modify the gender using the NUMERICAL buttons assigned to each bowler

Press [✓ OK] to save changes and return to the game.

Press [↩] to return to the previous screen without saving changes.

Hand

[Lane Options / Modifications]

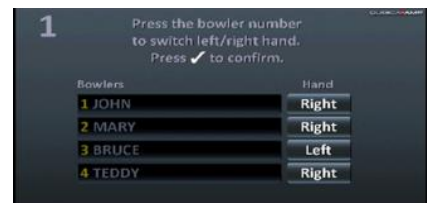With this function it is possible to specify the hand of the bowler (the hand of each bowler is set to right by default).

In the lane services menu, enter the "Bowlers" sub-menu then press the NUMERICAL button corresponding to the "Hand" item.

Press "0" if in the current screen the "More…" item is present and the desired item is not present.

Modify the hand using the NUMERICAL buttons assigned to each bowler

Press [✓ OK] to save changes and return to the game.

Press [↩] to return to the previous screen without saving changes.

Team name

[Lane Options / Modifications]

With this function it is possible to modify the name of the team.

In the lane services menu, press the NUMERICAL button corresponding to the "Team name" item.

Press "0" if in the current screen the "More…" item is present and the desired item is not present.

Modify the taem name using the ALPHANUMERIC buttons.

Press **✓ OK** to save changes and return to the game.

Press **↩** to return to the previous screen without saving changes.

Score

[Lane Options / Advanced]

Each bowler can: correct the score value of each played frame, select which pins are left standing for each played frame and add/remove frames from the game.

In the lane services menu, press the NUMERICAL button corresponding to the "Score" item.

Press "0" if in the current screen the "More…" item is present and the desired item is not present.

The default selection refers to the last played ball of the last played frame.

Press **< > ∧ V** to navigate between the frames. The selected bowl will be highlighted

Press **X** for strike (or spare in the case of second throw).

Press **–** for gutter.

Press **F** for foul.

If the score has been modified, the game will be resumed.
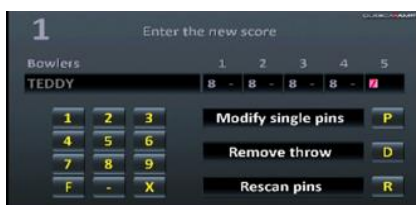
If the bowler wants to modify single pins, remove the selected throw or rescan pins, select the throw to be modified and press the OK button.

Use NUMERICAL buttons to enter the correct score, "X" for strike/spare, "-" for gutter or "F" for foul, "D" to "Remove throw", "R" to "Rescan pins".

Press "P" to "Modify single pins": change the status (up/down) of each single pin. Select the pins using the corresponding number button.

Press **✓ OK** to save changes and return to the game.

Press **↩** to return to the previous screen without saving changes.

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Pinspotter

[Lane Options / Lane services]

With this menu it is possible to perform a set of pinsetter functions from the bowler terminal.

In the lane services menu, press the NUMERICAL button corresponding to the "Pinspotter" item.

Select the desired pinspotter function using the ALPHANUMERIC buttons.

Once the function has been selected, a warning message will appear on the lane monitor.

Press **✓ OK** to confirm the selected function and return to the game.

Press **↻** to cancel the current command and return to the previous screen.

Pinspotter – Select pins to be respotted

(This function is available with Qubica MAG3IT, QubicaAMF TMS and some models of Brunswick © GS machines).

In the lane services menu, enter the "Pinspotter" sub-menu then press the NUMERICAL button corresponding to the "Select pins to be respotted" item.

Select/Unselect the pins to respot using the NUMERICAL buttons.1

Once the pins have been selected, a warning message appears on the lane monitor.
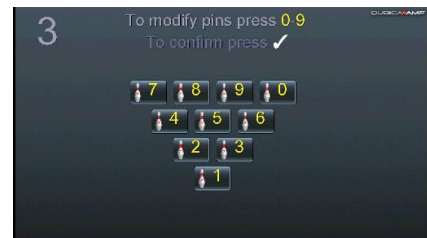
Press **✓ OK** to confirm the selected function and return to the game.

Press **↻** to cancel the current command and return to the previous screen.

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Technician call

(Available only with QubicaAMF TCS - Trouble Call System)

[Lane Options / Lane Services]

The TCS - Trouble Call System - is an optional tool installed in bowling centers to help diagnose and track the most common pinspotter errors.

Every time bowlers observe a malfunctioning of the pinspotter (pin jams, slow response, etc) they can ask for a mechanic to get it checked. The intervention request is activated by selecting the Mechanic Call option. The system automatically manages the request, sending it to the mechanic, displaying the status of the request on the lane monitor and signaling the work-in-progress and the end of the mechanic's job on the lane.

In the lane services menu, press the NUMERICAL button corresponding to the "Technician call" item.

The system sends the trouble call to the mechanic. The overhead monitor displays "The technician has been called" animation.

In the lane services menu, press the NUMERICAL button corresponding to the "Clear mechanic call" item.

Your lane your way

[Lane Options / Advanced]

With this function it is possible to select a Mad Game, a Skill or Classic game, or the theme for the lane.

In the lane services menu, press the NUMERICAL button corresponding to the "Your lane Your way" item.

Bowling Plus

Let everyone feel the excitement of competitive bowling! Bowling Plus displays bowling facts, easy-to-understand statistics and highlights the top moments of the game – all LIVE while the action is happening. It's like having your own personal commentator with you on the lanes! Also featuring Score Assist to help everyone follow the results of the game.
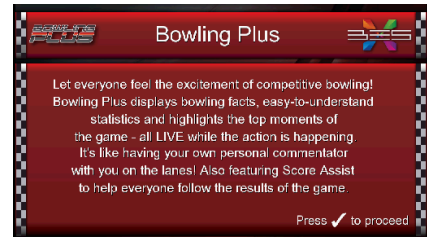
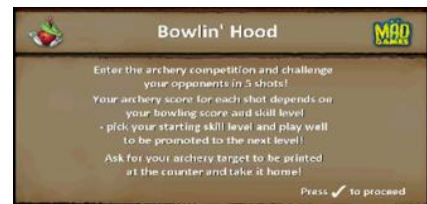Press [✓ OK] to start the game.

Mad Games

Within the "Mad Games" sub menu, there is another selection to be taken, between four different Mad Games: Bowling Hood, Monster Factory, Character Factory, Battle on the Lanes. Press the NUMERICAL button corresponding to the desired Mad Game.
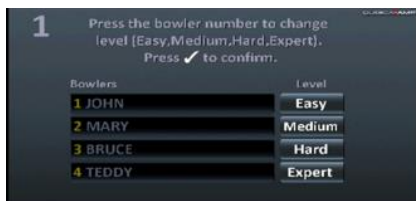
Bowlin' Hood

Enter the Archery competition and challenge your opponents in 5 shots! Your archery score for each shot depends on your bowling score and skill level – pick your starting skill level and play well to be promoted to the next level! Ask for your archery target to be printed at the counter and take it home!

Press [✓ OK] to start the game.

It is possible to change the skill level for each player. In the lane services menu, press the NUMERICAL button corresponding to the "Skill level" item.

Press "0" if in the current screen the "More…" item is present and the desired item is not present.

Modify the skill level using the NUMBER buttons assigned to each bowler.

Press [✓ OK] to save changes and return to the game.

Press [↩] to return to the previous screen without saving changes.

Monster Factory

Build the coolest monster in 5 shots! Your monster takes shape during the game with each ball you throw. Ask for your monster to be printed at the counter and take it home.

Press [✓ OK] to start the game.
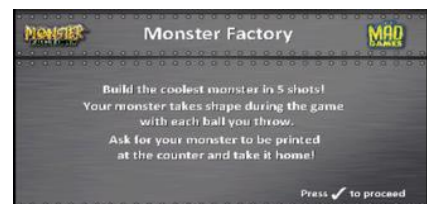
Character Factory

Create your own crazy character in 5 shots! For both guys and gals. Starting from a neutral model, the different parts of your character will be chosen during the game depending on how many pins you knock down. Ask for your character to be printed at the counter and take it home!

Press ✓ OK to start the game.

It is possible to specify the gender for each bowler during the game.

In the lane services menu, enter the "Bowlers" sub-menu then press the NUMERICAL button corresponding to the "Gender" item.

Press "0" if in the current screen the "More…" item is present and the desired item is not present.

Modify the gender using the NUMERICAL buttons assigned to each bowler

Press ✓ OK to save changes and return to the game.

Press ↺ to return to the previous screen without saving changes.

Battle On The Lanes

Destroy the enemy castle with your best shots:
- The more pins you knock down, the more damage is done to the opponent castle. Your projectile and our power depend on your bowling score and skill level.
- Pick your starting skill level and play well to be promoted to the next level!

Ask for your castle to be printed at the counter and take it home!

Press ✓ OK to start the game.

It is possible to change the skill level for each player. In the lane services menu, press the NUMERICAL button corresponding to the "Skill level" item.

Press "0" if in the current screen the "More…" item is present and the desired item is not present.

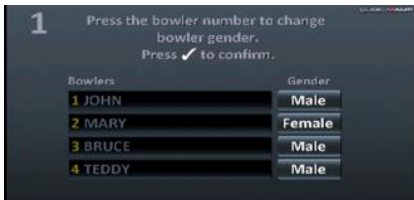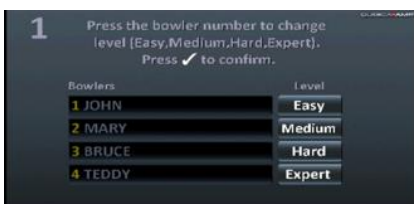Modify the skill level using the NUMBER buttons assigned to each bowler.

Press ✓ OK to save changes and return to the game.

Press ↺ to return to the previous screen without saving changes.

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Skill and Classic Games

There are eight different Skill and Classic Games: 3-6-9; Even better; Head hunter; Last pin standing; Low game; No tap; Odd duck; Odds & evens.
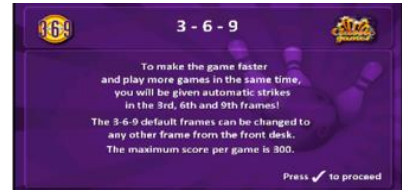
In the "Your lane Your way" menu, press the NUMERICAL button corresponding to the "Skill & Classic Games" item.

3-6-9

To make the game faster and play more games in the same time, you will be given automatic strikes in the 3rd, 6th and 9th frames! The 3-6-9 default frames can be changed to any other frame from the front desk. The maximum score per game is 300.

Press   ✓ OK   to start the game.

Even better

Bowl an even number of pins, but not a strike! If you knock down an odd number of pins, or get a strike or a gutter, the frame score is zero. You have one ball per frame. The maximum score per game is 80.

Press   ✓ OK   to start the game.

Head hunter

Score when you hit the head pin without getting a strike! If you hit 7, 6, 5, or 4 pins, you get a bonus that converts your score to 10. If you don't hit the head pin, or if you get a strike, the frame score is zero. You have one ball per frame. The maximum score per game is 100.

Press   ✓ OK   to start the game.

Last pin standing

Knock down as many pins as you can without hitting the head pin! To get a strike, hit all pins but the head with the first ball. If you hit the head pin with your first ball, the frame is over, your score is zero! If you knock down all the pins except the head pin with the second ball, you get a spare. The maximum score per game is 300.


Press   ✓ OK   to start the game.

Low game

A game of skill where the system scores in reverse and the lowest score wins. Throw a gutter on the first ball and you get a strike. Throw a gutter or get zero pins on the second ball and you get a spare. Aim for only the 7 and 10 pin per frame and you may get a perfect game. The best possible score is 20.

Press [✓ OK] to start the game.

No tap

Getting strikes made easier! No Tap allows a lower pin fall value to be set and count as a strike. Knock down 9 pins and the system scores a strike, or choose a different value for each player (7, 8, 9 or OFF). The maximum score per game is 300.
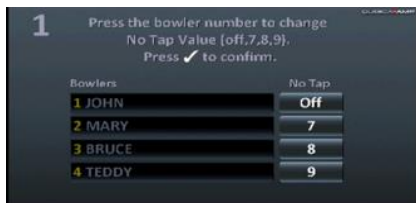
It is possible to change the No Tap value (off, 7, 8, 9) for each player.

In the lane services menu, select the "Bowlers" sub-menu then press the NUMERICAL button corresponding to the "No Tap" item.

Press "0" if in the current screen the "More…" item is present and the desired item is not present.

Modify the No Tap value using the NUMBER buttons assigned to each bowler.

Press [✓ OK] to save changes and return to the game.

Press [↩] to return to the previous screen without saving changes.

Odd duck

Bowl an odd number of pins, and avoid a strike! If you knock down an even number of pins, or get a strike or a gutter, the frame score is zero. You have one ball per frame. The maximum score per game is 90.

Press [✓ OK] to start the game.

Odds & evens

Knock down an even number of pins to earn a strike. Knock down an odd number of pins or a gutter to earn a spare. You have one ball per frame. The maximum score per game is 300.

Press [✓ OK] to start the game.

Themed bowling

Within this selection it is possible to select a BES X environment for the lane.

In the "Your lane Your way" menu, press the NUMERICAL button corresponding to the "Themed bowling" item. Finally select the desired environment using the NUMERCAL buttons.

Stop game

[Lane Options / Advanced]

The Stop Game option menu can be used either to close or to begin a new game.

In the lane services menu, press the NUMERICAL button corresponding to the "Stop game" item.

Press **1** to close the lane.

Press **2** to to end the current game and start a new one.

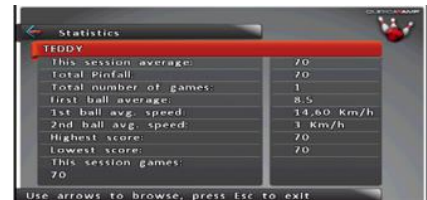Press **✓ OK** to go to the next screen.

Statistics

[Lane Options / Advanced]

In the lane services menu, press the NUMERICAL button corresponding to the "Statistics" item.

Press "0" if in the current screen the "More…" item is present and the desired item is not present.

The scoring system displays the first page of the "Statistics" screen for the current bowler..

Press **∧ ∨** to scroll the page.

Press **< >** to scroll through different players.

Press **↺** to return to the game.

Recap

[Lane Options / Advanced]

In the lane services menu, press the NUMERICAL button corresponding to the "Statistics" item.

Press "0" if in the current screen the "More…" item is present and the desired item is not present.

The scoring system displays the "Recap" sheet screen. The recap sheet appears if at least one game has been finished.

Press   [< >]   to scroll through the games.

Press   [↩]   to return to the game.

Poker

View poker hands

[Lane Options / Modifications]

In the lane services menu, press the NUMERICAL button corresponding to the "Poker" item.

Press "0" if in the current screen the "More…" item is present and the desired item is not present.

The cards are displayed on the lane monitor.

Press   [+]   to access the DEAL CARD screen.

Press   [−]   to access the REMOVE CARD screen.

Press   [∧ ∨]   to select the player.

Press   [< >]   to select the card.

Press   [↩]   to return to the game.

Deal poker card

[Lane Options / Modifications]

In the lane services menu, press the NUMERICAL button corresponding to the "Poker" item.

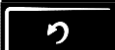Press "0" if in the current screen the "More…" item is present and the desired item is not present.

The cards are displayed on the lane monitor.

Press **+** to access the DEAL CARD screen.

Press **✓ OK** to deal a card.

Press **↺** to return to the game.

Remove poker card

[Lane Options / Modifications]

In the lane services menu, press the NUMERICAL button corresponding to the "Poker" item.

Press "0" if in the current screen the "More…" item is present and the desired item is not present.

The cards are displayed on the lane monitor.

Press **–** to access the REMOVE CARD screen.

Press **< >** to select the card.

Press **✓ OK** to remove the selected card.

Press **↺** to return to the game.

Extend bowling session

[Lane Options / Bowling Lane Services]

When a lane has been opened in pre-assigned mode, it is possible for the bowlers, if it has been set in ConquerorPRO, to play another game or to play more time on that lane.

The selection is made by pressing the NUMERICAL button corresponding to the desired selection.

Pre-assigned game

Press   ✓ OK   to confirm and start a new game.

Press   �   to exit.

Pre-assigned time

Press the NUMERICAL button corresponding to the desired option.

Press   �   to exit.

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