
The StealthVerifier - A Quick Start

**Exclusively produced by Santa Anita Bingo
Equipment**

A product design from Micrel Ltd.

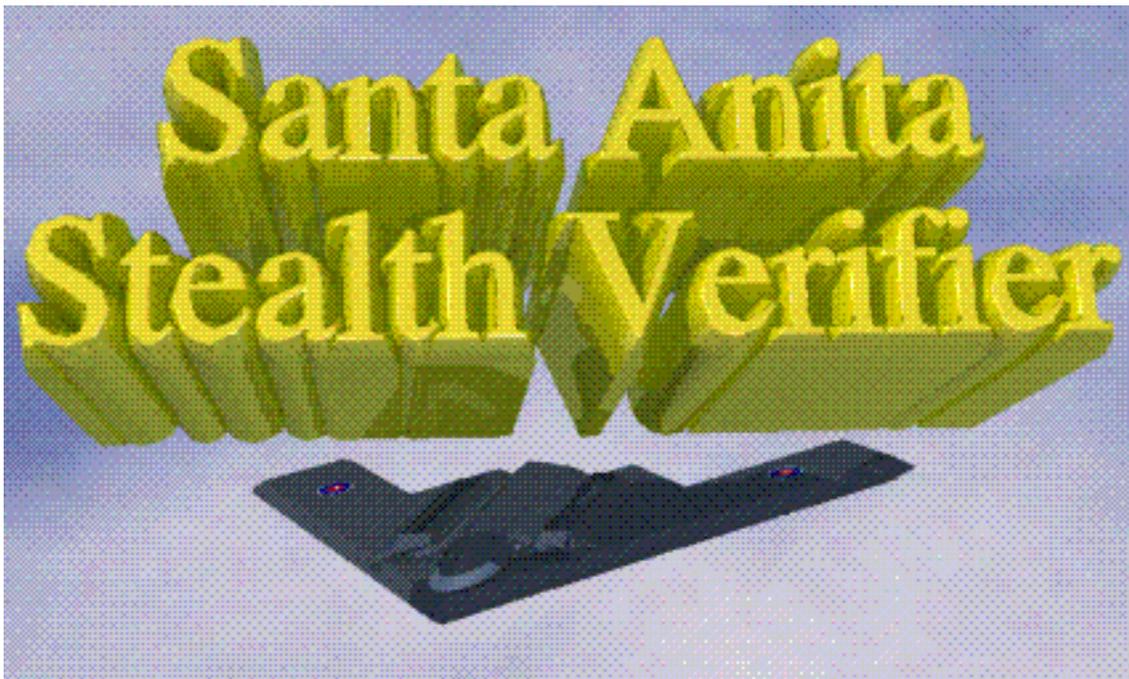


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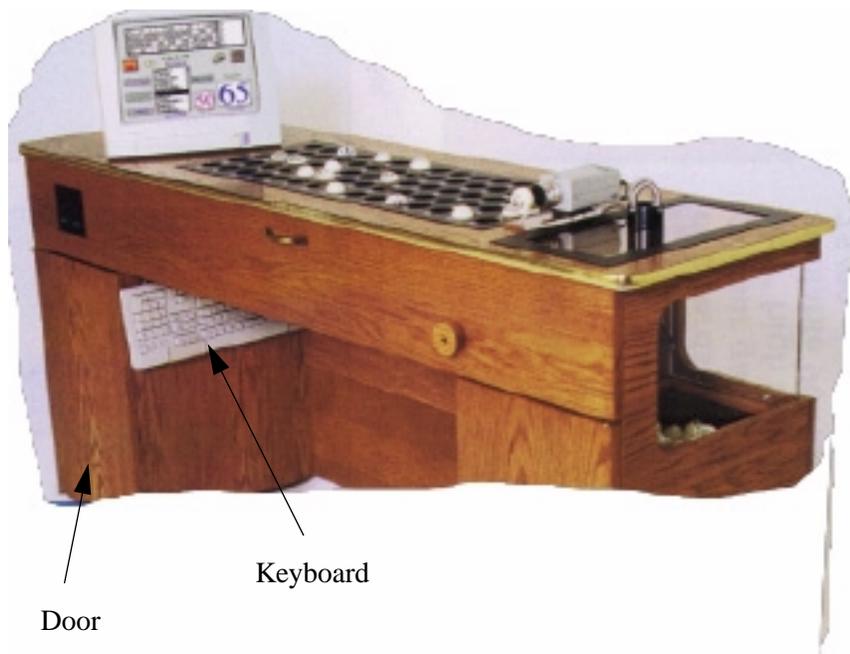
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Introduction

The Santa Anita *Stealth Verifier* is an operator friendly Bingo Game Control station. It features a complete floating window interface with full control of all game functions and extensive database storage of operator preferences. The *Stealth Verifier* is the latest in a line of innovative Bingo Game products that have been marketed by Santa Anita over the past 18 years. The *Stealth Verifier* features simple control of more sophisticated functions than can be found on any competing Bingo Game controller.

Powering up the Stealth Verifier

The main power switch is located on the plastic fascia inside the Blower Console door (at the left side of the cabinet.)



Turning on the computer

The computer is powered up from the keyboard. Press the upper right hand key on the keyboard to start the computer. The *Stealth Verifier* system will automatically launch as soon as the computer has loaded its operating system.

The Controller

The main controller is shown at the left; this is the screen viewed by the Bingo Console operator. The various features of the controller are explained in the sections below. Along with the controller there is a video screen transmitted to all of the monitors in the Bingo Hall. The monitor screen can be used to display the following:

1. The game pattern and last ball called (a typical display is shown on the next page.)
2. The winning perm.
3. Announcements.
4. A test pattern for monitor adjustment.
5. The video output of the ball camera.

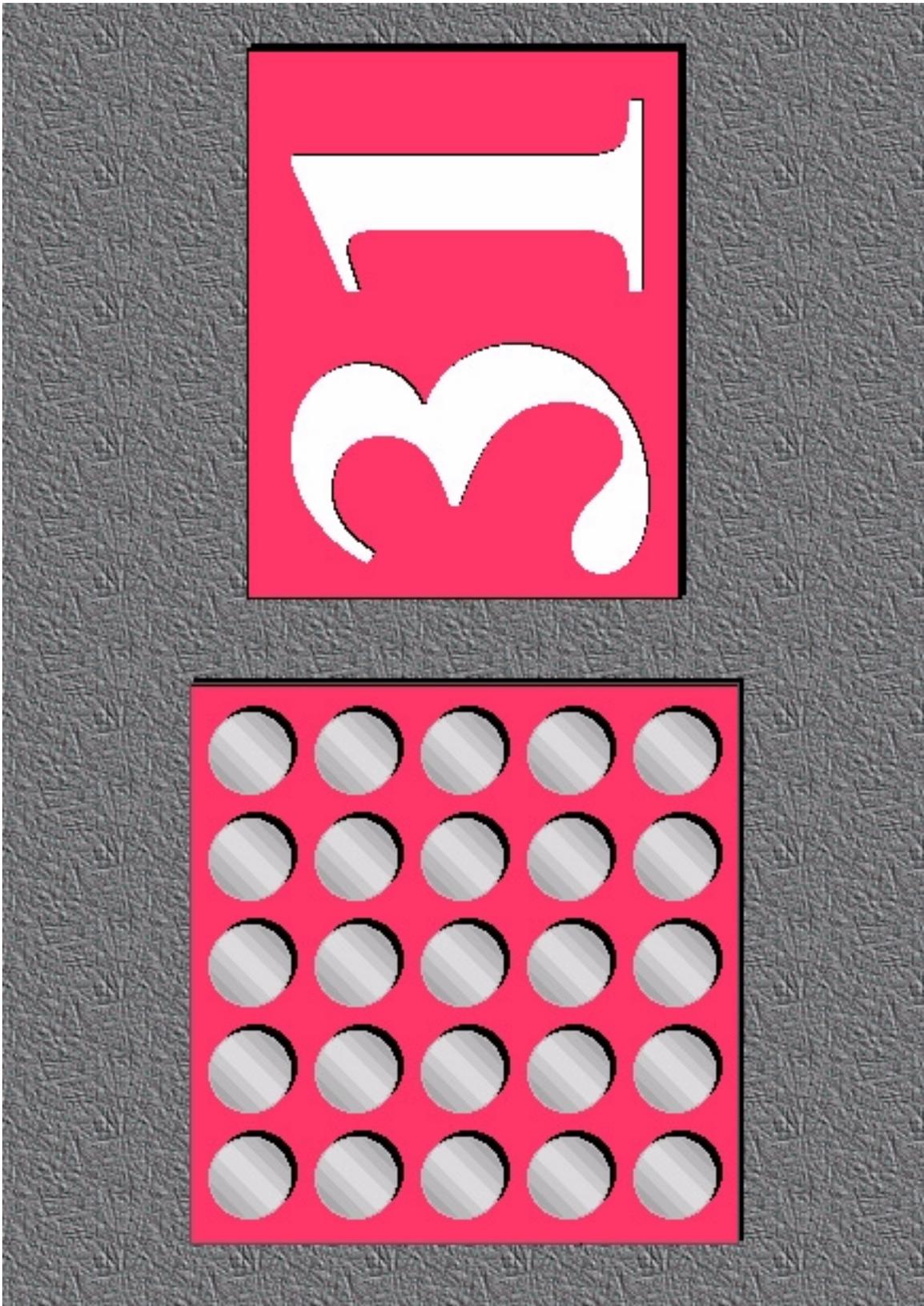
These displays are user controlled.

The controller window contains the following features:

1. Customized game rotations for an unlimited number of operators. Each operator can customize the settings, patterns etc. based on their own preference. The operator viewer is secured by a password except for the 'Standard' settings that can be used by all operators. A separate application, *Pattern Maker*, is used to change and add to the database.
2. 'Caller's Choice' pattern generator.
3. Verification of winning cards for all perms.
4. Full control of game rotations, including Bonanza selection and storage.
5. Operator flashboard viewer and total ball counter with last ball display.
6. Customized message storage and display system.
7. Full game information can be stored for a pre-selected number of days, and any stored game can be viewed by the operator at any time.
8. A preferences window can be used to instantly set controller options.
9. A timer is built in to the controller to provide audio and visual feedback to the operator. The timer also has an option count down feature.
10. A test can be performed at any time to check flashboard lights and provide a test pattern for the monitors.

The controller can be operated by touch screen (on models that support this option) and also by keyboard. Both can be used at the same time if required.

The following instructions describe the control by keyboard; the touch screen is activated by a preferences window selection and has a similar operation to the keyboard control, except that the keyboard appears on the viewer monitor and is activated by touching the screen.

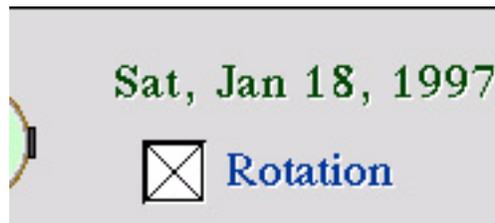


Quick Start

As a quick introduction to the *Stealth Verifier* we will run through a complete game. The complete features of the verifier are explained in later sections. The figures shown are close-ups of the viewer screen on page 8. Please refer to the full screen view to locate the appropriate close-up areas.

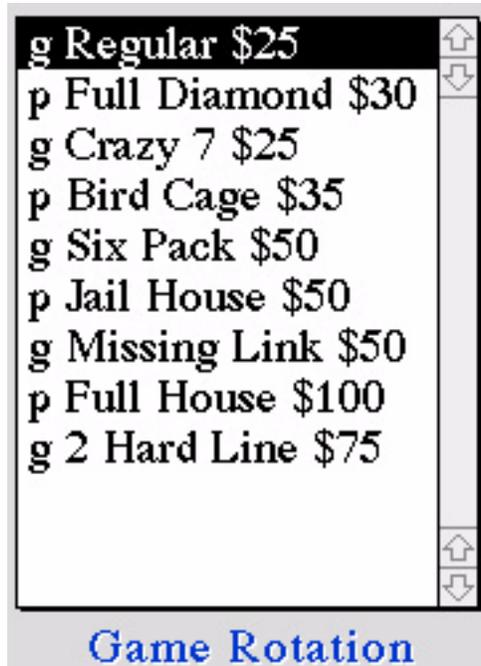
Rotation

The screen is shown with a game rotation selected. To change the rotations, click on the checkbox to cancel the scroll list then click again. This will bring up a



scroll list of stored game rotations (in this example there are two lists; your system may be programmed with others.) The *Stealth Verifier* always starts up with **no** rotation display and the checkbox unselected.

By clicking on a sequence (in this case 'Monday') the patterns in the game rotation '1' are displayed. Note that the patterns have different letters (markers) in



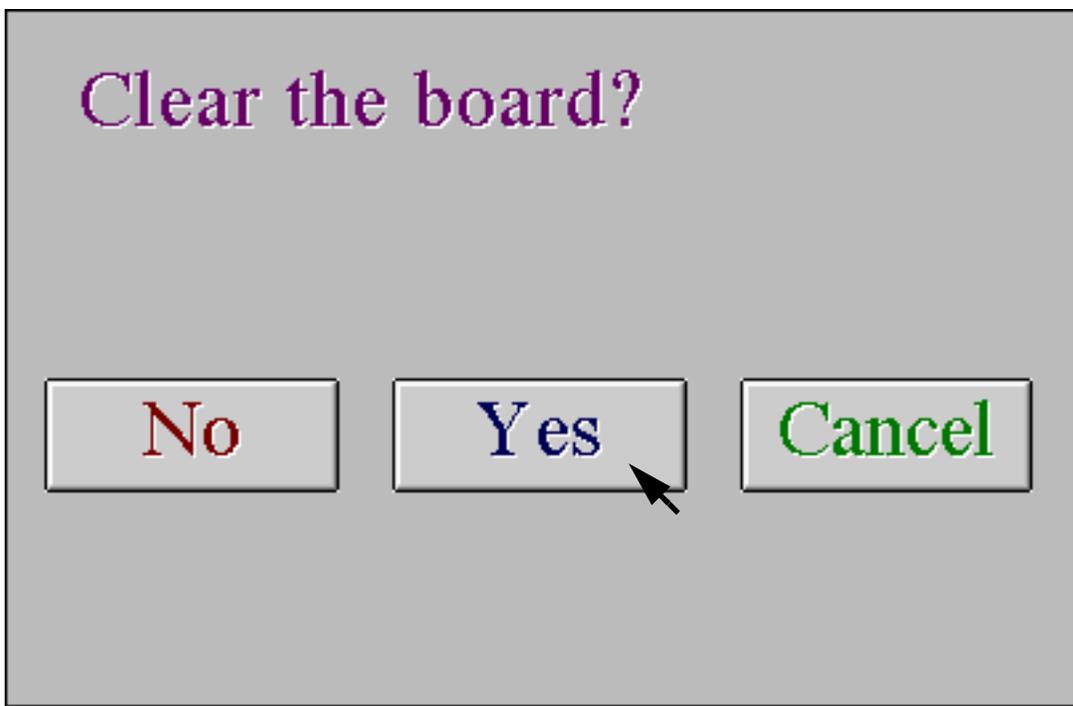
front of the names. The 'g' marker indicates a group or combination (combo) pattern. The 'p' marker indicates a single pattern. There is also a payout dollar amount next to each pattern. This is optional and can always be changed when the perms are checked. The selected pattern is highlighted as shown above.

A New Game

We start a new game by clicking the *New Game* button.

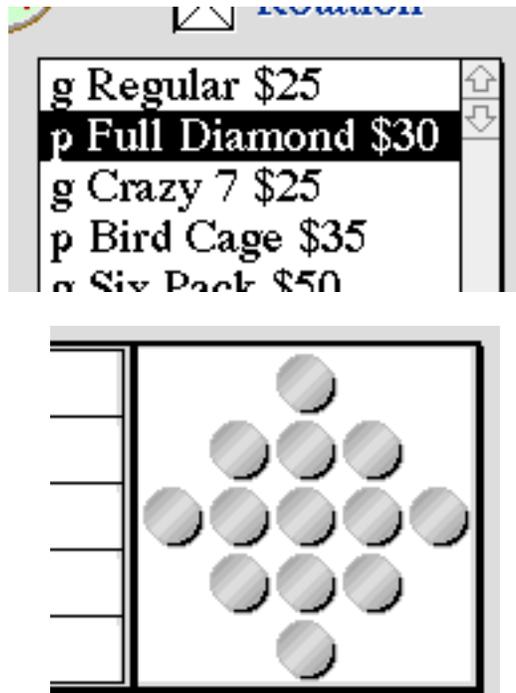


A window (shown on the next page) will display on the screen asking if the numbers already on the flashboard should be cleared.



Pressing YES will clear the board, pressing NO will allow a continuation game to be played with a new pattern or pattern combo. CANCEL leaves the game unchanged.

In this example, we have chosen YES, the flashboard has been cleared and the controller has rotated to the next pattern in the sequence. The pattern will be displayed on the control flashboard and all of the flashboards in the Bingo Hall. The Total Balls will display '0' and the Last Ball will be blank.

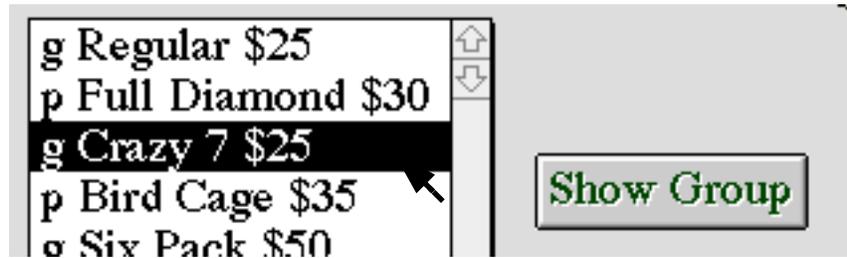


Since this is a single pattern, the verifier will check any winning card against only this pattern. For a group of patterns the first pattern in the group is initially displayed and the verifier will check a winning card against all of the patterns in the group.

Show Group

This pattern is single, and the *Show Group* button is dimmed to show that it is not active. If we select the next pattern in the rotation (either by starting a new game, or by directly clicking on the pattern name as shown on the next page) the show group button becomes active.





To show all of the patterns, click on the *Show Group* button that is activated whenever a combo pattern is selected in the rotation list. This action will change the switch label to *Cancel* and all of the patterns in the combo group will be shown sequentially on all of the flashboards.



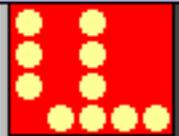
All of the other features of the Verifier can be used while the Show Group is on. This can be useful to remind players of the different patterns in the Combo, while the game is being played.

Selecting Balls

The game can now be played with balls taken randomly from the blower console, placed in the corresponding holes on the console top, and lightly pressed down. The operator will immediately see the selected ball number appear in the *Last Ball* window and the *Total Balls* window will increment. The number will flash on all flashboards (including the flashboard on the viewer console.)

When sufficient selections are made to get a winning card, the viewer console screen will look similar to that on at the left.

1	2	4	5	6	8	9	12	14	
16	17	18	19	20	21	22	23	24	
31	32	33	34	35	36	38	39	40	
46	48	49	50	51	52	53	54	55	
61	62	64	65	66	67	69	70	71	

Win

Perm Number

Prize \$ 25

TPI 

None 

Sound

Me

Controls

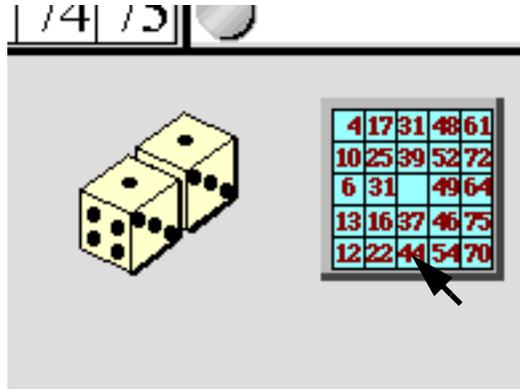
Game Rotation

Total 

Last Ball 

Verifying

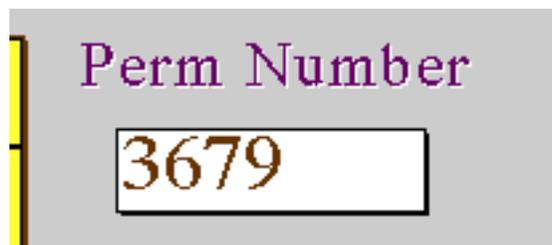
To verify the winning card, press the Verify button on the console.



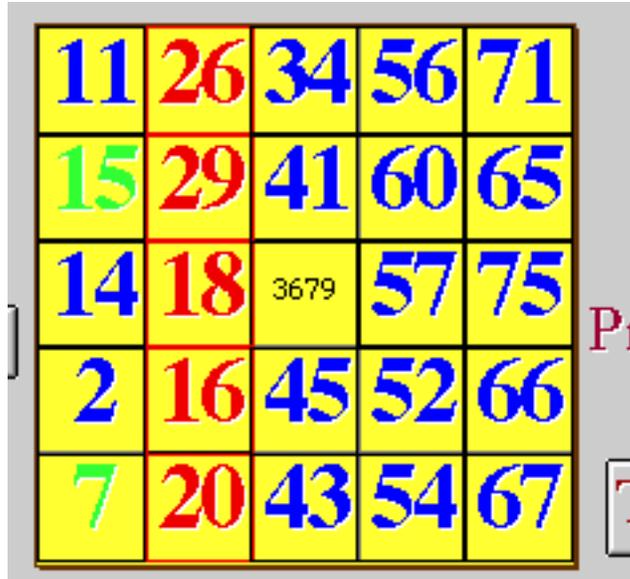
This will bring up the verifier console window, as shown at the left, and the connected monitor screens will display a blank perm face.

The preferred perm (set by the operator preferences window...see detailed description later in this manual) appears on the pop-up menu (in this case *TPI*). The perm type can be changed by changing the selection from the pop-up menu.

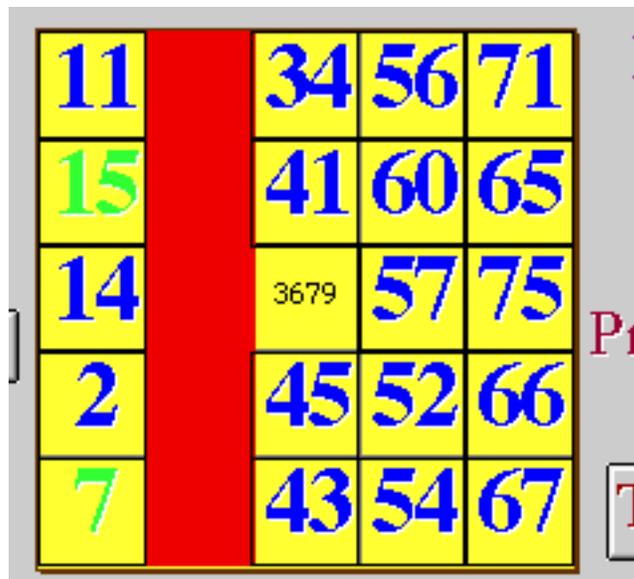
Now type in the face number of the winning card.



Press return (or enter on the monitor key pad) and the perm face will appear on both the console window and on all of the connected monitors.



The winning pattern from the combo will alternate between numbers in red and filled red squares.



The blue numbers indicate those selections on the card that correspond to selections on the flashboard but are not part of the winning patterns. Numbers in light green are numbers on the card that do not have corresponding numbers selected on the flashboard.

***** WINNER *****

**Share out for 1
is \$25.00**

As many winning cards as necessary can be verified sequentially using the verifier window. Even cards with different perm types can be verified in the sequence.

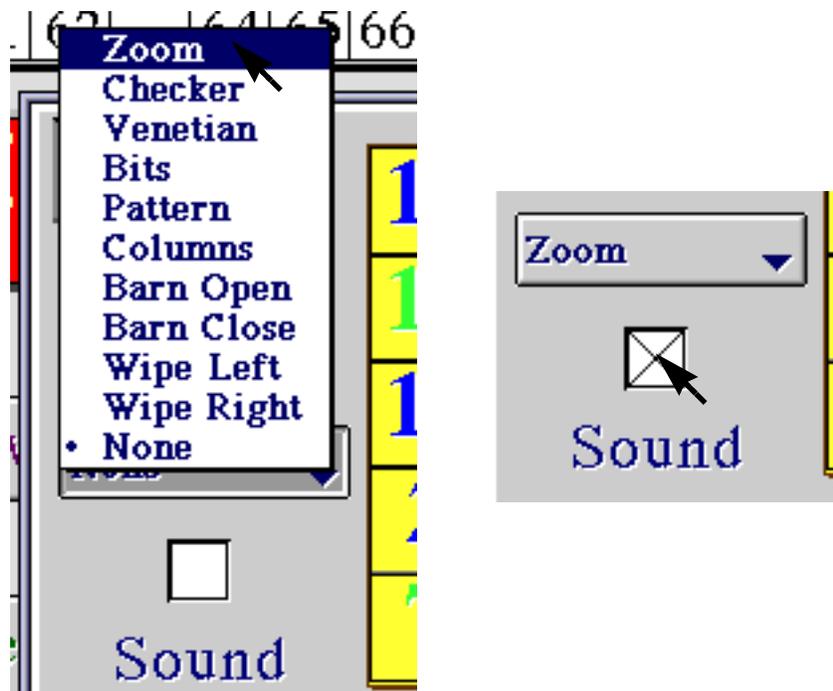
Each correctly verified card will be entered in the game database automatically stored by the system.

A Win

If the card is a winner, then a special message can be displayed on the monitors announcing the win and the prize money. The prize money value can be changed by the operator at this time if required.



If a winning card has been found, then pressing the Win button will bring up the special display on the monitors. Special video effects and a 'drum roll' sound can be used when the winning card is displayed. The message (shown on the left) will



change depending on the number of winners for that game. The prize money will show the entered amount divided by the number of winners.

Finishing the game

The verifier window is closed by pressing the close button (note that most windows used by the system have close buttons in the top left corner.)



To finish the game, just press the *New Game* button again.

If YES or NO is pressed on the dialog window (see earlier description) this action will automatically store the full game details that may be viewed later.

Games are not stored in the operator database but in a separate database so that they can be viewed independently of the need for the operator password.