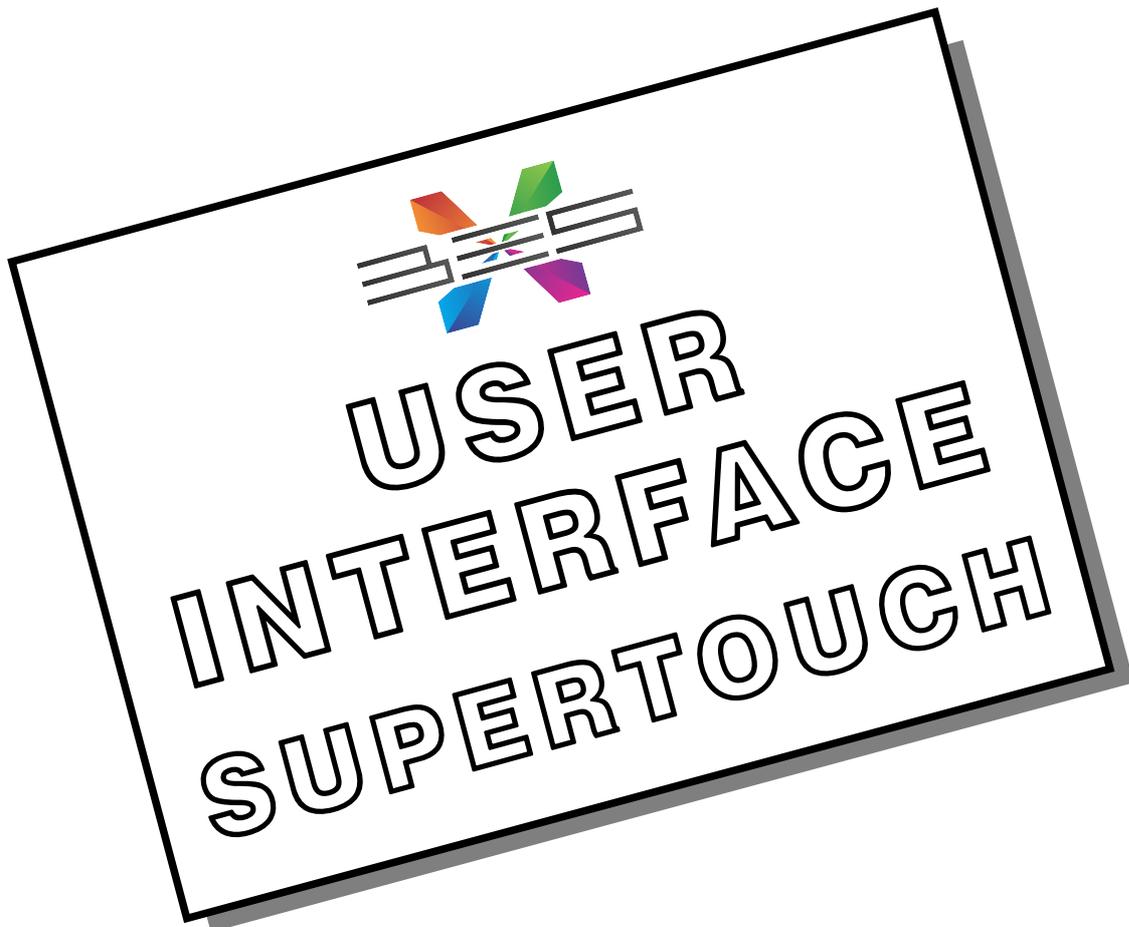QUBICA AMF

USER MANUAL

USER INTERFACE SUPERTOUCH

WORLDWIDE HEADQUARTERS

8100 AMF Drive

Mechanicsville, VA 23111 - USA

Phone: (804) 569-1000

Fax: (804) 559-8650

EUROPEAN HEADQUARTERS

Via della Croce Coperta, 15

40128 Bologna - Italy

Phone: +39 051.4192.611

Fax: +39 051.4192.602

Table of Contents

Summary of changes

REV. 3 (SEP 2018)

– Updated: Sign-in screen, Your Lane Your Way, Lane Chatter, Game Connect sections.
– Added Hyper Bowling.

web: www.qubicaamf.com   e-mail: info@qubicaamf.com

Content of the manual

This manual shows all of the functions that can be performed from the SuperTouch console with BES X Ultimate 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 SuperTouch

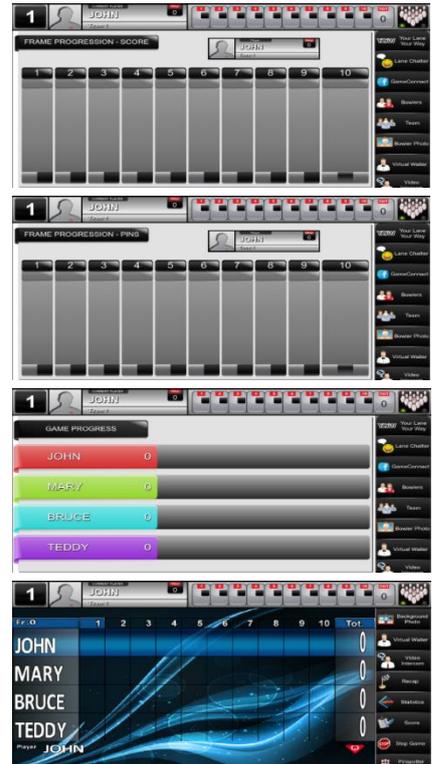The following picture shows the QubicaAMF SuperTouch console model range for the BES X system.

SuperTouch consoles are based on a direct interaction of the user with the LCD screen images.

web: www.qubicaamf.com   e-mail: info@qubicaamf.com

BES X Bowler functions

Once the lane has been opened, the image shown on the SuperTouch console will change from the game progress to the frame progression of the current player to the scoring grid already shown on the lane monitor. The screen has three different areas:

- **Upper area**: here are shown different data regarding the current bowler: the number in the lineup of the lane, the picture (if present), the name of the bowler and the team name, the real time scoring recap frame-per-frame and the total, the actual status of the pins' castle.
- **Right area**: here are shown all the buttons regarding the available on-lane functions.
- **Left area**: here will be displayed four different screens: frame progression - score, frame progression - pins, game progress, scoring grid (lane monitor view). The system will automatically scroll between the different screens, but it is possible for the bowler to perform different actions:
  o Scroll horizontally to scroll between the four different screens;
  o Scroll vertically to scroll between the data for the different bowlers present on the lane.
  o Touch once in order to visualize the "Pause button" or the "Play button" in the middle of the lower area of the screen.
    ▪ Touch the "Pause button" in order to pause the automatic scroll of the image and let the system to still on the desired screen.
    ▪ Touch the "Play button" in order to resume the automatic scroll of the image.

All the environments shares the same layout structure.

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

When the SuperTouch is installed on a "per lane pair", two adjacent lanes share the same terminal. Bowlers can switch the view from one lane to the other by touching the upper corners of the screen.

In order to switch from the grid view on the adjacent lanes:

- If the lane currently displayed is the RIGHT one, touch the upper left corner to switch to the left lane.
- If the lane currently displayed is the LEFT one, touch the upper right corner to switch to the right lane.

Once inside the lane functions menu screen, the current lane number will be displayed in the upper left corner and in the upper right corner an arrow with the adjacent lane number. Touch the arrow to switch the view to the adjacent lane from the menu screen.

On the right of the screen there are all of the functions that can be performed by the player during the game, interacting with the SuperTouch console.

Sign-in Screen

[Lane Options / Advanced]

If the "Sign-in screen" option has been enabled from the front desk computer, 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" (or the names of the players if the front desk operator inserted them during the opening of the lane).
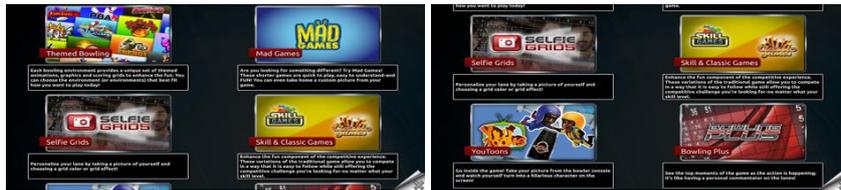
Touch   in order to go to the next screen.

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

Touch   in order to go to the next screen.

Now it is possible to choose between 6 different selections: Themed Bowling, Mad Games, Selfie Grids, Skill & Classic Games, YouToons, Bowling Plus. Perform the selection by scrolling down or up the screen and touch on the desired menu item. In this example will be used a Themed Bowling environment, in particular the PBA Tour.
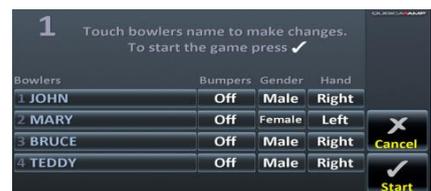
Specify the number of bowlers, by touching the number of the players, then press Next. NOTE: the maximum number of players allowed on a lane at the same time is 12.

Enter the players' names by touching the on-screen keyboard. On the top of the screen, in the center, is visualized the number assigned to the current bowler. During this operation it is possible also to specify the bumper status (Off or On), the gender (Male or Female) and the hand (Right or Left) for the current bowler. Touch Prev to navigate to the previous bowler or Next to navigate to the next bowler, or to finish this operation.

On the next screen, if everything is correct touch Start to start the game or touch the bowlers name in order to modify name, bumpers status, gender and hand of each individual player.

web: www.qubicaamf.com   e-mail: info@qubicaamf.com

Then it is possible for each player to login to Facebook, in order to use the Game Connect capabilities.

Touch in order to proceed with the login.

Once the login to Facebook has been performed, it is possible for each player to logout from Facebook. When the lane is closed, the system will logout from facebook automatically each bowler.

Touch in order to logout.

Touch in order to skip the current player and navigate to next one.

Touch in order to skip the current player and navigate to the previous one.

Touch to cancel the current operation.

Now the lane will open and it is possible to play.

Your lane your way

[Lane Options / Advanced]

With this function it is possible to select between: Themed Bowling Environments, Bowling Plus, Mad Games, HD Signature Grids, Skill Games and Classic Games, YouToons!.

Touch the "Your Lane Your Way" button, located in the menu on the right area of the screen.

It is possible to choose between 6 different menu items: Themed Bowling, Mad Games, Selfie Grids, Skill & Classic Games, YouToons, Bowling Plus.

Themed Bowling

[Lane Options / Basic]

Within this selection it is possible to select a Themed Bowling Environment for the lane.

Scroll vertically in order to navigate to the "Themed Bowling" menu item and touch it.

Touch to cancel the current operation.

The current theme will be highlighted. Scroll vertically in order to navigate between the different available themes, then touch the desired menu item in order to enable it on the lane.

Touch [icon] to cancel the current operation.

Hyper Bowling

[Lane Options / Basics]

Within the "Hyper Bowling" sub menu, there is another selection to be taken, between four different games: Hyper Bowl, Hyper Bowl Pro, Hyper Active, Hyper Squad.

Touch the "Your Lane Your Way" button, located in the menu on the right area of the screen.

Scroll vertically in order to navigate to the "Hyper Bowling" menu item and touch it.

Touch [icon] to cancel the current operation.

In each game:

Touch [CHANGE GAME icon] in order to select another game.

Touch [PLAY icon] in order to start the selected game.

Touch [icon] to cancel the current operation.

Hyper Bowl

Touch the desired menu item in order to enable it on the lane.

Hyper Bowl Pro

Touch the desired menu item in order to enable it on the lane.

web: www.qubicaamf.com   e-mail: info@qubicaamf.com

Hyper Active

Touch the desired menu item in order to enable it on the lane.

Hyper Squad

Touch the desired menu item in order to enable it on the lane.

Mad Games

[Lane Options / Basics]

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.

 Touch the "Your Lane Your Way" button, located in the menu on the right area of the screen.

Scroll vertically in order to navigate to the "Hyper Bowling" menu item and touch it.

Touch to cancel the current operation.

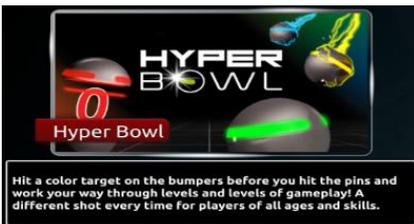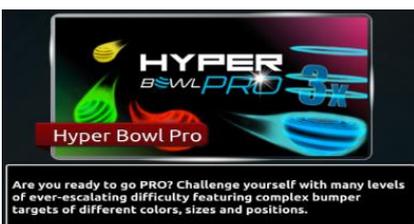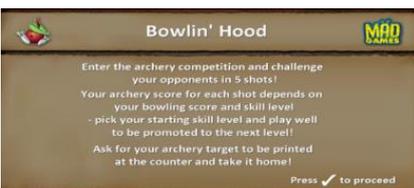### Bowling Hood

The current theme will be highlighted. Scroll vertically in order to navigate between the different available games, then touch the desired menu item in order to enable it on the lane.

Touch to cancel the current operation.

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!

Touch To start the game.

It is possible to change the skill level for each player during the game:

 Touch the "Skill Level" button, located in the menu on the right area of the screen.

Modify the skill level for each player, by touching on the level for a specific player.

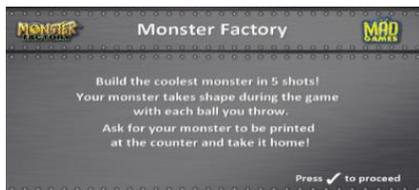Touch "OK" to confirm the current selection and return to the game.

Touch "Cancel" to cancel the current command and return to the previous screen.

Monster Factory

The current theme will be highlighted. Scroll vertically in order to navigate between the different available games, then touch the desired menu item in order to enable it on the lane.

Touch to cancel the current operation.

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.

Touch To start the game.

Character Factory

The current theme will be highlighted. Scroll vertically in order to navigate between the different available games, then touch the desired menu item in order to enable it on the lane.

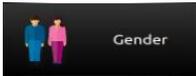Touch to cancel the current operation.

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!

Touch To start the game.

web: www.qubicaamf.com

e-mail: info@qubicaamf.com

It is possible to change (or to set, if it has not been done during the sign-in process or from the front desk) the gender of the players:

 Touch the "Gender" button, located in the menu on the right area of the screen.

Modify the gender for each player, by touching on the gender.

Touch "OK" to confirm the current selection and return to the game.

Touch "Cancel" to cancel the current command and return to the previous screen.

Battle On The Lanes

The current theme will be highlighted. Scroll vertically in order to navigate between the different available games, then touch the desired menu item in order to enable it on the lane.

Touch to cancel the current operation.

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!

Touch To start the game.

It is possible to change the skill level for each player during the game:

 Touch the "Skill Level" button, located in the menu on the right area of the screen.

Modify the skill level for each player, by touching on the level for a specific player.

Touch "OK" to confirm the current selection and return to the game.

Touch "Cancel" to cancel the current command and return to the previous screen.

Selfie grids

[Lane Options / Bowling / Lane Services]

Touch the "Your Lane Your Way" button, located in the menu on the right area of the screen.

Scroll vertically in order to navigate to the "Selfie Grids" menu item and touch it.

Touch [icon] to cancel the current operation.

Select the color scheme for the scoring grid.

Take a photo to be used as the background for the scoring grid.

Touch [camera icon] To take the photo.

Touch [icon] to cancel the current operation.

The acquiring process the photo takes five seconds. The acquiring process is highlighted by five red circles on the top of the photo. When all the circles become green the process is completed.

Touch [checkmark icon] To accept the current photo.

Touch [trash icon] To reject the current photo and take another one.

If it is enabled in ConquerorPRO, the photo will not be visualized on the on-lane monitor until it is validate from the front desk.

Selfie Grid Photo

[Lane Options / Bowling / Lane Services]

It is possible at any time for the players to change the background photo for the Signature Grids during the game.

   Touch the "Selfie Grid Photo" button, located in the menu on the right area of the screen.

Touch   To take the photo.

Touch   to cancel the current operation.

   The acquiring process the photo takes five seconds. The acquiring process is highlighted by five red circles on the top of the photo. When all the circles become green the process is completed.

Touch   To accept the current photo.

Touch   To reject the current photo and take another one.

If it is enabled in ConquerorPRO, the photo will not be visualized on the on-lane monitor until it is validate from the front desk.

Skill & Classic Games

[Lane Options / Basics]

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.

   Touch the "Your Lane Your Way" button, located in the menu on the right area of the screen.

Scroll vertically in order to navigate to the "Skill & Classic Games" menu item and touch it.
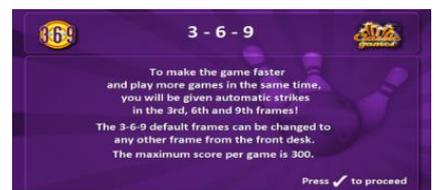
Touch   to cancel the current operation.

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.

Touch   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.

Touch ✓ 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.

Touch ✓ 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.
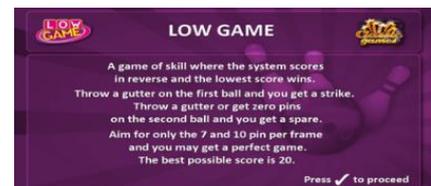
Touch ✓ To start the game.

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.
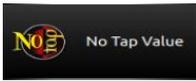
Touch ✓ To start the game.

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.

Touch ✓ To start the game.

It is possible to change the no tap value for each player during the game:

 Touch the "No Tap Value" button, located in the menu on the right area of the screen.

Modify the no-tap value for each player, by touching on the value for a specific player.

Touch "OK" to confirm the current selection and return to the game.

Touch "Cancel" to cancel the current command and return to the previous screen.

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.

Touch ✓ 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.

Touch ✓ To start the game.

Bowling Plus

[Lane Options / Basic]

Within this selection it is possible to select Bowling Plus for the lane.

 Touch the "Your Lane Your Way" button, located in the menu on the right area of the screen.

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.

 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.

Touch ✓ To start the game.

YouToons

[Lane Options / Basic]

Within this selection it is possible to select the YouToons! environment for the lane.

Touch the "Your Lane Your Way" button, located in the menu on the right area of the screen.

Scroll vertically in order to navigate to the "YouToons" menu item and touch it.

Touch   to cancel the current operation.

A picture showing the instructions for the players will be shown on the console.

Touch   to continue.

Select the gender of the current bowler by touching on the Male/Female selection on the top right angle of the screen

Now each bowler should take three photos with different looks.

Touch   to take the photo.

Once the photo has been taken, the bowler should choose to accept the photo or to take another one.

Touch   to accept the photo and take the next one.

Touch   to reject the photo and take another photo.

To take the photo for a different bowler, touch on the name of the desired bowler.

To take the photo for an expression different from the one selected, touch the smile corresponding to the desired expression, located under the photo for the current bowler, or in the menu on the left of the screen for another player.

It is possible to take the bowlers' photo during the game, by touching the "YouToons!" button while playing.

Lane Chatter

[Lane Options / Bowling / Lane Services]

   Touch the "Lane Chatter" button, located in the menu on the right area of the screen.

If it is the first time that the Lane Chatter is opened on the lane since the lane opening, a disclaimer message will appear on the SuperTouch.

Touch   in order to agree with the disclaimer.

Touch   to cancel the current operation.

Touch on the lane number to chat with.

To enter text: use the alphanumeric keys and the space bar.

Touch   to enter emoticons.

Touch   to send the chat.

Touch   to cancel the current operation.

On the SuperTouch of the lane that receives the message the Lane Chatter button will blink. Touch it to access to the lane chatter screen.

If it is the first time that the Lane Chatter is opened on the lane since the lane opening, a disclaimer message will appear on the SuperTouch.

Touch   in order to agree with the disclaimer.

Touch   to cancel the current operation.

When receiving a new chat for the first time from a lane, the bowlers can

Touch to accept.

Touch to reject.

Touch to lock the sending lane.

Locking the lane will automatically reject the current chat.

The Lane that is sending a chat is highlighted on the left part of the screen in the available lanes list.

By accepting the chat it is possible to chat with the lane that is sending the chat.

Touch to lock a lane.

It is possible to lock at every time the chat with a lane. When you lock a lane, the target lane will **NOT** be advised of the lock, while on the lane number present on the locking lane will appear a specific icon indicating the lock for that lane.
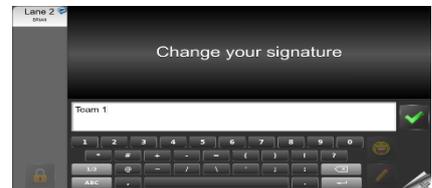
Touch to unlock a locked lane.

Under the lane number there is the "Signature" set for that lane. By default is the list of the names of the bowlers entered during the lane opening.

Touch to change the signature.

Touch to confirm the new signature.

Game Connect

[Lane Options / Bowling / Lane Services]

Touch the "Game Connect" button, located in the menu on the right area of the screen.

Touch ✅ in order to proceed with the login.

Once the login to Facebook has been performed, it is possible for each player to logout from Facebook. When the lane is closed, the system will logout from facebook automatically each bowler.

Touch ⏻ in order to logout.

Touch ≫ in order to skip the current player and navigate to next one.

Touch ≪ in order to skip the current player and navigate to the previous one.

Touch to cancel the current operation.

Bowlers

[Lane Options / Modifications]

With this function it is possible to let perform different bowlers modifications.

The menu items included in this menu are: HDCP, Blind, Lineup, Skip Unskip, Bumpers, Add bowler, Remove bowler, Name, Gender, Hand.

All these functions are related to the individual bowlers.

Touch the "Bowlers" button, located in the menu on the right area of the screen.

It is possible to choose between 6 different menu items: Themed Bowling, Mad Games, Selfie Grids, Skill & Classic Games, YouToons, Bowling Plus.

HDCP

[Lane Options / Modifications]

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

Touch on the Hdcp value to select it.

Enter the new Handicap value using the numerical keys.

Touch   ⬅   for corrections.

Touch OK to save changes and return to the game.

Touch Cancel to return to the previous screen without saving changes

Blind

[Lane Options / Modifications]

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

Touch on the Blind value assigned to a player to select it.

Enter the new Blind score using the numerical keys.

Touch   ⬅   for corrections.

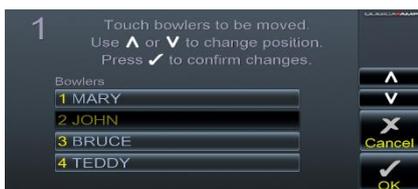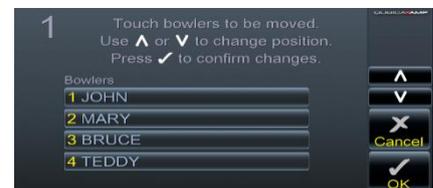Touch OK to save changes and return to the game.

Touch Cancel 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 game.

Touch the name of the player to be moved.

Use the Up/Down arrows to change the position of the player.

Touch OK to save changes and return to the game.

Touch Cancel to return to the previous screen without saving changes
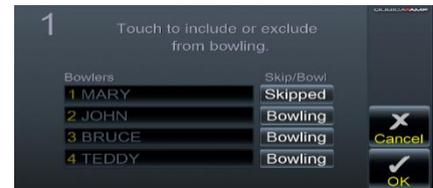
Skip Unskip

[Lane Options / Modifications]

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

Touch on the player's status (Bowling or Skipped) in order to change it.

Touch OK to save changes and return to the game.

Touch Cancel to return to the previous screen without saving changes

Bumpers

[Lane Options / Modifications]

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

Touch on the bumpers' status near each player to change it.

Touch OK to save changes and return to the game.

Touch Cancel 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.

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.

Select the type of player to be added to the game (bowler, pacer, best ball, best frame).

Enter name, bumpers status, handicap, gender and hand or the new bowler.

In the case of league bowling for a normal bowler or a pacer, you can specify the ID of the bowler instead of his name.

Touch OK to save changes and return to the game.

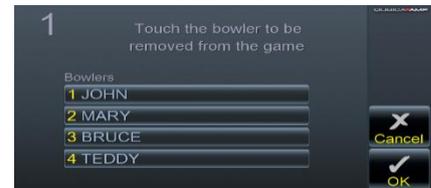Touch Cancel to return to the previous screen without saving changes

Remove bowler
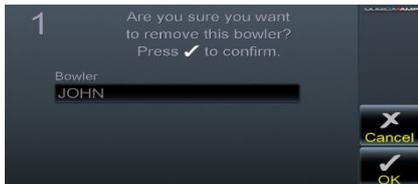
[Lane Options / Modifications]

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

Touch the bowler's name to be removed from the game.

Touch OK to save changes and return to the game.

Touch Cancel to return to the previous screen without saving changes

Name

[Lane Options / Modifications]

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

Select the player's name that has to be modified, by touching on it.

To change the name use the alphanumeric keys.

Touch ⬅ for corrections.

Touch OK to save changes and return to the game.

Touch Cancel 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 bowlers.

Touch the player's gender in order to change it.

Touch OK to save changes and return to the game.

Touch Cancel 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 bowlers.

Touch the player's hand in order to change it.

Touch OK to save changes and return to the game.

Touch Cancel to return to the previous screen without saving changes

Team name

[Lane Options / Advanced]

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

Touch the "Team" button, located in the menu on the right area of the screen.

Touch the "Team name" menu item.

To change the name use the alphanumeric keys.

Touch   ⬅   for corrections.

Touch OK to save changes and return to the game.

Touch Cancel to return to the previous screen without saving changes

Bowler photo

[Lane Options / Modifications]

Touch the "Bowler Photo" button, located in the menu on the right area of the screen.

By default the current player is selected.

To take the photo for a different player, select it from menu on the left of the screen.

The current player must stand in front of the SuperTouch console.

Touch   📷   for corrections.

Touch   ❌   to cancel the current operation.

The acquiring process the photo takes five seconds, don't move during the process. The acquiring process is highlighted by five red circles on the top of the photo. When all the circles become green the process is completed.

Touch   ✓   to accept the current photo.

Touch   🗑   to reject the current photo and take another one.

If it is enabled in ConquerorPRO, the photo will not be visualized on the on-lane monitor until it is validate from the front desk.
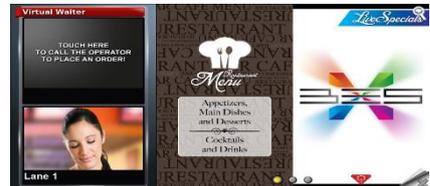
Virtual waiter

[Lane Options / Bowling / Lane Services]

 Touch the "Virtual Waiter" button, located in the menu on the right area of the screen.

Inside the virtual waiter application the screen is divided in two different areas:

- On the left of the screen there are the area where the bowler can see the operator and the area where the bowler can see himself.;
- On the right of the screen there is the menu.

Scroll orizzontally in order to navigate between the pages of the menu. It is possible also to zoom in/out on the menu by touching the magnifier on the top right corner of the screen.

Touch to cancel the current operation.

Inside the virtual waiter application the screen is divided in two different areas:

- On the left of the screen there are the area where the bowler can see the operator and the area where the bowler can see himself.;
- On the right of the screen there is the menu.

Scroll orizzontally in order to navigate between the pages of the menu. It is possible also to zoom in/out on the menu by touching the magnifier on the top right corner of the screen.

Touch under the operator image to end the call at any time.

If the operator rejects the call or if he is busy, A message will be prompted on the screen and the call will end automatically.
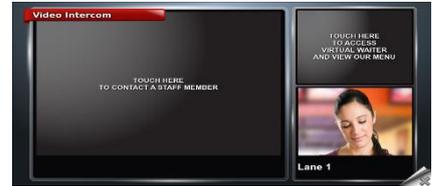
Video intercom

[Lane Options / Bowling / Lane Services]

  Touch the "Video Intercom" button, located in the menu on the right area of the screen.

Inside the video intercom application the screen is divided in two different areas:

- On the left of the screen there is the image of the operator;
- On the right of the screen there is the access to the virtual waiter and the caller (lane) image.

Touch to cancel the current operation.

 Touch anywhere on the left side of the screen to start the call, or touch where is prompted ("Touch here to access virtual waiter and view our menu") in order to access to the Virtual Waiter application.

Touch under the operator image to end the call at any time.

If the operator rejects the call or if he is busy, A message will be prompted on the screen and the call will end automatically.

Recap

  Touch the "Recap" button, located in the menu on the right area of the screen.

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

If the bowlers played more than three games, scroll horizontally (left to right or right to left) over the games columns (Game 1, Game 2, Game 3, etc.) to visualize the recap for the other played games.

If more than one team is present on the lane, scroll vertically (up to down or down to up) over the team names to visualize the recap for the other teams.

Touch to cancel the current operation.

Statistics

 Touch the "Statistics" button, located in the menu on the right area of the screen.

The scoring system displays the statistics page for the current bowler. It is possible to visualize the statistics of the other bowlers by scrolling vertically (up to down or down to up) the name of the bowler.

If the bowlers played more than three games, scroll horizontally (left to right or right to left) over the games columns (Game 1, Game 2, Game 3, etc.) to visualize the statistics for the other played games.

Touch to cancel the current operation.

Score

[Lane Options / Advanced]

The 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.

 Touch the "Score" button, located in the menu on the right area of the screen.

Touch the frame to modify.

Touch "More Frames" to view other played frames.

Touch Cancel to exit from the current operation.

Touch the throw to modify.

Use the numerical keys to enter the correct score.

Use X for Strike (or Spare in the case of second throw), - for Gutter, F for foul.

Touch "Modify single pins" to change the status (up/down) of each single pin.

Touch "Cancel" to return to the previous screen.

If the score has been modified, the game will be resumed automatically.

Touch Cancel to return to Resume the game.

Stop game

 Touch the "Stop Game" button, located in the menu on the right area of the screen.

The scoring system displays the statistics page for the current bowler. It is possible to visualize the statistics of the other bowlers by scrolling vertically (up to down or down to up) the name of the bowler.

If the bowlers played more than three games, scroll horizontally (left to right or right to left) over the games columns (Game 1, Game 2, Game 3, etc.) to visualize the statistics for the other played games.

Touch Cancel to return to the current game without closing the lane.

Pinspotter Cycle

[Lane Options / Bowling / Lane Services]

The bowler can cycle the pinspotter or spot a full set of pins.

 Touch the "Pinspotter Cycle" button, located in the menu on the right area of the screen.

Touch Cycle the pinspotter.

Touch Spot a full set of pins.

Touch Cancel to abort the operation and resume the current game.

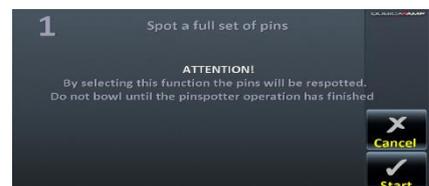When Cycle the pinspotter has been selected:

Touch Start to perform the cycle.

Touch Cancel to abort the current operation.

When Spot a full set of pins has been selected:

Touch Start to spot a full set of pins.

Touch Cancel to abort the current operation.

Pinspotter Cycle – Select pins to be respotted

(This function is available with Qubica MAG3IT, QubicaAMF TMS and some models of Brunswick© GS machines).
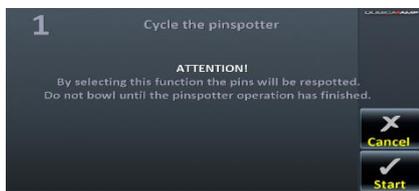
The bowler can cycle the pinspotter or spot a full set of pins.

 Touch the "Pinspotter Cycle" button, located in the menu on the right area of the screen.

Touch Select pins to be respotted.

Touch Cancel to abort the operation and resume the current game.

 Select / Unselect the pins to be respotted by touching the desired pins.

Touch Start to confirm.

Touch Cancel to abort the current operation.

Touch Start to confirm.

Touch Cancel to abort the current operation.

Technician call

(Available only with QubicaAMF TCS - Trouble Call System)

[Lane Options / Bowling / 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 on the SuperTouch console signaling the work-in-progress and the end of the mechanic's job on the lane.

Touch the "Technical Call" button, located in the menu on the right area of the screen.

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

Touch the "Cancel Technical Call" button, located in the menu on the right area of the screen.

Bar order

[Lane Options / Bowling / Lane Services]

Touch the "Bar Order" button, located in the menu on the right area of the screen.

Touch Add item to select an item to add to the current order.

Touch Exit order to abort the operation and resume the current game.

Touch the category the product to add to the current order.

Select the quantity for the selected product using the numerical keys.

Touch OK to confirm the selection and return to the order.

Touch Cancel to abort the current operation and return to the previous screen.

Now it is possible to perform different actions for the current order: add another item, remove a selected item, modify a selected item.

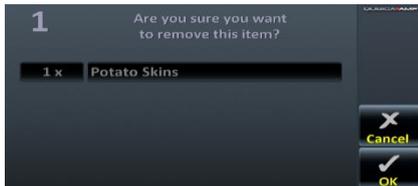Touch Confirm order to proceed with the order and resume the current game.

Touch Exit order to abort the operation and resume the current game.

To remove an item from the order touch Remove item.

Touch the item that has to be removed from the order.

Touch OK to confirm the selection and return to the order.

Touch the item that has to be removed the touch OK to confirm or Cancel to abort the current operation and return to the previous screen.

To modify an item from the order touch Modify order.

Touch the item that has to be modified.

Insert the new quantity for the selected item.

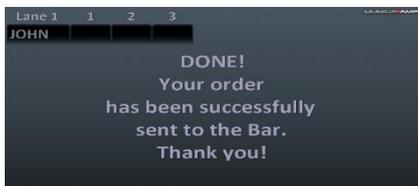Touch OK to confirm the selection and return to the order.

Touch the item that has to be removed the touch OK to confirm or Cancel to abort the current operation and return to the previous screen.

Touch Confirm order to send the order to the bar
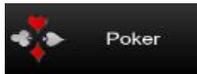
Touch the item that has to be removed from the order.

Touch Send order to the bar to confirm the order and return to the current game.

Touch Back to product selection to cancel the current operation and return to the order.

Poker

 Touch the "Poker" button, located in the menu on the right area of the screen.

The Poker application can be selected from the "Bowlers" menu also, by clicking on the "Special game" menu item.

View poker hands

The cards are displayed on the screen. On the left of the screen are displayed the poker hands of all the players on the lane, the name of the current player is shown with a red background while the others are grey, and on the right is displayed the hand for the current player.

Touch to cancel the current operation.

Deal poker card

Scroll up/down the list of the available players and touch the desired player.

Touch an empty card space in order to deal a new card for the selected player.

Touch Yes to deal a card.

Touch No to abort the operation.

Touch to cancel the current operation.

Change poker card

Scroll up/down the list of the available players and touch the desired player.

Touch the card that has to be changed for the current player.

Touch Yes to change the selected card.

Touch No to abort the operation.

Touch to cancel the current operation.

Remove poker card

Scroll up/down the list of the available players and touch the desired player.

Touch the card to remove it for the current player.

Touch Yes to remove the selected card.

Touch No to abort the operation.

Touch   to cancel the current operation.

Extend bowling session

[Lane Options / Bowling / Lanes 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.
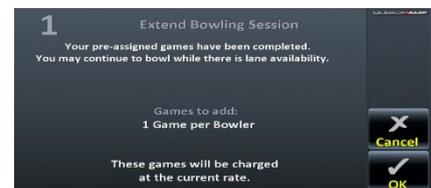
The bowler can touch:

- "Close lane" to close the lane
- "Continue to play" to start a new game or continue to bowl

Pre-assigned game

Touch OK to start a new game.

Touch Cancel to return to the previous screen without starting a new game.

Pre-assigned time

Touch the desired option.

Touch Cancel to return to the previous screen without adding extra time.

web: www.qubicaamf.com   e-mail: info@qubicaamf.com