



Brunswick Sync - Kiosk User Manual

Lane Control

A lane can be started in three different ways: Quick Start, Fun, and Competition.

- **Quick Start** will allow the user to turn a lane on in a pre-defined game type, using a pre-defined team of players.
- **Fun** will allow the user to choose the game type and players at time of issue.
- **Competition** will turn on both lanes in cross-lane mode and allow the user to choose the players at time of issue.
- Once issued, the lanes can be turned off via a button in the upper-right corner.

Device name : TABLET3
Device IP : 192.168.1.102
Version: 1.9.2
Build Date: 05/19/2016 08:30:44 AM



quick start



fun



competition

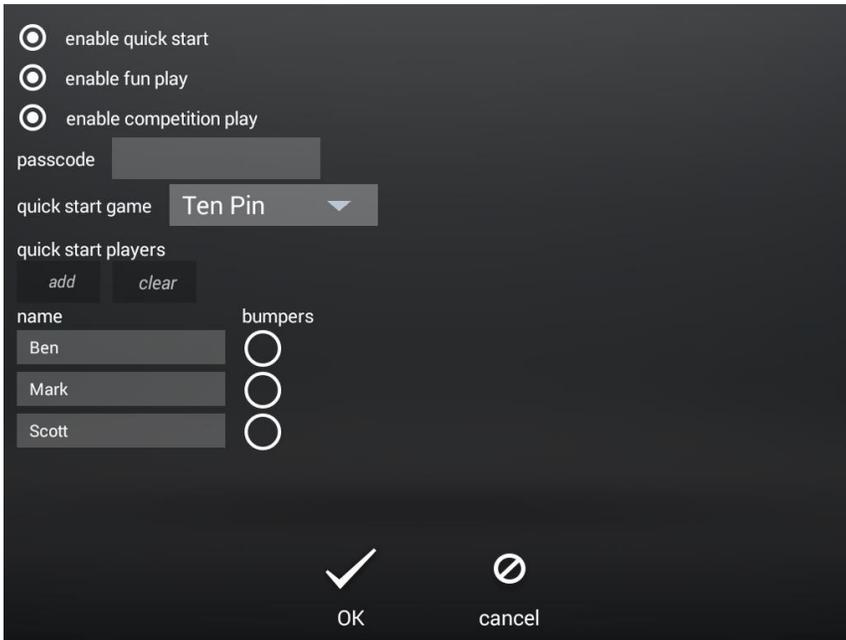




Kiosk Settings

The settings menu can be accessed from the main Kiosk menu. Kiosk has a limited number of game settings that can be edited. They are:

- Enable\Disable each type of play (Quick Start, Fun, and Competition)
- Set a passcode for the Kiosk Settings menu
- Set the Quick Start game type
- Create the players for Quick Start



Kiosk Management

The user must navigate to the secret config menu and click the Kiosk Management button to access the Kiosk Management Menu. This menu has many buttons for managing the Kiosk lane pair:

- Configure: Configure devices to run in Kiosk mode
- Settings: Change Kiosk settings, including creating and editing the Kiosk passcode
- Release bumper emergency: If the bumpers go into emergency, it can be remedied here
- Update from USB: Update the Kiosk installation from a USB attached to the Display Controller
- Check for updates: Update the Kiosk installation from a previously installed software version. The download will happen automatically every night, but clicking this button will manually check for new versions.
- Reboot lane pair: Reboot the Display Controller and both tablets
- Swap displays: Swap the overhead displays with one another. Overhead displays only, not the lane tablets
- Edit bowler functions: Enable or disable the menu buttons that appear when a lane is issued
- Config password: Change the secret config password for both tablets



Sync Games – Rules

Your location must have purchased the Sync games (myShot, EZ Bowl, Creature Feature, HORSE) and/or Angry Birds Bowling to use. If purchased, the games will be available by selecting Fun, which will bring up a Game Selection screen, or in the Settings screen:

myShot

For expert bowlers looking to refine their technique or the competitive group looking to challenge their friends on a favorite spare combination, the myShot spare trainer allows the bowler to pick a pattern and repeat the attempts at that pattern.



EZ Bowling

EZ Bowling is targeted at children but is fun for all ages. EZ Bowling is best thought of as classic 10-pin bowling, simplified. Instead of 10 frames, EZ Bowling has five. Instead of two throws per frame, it has one. Scoring is simplified as well, with each throw being independent of the others. Each throw earns between 0 and 10 points, and the player with the highest score at the end wins.

54:34

jenny	7	6	9	4	8	34
drew	10	6	8	7	5	36
mark	8	10	5	9	9	41
justin	4	9	8	10	10	41
brandon	10	9	8	10		37

To appeal to a younger audience, EZ Bowling features a youthful sketches-in-a-notebook visual design evoking Diary of a Wimpy Kid or Napoleon Dynamite.

Game Information:

- 5 frames, 1 ball-per-frame
- Highest score at the end of the game wins
- Time Bowling only
- Supported on all pinsetter interfaces



Angry Birds

Brunswick® and Rovio Entertainment Ltd. proudly announce Angry Birds™ Bowling, a furiously fast-paced, bird-flinging, pig-smashing, ten-pin bowling game. Join the flock as you race to dish out revenge on the greedy pigs who stole your eggs. Location must have purchased the game and the game must be enabled by Brunswick.

Game Information:

- 5 frames, 2 ball-per-frame/level game
- Time Bowling only
- Up to 12 players can play at once
- Supported on all pinsetter interfaces



Game Rules:

- Goal is to knock down all the pigs. Once all the pigs are knocked down or you run out of balls for the frame/level, the frame/level is completed. 5 pigs are on each frame/level.
- A pin triangle will be displayed at the beginning of the frame to identify which pins are pigs and which are structure.
 - o All bowlers on the same lane play the same level and pin combination on each frame
 - o All bowlers receive the same birds and sequence of birds on each frame
- Points and stars are awarded based upon performance.
 - o A bowler wins by earning the most points
 - o Pig: 5,000 points
 - o Non-pig pin knockdown bonus: 1,000 points
 - o Remaining bird bonus (i.e. knock down all pigs on first ball): 20,000
 - o Stars earned by reaching specific point totals for each level
 - 1 star: 10,000 points
 - 2 star: 20,000 points
 - 3 star: Knock down all the pigs
 - Example: Bowler knocks down 5 pigs on first ball, leaving 2 pins

• Pigs	5 x 5,000	=	25,000
• Non-pig bonus:	3 x 1,000	=	3,000
• Remaining ball:	1 x 20,000	=	20,000
• Total Points		=	48,000
- Characters. The characters included in Angry Birds are as follows:
 - o Red: Normal bird, pin-by-pin
 - o Chuck (Yellow Bird): Normal bird, pin-by-pin
 - o Bomb (Black Bird): Normal bird, pin-by-pin
 - o Terrence (Large Red Bird): Normal bird, pin-by-pin
 - o Special birds (act as no tap): 1 special bird per game for all players. All players have the same bird on the same frame, always on first ball of the frame.
 - Blue: 7 pins knocked down gives a “strike”
 - Silver: 5 pins knocked down gives a “strike”
 - Matilda (White Bird): 3 pins knocked down gives a “strike”
- Other
 - o No score corrects are supported at this time



myShot

Brunswick's signature spare trainer back by popular demand, but completely reimaged

Game Rules

- Support up to 12 players
- Bowlers will select the pattern (if GS) to shoot at. The pattern selected will be used for all players until changed.
- Bowlers select the # of shots, from 1-99. All players will have the same number of shots selected.
- The pattern selected is the game. If the # of shots expire or a new pattern is selected, the game is ended and a new game/pattern begins.
- The player that is sequenced will see their name, the current pattern, some number of previous pin triangles, average ball speed graphic, and pattern conversion percentage graphic.
- Players not currently up to bowl only see their name followed by their percentage for the current pattern, ie Mark 55%
- Emailed scoresheet (if enabled in Brunswick Cloud). Like other games, there will be a scoresheet per game.

Game Flow

1. Lane is issued with myShot game (either through Experience setting or Game Selection)
2. # of bowlers and names selected.
3. Pattern selected at the tablet or keypad. This starts the game.
 - Patterns can be selected by adding individual pins to the pin triangle, selecting the number of shots and hitting OK.
 - Patterns can be selected by selecting one of the predefined configurations, selecting the number of shots and hitting OK.
4. 1st player attempts to convert the pattern in one throw. Scoring will record if they convert, tracking ball speed and marking green if they converted, marking red if they did not. The game sequences to next player after 1st player completes their throw.
 - If player converted, pin triangle for that attempt shows selected pattern in green.
 - If player did not convert, pin triangle for that attempt shows the pins left in the pattern in red.
 - If no other players are present, 1st player continues to throw at the pattern until # of throws completes or they change the pattern.
5. Game continues through players, each taking a single throw at the pattern, scoring, and sequencing to the next bowler.



6. Once the # of throws complete for all bowlers, the game is completed. Bowlers are presented with a scoresheet and two buttons “New Pattern” (GS only) or “New Game”. “New Pattern” (GS Only) returns the bowlers to Step 3. “New Game” takes the bowler to the Game Selection screen to select Ten Pin/EZ Bowl/Angry Birds/etc.
 - o At any time during the game, bowlers can select “New Pattern” (replaces Clear Scores for myShot).
 - When selected, “New Pattern” will bring up the pattern selection screen. If the bowler taps ok, this finishes the existing pattern/game, and a new game starts over with all players at 0% throwing at the new pattern.
 - o At any time during the game, bowlers can select “Games”. A dialog box will warn the user that this will end their current pattern/session. This then takes the bowler to the Game Selection screen to select Ten Pin/EZ Bowl/Angry Birds/etc.
7. If enabled in Brunswick Cloud and bowlers have entered email addresses, bowlers will receive a scoresheet email that shows all bowler names, patterns attempted and the data for each pattern (conversion %, ball speed)

HORSE

HORSE finds inspiration in the basketball game of the same name. In this game, a pin arrangement is chosen, then players take turns trying to make the shot. Players who miss the shot get a letter, players who make it do not. The first player to get HORSE loses.



HORSE is targeted at casual players in the 18-34 segment. To target this demographic and tie into the basketball inspiration, HORSE features an urban visual design that has a mature feel.

Game Information:

- Players take turns picking patterns. The first player to get HORSE loses (or is out for games with more than 2 players). Last player standing wins.
- 1 ball per pattern selected, per player
- 2-12 players



Creature Feature

Creature Feature is like EZ Bowling, targeted at children but fun for all ages. Creature Feature has five frames of bowling, with one throw per frame. Each throw earns between 0 and 10 points, and the player with the highest score at the end wins.



Game Information:

- 5 frames, 1 ball-per-frame
- Highest score at the end of the game wins
- Time Bowling only
- Supported on all pinsetter interfaces