

User Guide

Bowling Self-service kiosk and Overhead Scoring

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1. About

The bowling **self-service kiosk** allows players to set up and manage their sessions without employee assistance. Through the kiosk, players can configure:

- Game preferences
- Player details
- Game and devices settings
- Statistics and scores

The bowling **overhead scoring TV** displays real-time scoring details and themed video reactions throughout the game. Like the **self-service kiosk**, it is part of the bowling scoring platform.

This document provides instructions for using both the **self-service kiosk** and the **overhead scoring TV**.

2. Self-service kiosk

The bowling *Self-service kiosk* is an app that allows you to select the game category and type, add and manage players, select themes, view and edit scores, view game statistics, and start or end the game.

The functions available to players are managed through the **center management control pad**. This guide will describe all the features available to players by default. For detailed information about configuring permissions for customers on the **self-service kiosk**, refer to *Appendix 1: Predefining kiosk preferences*.

Using the *Digital Signage Control Panel* application, it is possible to customize application buttons on the **self-service kiosk** (classic or augmented games) and additional widgets such as language selection. Refer to *Appendix 1: Predefining kiosk preferences* for more details.

The *Universal Content Manager* application is used to customize the screensaver, while the *Self-Service Kiosk* application is used to customize the background and text of the welcome page. Refer to *Appendix 3: Screensaver setup in Funk Portal* and chapter *5.1.3.1. Configuring self-service kiosk application* in *Appendix 1*, correspondingly.

2.1. Starting the game

When you approach the **self-service kiosk**, the game will already be started with the settings configured either by you as a customer through the **self-registration kiosk** or by a bowling center employee through the **center management control pad**.

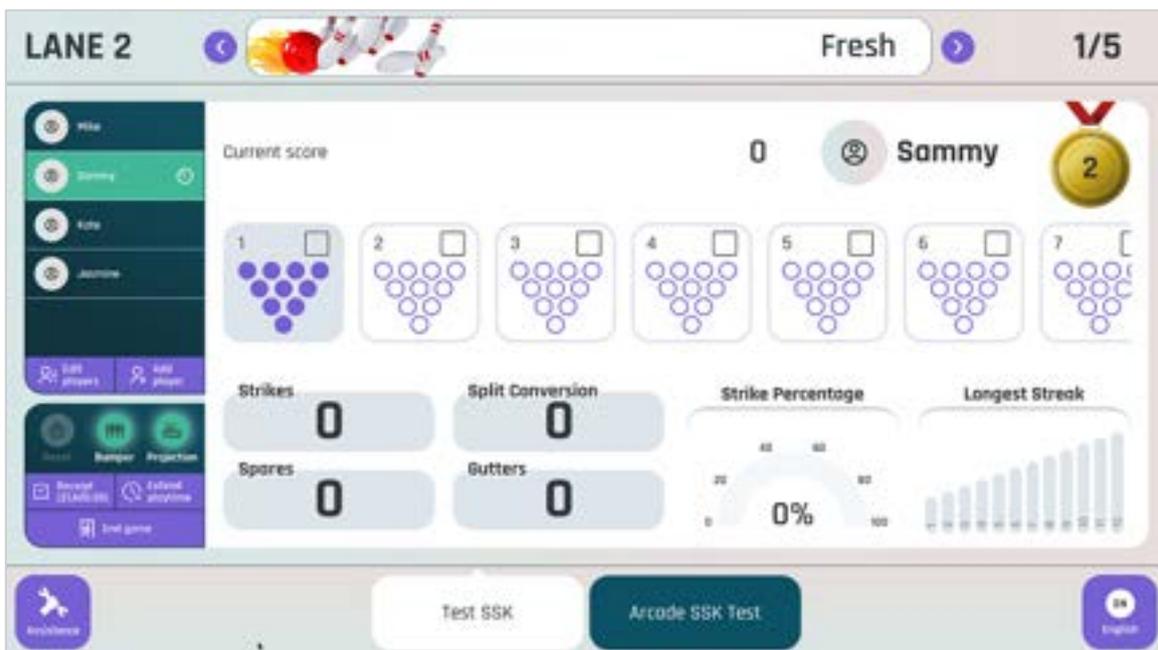


Figure 1. Self-service kiosk interface

When the game starts on the **self-service kiosk**, the **overhead scoring TV** displays an empty scoring matrix. The matrix populates with players' names as they are entered and the game begins. The *Scoring Engine* tracks the game statistics and automatically updates the game scores.

A single kiosk can support multiple game categories, including:

- Classic bowling
- Augmented games

Additional application buttons, such as *Classic bowling* or *Augmented games*, can be added using the *Digital Signage Control Panel*. For more details, refer to chapter 5.1.2. *Configuring buttons of Appendix 1*.

The kiosk is featured with extra widgets like the *Multi-language*. For more information about these widgets, refer to chapter 5.1.4. *Configuring widgets of Appendix 1*.

Note: If one of the options is not available, refer to *Appendix 1: Predefining kiosk preferences and Appendix 2: Self-service kiosk access permissions* to review the available permissions and settings at all levels.

2.2. Setting up the gameplay

Once the players are configured, the *Primary dashboard* page appears. Use this page to manage the session and control the game process. The page is split into several main sections:

- Theme selector (see *Note 1, Figure 2*)
- Player dashboard (see *Note 2, Figure 2*)
- Game and device controls (see *Note 3, Figure 2*)
- Scoring and game management dashboard (see *Note 4, Figure 2*)

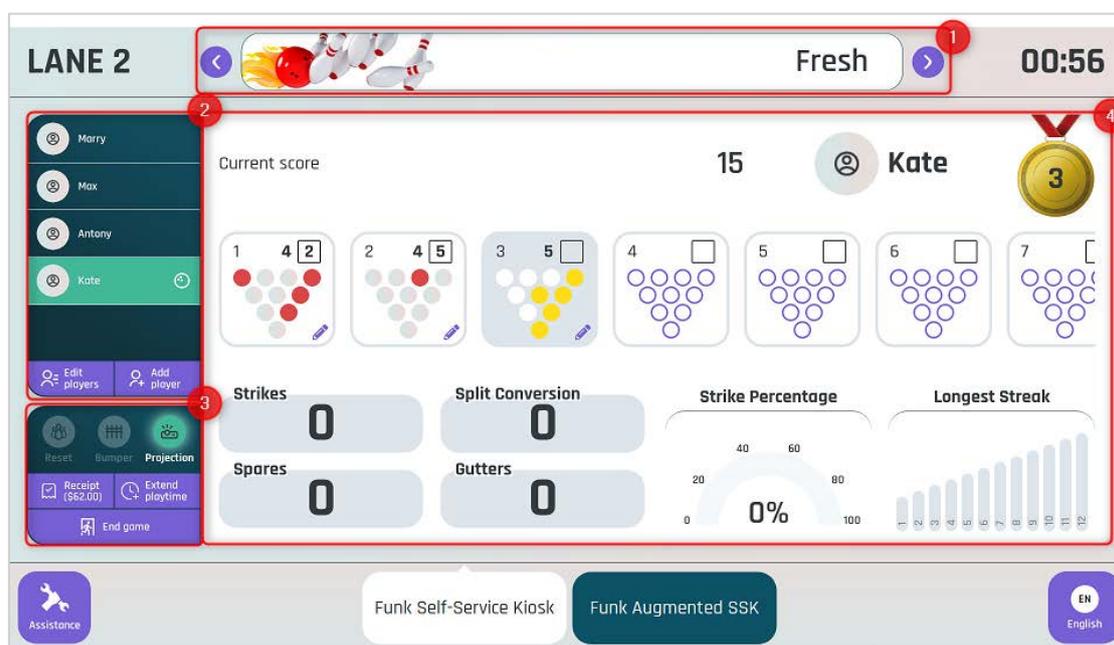


Figure 2. Gameplay control

2.2.1. Viewing score and statistics

The individual game's current score and player statistics sections are located in the center of the kiosk screen (*Figure 3*), allowing you to see an overview of the performance of each player.

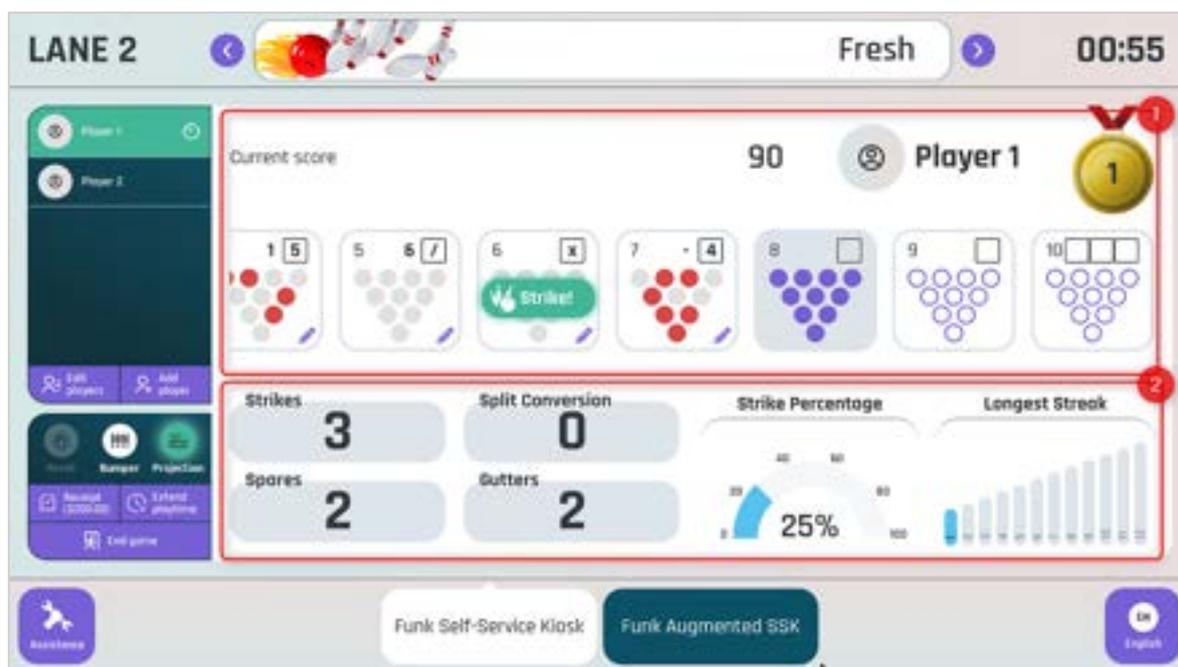


Figure 3. Score and statistics dashboard

All game session statistics are automatically updated and displayed for each player when it is their turn to play. To view each player’s score and stats, tap on the player’s name.

Note: To see whose turn it is to throw the ball, look for the “bowling ball” icon next to the player’s name.

2.2.1.1. Viewing current score

The *Current score* section (see *Note 1, Figure 3*) allows you to view detailed information on the game.

The main information displayed contains the actual current score calculated during every throw. Based on the current score, the player’s position in the table is updated and shows who is in the lead.

You can also view information on each frame played by a player and see the results of their throws.

2.2.1.2. Correcting the score

You can correct the game scores for each completed frame of the current game. The option to correct the game score applies to the ongoing game only. The score of already finished games cannot be altered.

To change the frame score, press the “pencil” icon  near the frame you want to alter and select the pins that were knocked down by pressing on them in the pin triangle. To set the frame result as a strike or spare, press the corresponding buttons under sections of the first and second throws. Once the score is changed, a red line near the “pencil” icon will highlight that the results were edited in a specific frame.

Note: Frame score correction may influence the results of all subsequent frames.

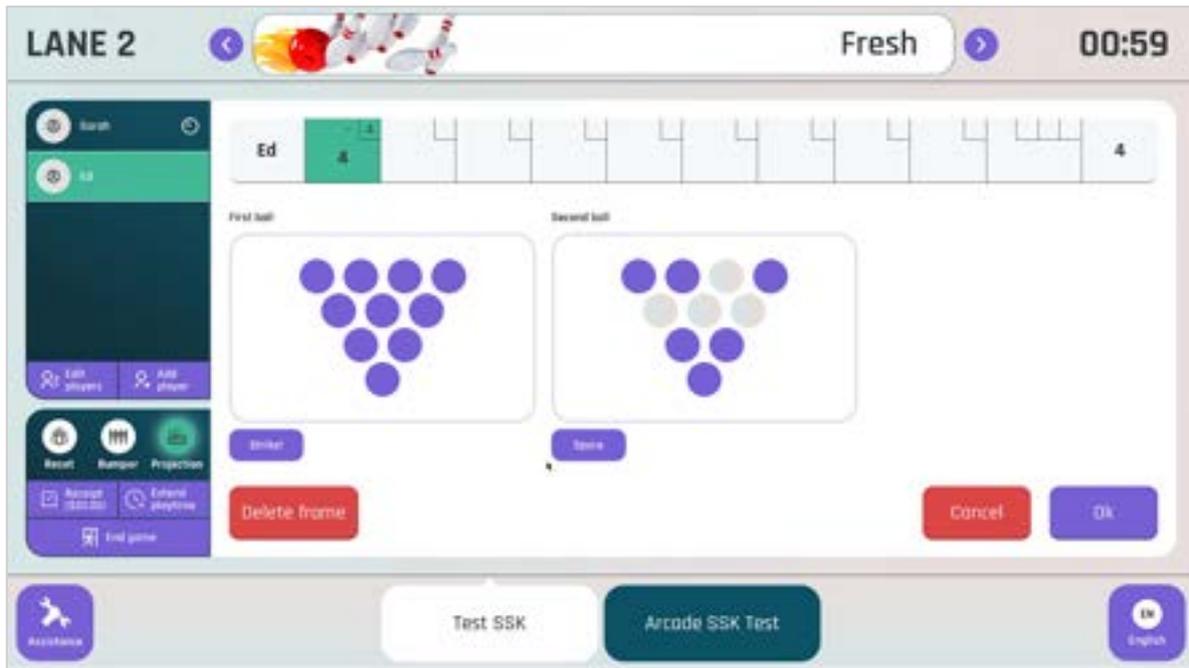


Figure 4. Score correction

Correct the scores for both the first and second ball as needed. For example, if a pin is marked as knocked down with the first ball, it is automatically marked in the second ball results as well. If a pin is marked as left standing after the first throw, it will appear in the second-ball results. Mark it as knocked down after the second attempt and press it again.

Delete and replay the entire frame if necessary. After completing a frame, delete the previous frame during the player's turn before starting the current frame. Replay both the deleted frame and the current frame as required.

Note: Delete frames as many times as needed in *By time* sessions. In *By game* sessions, this functionality is available only once per game for a specific frame.

If there is no interaction with the kiosk screen for a pre-determined period, the kiosk automatically resumes showing you the score and statistics of the player currently making a throw.

2.2.1.3. Viewing player's statistics

The *Player's statistics* section (see Note 2, Figure 3) allows viewing the player's achievements in the current game.

The statistics section contains the following information:

- *Strikes*: Indicates the number of strikes during the game.
- *Spare*s: Indicates the number of spares during the game.
- *Split Conversion*: Indicates the number of split conversions during the game.
- *Gutters*: Indicates how many balls ended up in the gutter when the player threw them.
- *Strike Percentage*: Indicates the strike percentage out of the total number of throws.
- *Longest Streak*: Indicates the highest number of strikes in a row.

All the information updates correspondingly with each throw.

2.2.1.4. Calculating the score

In bowling, each pin knocked down earns a point, with additional points awarded for knocking down all pins within a frame using either one attempt (strike) or two attempts (spare). The total game score is the sum of points earned across all frames.

The following outcomes are possible during a game:

- Open frame
- Strike
- Spare
- Foul

Note: Foul functionality is determined by the **pinsetter** and communicated to the scoring server via the **pinsetter** local controller.

Each of these outcomes is represented by a specific symbol in the scoring table.

Table 1. Bowling score symbols

Symbol	Description
Numbers (e.g., 6, 1)	Indicates the number of pins knocked down in a specific throw. The first number is for the first ball; the second (if present) is for the second ball.
"/" (spare)	Indicates that all remaining pins were knocked down with the second ball after the first throw missed some.
"X" (strike)	Indicates that all 10 pins were knocked down with the first ball. No second throw is required for the frame.
"-" (foul)	Indicates that no pins were knocked down during the throw.

Open frame

An open frame occurs when the bowler knocks down fewer than ten pins across both attempts in a frame. The points earned for an open frame are equal to the total number of pins knocked down during both attempts. For example, if a bowler knocks down 6 pins in the first attempt and 2 pins in the second attempt, the total score for the frame will be 8 points.

Strike

A strike occurs when the bowler knocks down all 10 pins on the first attempt of a frame. Scoring for a strike awards 10 points plus the total number of pins knocked down in the next two throws. After a strike, the frame score cannot be calculated until the following two throws are completed. For example, if a player earns a strike in the first frame and in the next two throws scores 2 and 5 (an open frame), the total score for the first frame will be 17 (10 + 2 + 5).

Consecutive strikes provide additional scoring opportunities:

- Double (two strikes in a row):



- In the first frame, the player earns 20 points (10 + 10 from the second strike) plus the pins knocked down in the first throw of the third frame.
- In the second frame, the player earns 10 points plus the total number of pins knocked down in the next two throws.
- Turkey (three strikes in a row):
 - In the first frame, the player earns 30 points (10 + 10 + 10).
 - In the second frame, the player earns 20 points (10 + 10 from the third strike) plus the pins knocked down in the first throw of the fourth frame.
 - In the third frame, the player earns 10 points plus the total number of pins knocked down in the next two throws.
- Four-bagger (four or more strikes in a row):
 - In the first and second frames, the player earns 30 points each (10 + 10 + 10).
 - In the third frame, the player earns 20 points (10 + 10 from the fourth strike) plus the pins knocked down in the first throw of the fifth frame.
 - In the fourth frame, the player earns 10 points plus the total number of pins knocked down in the next two throws.
- Perfect game: If the bowler earns strikes in all ten frames, this is considered a perfect game, and the total score will be 300 points.

Spare

A spare occurs when a bowler fails to knock down all ten pins with the first throw but successfully knocks down the remaining pins on the second attempt of the frame. Scoring for a spare awards 10 points plus the number of pins knocked down in the next throw. The frame score cannot be finalized until the following throw is completed. For example, if a player earns a spare in the first frame and knocks down five pins with the first throw in the second frame, the total score for the first frame will be 15 (10 + 5).

10th frame

In the final 10th frame (or 5th for 5-frame games), players may be awarded extra attempts if they earn a strike or spare.

- If a player scores a strike on the first throw of the final frame, they are awarded two additional throws.
- If a player scores a spare on the second throw of the final frame, they are awarded one additional throw.

This allows for a maximum of three additional throws in the final frame. The score for the final frame is calculated as the total sum of pins knocked down during all attempts in that frame.

Foul

A foul occurs when a player violates primary bowling rules, such as crossing the foul line, resulting in 0 points for the throw even if pins are knocked down. The foul line separates the lane from the approach area, and crossing it during a throw is considered a violation. In the scoring table, a foul is marked with a “-” symbol instead of points for that throw.

- If a foul happens on the first attempt of a frame, the bowler earns 0 points but retains their second attempt.
- If a foul occurs on the second attempt, the bowler earns no points for that throw, and the turn moves to the next player.

Scoring example

When the game is completed, the scoring table will display results similar to the ones shown in *Figure 5*. Refer to the previous sections for detailed explanations of the symbols and calculation methods.

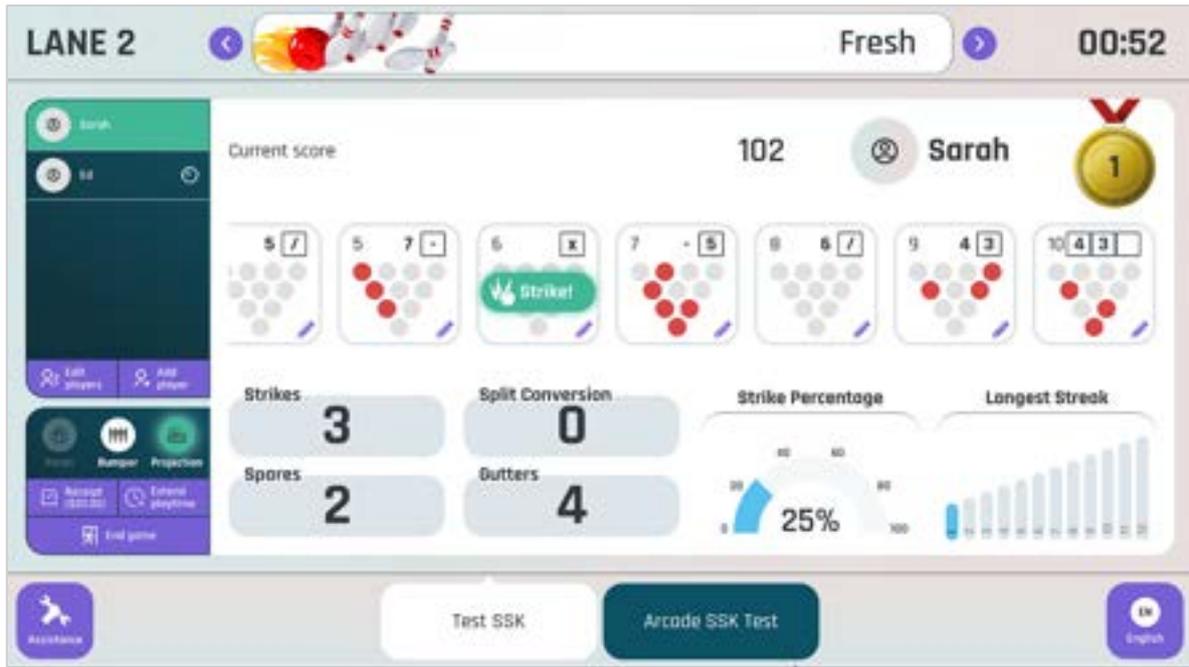


Figure 5. The game score in the 10th frame

To better understand the calculation process, consider the calculation results table of a game between two players.

Table 2. Bowling score calculations example

Frame	Player	1 st throw	2 nd throw	3 rd throw	Result	Note
1	Jasmine	- (0)	/ (10)		$0 + 10 + 10 = 20$	Spare bonus: 10 points from the first throw in the 2 nd frame.
	Sammy	- (0)	6		$0 + 6 = 6$	
2	Jasmine	X (10)			$20 + 10 + 8 + 1 = 39$	Strike bonus: 8 and 1 points from two throws in the 3 rd frame.
	Sammy	6	/ (10)		$6 + 10 + 4 = 20$	Spare bonus: 4 points from the first throw in the 3 rd frame.
3	Jasmine	8	1		$39 + 8 + 1 = 48$	

	Sammy	4	4		$20 + 4 + 4 = 28$	
4	Jasmine	4	3		$48 + 4 + 3 = 55$	
	Sammy	- (0)	1		$28 + 0 + 1 = 29$	
5	Jasmine	- (0)	5		$55 + 0 + 5 = 60$	
	Sammy	X (10)			$29 + 10 + 0 + 6 = 45$	Strike bonus: 0 and 6 points from two throws in the 6 th frame.
6	Jasmine	X (10)			$60 + 10 + 7 + 0 = 77$	Strike bonus: 7 and 0 points from two throws in the 7 th frame.
	Sammy	- (0)	6		$45 + 0 + 6 = 51$	
7	Jasmine	7	- (0)		$77 + 7 + 0 = 84$	
	Sammy	X (10)			$51 + 10 + 10 + 10 = 81$	Double-strike bonus: 10 points from the 8 th frame and 10 points from the 9 th frame.
8	Jasmine	6	3		$84 + 6 + 3 = 93$	
	Sammy	X (10)			$81 + 10 + 10 + 5 = 106$	Triple-strike bonus: 10 points from the 9 th frame and 5 points from the first throw in the 10 th frame.
9	Jasmine	6	1		$93 + 6 + 1 = 100$	
	Sammy	X (10)			$106 + 10 + 5 + 2 = 123$	Strike bonus: 5 and 2 points from two throws in the 10 th frame.
10	Jasmine	5	/ (5)	6	$100 + 5 + 5 + 6 = 116$	Spare bonus: add one more attempt for a throw.
	Sammy	5	2		$123 + 5 + 2 = 130$	

2.2.1.5. Calculating the augmented game score

The score and statistics for augmented games differ from the classic game and each other. Based on the selected game, the rules for scoring apply correspondingly.

For more information, refer to chapter 2.2.5.2. *Augmented game mode*.

2.2.2. Selecting the theme

At any point in the game, you can change the initially selected user interface theme by pressing the forward and backward arrows in the top menu near the theme name (*Figure 6*). The selected theme will immediately change, affecting both the **self-service kiosk** and **overhead scoring TV** interfaces.

The selected theme will also be applied to the lane. The lane projection, if enabled, will correspond to it and will be changed immediately as it changes on the **self-service kiosk**. The following bowling themes for **self-service kiosks** and **overhead TVs** are available:

- Sea friends
- Ocean treasure
- Ocean vacation
- Fresh
- Cartoon
- Cartoon blue
- Neo
- D&D
- Open space
- Jungle dances

Note: The theme selector is available for the classic bowling game and cross-lane play.



Figure 6. Cartoon theme for self-service kiosk

2.2.3. Managing players in the game

The player management section allows you to view, edit, and manage the players and their quantity.

The section with a list of players is displayed on the left of the kiosk screen (*Figure 7*). To view the whole list, scroll up and down. The system will highlight the name of the player with the current frame throw.

2.2.3.1. Adding players

After the game has started, new players can be added at any point as long as the game is still in progress. To add a player to the list, follow these steps:

1. Press the *Add player* button below the list of already registered players.
2. If you created a reservation through the self-registration kiosk or if a reservation was created by an employee via the center management control pad, enter the reservation code or phone number in the pop-up window. For more details, refer to chapter 2.2.4.6 *Entering the reservation code*.

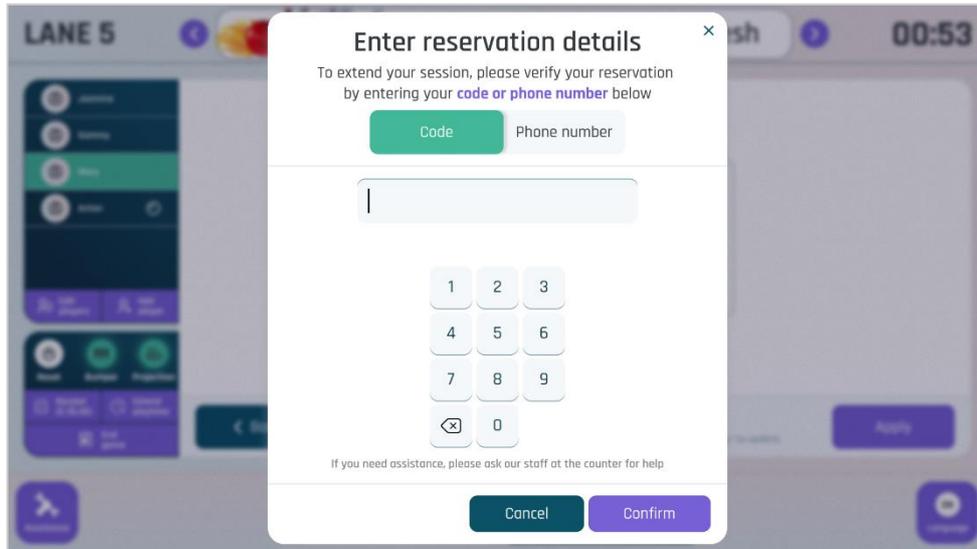


Figure 7. Entering reservation code

3. The following window will appear on the screen.

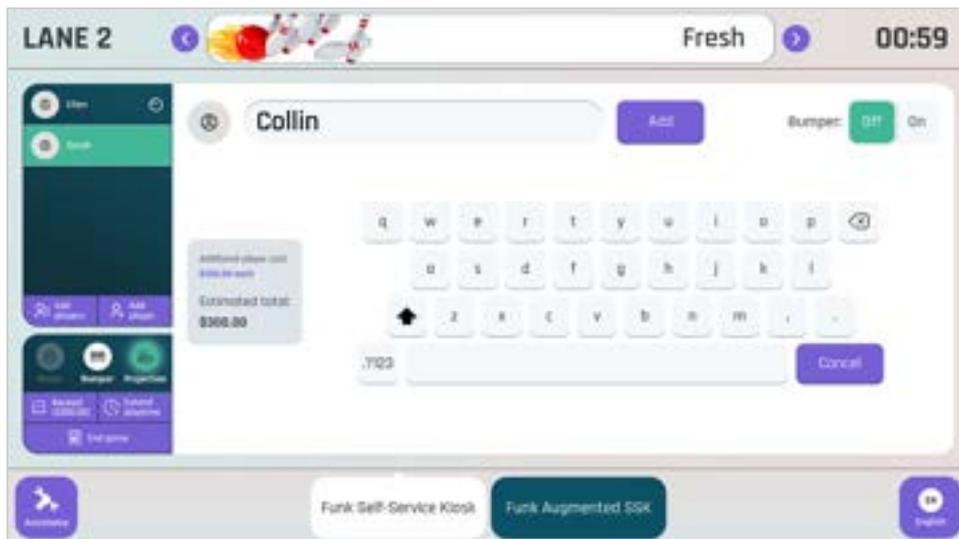


Figure 8. Adding a player

4. Enter the player's name in the text field at the top of the screen. On the left side of the keyboard, the *Estimated total* section is displayed, showing the current session amount and the price for additional players.

Note: Each player added after the session starts will incur an additional fee. The *Estimated total* for the session can be viewed in the left portion of the screen.

5. Use the *Bumper* toggle to enable or disable the bumper for a specific player during their frame.
6. Click *Add* button next to the player's name to confirm changes.

If a new player has been added in the middle of the game, their turn will be assigned at the end of the currently active game frame, and only the game score for this and any following frames will be applied.

2.2.3.2. Editing players

Additionally, you can manage players that have already been configured.

To change the player name and settings, follow these steps:

1. Select the player to edit from the list on the left and press the *Edit players* button.
2. In the following window, enter the new name for the player in the corresponding field.

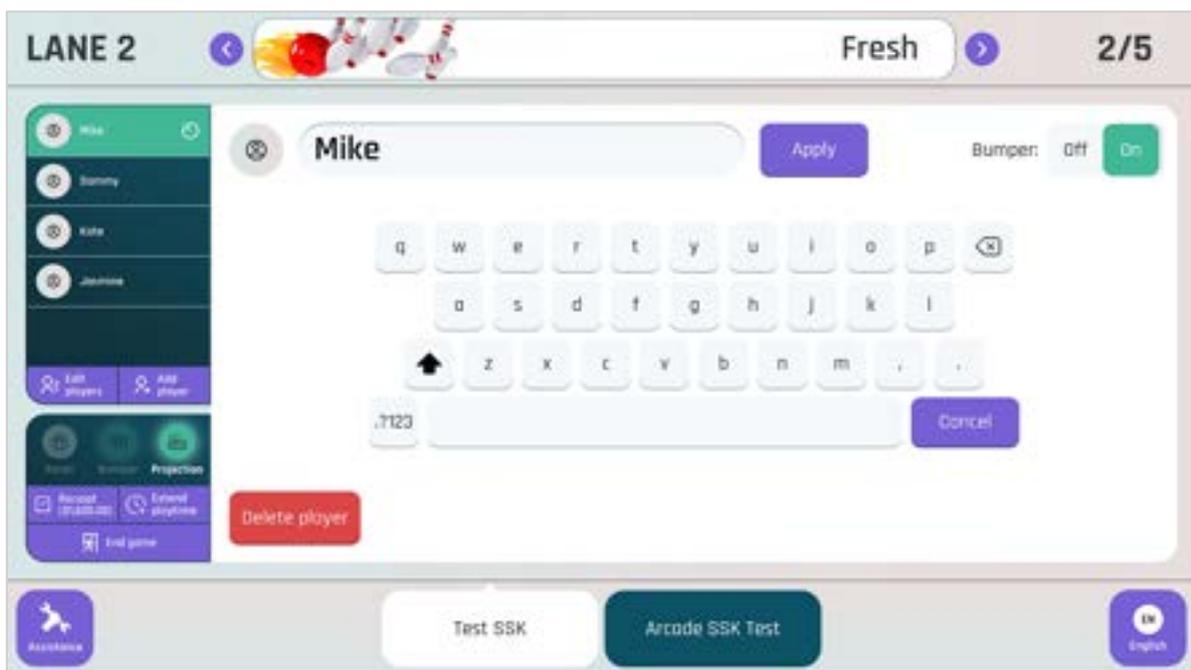


Figure 9. Editing a player

3. Use the *Bumper* toggle to enable or disable the bumper for a specific player during their frame.
4. Press *Apply* to commit changes.

2.2.3.3. Deleting players

To remove a player from the list, press the *Edit players* button. In the *Edit players* window (Figure 9), press the *Delete* button. To remove the player from the list, confirm the action in the pop-up confirmation window:

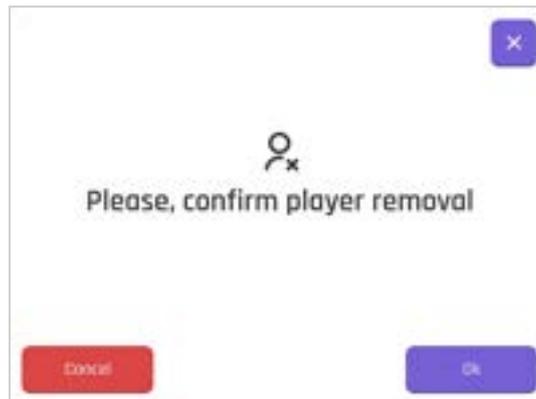


Figure 10. Deleting the player

Once you add or remove a player during the game, their statistics and score will be added or removed from the players' list on the **self-service kiosk** and **overhead TVs**, subsequently modifying the overall player game ranking or place.

2.2.4. Managing the game and the devices

The device control buttons are displayed under the list of players (see *Figure 16*) and include the functions that allow you to control the bowling process:

- Resetting pins
- Managing bumpers
- Managing the projection
- Viewing the receipt
- Extending playtime
- Ending the game

However, the set of features available to the player will vary based on the pre-configurations performed by the employee. For more details, refer to *5.2. Setting up game and kiosk control in CMA* is in *Appendix 1*.

2.2.4.1. Resetting pins

The *Reset pins* functionality allows you to reset the placement of pins on the lane. To reset pins, press the *Reset* button in the game and device control menu.



Figure 11. Reset pins button

Confirm this action when the confirmation pop-up window appears:

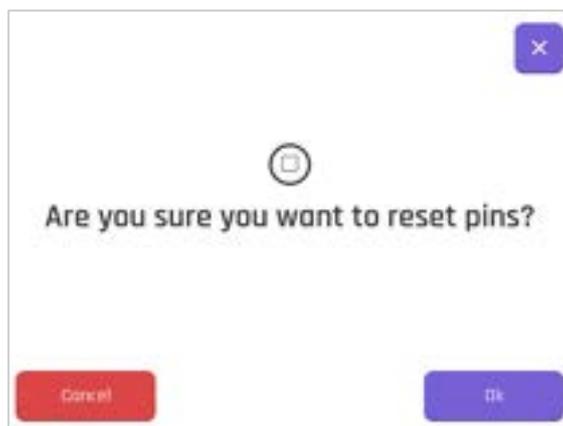


Figure 12. Resetting pins

Two scenarios can occur when the pins are reset:

1. If the *Reset pins* button is pressed after the first throw has been made, all ten pins will be returned to their original positions.
2. If the *Reset pins* button is pressed after the second throw of a frame, the pins will be reset based on the outcomes of the first throw.

Note: You can reset pins as many times as you like if the session is time-based; however, in game-based sessions, this functionality is available only once per game.

2.2.4.2. Managing bumpers

During player addition, the bumpers can be enabled or disabled for each bowler. However, you can also override this setting at any time by pressing the *Bumper* button in the game and device control menu (*Figure 13*). When bumpers are disabled, the *Bumper* button is grayed out.

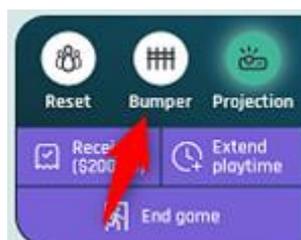


Figure 13. Bumper button

After pressing the *Bumper* button, confirm the action in the pop-up window:

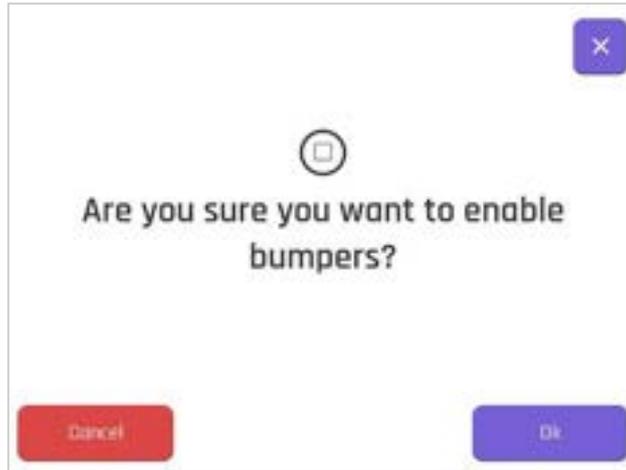


Figure 14. Turning bumpers off/on

2.2.4.3. Managing the projection

Use the projection managing functionality to control the lane projection. The projection will be displayed on the lane according to the theme selected for the **self-service kiosk**. This feature could be enabled or disabled at any moment during the session and will change according to the theme throughout the game.



Figure 15. Projection button

To enable the projection on the lane, press the *Projection* button (Figure 15) and confirm the action in the following pop-up:

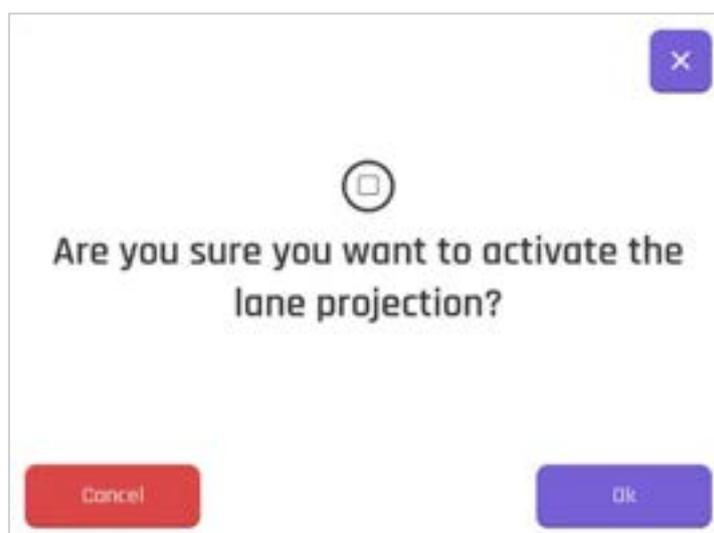


Figure 16. Turning projection on/off

2.2.4.4. Viewing the receipt

The total amount is automatically calculated based on the selected products, game type, current price profile, additional players, time extensions, and other parameters. Any changes to these selections immediately update the total amount displayed on the *Receipt* button across all session setup and gameplay steps on the bowling **self-service kiosk**.

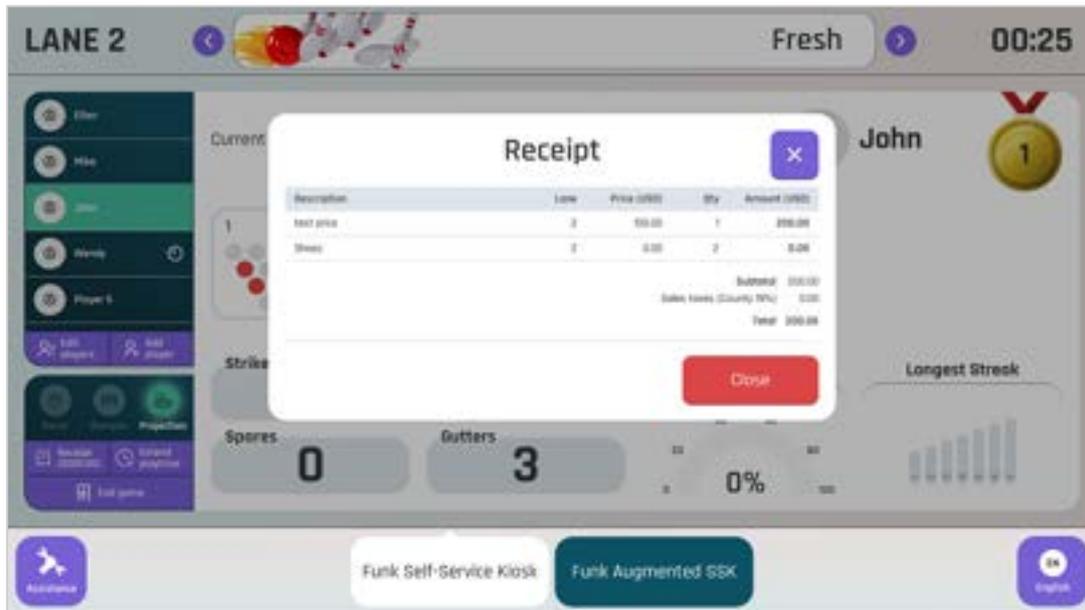


Figure 17. The Receipt pop-up

Press the *Receipt* button to open the *Receipt* pop-up on the bowling **self-service kiosk**. View the total session amount, selected products, time extensions, additional fees, discounts, and other relevant information in the pop-up. Press the *Close* button to exit the *Receipt* pop-up.

2.2.4.5. Extending playtime

To extend the playtime, press the *Extend playtime* button on the left side of the **self-service kiosk** screen. If you have a reservation code or phone number, enter it in the next window (*Figure 18*). Refer to 2.2.4.6. *Entering reservation code* for more details.

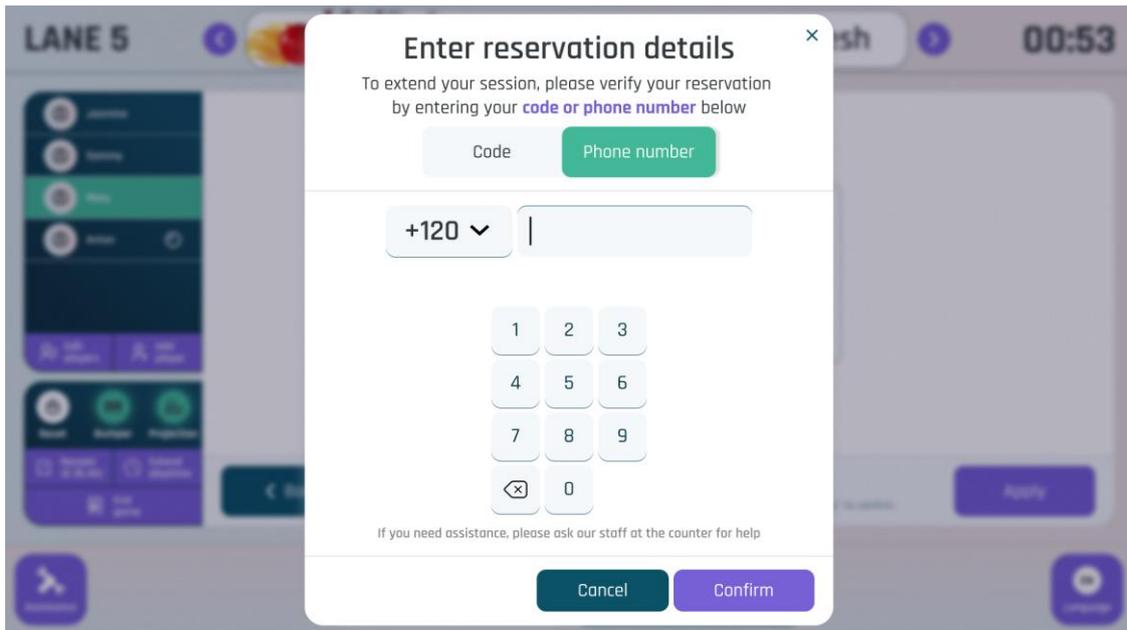


Figure 18. Entering the phone number

After entering a reservation code or phone number, the *Extend session* window will appear. Click the + or - button to increase or decrease a session's extra playtime.

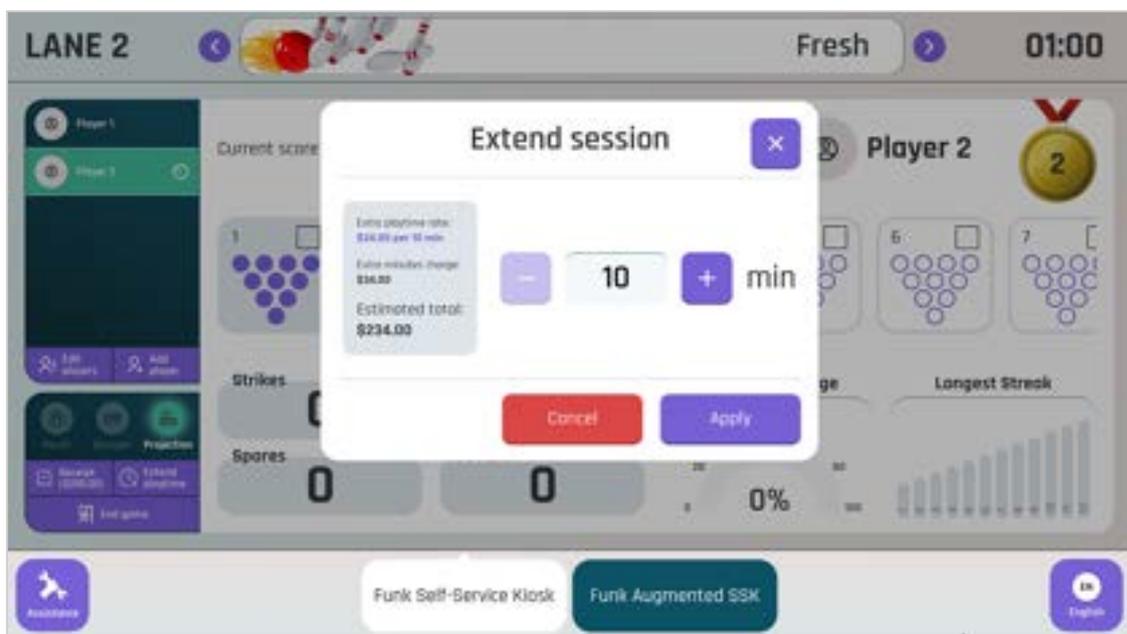


Figure 19. Extending playtime

If the time extension overlaps with the next reservation on the lane, a conflict message will appear:

The session cannot be extended because the lane is reserved for the next time slot.

In the *Extend session* pop-up, you will see the following information:

- *Extra playtime rate:* The price of extra minutes added to the session.
- *Extra minutes charge:* The total amount for the added minutes.
- *Estimated total:* The estimated total for all chargeable items added through the session.

Press *Apply* to confirm the time extension of your session.

Note: The time extension feature is available for an additional fee. View the *Estimated total* section after the session on the left.

2.2.4.6. Entering the reservation code

If you have already set up a gaming session using a **self-registration kiosk** or booked it with the help of an employee, you will receive the reservation code via SMS or email. Use this code to extend the reservation duration or to add more players. The code usage prevents the incorrect addition of chargeable items.

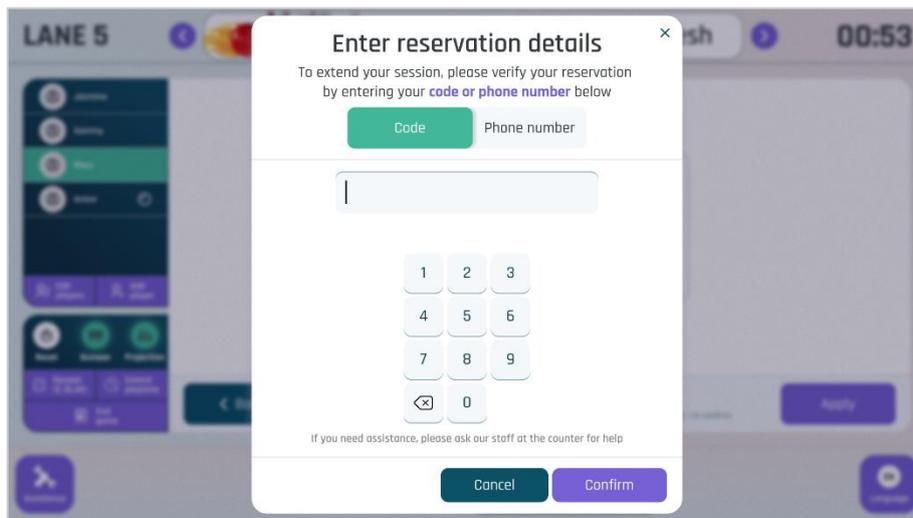


Figure 20. Entering reservation code

If you don't have a reservation code, enter the phone number you provided during registration.

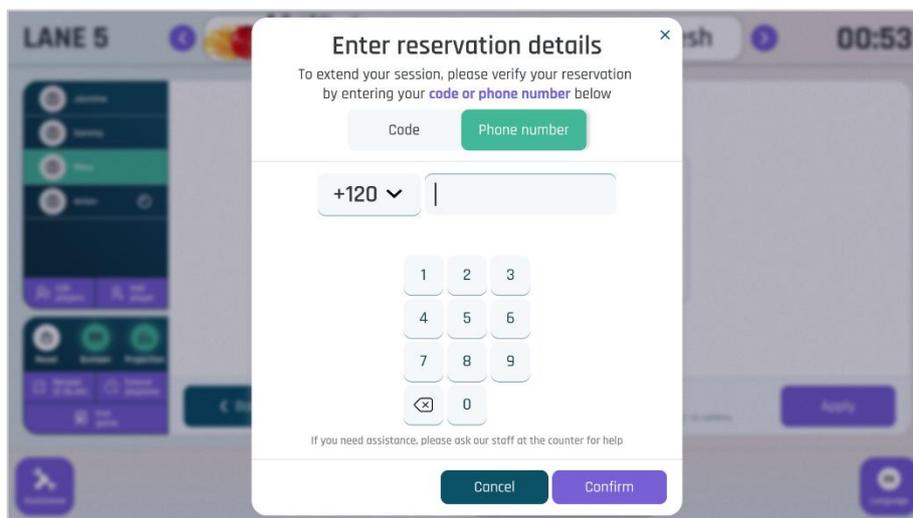


Figure 21. Entering reservation phone number

An error message appears on the screen if the reservation code or phone number is entered incorrectly.

Invalid code or phone number. Please try again or get help from our staff at the counter.

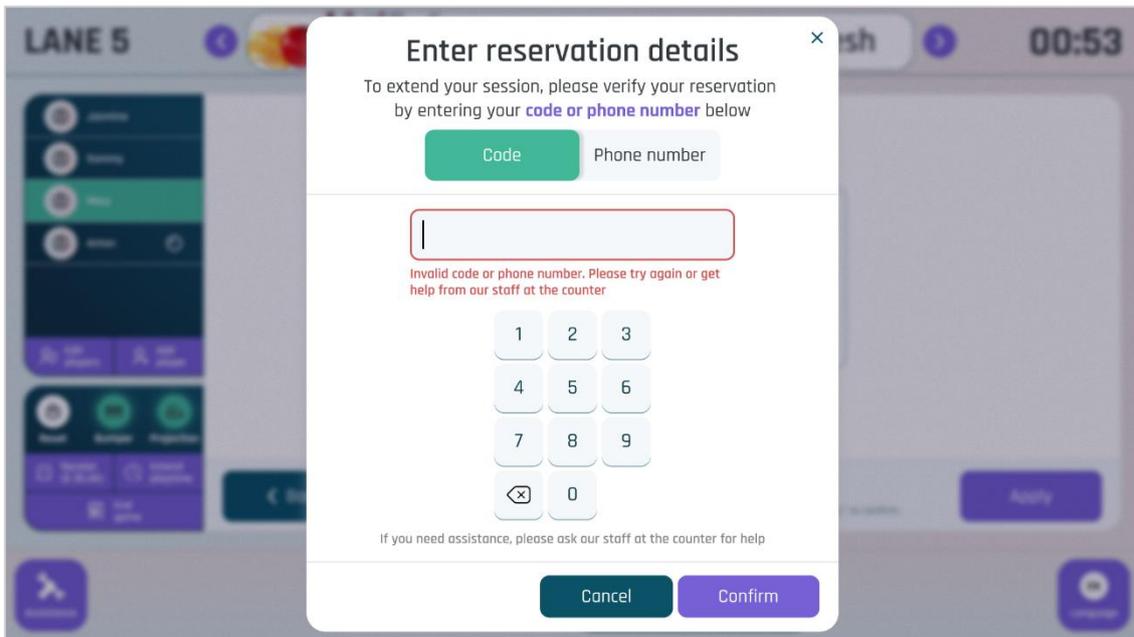


Figure 22. An invalid reservation code

2.2.4.7. Ending the game

If the *End game* button (Figure 23) is pressed, or the game ends automatically after all frames are completed, a window will appear on the screen, prompting the player to start a new game or end the session.



Figure 23. End game button



Figure 24. New game confirmation window

The player will have three options to choose from:

1. Click the *New game* button to begin a new game. This action opens the countdown, and when the time is over, it takes you to the initial screen where you can start a new game. Refer to 2.2.5. *Selecting the game type* for more details.
2. Click the *End session* button to finish the lane session, and the *Session complete* window will appear on the screen. Refer to 2.3. *Completing the session* for more details.

- Click the *Home* button or “X” icon to exit the pop-up window and return to the gameplay.

When the *session ends*, all ten (or five) frames are completed by all players, and the **self-service kiosk** displays the window along with options to return to the dashboard or end the session.

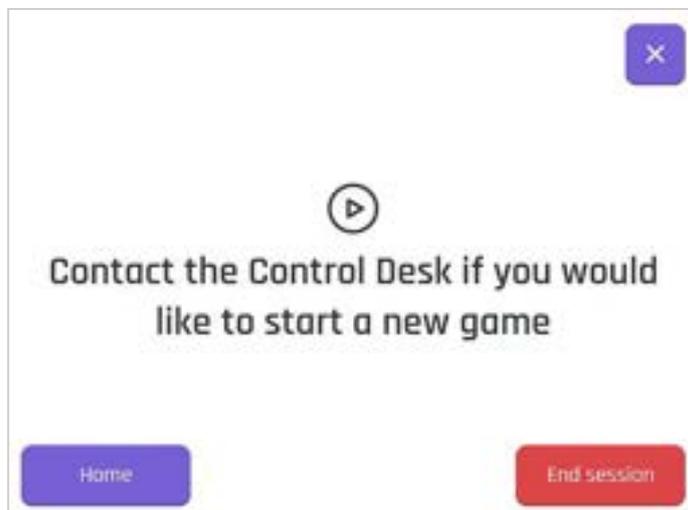


Figure 25. Contact the Control Desk window

The reservation ends if no time or games remain (or you choose to finish the reservation). The **self-service kiosk** displays the *Session complete* screen (refer to 2.3. *Completing the session* for more details). The **pinsetter** turns off, and the lane status changes to *Available*.

Note: The employee can finish the game at any point via the **center management control pad**.

2.2.5. Selecting the game type

If the previous game ended, you can start a new game and select the game category and type. To start a new game, click the *Start* button on the initial page.

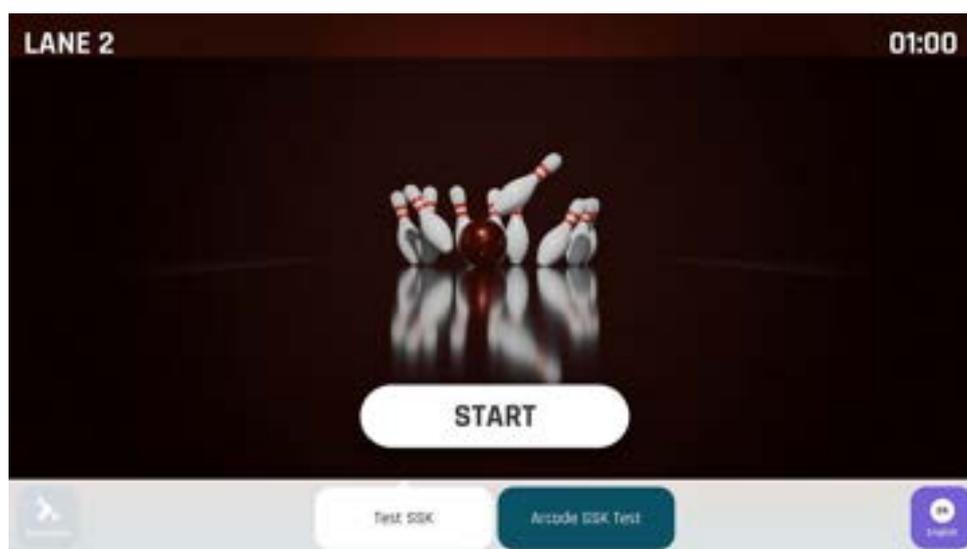


Figure 26. Start page

Selecting a game type allows you to define the game you want to play. Depending on the predefined initial preferences set in the **self-registration kiosk** or by an employee in the **center management control pad**, the

game type selection appearance and options to select can differ. As the new game starts, select the game category.

2.2.5.1. Classic game mode

In the *Classic game* mode, you can play the following game types:

- Classic bowling
- Practice

Classic bowling

In the classic game, players bowl 5 or 10 frames, aiming to knock down all 10 pins per frame. Each frame allows up to two throws, with points awarded based on the number of pins knocked down and bonuses for strikes or reserves. Select the *Classic bowling* category to start a classic bowling game.

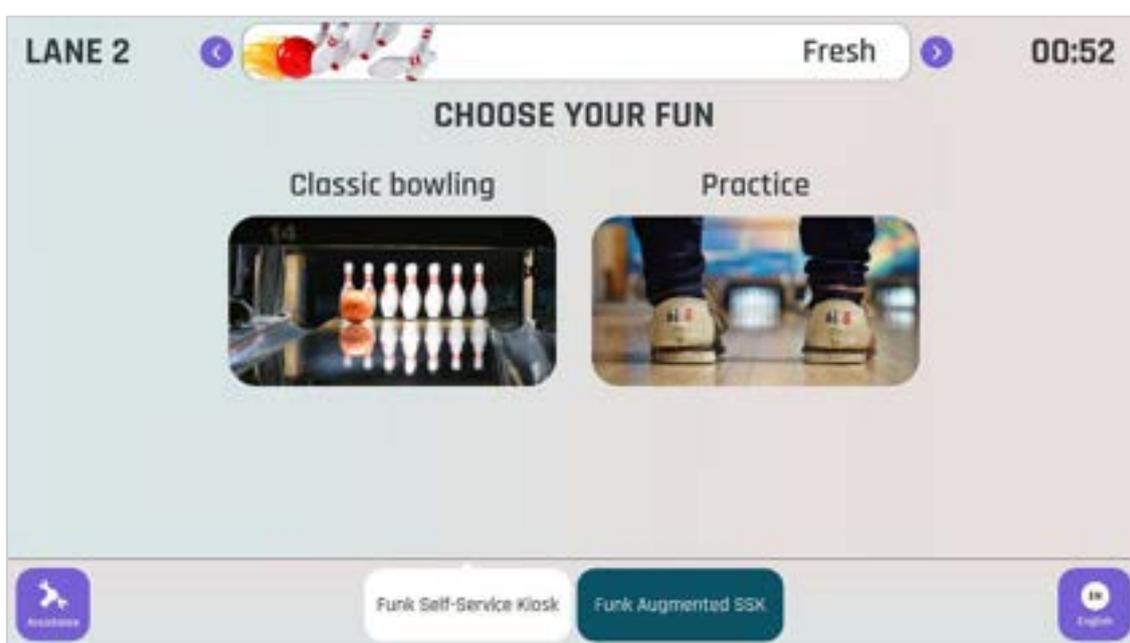


Figure 27. Game category selection

Next, specify the number of frames:

- *10 frames*: Select to play the standard format used in most bowling leagues and competitions.
- *5 frames*: Select to play a shorter version, half the length of a standard game, for quicker play.

Note: If the *By game* billing type is selected, the number of frames is predefined before the session starts. For example, if a 10-frame game is selected during the reservation creation, only this game type will be available for choosing.

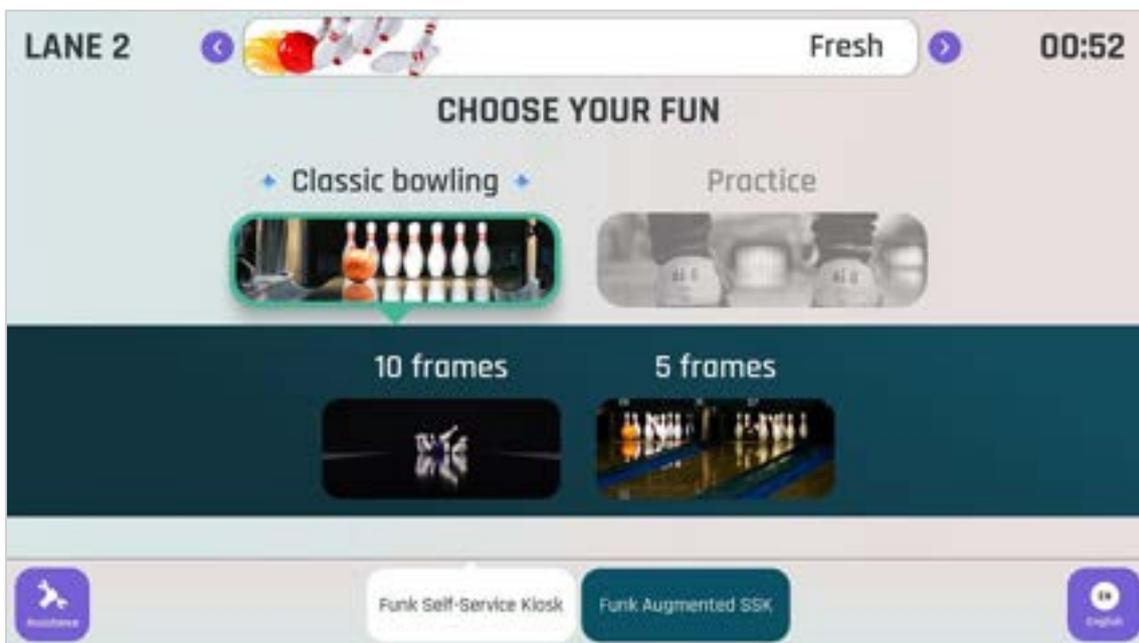


Figure 28. Game type selection for a classic game

Practice game

The *Practice* mode is available only for sessions with the predefined classic game. Press the *Practice* button to start practicing (Figure 27). If the *Practice* game category was selected when setting up the game, start standalone frame bowling.

During practice, each player takes turns in 2-throw frames, alternating according to the order they were added. When it is your turn to make a throw, your name is displayed on the **overhead scoring TV** and **self-service kiosk**.

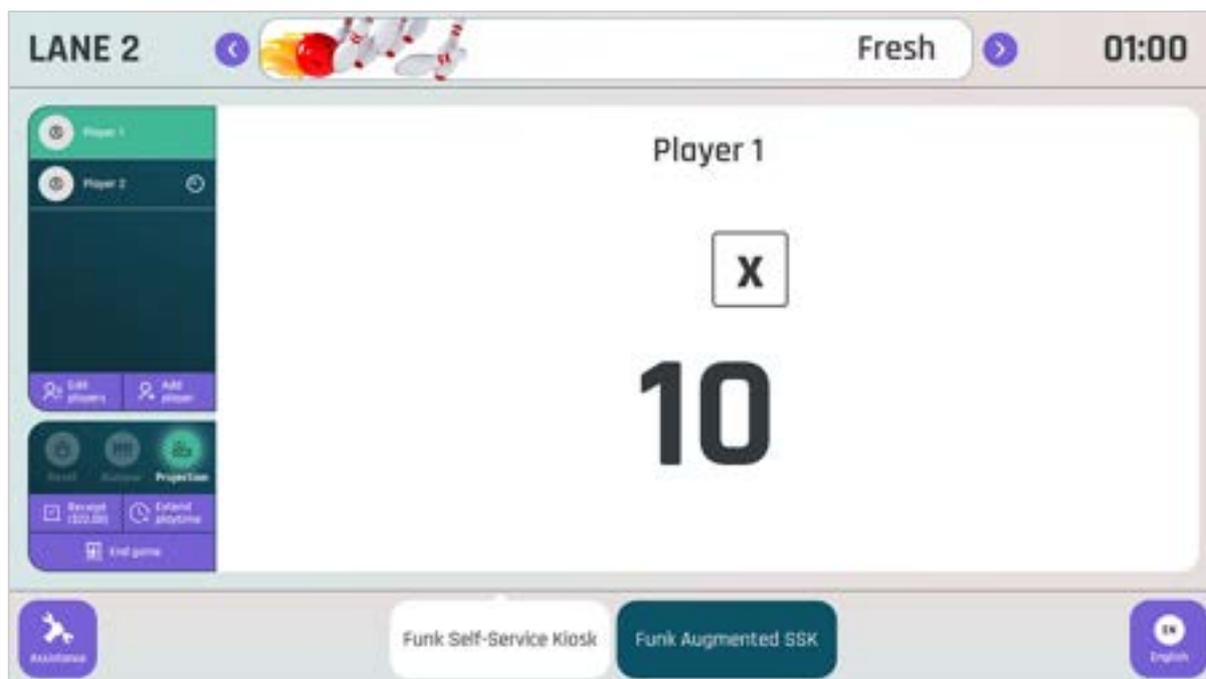


Figure 29. A Practice game

The overhead scoring matrix or overall statistics are not provided during the practice, with only the results of a throw being displayed once the player completes a single practice frame.

Note: The practice time is predefined in the **center management control pad**. Refer to *Appendix 1: Predefining kiosk preferences* for more detailed information.

2.2.5.2. Augmented game mode

For a session with the predefined augmented games, it is possible to select only the following games:

- *Pirate Treasure:* In the game of *Pirate Treasure*, your task is to collect gemstones and coins scattered all over the “water-covered” lane and hit the different marine life forms at the end of the lane. The total treasure value is multiplied by the number of pins knocked down. The player with the highest score at the end of the game wins.
- *Shoot-Out:* In the game of *Shoot-Out*, your task is to score a goal to activate the pin counter and earn points. The goalie will change position and motion in each frame, making winning harder. The player with the highest score at the end of the game wins.
- *Power-Up Bolf:* In the game of *Power-Up Bolf*, your task is to knock down pins. While rolling the ball, the player can collect different power-ups that increase their chances of winning. The player with the highest score at the end of the game wins.

Select the game and press the *Start* button to proceed with the players’ settings.



Figure 30. Augmented game selection

2.3. Completing the session

After the session ends, you can view your receipt with a list of purchased products and services. The *Total* amount is shown in the bottom-right corner of the *Session complete* window.

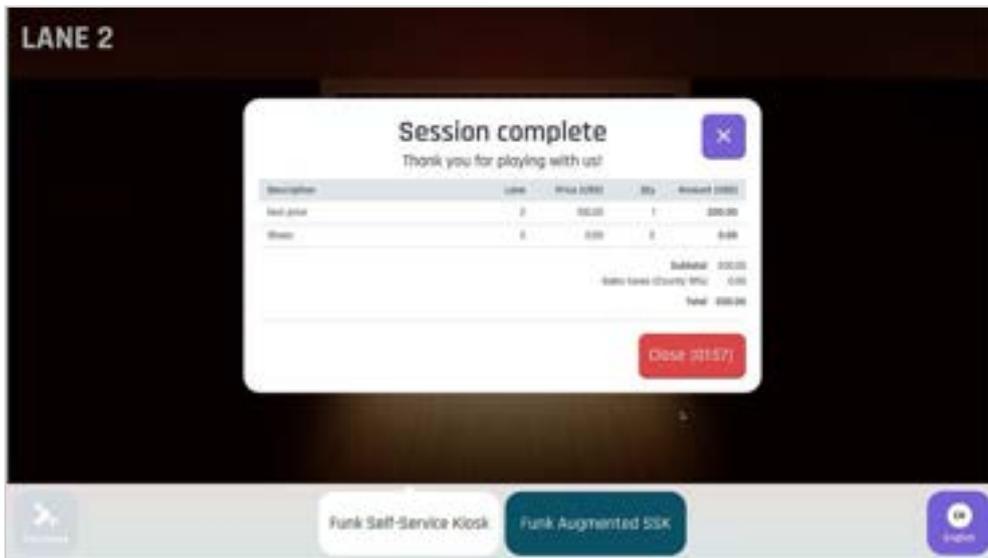


Figure 31. Session complete

Click the *Close* button to close the session receipt. Afterward, the screensaver will be automatically displayed on the screen.

Note: The *Session complete* pop-up window will be time-limited and will automatically close after a predefined period (e.g., 2 minutes). After reviewing the receipt details, please contact an employee to process the final payment and receive a receipt.

3. Overhead scoring TV

The **overhead scoring TV** displays essential gameplay information such as the current game score, lane number, and game countdown. It functions exclusively in the broadcast mode, with no direct interaction, and is integrated with *Bowling Scoring Server* for each lane. **Overhead TVs** enhance the gaming experience by showing entertaining video reactions triggered by the following events:

- Game start countdown
- Strike
- Double strike
- Triple strike
- Spare
- Gutter
- Game winner

Use the *Overhead Scoring Matrix* in the *Funk Portal* and application to customize bowling video reactions with themes and animations. This tool allows you to manage and configure video displays, creating an engaging atmosphere for players and spectators. You can configure the display of reaction videos by following the instructions described in *Appendix 4: Overhead Scoring Matrix app*.

3.1. Configuring the lane overhead scoring media player

You can manage content and device configurations for the **overhead TVs** using the Funk Portal platform. Use *Universal Content Manager (UCM)* to upload and schedule media playlists, while *Digital Signage Control Panel (DSCP)* allows you to customize display themes and layouts for optimal user experience.

For a comprehensive guide on adding content to cover the screen during inactivity, refer to *Appendix 3: Screensaver setup in Funk Portal*.

For detailed instructions on configuring video reactions for game triggers, refer to *Appendix 4: Overhead Scoring Matrix app*.

3.2. Viewing a scoring example

View the game score on the **self-service kiosk** screen and the **overhead scoring TV**. The **overhead scoring TV** provides a comprehensive scoring table with the following details:

- *Player*: Displays the names of the players in the first column. The active player (the one rolling the ball) is highlighted.
- *Frame*: Shows the frame number based on the game type selected (e.g., classic 5-frame or 10-frame).
- *Frame Score*: Lists points earned for each attempt in the frame.
- *Total Score*: Displays the cumulative score for each player in the last column.

LANE 2											1/3
PLAYER	1	2	3	4	5	6	7	8	9	10	TOTAL
Jasmine	X	26									26
	18	26									
Sammy	34	-6									13
	7	13									
Ed	X	8									2
	2-										
Matt	2										2
	2										

Figure 32. A scoring table example

Statistics on the **overhead scoring TV** highlight the best performance details throughout the game:

- *Strikes*: The player with the best strike score.
- *Spare*s: The player with the best spare score.
- *Split Conversion*: The player with the highest split conversion score.
- *Gutters*: The player with the lowest gutter score.
- *Strike Percentage*: The player with the best strike percentage.
- *Longest Streak*: The player with the longest streak of consecutive strikes.

When the game is over, the **overhead TV** will display information on the winners and the best game scores.

LANE 2											1/3
PLAYER	1	2	3	4	5	6	7	8	9	10	TOTAL
1 Matt	2 -	x 6 /	5 3	4 /	x 1 4	x -	7 -	4			113
	2	22	37	45	65	80	85	102	109	113	
2 Jasmine	x 2 6	6 /	- -	5 -	- 5	5 2	9 -	x 7 /	5		97
	18	26	36	36	41	46	53	62	82	97	
3 Ed	x 8 /	4 3	4 3	- 7	x 3 6	4 /	- 1	7 -			91
	20	34	41	48	55	64	73	83	84	91	
Sammy	3 4	- 6	5 2	7 1	7 2	- 6	3 2	7 2	6 2	7 -	72
	7	13	20	28	37	43	48	57	65	72	
Strikes	Spare		Split Conversion		Gutters		Strike Percentage		Longest Streak		
Matt	Jasmine		Jasmine		Jasmine		Matt		Jasmine		
3	2		1		5		25%		1		

Figure 33. The final scoring with the winners

3.3. Viewing a cross-lane game-scoring example

The **overhead scoring TV** and **self-service kiosk** allow you to play and monitor the scores and statistics for the *Joint* and *Round-Robin* game types.

3.3.1. Joint type

The *Joint game* means that you will share a single game across two lanes. Each group plays at its own pace, but all scores are combined into a virtual summary table displayed on the **overhead scoring TV** after both lanes finish.

Follow the next step to view the scoring on the **overhead TV**:

- *Set up the game*: Start the game on the **self-service kiosk** as you would for regular gameplay.
- *View scores*: The **overhead scoring TV** shows the game score table as in standard gameplay.
- *End of game display*: Once both paired lanes complete their games, the overhead scoring application combines scores for all players. The top three players are listed at the top, and the final scores for all players are displayed in two columns.

The **self-service kiosk** shows a dashboard similar to the one in a classic game, listing only players playing on the same lane.

3.3.2. Round-Robin type

The *Round-Robin game* means participating in a classic 10-frame game, alternating frames between the two adjacent lanes.

Follow the next step to view the scoring on the **overhead TV**:

- *Start the game*: Use the scoring app to configure the game. The **overhead scoring TV** will display a scoring table similar to regular gameplay.
- *Gameplay*: Once all players assigned to a lane finish a frame, they can move to the opposite lane to play the next frame.
- *Synchronization*: If one group finishes a frame before the other, they must wait for the second group to complete it. Scores and player names will be swapped between the **overhead scoring TV** and the **self-service kiosk** screens.
Note: Player details and scores continuously shift between lanes until the game ends.
- *End of game display*: When the game is complete, the **overhead scoring TV** shows a combined matrix with the top three players listed at the top.

The **self-service kiosk** shows a dashboard similar to the one in a classic game, listing players playing on the pair of lanes.

4. Additional resources

4.1. Support and documentation

The Funk Helpdesk website provides licensing information, additional product documentation, notes and downloads, as well as guides and troubleshooting information. This may help you resolve a product issue before contacting the Funk Helpdesk.

1. To access a product-specific Funk Helpdesk page:
2. Visit funkbowling.zendesk.com
3. Select the relevant product section.

For further questions or to speak directly with our support team, please call us at +49 7356 93700.

4.2. Service requests

To receive comprehensive assistance from the Funk Helpdesk, submit a service request. To do so, click Create Service Request in the Service Center on the Funk Helpdesk website.

To submit a service request, you must have a valid support contract. Contact a Funk sales representative for information on purchasing a valid support contract or to ask questions about your account.

To open a service request, please fill out the request form on the support site for further review and prompt response.

4.3. Provide feedback

Feedback helps to improve the accuracy, organization, and overall quality of our publications. You can send feedback to your project manager.

5. Appendix 1: Predefining kiosk preferences

The **self-service kiosk** is configured and managed through Funk Portal and *Central Management Control Pad*. You can customize all of the configurations.

5.1. Configuring buttons and widgets in Funk Portal

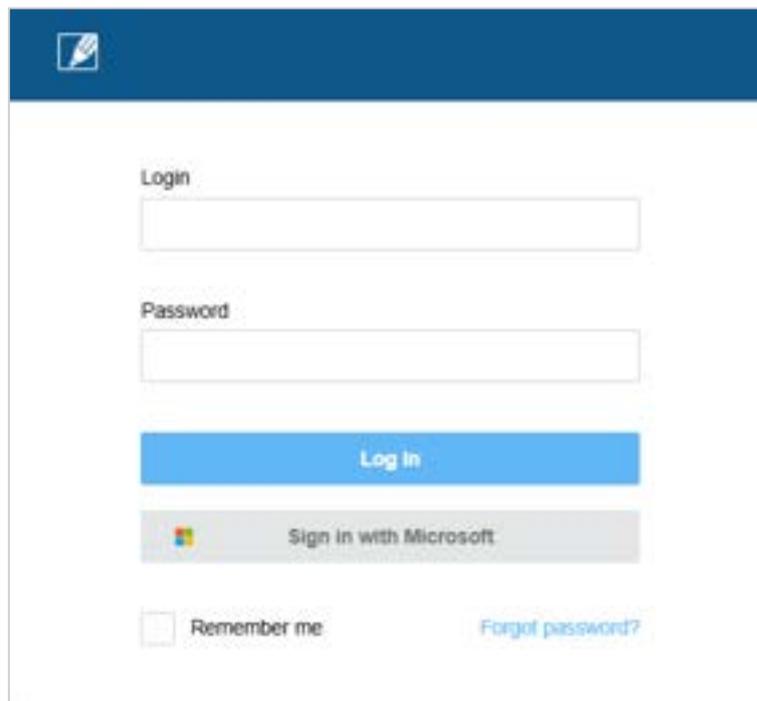
Configuring the **self-service kiosk** through Funk Portal allows you to add buttons and widgets to the initial screen.

5.1.1. Funk Portal access

To start with the **self-service kiosk** configuration, log into Funk Portal first.

To log into the server:

1. Open your browser.
2. Follow the link portal.funkbowling.com
3. Press *Enter*, and the login form will be displayed. Enter your access credentials.
4. Select the *Remember me* checkbox if you want to be automatically logged into the system in the future.
5. Press *Enter* or *Log in*.



The screenshot shows a login form with a dark blue header bar containing a logo. Below the header, there are two input fields: 'Login' and 'Password'. A blue 'Log in' button is positioned below the password field. Underneath the button is a 'Sign in with Microsoft' button with the Microsoft logo. At the bottom, there is a 'Remember me' checkbox and a 'Forgot password?' link.

Figure 34. The Funk Portal login form

Note: If you have trouble reaching Funk Portal or logging in, check the credentials supplied to you very carefully. Passwords are case-sensitive.

5.1.2. Configuring buttons

The buttons in the footer correspond to applications, which you can configure via *Digital Signage Control Panel (DSCP)* managed on the Funk Portal server.

The classic and augmented game options are automatically added and configured. Follow the instructions below to add or remove an application.

5.1.2.1. Adding an application

To add an application for the **self-service kiosk**, go to the *Devices* section and select the **self-service kiosk** you want to configure from the list. Press the “control panel”  icon in the *Actions* column next to the selected **self-service kiosk**.

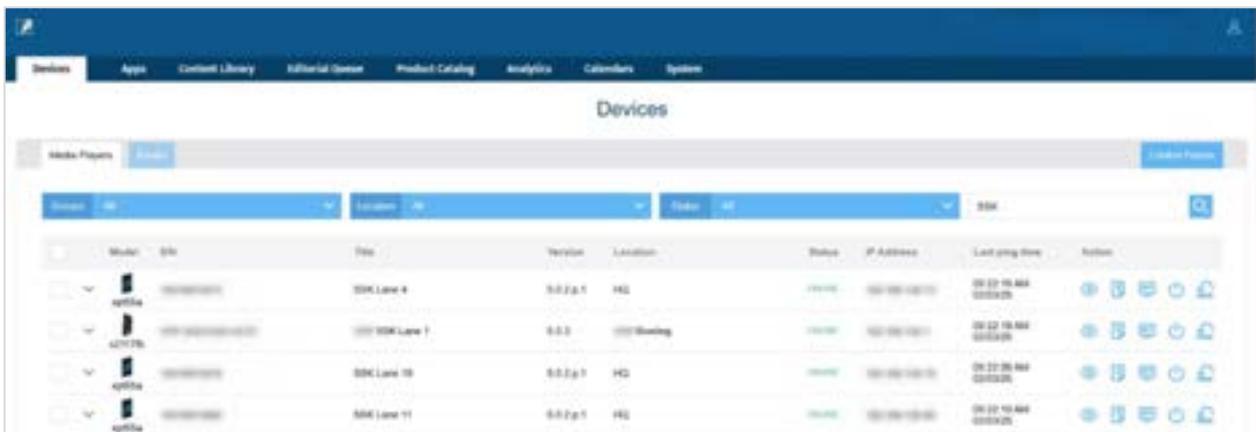


Figure 35. The Devices tab

As the *Content Management* section opens, press the *Add application* button at the top-right corner of the screen (Figure 36).

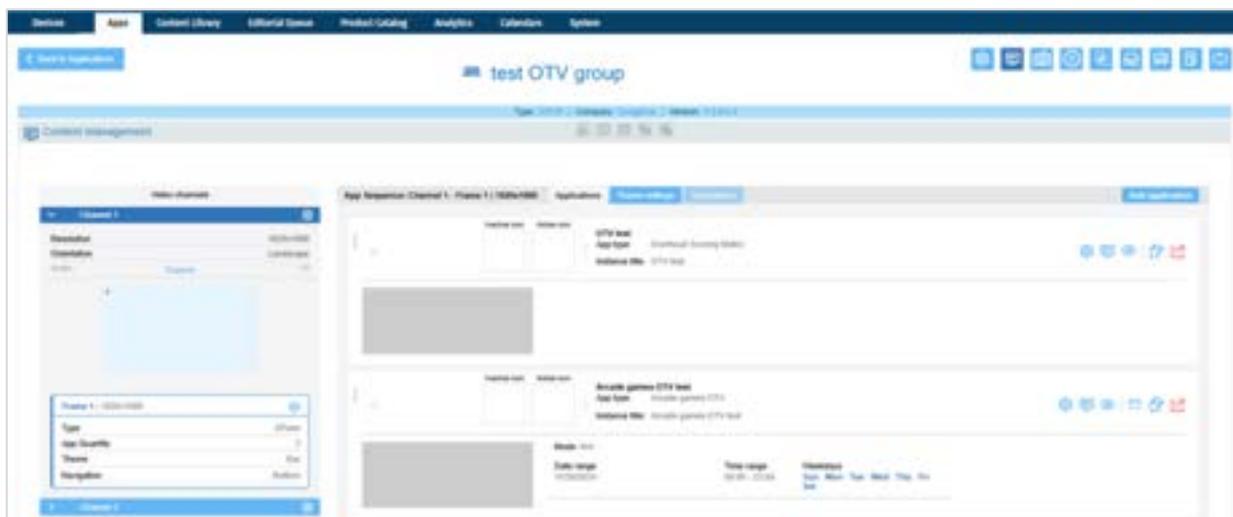


Figure 36. The Content Management section

From the following pop-up window, select one or more applications.

Select the applications with the *Self-Service Kiosk* type to add to the classic bowling button option or one of the applications with the *Arcade Games SSK* type to add to the augmented game button option. For configuring the *Self-Service Kiosk* app, refer to chapter 5.1.3.1. *Configuring self-service kiosk application*.

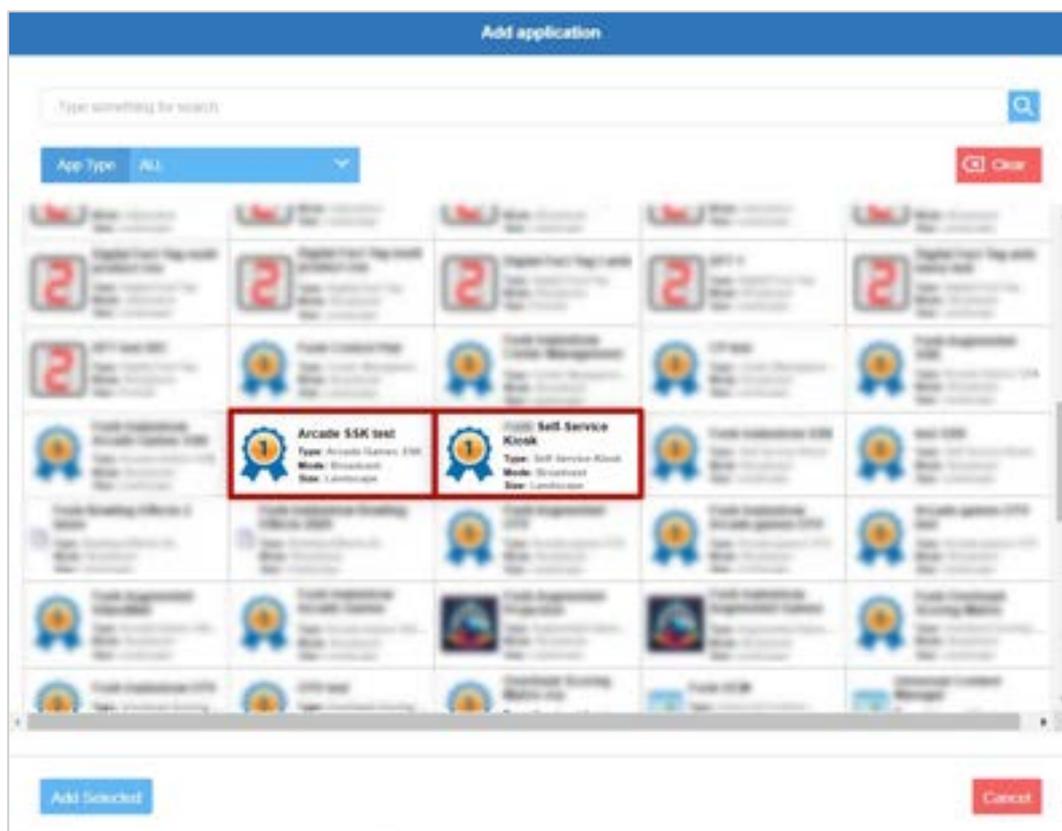


Figure 37. The Add application pop-up

Press the *Add Selected* button to apply the selected application to the **self-service kiosk**.

5.1.2.2. Deleting an application

To remove the application from the **self-service kiosk**, press the “delete” icon  next to the application you want to remove (Figure 38) and confirm the action in the following pop-up window.

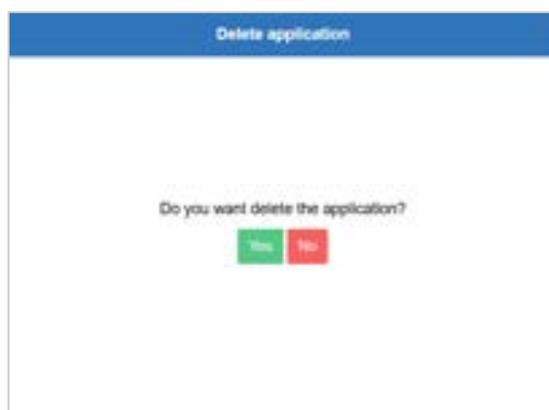


Figure 38. The Delete application pop-up

Note: If only one application is configured, no button options will be shown, and the default application will utilize the full screen available.

5.1.3. Setting up the application

The *Applications* and *Theme settings* tabs in the *DSCP* application provide options to configure settings for the **self-service kiosk** and **overhead TV**.

The following actions are available in the *Applications* tab:

- View details, including type, instance title, and scheduling parameters.
- Edit application settings to adjust configurations.
- Preview applications to see their current setup.
- Duplicate applications to create copies for similar settings.
- Delete applications when they are no longer needed.
- Add new applications by pressing the *Add application* button.

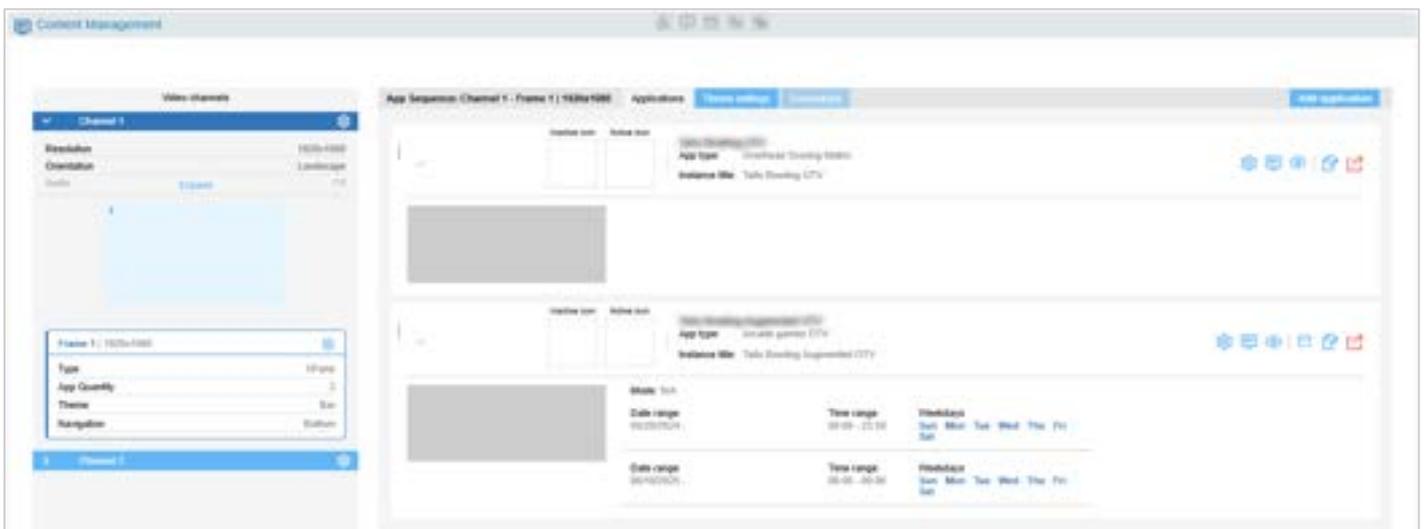


Figure 39. The Application tab in DSCP

5.1.3.1. Configuring self-service kiosk application

To configure the *Self-Service Kiosk* application from within the *Applications* tab, click the “content management”  icon next to the application.

To access the *Self-Service Kiosk* application another way, go to the *Center Apps* section, locate the application in the list, and click the “content management”  icon.

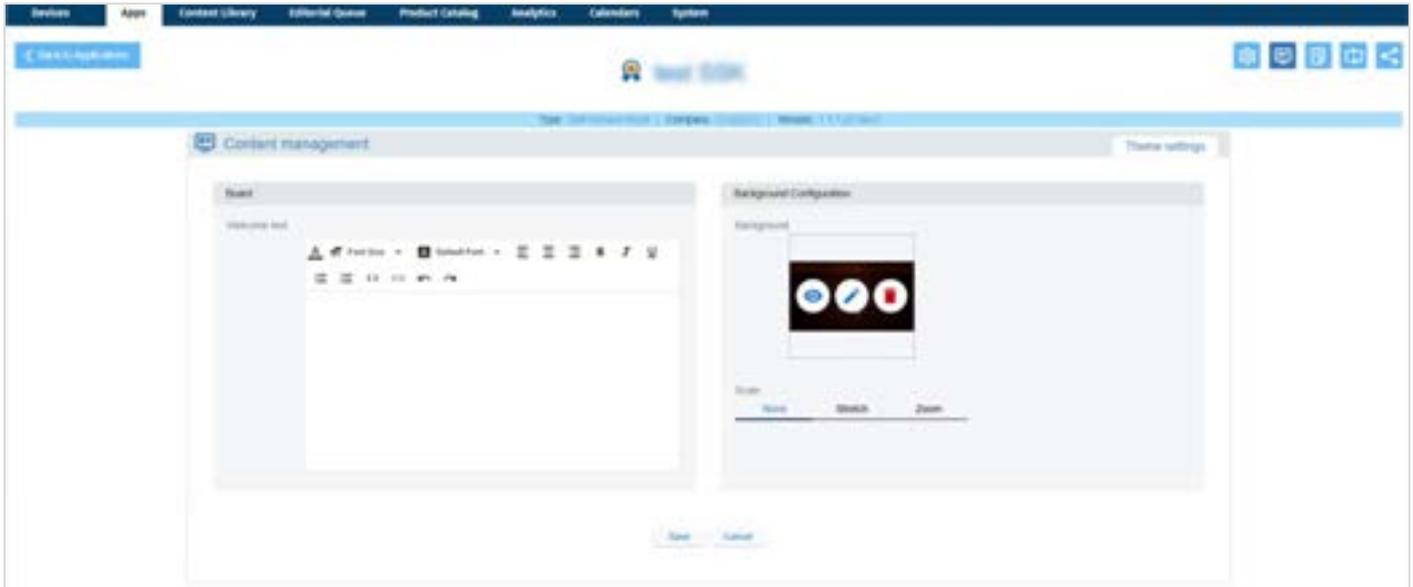


Figure 40. The application content management section

In the *Content management* section of the kiosk application, you can specify the following details:

- *Welcome text*: Enter the welcome text displayed on the screen in the *Board* section.
- *Background*: Upload the background image for the screen in the *Background Configuration* section. Use icons to  preview,  edit, or  delete the image and set the scale as *None*, *Stretch*, or *Zoom*.

Click *Save* to upload the changes.

5.1.4. Configuring widgets

To configure the widgets on the kiosk screen, use the *Funk Portal* server. Go to the *Devices* section and select the **self-service kiosk** you want to configure from the list. Press the “control panel”  icon in the *Actions* column next to the selected **self-service kiosk**.

From within the *Content Management* section (*Figure 41*), press the “widgets”  icon, and the *Widgets* section will open on the screen.



Figure 41. The Widgets section

DSCP serves as a proxy for installing and scheduling widgets. For more information on *DSCP* capabilities and operation, please see *Digital Signage Control Panel User Guide.docx*.

To add a widget, drag and drop one from the following list to specific places on the **self-service kiosk** screen:

- *Multi-language*: Use the *Multi-language* widget to switch the interface language. Drag and drop the widget on the available frame. Provide translations for UI-specific components. Use the one-time import to include multi-language entry fields. Press the widget to open a drop-down menu and select the language you need using its internationally recognized code.
- *Call Attention*: Use the *Call Attention* widget to submit assistance requests. Drag and drop the widget on the available frame.
- *Clock*: Use the *Clock* widget to display the time and date on the screen, providing users with relevant information. Drag and drop the widget on the available frame.
- *Weather*: Use the *Weather* widget to display the local weather on the kiosk screen and inform users about current conditions outside the bowling venue.

The appearance of the widgets can differ depending on the theme and game category.

To enable the widget on the screen, mouse over the widget and press the “power”  button. To disable it, press the same button. The confirmation for your action will appear on the screen as a notification.



Figure 42. The confirmation notification

To edit, mouse over an active widget and press the “edit”  icon.

To remove a widget from the screen, mouse over the selected widget and press the “cancel”  icon.

5.2. Setting up game and kiosk control in center management control pad

Predefine the game settings in the **center management control pad**, such as players per lane allowance, and set the kiosk control profile with the users’ permissions.

5.2.1. Configuring game settings

Through the *Game settings* section, configure the parameters for game sessions. The following options can be customized:

- *Types*: Enable or disable specific game types by toggling the switches. The available options include:
 - *Practice*: A practice mode for players.
 - *Classic*: A standard bowling game.
 - *10 frames*: A game session with 10 frames.
 - *5 frames*: A game session with 5 frames.

- *Max players per lane*: Define the maximum number of players allowed per lane. Once this limit is reached, additional players cannot be added during session setup or gameplay.
- *Walk-up time*: Set the maximum time players are allowed to approach the lane before the game begins.
- *Practice time*: Configure the maximum duration for practice before the session gameplay starts.
- *Projected game duration*: Set an estimated game duration per player, allowing the system to calculate the total session length based on the number of players.
- *Next game time-out*: Specify the timer (in seconds) before proceeding to the next game. After all frames are completed, the system will prompt the user to choose whether to start a new game or end the session. Once the **New game** button is pressed, the timer will begin. After the timer finishes, the scores on both the **self-service kiosk** and the **overhead TV** will be reset and a **Start** button will appear on the screen, allowing the user to configure and begin a new game.
- *Shoe rental by default*: Enable or disable the shoe rental checkbox by default when adding players to a game session.
- *Session restoration*: Set the maximum time allowed for restoring a session if it is interrupted. For example, during this time, you can extend the playtime for the session, and it will be added to the receipt. If the time runs out, the session cannot be restored.
- *Session creation time-out*: Set the remaining time for employees and customers to complete the session setup through the **center management control pad** or the **self-registration kiosk**.

Click **Apply** to save the changes.

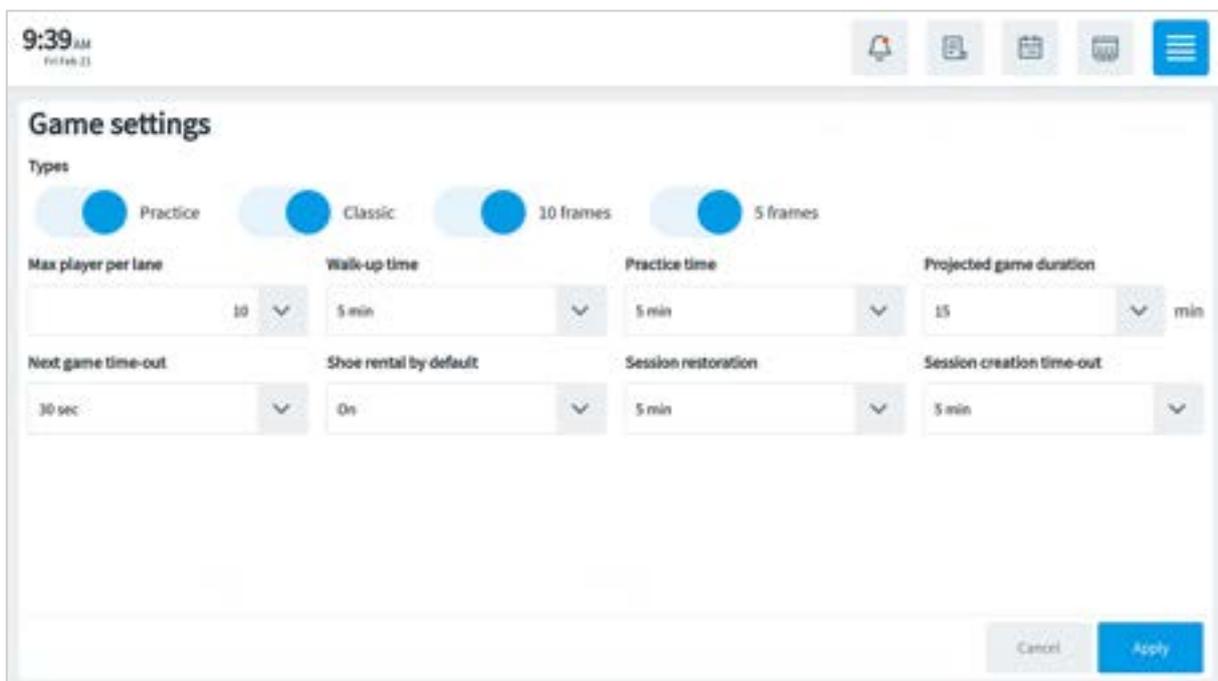


Figure 43. The Game settings section

5.2.2. Configuring kiosk control

Central Management Control Pad allows you to configure the kiosk profile on the **self-service kiosk**. The kiosk profile allows you to set all user settings and preferences.

To view the list of existing profiles, navigate to the *Lane Configuration > Kiosk Control* section. To create a new kiosk profile, press the **Add Profile** button.

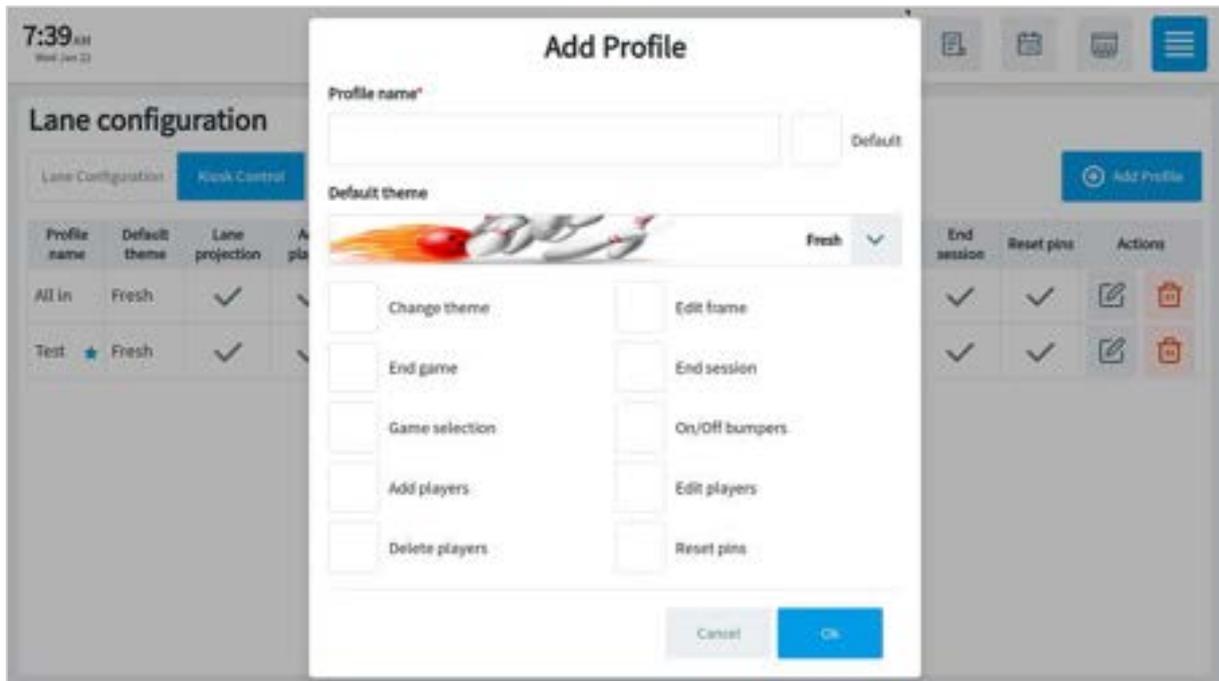


Figure 44. The kiosk preferences profile

Create the title for the kiosk profile and preset the following preferences for it:

- *Default theme:* Select the default theme for the **self-service kiosk** and lane.
- *Change theme:* Select to allow users to change the theme for the lane and kiosk.
- *End game:* Select to allow users to end the current game and start a new one.
- *Game selection:* Select to allow users to select the game.
- *Add players:* Select to allow users to add new players.
- *Delete players:* Select to allow users to delete players.
- *Edit frame:* Select to allow users to edit the frames.
- *End session:* Select to allow users to end the session.
- *On/Off bumpers:* Select to allow users to enable and disable the bumpers for players.
- *Edit players:* Select to allow users to edit players.
- *Reset pins:* Select to allow users to reset the pins.

The process of setting the session will differ depending on the game category.

6. Appendix 2: Self-service kiosk access permissions

Action Type	Originator	Description
Lane Status	Employee	Opened / Closed
Lane Maintenance mode	Employee	On / Off
Session	Employee / Player	Start / End
Extend playtime	Employee / Player	Add
Game	Employee / Player	Start / End / Pause / Next / Transfer* (Lane From – Lane To)
Game Type	Employee / Player	Practice / Classic (10 Frame / 5 Frame)
Walk-Up Time	Employee	Add
Practice Time	Employee	Add
Assistance Request	Employee / Player	Received (Time) / Responded (Time / Selection)
Player	Employee / Player	Add / Remove Name; Shoes; Bumper
Game Score	Employee / Player	Correct (Player / Frame)
Notification	Employee	Selection
Reservation	Employee	Add / Edit / Remove (Details)
Pinsetter	Employee / Player	Reset / Connection Loss

**Employee-only function*

7. Appendix 3: Screensaver setup in Funk Portal

Funk Portal provides a centralized configuration for applications, products, and knowledge bases, including the *Universal Content Manager (UCM)* and *Digital Signage Control Panel (DSCP)* applications. The *UCM* application manages media content and playlists for broadcasting on **self-service kiosks** and **overhead TVs**, while the *DSCP* application configures display settings, themes, and layouts for these devices.

7.1. Configuring screensaver content

To display a screensaver with your content on the Self-service kiosk (SSK) and Overhead TV (OTV), you need to upload and configure media files using the *Funk Portal*. Follow these steps to access and manage your screensaver settings:

1. Log in to the Funk Portal with your credentials.
2. Navigate to the *Center Apps* tab and select the *Universal Content Manager* application responsible for broadcasting the content.
3. Press the “content management”  icon to open the content management window.

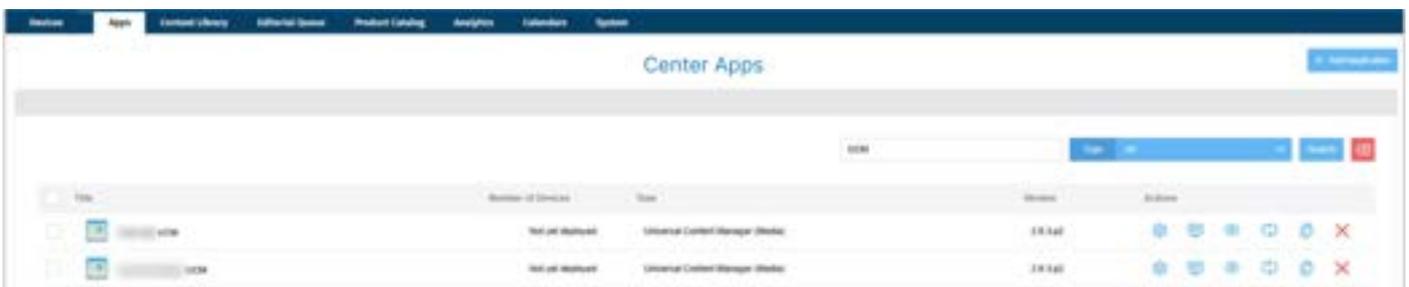


Figure 45. UCM application in Funk portal

In the content management window, several settings can be configured:

- *Search bar*: Locate specific content files by name.
- *Default sequence*: Set the content to be broadcast by default.
- *Regular sequence*: Schedule specific content for designated periods.
- *Broadcast schedule*: Set up the time range and view the sequences broadcast schedule by daily, weekly, or monthly modes.

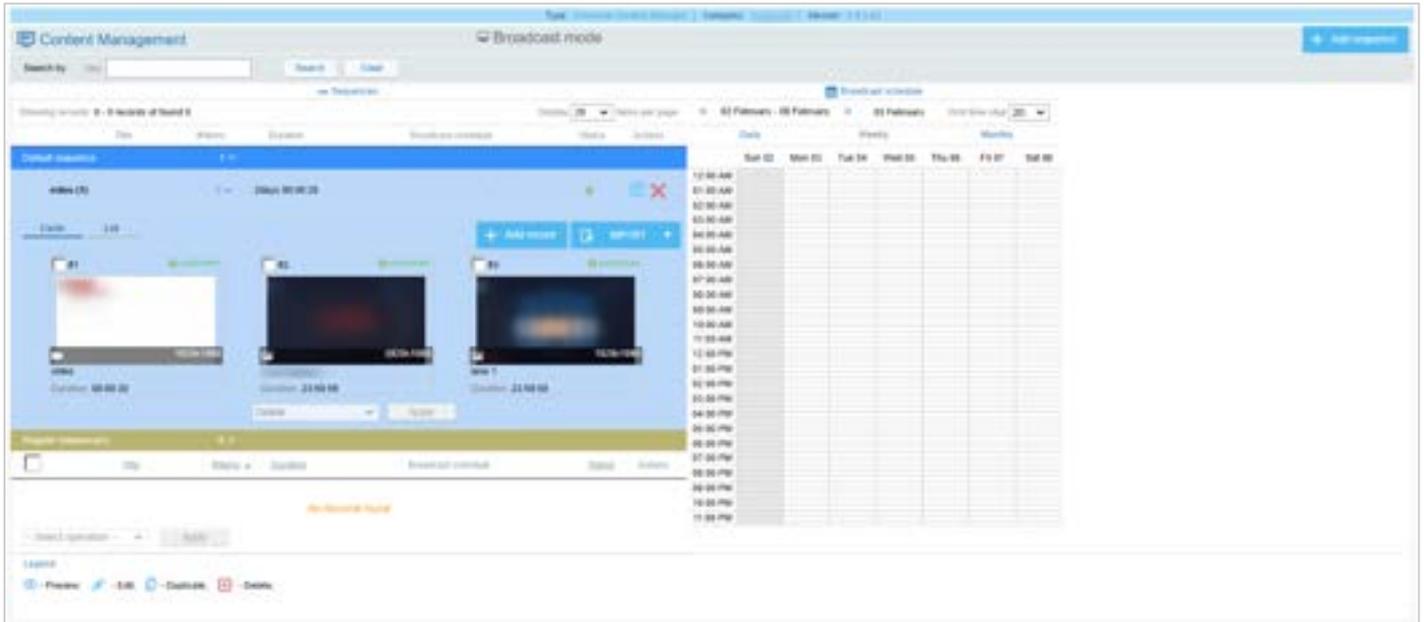


Figure 46. The Content management section in UCM

7.1.1. Adding sequence

To add a new sequence, use the steps below:

1. Press the *Add sequence* button.
2. Upload your content from media files, websites, or the content library.
3. Configure the selected content's type, duration, and schedule.
4. Once added, the sequence will display its status, such as:
 - *Published*: If the schedule overlaps with the current time range.
 - *Expired*: If the time range has ended.
5. Press *Save* to confirm the creation of a new media sequence.

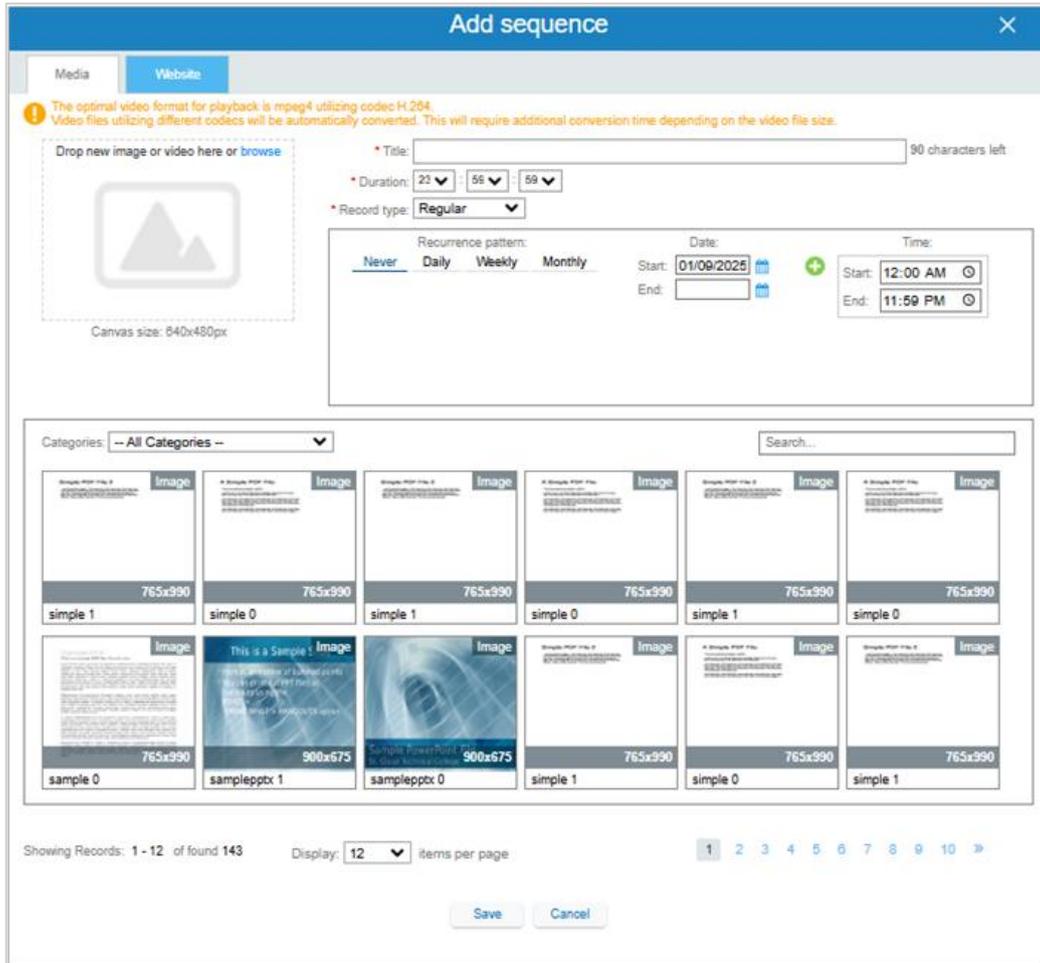


Figure 47. The Add content sequence window

7.1.1.1. Adding media to sequence

To upload a media file in the default or regular sequence, take the following actions:

1. Drag and drop the item to upload or press the *browse* button.
2. Choose the content source (*Media* or *Website*) or select it from the content library.
3. Adjust the name or duration if needed.
4. Press *Save* to confirm.

To upload PDF or PPTX files for broadcasting, press the *Import* button. Uploaded files can be viewed in either card or list format, and the playback order can be easily rearranged by dragging and dropping the content.

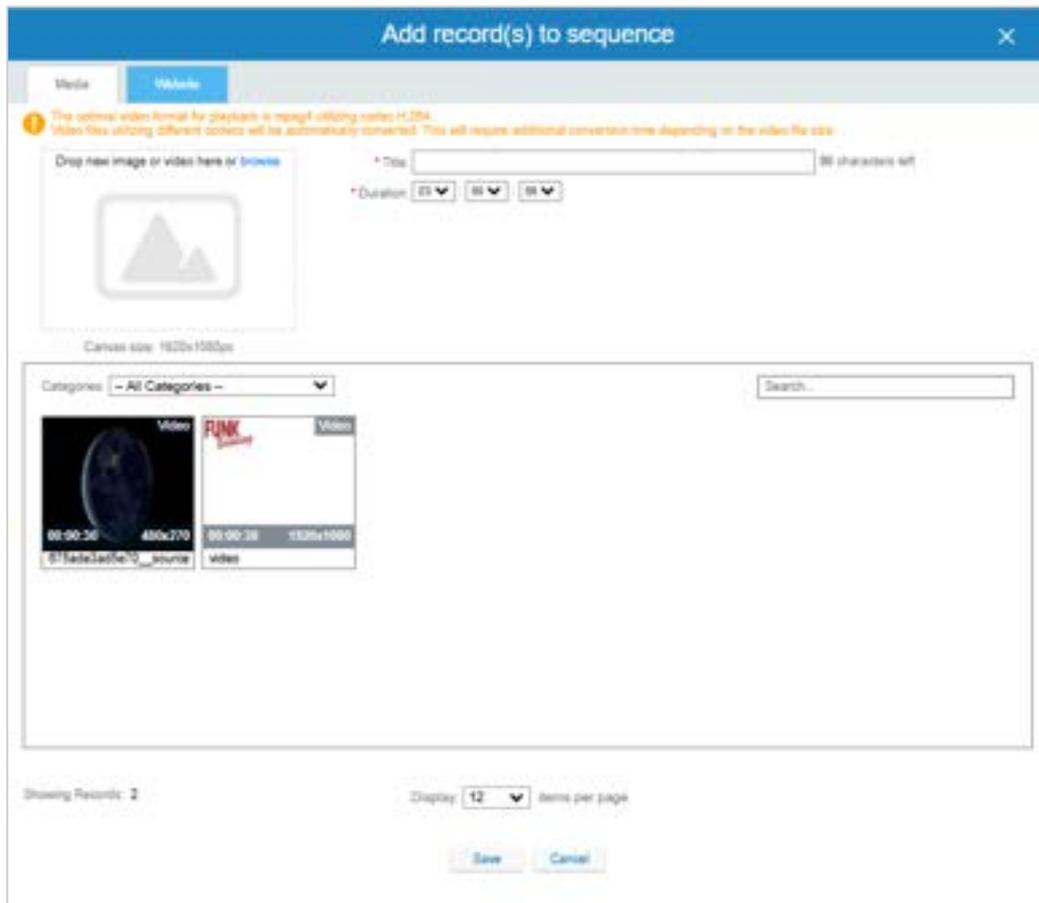


Figure 48. The Add record(s) to sequence window

Within 15–20 minutes, the selected screensaver playlist will appear in the playlist list in the **center management control pad's** *Session Setup* window and the *Playlists* tab in the *Content Management* window.

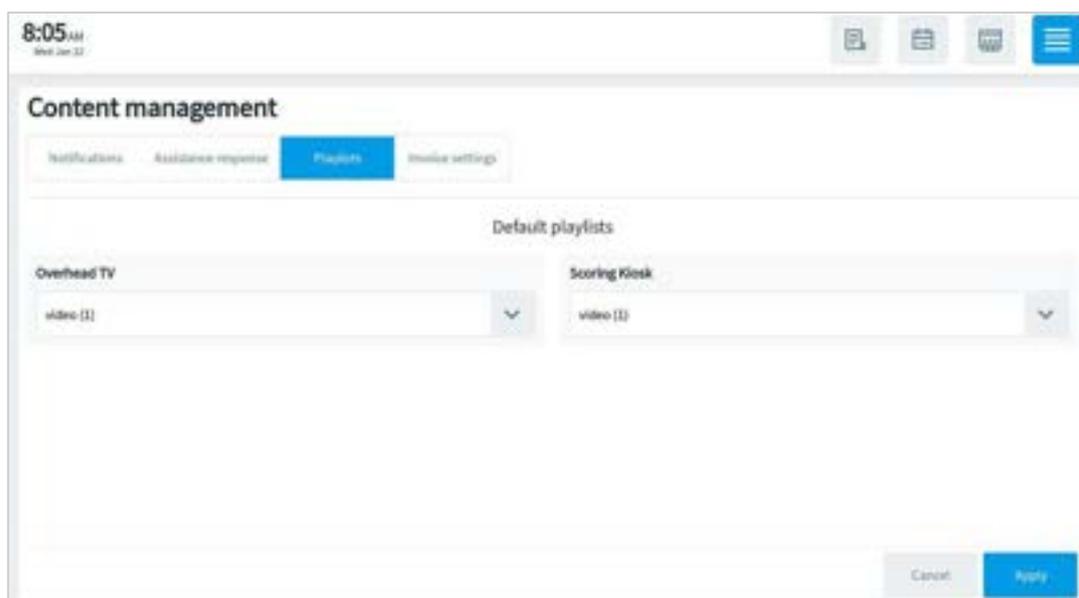


Figure 49. The Playlists tab

7.2. Configuring themes and screensaver

For additional device interface settings, you can use the *DSCP* application. To open the *DSCP* settings for the required device, use the following instructions:

1. Log in to Funk Portal using your credentials.
2. Open the *Devices* tab.
3. Select the *Media Players* or *Kiosks* tab to display the list of devices.
4. Sort the required device(s) by group, location, and status, or use the search bar to enter the device name.
5. Click the “control panel”  icon to open the device settings.



Figure 50. The Devices tab in Funk Portal

The *Theme Settings* tab in the *Content Management* section allows configuring the application's appearance and inactivity behaviors. The following settings are available:

- **Background configuration:** Upload images, adjust the scale, and define background colors for active and inactive states.
- **Panel background configuration:** Configure the panel background by uploading images, setting the scale, and selecting colors.
- **Control tab configuration:** Hide the control tab if only one application is active by selecting the checkbox.
- **Inactivity timeout:** Set the duration (in seconds) after which inactivity behavior is triggered.
- **Inactivity behavior:** Define the action when inactivity occurs:
 - *None:* No action is taken during inactivity.
 - *Auto-rotate:* Switch between applications automatically.
 - *Screensaver:* Display the UCM-configured screensaver during inactivity. Choose the name of the application that translates the screensaver content.
 - *Touch screen indicator:* Enable or disable the visual touch screen indicator by selecting the checkbox.

Press *Save* to confirm and apply the changes or *Cancel* to exit without saving.

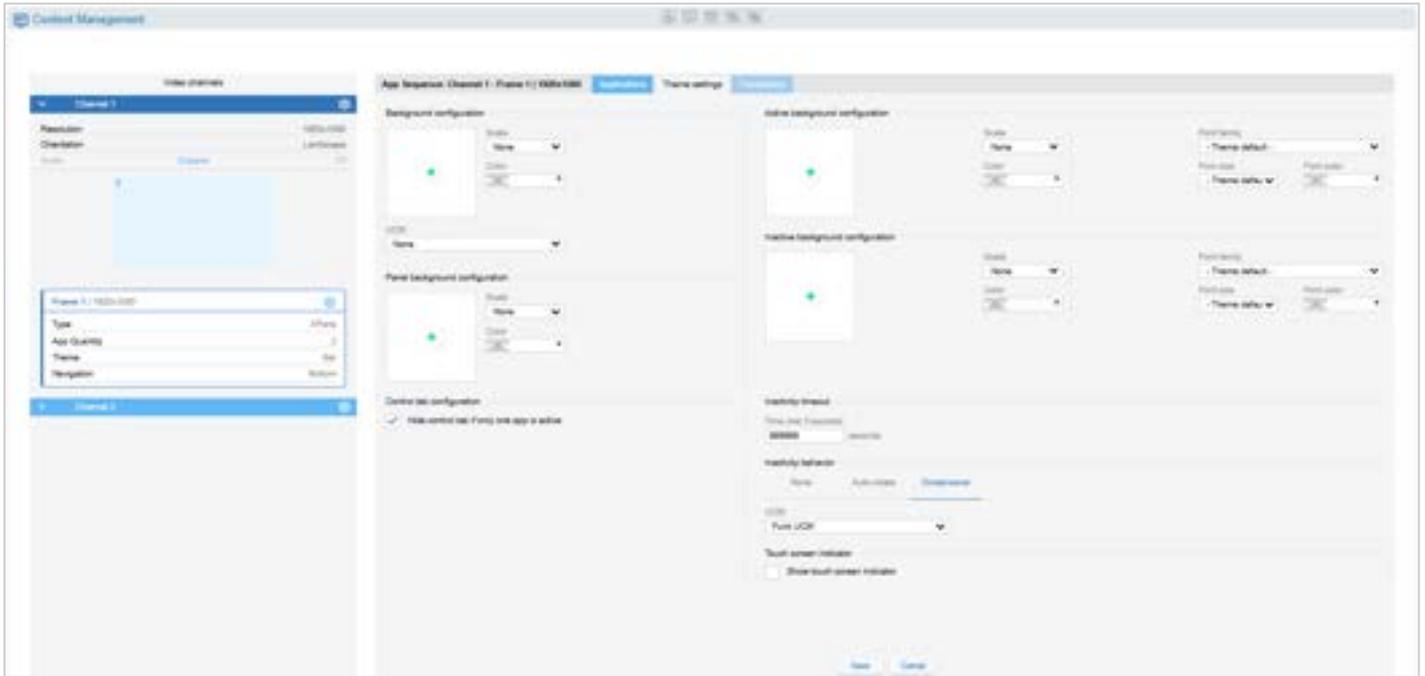


Figure 51. The Theme settings tab in DSCP

8. Appendix 4: Overhead Scoring Matrix app

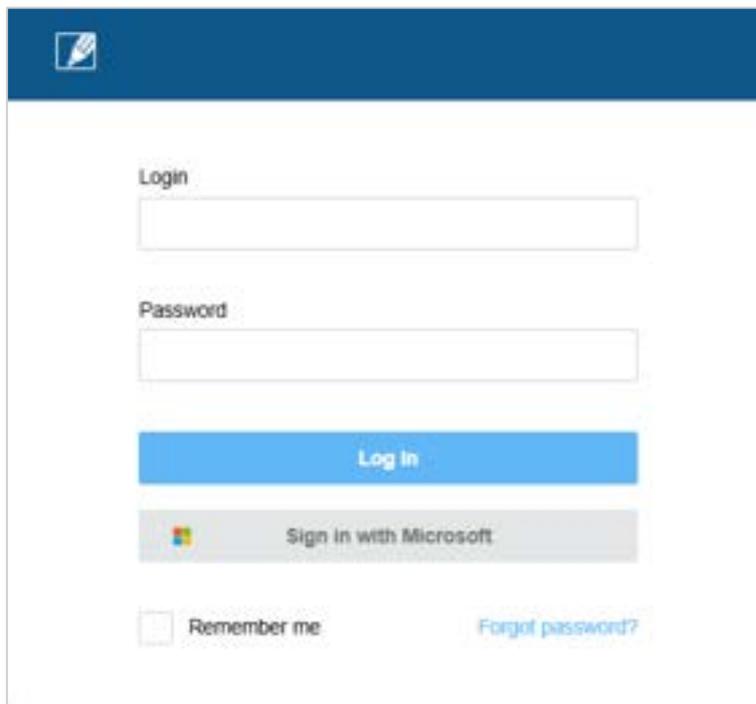
The *Overhead Scoring Matrix app* is designed to display real-time game scores and animations on Overhead TVs during bowling sessions. Enhance the gameplay experience by showcasing engaging visuals for strikes, spares, and other events. Customize the app to match your preferred themes and settings.

8.1. Funk Portal access

Initial user accounts for access to the Funk Portal are provided by your account manager during system setup.

To log into the Funk Portal:

1. Open your browser.
2. Type the address of the Funk Portal into the browser address bar.
3. After pressing *Enter*, the login form will display (*Figure 52*). Enter your access credentials.
4. Select the *Remember me* checkbox to be logged automatically into the system in the future.
5. Press *Enter* or press *Log in*.



The screenshot shows a login form with a dark blue header bar containing a small icon. Below the header, there are two input fields: 'Login' and 'Password'. A blue 'Log in' button is positioned below the password field. Underneath the button is a grey 'Sign in with Microsoft' button with the Microsoft logo. At the bottom, there is a 'Remember me' checkbox and a 'Forgot password?' link.

Figure 52. The Funk Portal login form

Note: If you have trouble either reaching Funk Portal or logging in, please check the credentials supplied to you very carefully. Passwords are case-sensitive.

8.2. Managing the application

Once logged in, see a menu of items along the top of the screen (*Figure 53*). Select the *Center Apps* tab to see a list of installed applications. If there are many, you may filter applications by type or find the application by its title.

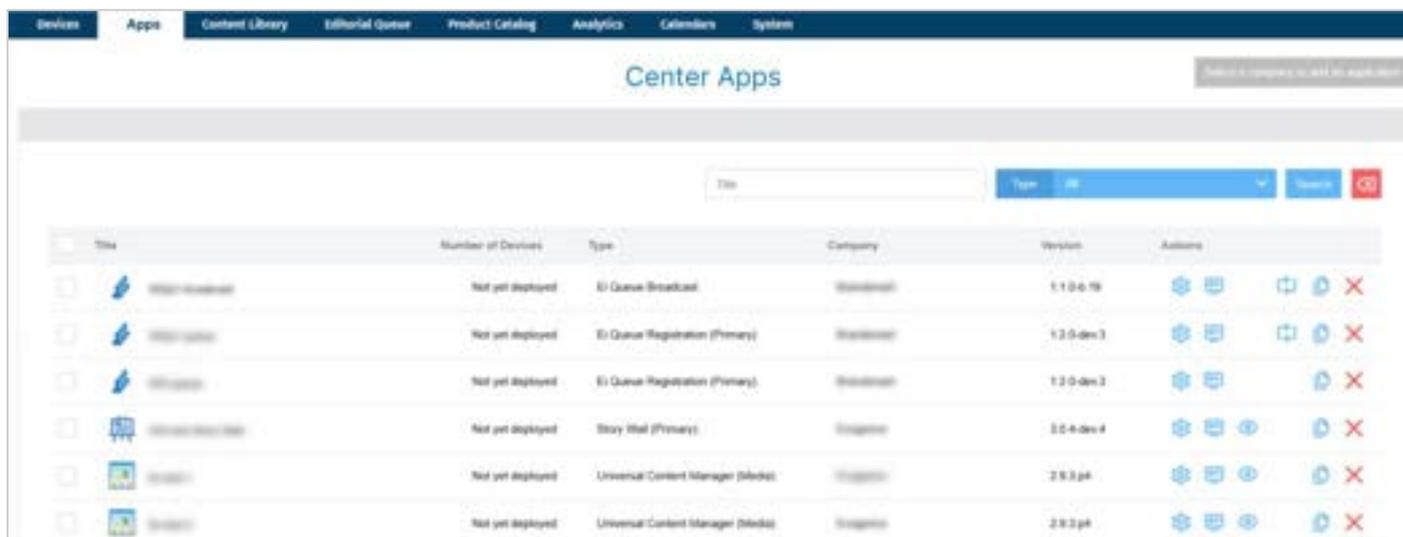


Figure 53. The Center Apps tab

Each application has the following items on display:

- **Title:** The name of the application.
- **Number of devices:** The number of devices where the application is installed.
- **Type:** The specific type of application. In this case, the *Overhead Scoring Matrix*.
- **Version:** The version number of the application.
- **Actions:** The actions that enable you to configure the application and its content.

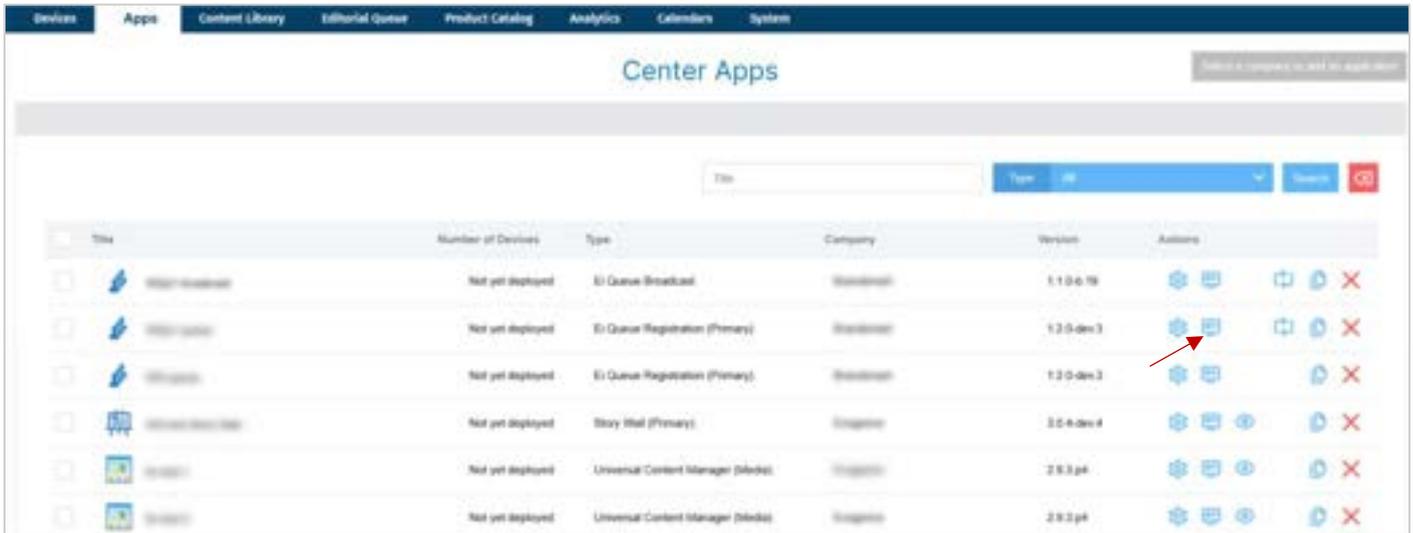
The actions that are available for the *Overhead Scoring Matrix* app on the Center Apps panel are as follows:

Table 3. Center Apps management icons

Icon	Caption	Action
	Configure Application Settings	Review and configure the application setting parameters.
	Content Management	Configure and add digital content.
	Force Sync	Activate the sync process.
	Duplicate	Copy the application instance.
	Delete	Remove the application.

8.3. Managing digital content

To reach the *Content management* section of the application, press the “content management”  icon in the *Actions* column, next to the *Overhead Scoring Matrix* application in the list. Once the icon is pressed, the system will redirect you to this section of the application.



Title	Number of Devices	Type	Category	Version	Actions
Overhead Scoring Matrix	Not yet deployed	EI Queue Broadcast	Standard	1.1.0-19	  
Overhead Scoring Matrix	Not yet deployed	EI Queue Registration (Primary)	Standard	1.2.0-dev.3	  
Overhead Scoring Matrix	Not yet deployed	EI Queue Registration (Primary)	Standard	1.2.0-dev.3	  
Overhead Scoring Matrix	Not yet deployed	Story Wheel (Primary)	Standard	1.0.0-dev.4	  
Overhead Scoring Matrix	Not yet deployed	Universal Content Manager (Media)	Standard	2.0.0-p4	  
Overhead Scoring Matrix	Not yet deployed	Universal Content Manager (Media)	Standard	2.0.0-p4	  

Figure 54. The Content management icon

The *Content management* section is divided into several tabs according to the five currently existing themes:

- Fresh
- Cartoon
- Cartoon blue
- Neo
- D&D
- Ocean treasure
- Ocean regatta
- Sea friends
- Open space
- Jungle dances

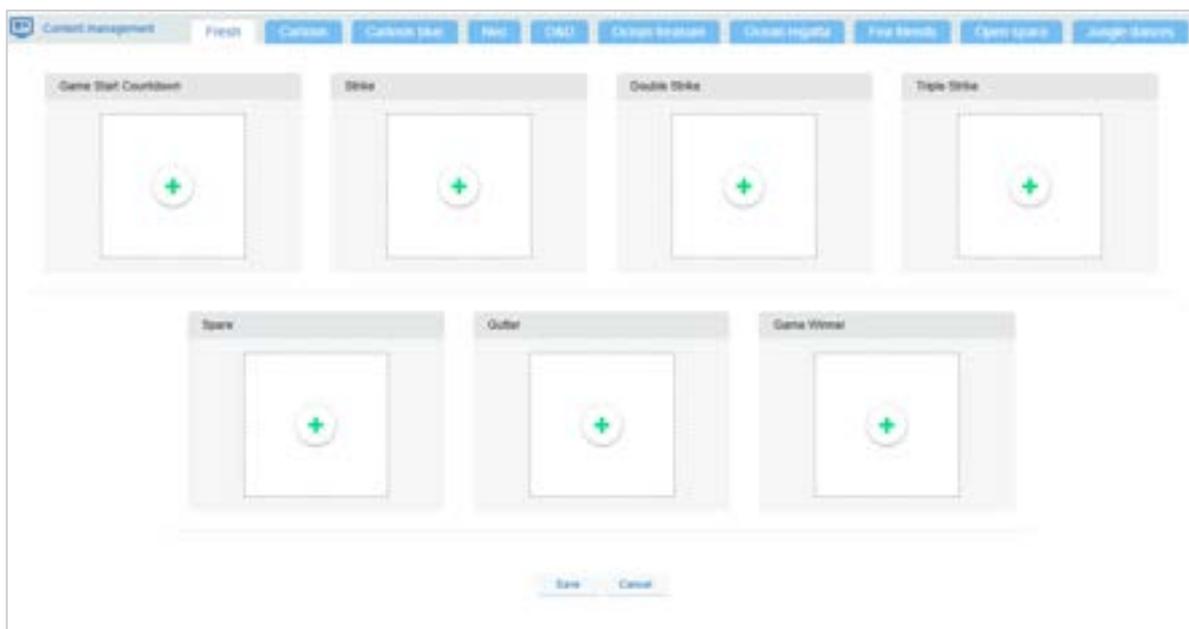


Figure 55. The Content management section

As the *Content management* section is open, add video reactions to display them on the Overhead TV when the triggers are taking action. The following triggers are available:

Table 4. Available game triggers

Trigger	Description
Game Start Countdown	Signals the start of the game with a countdown to the first roll.
Strike	Triggers when all ten pins are knocked down on the first throw of a frame.
Double Strike	Triggers when two consecutive strikes are achieved.
Triple Strike	Triggers when three consecutive strikes are achieved.
Spare	Triggers when all ten pins are knocked down on the second roll of a frame.
Gutter	Triggers when the ball lands in the gutter, missing all pins.
Game Winner	Triggers when the player with the highest score is declared at the end of the game.

8.3.1. Managing trigger content

The Overhead Scoring Matrix application allows you to customize the content for each theme individually. The uploaded content may differ between themes and triggers.

To add a video reaction to one of the triggers, select one of the theme tabs and press the “plus” icon  on the needed trigger section. The file upload dialog will appear, allowing you to select the file in the video format for uploading it from the list of files on your PC.



Figure 56. The trigger section

Repeat this process for all of the triggers you would like to animate.

Note: The uploaded video will be shown when the trigger occurs, but only for the selected theme. To add a video reaction for the same trigger in a different theme, switch to the desired theme tab and upload the needed video file.

Press the *Save* button to apply the added files. The notification that the video reactions are successfully uploaded will appear on the screen.

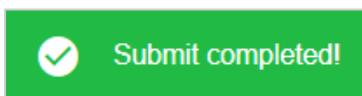


Figure 57. The notification upon successful upload

Now, during the gameplay, players will be able to see the video reaction you uploaded per every trigger.

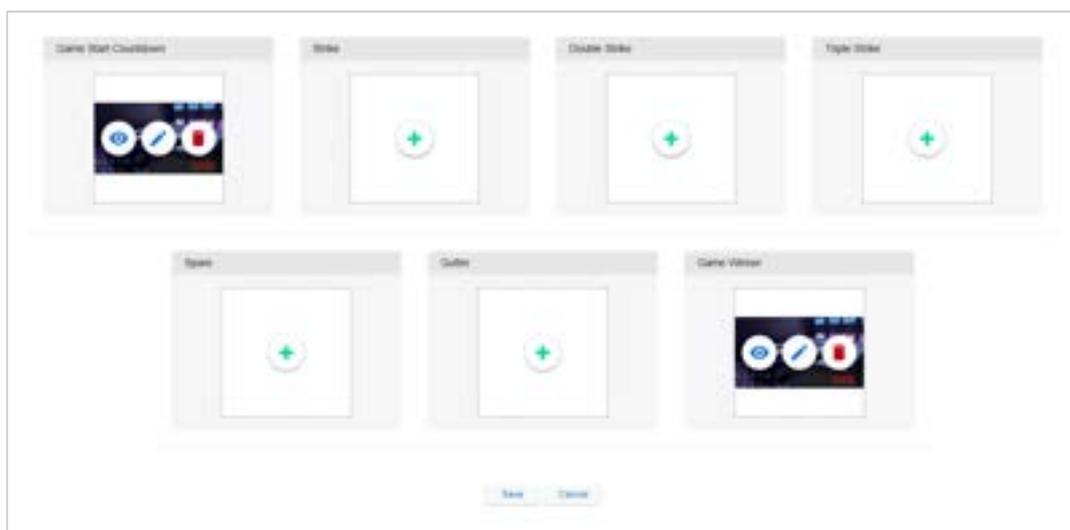


Figure 58. Uploaded video reactions

As the video reaction is added to the trigger, you will be able to proceed with the following actions:

1. *View the video reaction:* To view the uploaded video reaction for the trigger, press the “eye” icon  in the trigger section. The pop-up window will show you the video uploaded to the trigger so you can play back and control the video. Press *OK* to close the window.



Figure 59. A pop-up window with a video reaction

2. *Edit the video reaction:* By pressing the “pencil” icon  in the trigger section, you can select the new video reaction from the file upload dialog on your PC.
3. *Delete the video reaction:* Click the “bin” icon  in the trigger section to delete the video reaction.
Note: Deleting uploaded videos happens without a warning.

Press the [Save](#) button to upload all the changes; otherwise, they will be lost.