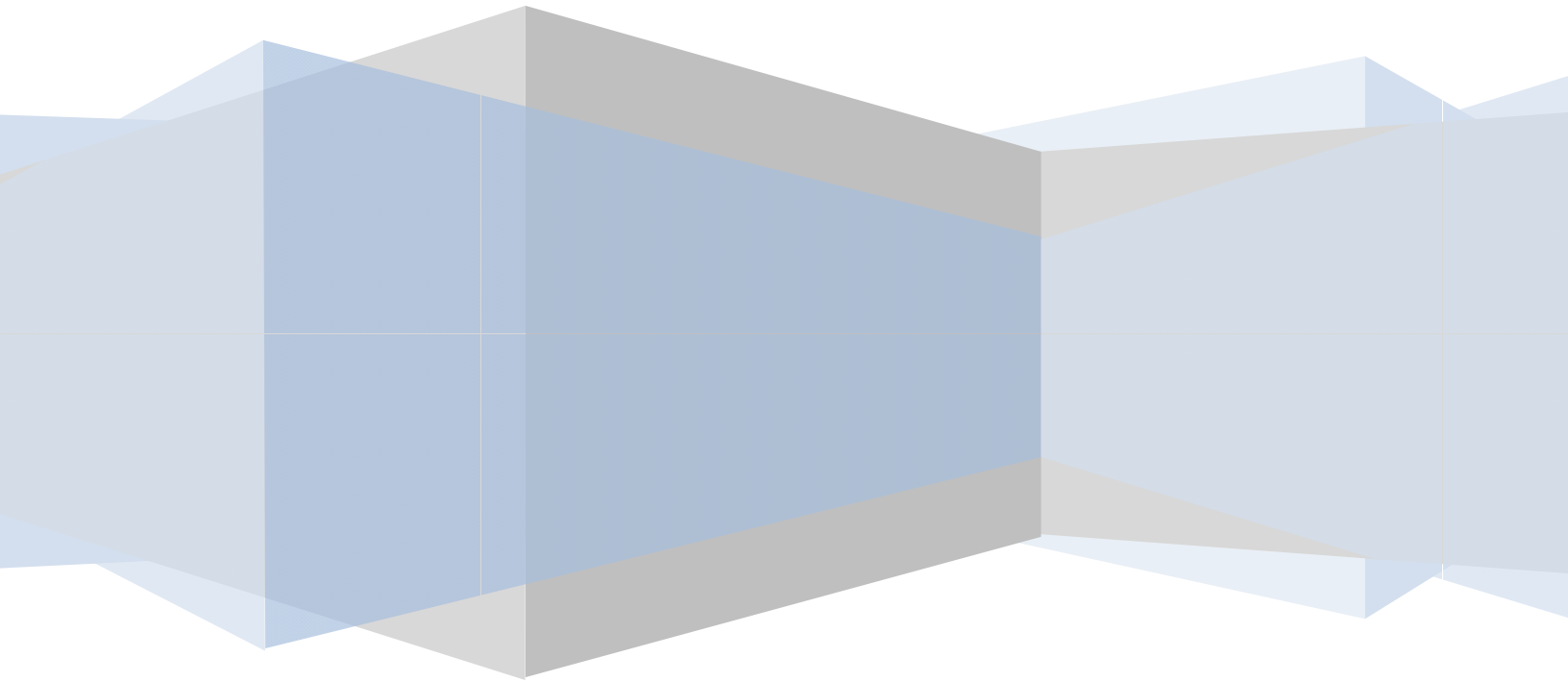




Online Bingo

Fact Sheet



FEATURES

The application has been divided into two-main modules:

- Gaming Interface
- Administrator Module

Gaming Interface

The gaming interface provides players with the means to play Bingo online. The features available in the gaming interface include:

- **New player registration**
 - Create Accounts
 - Register Credit Cards to make deposits into accounts
 - Upon registration players are assigned luck loot accounts. The lucky loot account can be used to purchase tickets when payers run out of funds.
- **Game Lobby**
 - List of game rooms including details about the start time, time remaining to join and status of the game
 - Options to join a room or watch a game in progress
 - Options to purchase tickets to a game in advance
 - Chat Room
- **Game Room**
 - Ticket window with all tickets available.
 - In case of the 90 ball bingo, each ticket contains 15 random numbers from 1 to 90 and the tickets are displayed in a grid of 9 tickets x 3 strips.
 - In case of the 75 ball Bingo the tickers are displayed in a grid of 5x5 and random numbers from 1 to 75 are used.
 - Options to zoom in/out of the ticket.
 - Payers can select and purchase any number of tickets. They can purchase entire strips or selected tickets across strips.
 - Upon purchase the ticket amount is deducted from the player's account. In case of insufficient funds the player can use his/her lucky loot account.
 - In case the loyalty points scheme is active, the points earned by the players will be deposited into their loyalty points account
 - Details of the Prize Patterns and amounts as well as the total prize fund are displayed
 - Players can view their account details (lucky loot balance, account balance)
 - Options to sort the display on the tickets on the basis of tickets/strips
 - Enable/Disable Auto-daub. Choose from multiple daub-styles circles, squares
 - Enable/Disable Audio. Choose a male or female voice.
 - Before game play commences, the system computes the outcome of the game and selects the winning tickets (from the purchased tickets)
 - The game play begins at the scheduled time.

- Random numbers from 1-90 or 1-75 (as per the Bingo version) are called out at specific intervals
- The numbers called out are displayed on the number board
- Tickets approaching Bingo are highlighted
- The first player to achieve the prize pattern(s) is declared the winner
- In case of multiple winners, the prize money is equally distributed amongst them. Winnings are deposited into the players' accounts
- Chat interface for a player to chat with others in the room
- **Security**
 - Only registered players can access and participate in a game
 - An IP check is performed to ensure that the flash server request to PHP comes from a defined IP address thereby preventing unauthorized access to the user and transaction data
 - All game plays are simulations - therefore if a player is unable to complete a game after purchasing the tickets, due to technical problems such as disconnection, system crash etc.
 - In cases when tickets have been purchased by the player but the game could not be continued due to server or application problems, the ticket money is refunded to the player.

Administrator Module

The administrator module operates and manages the online Bingo club. The features available within the module include:

- **Add Game Rooms**
 - Create and manage any number of game rooms
 - Enable/Disable rooms
 - Select the Bingo version to be played in a room
- **Define Default Settings (loyalty points)**
 - Enable/Disable Loyalty Points scheme
 - Set the minimum spending amount on which a player will earn loyalty points
 - Define the monetary equivalent for the loyalty points
- **Define Default Settings (Roomie Raffle)**
 - Choose to offer room raffles
 - Set room raffle winnings as either luck loot, loyalty points or special prize
 - Define the winning amount
- **Define Default Settings (new players)**
 - Set the maximum and minimum deposit amounts
 - Set the default lucky loot and loyalty points for all new players
- **Define Default Game Settings for 90 ball and 75 ball versions (room-wise)**
 - Set ticket price
 - Set prize fund (as a percentage of total taking)
 - Set prize money for lines and full house (as a percentage of the total prize fund)
 - Set maximum prize fund for a line
 - Enable/Disable Jackpot. Set jackpot prize money (as a percentage of the total prize fund)
 - Show/Hide the number of players
- **Define Game Schedule for 90 ball and 75 ball versions (room-wise)**
 - Set start and end date/time
 - Enable/Disable Advance Buy option. Set when advanced tickets can be purchased for a game (in terms of no. of days prior to the scheduled date)
 - Enable/Disable promotions

- **Define Promotional Events**
 - Select from various types of promotional events (introduce a friend, loyalty points, roomie raffle, new accounts, deposit matching)
 - Set the configuration parameters for each event (duration, frequency and offer)
- **Banner Management (pop ups, banners, text ads)**
 - Select Banner
 - Set display duration
 - Select page/position where the banner is to be displayed
 - Define a default banner
- **Manage Chat Rooms**
 - Create/Edit or Delete any number of chat rooms
 - Create and manage a list of banned words
 - Ban players from chat rooms
- **Manage Player Accounts**
 - View/Edit player details
 - View player transaction history
 - Adjust account balance
- **Generate Customized Reports**
 - Daily Business detailing player spend, deposits, cash payouts, luck loot spend, luck loot balance, loyalty points balance, cash balance.
 - Player Transaction History detailing player-wise deposits and withdrawals.
 - Player Value Report detailing player-wise statistics for average tickets purchased per game, average games played, number of deposits, deposit amounts, number of withdrawals and withdrawal amounts.
 - Registration Summary detailing players registered with the club.
 - Withdrawal Requests
 - Game Archive Search details the games played including date, players, tickets assigned to each player, winning ticket etc
 - Roomie Raffle Payouts
 - Loyalty Points detailing points earned/redeemed by each player
- **Manage Back-end Users**
 - Create any number of back-end users
 - Restrict users' access to specific modules
 - Edit/Delete user accounts

SYSTEM ARCHITECTURE

The front-end game module is a flash client which sends and receives data from the flash server using the XMLSocket Object. The flash server, in turn, uses a secure HTTPS connection to send and receive data from the PHP layer. All player, game and transaction related data are stored in the database.

