

S.E.S. SCORING SYSTEMS

GAME 1	1	2	3	4	5	6	7	8	9	10	TOT.
LILLY	6	- X									6
MARIO	6	-	-	4							10
FONS	7	/									0

Score Summary for Fons:

FONS	16
	16

MANUAL BOWLING SCORING SYSTEM





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INTRODUCTION:

Welcome,

This manual of the S.E.S. bowling scoring system describes the operation for the user. This bowling scoring system developed in the Netherlands by D&K electronics b.v. has been designed for automatic score keeping in a Bowling centre. Up to 10 players per lane can be made visible with a magnification of the last five frames for the current player. On the display screen is a clear indication of the fallen pins visible. If desired, player names are entered but is not strictly necessary. You can also choose to take advantage for each player to set the automatic bumpers (if available). Several nice 3D animations, animated backgrounds and various games for both children and adults make it complete.

Depending on the software version or background settings of the system, the images shown in this manual differ slightly but will operate the same.

Please read this manual before operating.

Enjoy Bowling!





The main screen of the S.E.S. scoring system offers the choice between:

- 1) **Bowling**
- 2) **Games**

Before you can start, you have to choose between these options.
By entering '1' or '2' on the keyboard a selection is made.

'**Bowling**' will start a normal 10 frame bowling game.
When '**Games**' is selected you can choose between different animated games.

Attention!

There are two ways of navigating through the program.

- 1) *Using the arrows.*
- 2) *Choose the number of the desired option on the keyboard.*

BOWLING:

1. Enter the variety of players using the numbers on the keyboard and confirm with '**ENTER**'.
2. Enter Player Names.



- o Use the arrows to navigate to a certain letter and confirm by pressing '**ENTER**'. A flashing character means selected. By this way can a name be entered.
 - o The '**Backspace**' key can be used to erase characters.
 - o Go to '**Next Player**' using the arrow keys and confirm with '**Enter**'.
3. When all names are entered go to '**START**' and press '**ENTER**'.



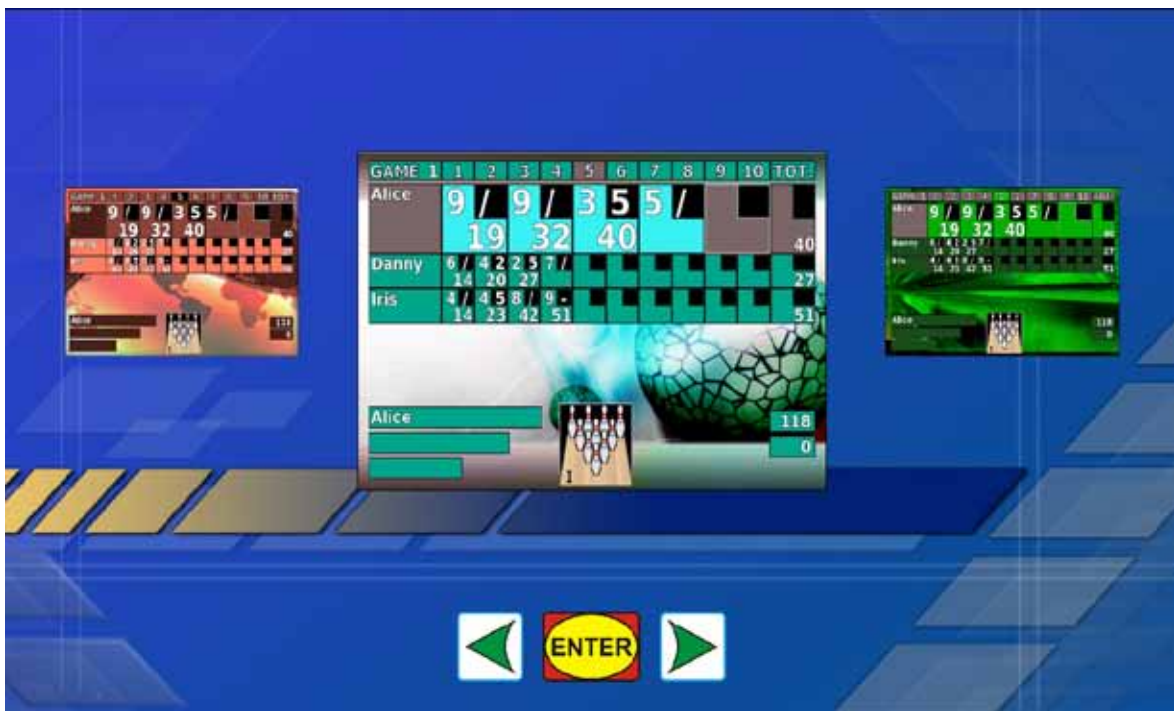
Attention!

It is not necessary to enter player names! In case no names are entered the system will automatically number the players as follows: Player 1, Player 2, etc.

4. Now you can choose whether you want to play with bumpers or not. If not, confirm by choosing 'Start'. Otherwise press the number of the player who wants to play with bumpers. A green check mark will be visible. If everything is set, go to 'Start' and press 'ENTER'. By using the '<<' button on the screen you can go back to the previous menu and will still be able to change the names if desired.



5. Finally, you can choose a background by using the arrow keys to select between different backgrounds. When the desired background has been selected, press 'ENTER'.



6. The Bowling Game can start now, the program automatically indicates whose turn it is and how many pins are knocked down.

During a bowling game settings can still be changed by pressing 'Start Menu' on the keyboard.

GAMES:

If the option 'Games' is chosen in the main menu, you have to select the desired game, using the arrow keys. When the desired game is selected, press 'ENTER'.

Explanation of the games:



Game 1 - Bird's flight I (kids bowling):

Bird's flight is a Start to Finish race. The number of knocked down pins, is the number of points earned. The winner is the first bird who scores 50 points. Two shots at the pins per player per turn. The maximum number of players per game is 8.



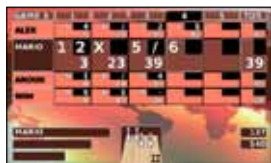
Game 2 – Octopus Race II (kids bowling):

Octopus Race is a start to finish race with a barrier. Halfway there is a barrier with a strict shot of 5 point. The number of knocked down pins, is the number of points earned. The first Octopus who scores 40 points wins. One shot per player at all 10 pins. The maximum number of players per game is 7.



Game 3 – Auto racing (Adults):

The first part of the route is 10 km long = 10 pins. Then you must pass the donkey barrier with a strict shot of 5 pins. The second part of the route is 9 km long = 9 pins. At the gas station barrier you must knock down exactly 6 pins. The third part of the route is 8 km long = 8 pins. Before passing the police check, exactly 7 pin must be knocked down. At last, to pass the finish line exactly 5 pins must be thrown. One shot per player per turn. The maximum number of players per game is 9.



Game 4 - five frame bowling:

This is the same as 10 frame (standard) bowling. But now with only 5 frames per game.



Game 5 - Bird's flight II Teampay:

Bird's flight is a Start to Finish race. The number of knocked down pins, is the number of points earned. The winner is the first bird who scores 50 points. Two shots at the pins per player per turn. The maximum number of players per team is 5.



Game 6 – Octopus Race II Teampay:

Octopus Race II is a start to finish race with an obstacle. The number of knocked down pins, is the number of points earned. The first Octopus (team) who scores 40 points wins. One shot per player at all 10 pins. The maximum number of players per team is 5. One throw per player.



Game 7 – Pyramid Teampay:

The goal is to throw exactly all the numbers (= number of pins) in the pyramid. The team who achieves that first, is the winner. The maximum number of players per team is five. One throw per player at 10 pins.



Game 8 – Pyramid Game Two lanes:

This game is played by two teams on two lanes. The goal is to throw exactly all the numbers (= number of pins) in the pyramid. The team who achieves that first, is the winner. The maximum number of players per team is 10.



Game 9 – Helicopter Teamply:

The goal is to position the helicopter on either the left or right side. At even shots the helicopter flies to the right and at odd shots it flies to the left. The number of pins thrown is the number of scored points. The winning team is the team who positions the helicopter left or right first. One shot per player per turn. The maximum number of players per team is 5.

1. Enter the number of players using the numbers on the keyboard and confirm with **'ENTER'**.



The players are automatically numbered. A name for each player can be entered if desired. If no names have to be entered, click **'ENTER'** and proceed to step 3. Otherwise proceeds with step 2.

2. Enter the names of the players.
 - o Use the arrow keys to navigate to a certain character and confirm by pressing 'ENTER'.
A flashing character means selected. By this way can a name be entered.
 - o The 'Backspace' key can be used to erase characters.
 - o Go to 'Next Player' using the arrow keys and confirm with 'ENTER'. Repeat.
3. When all names are entered go to 'START' and press 'ENTER'.



4. Now you can choose whether you want to play with bumpers or not. If not, confirm by choosing 'Start'. Otherwise press the number of the player who wants to play with bumpers. A green check mark will be visible. If everything is set, go to 'Start' and press 'ENTER'. By using the '<<' button on the screen you can go back to the previous menu and will still be able to change the names if desired.

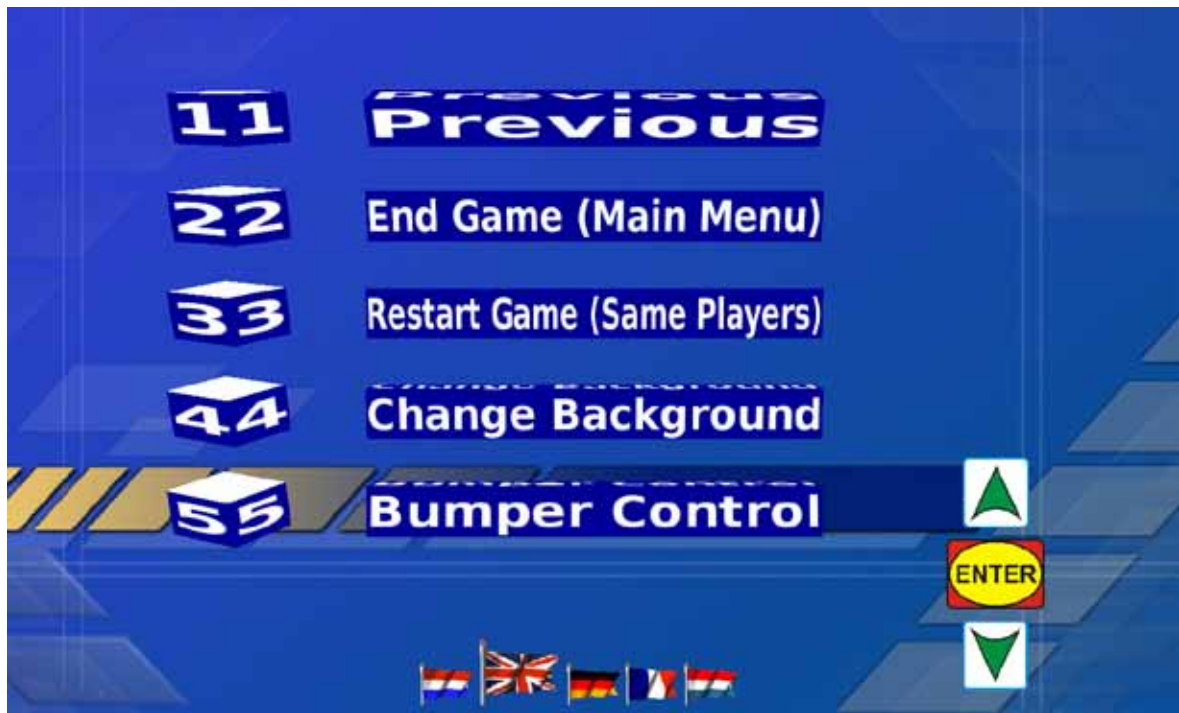


5. If you have chosen a teamplay the teams are now composed. (Otherwise, proceed to step 6.)
 - o On the screen there are two lists of players visible. Each list represents a team. To group players in the other team, select the name using the arrow keys and press '**ENTER**'. A selected name appears transparent.
 - o Using the arrow keys for left and right, the selected player will move to the other team.



6. The Game can start now, the program automatically indicates whose turn it is and how many pins are knocked down.

During a Game settings can still be changed by pressing '**Start Menu**' on the keyboard.



START MENU:

The start menu is used to start a new game or to change settings. When this button is pressed, the following options appear:

- 1) **Previous:** Takes you back to the current Game, nothing changes.
- 2) **End Game (Main Menu):** You return to the main menu and offers the choice between 'Bowling' or 'Games' again. **Attention! This ends the current game.**
- 3) **Restart Game (Same Players):** The game resets. The current scores are reset, but the names and the game remains the same and restarts.
- 4) **Change Background:** The background can still be changed while playing.
- 5) **Bumpers Control:** Bumper settings can be changed during the game.

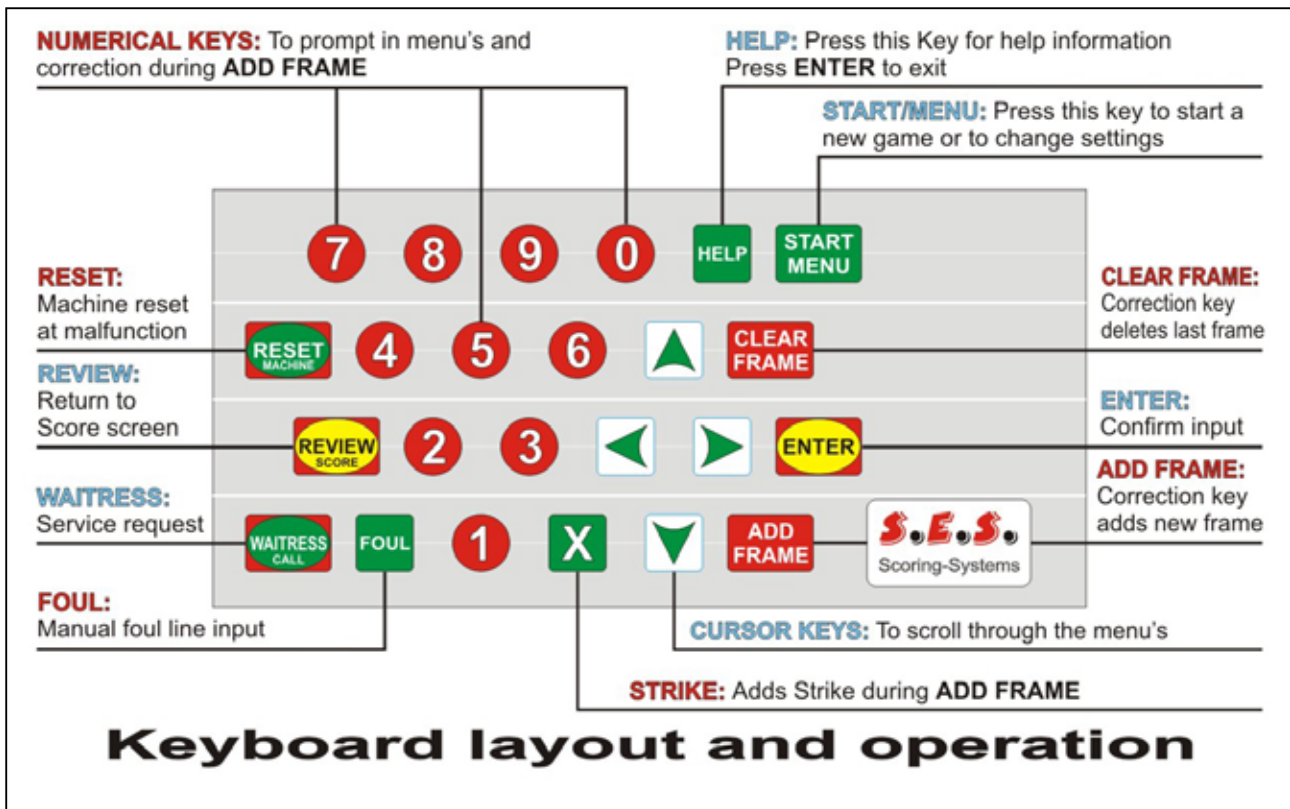
You can choose a particular option by using the numbers on the keyboard.

When you choose option 5 (Bumper Control), you will return to the screen with a list of all players. Per player, the bumpers can be turned on or off by using the number of the corresponding player on the keyboard. A green check mark after the name means that this player plays with bumper. A red cross means that the player plays without bumpers.

To return to the game press '**ENTER**'.

LANGUAGE SETTINGS:

- 1) In the main menu the language of the menus is set by the flag. Select by using the arrow keys. You can select the language with the arrows left and right. The flag of the selected language will be highlighted. Press '**ENTER**' to confirm.
- 2) Language settings can be changed at any time by pressing the '**Start Menu**' button.



OTHER OPTIONS:

Reset (machine):

If the program and the bowling machine are not synchronized, for example if the pins do not go up or down, or if the program does not jump to the next turn, the machine must be reset by pressing this button.

Warning!

If no errors occur, this option should not be used.

Review:

By this option, you will return to the score chart.

Clear Frame (only for standard bowling):

Correction key to delete the last frame. The score of the last frame is deleted. The frame can be played again, or the correct score can be entered using the keyboard (**ADD FRAME**).

Add Frame (only for standard bowling):

Correction button to add a frame. With this option, the corrected score can be entered using the keyboard. It enters the score per throw, therefore two numbers per frame.