

# GamePool

## FAQs and How To –Dos for Football GamePool app

The following are some of the most frequently asked questions.

### I made an error in entering bets of a player, how can I correct saving it?

An error made in entering the Game or Score bets can be corrected prior to closing the game for scoring. The Lucky Square bet cannot be changed. Here is what can be done-

**Game Bet** – Tap on the any of the player boxes on the grid panel or tap on the main **Enter Bets** button followed by tapping the name of the player you want to modify the team selection or the point spread. On the **Bets of Player** make your changes followed by **Ok**.

**Score Bet** – Tap on the any of the player boxes on the grid panel or tap on the main **Enter Bets** button followed by tapping the name of the player you want to modify the score amount for. On the **Bets of Player** make your changes followed by **Ok**.

**Lucky Square Bet** – The existing bets were selected by random and can neither be deleted or changed. However, you can add more squares for a player if there are available squares.

### Can I add the picture of a player or the spoken name after the bet has been saved?

Yes. Here is how to do it-

**Picture** – On the main game panel tap on **Add Player** followed by **Edit Player**. Tap on the name of the player followed by **Add Players Picture**. Now you can take their picture with the device and save for the game.

**Vocal Name** – On the main game panel tap on **Add Player** followed by **Edit Player**. Tap on the name of the player followed by **Record Spoken Name**. Now you/they can record the name if real voice. Note the length of the recording is limited to the length of the red recording bar on the recording panel.

### How do I import an emailed bet?

Bets sent from the GameBet app can be imported as follows-

1. Make sure that GamePool app is open on the device.
2. Invoke Mail app (via the home button, GamePool will be running in background at this point)
3. Go to the email containing the bet and press on the attachment (MyGamePoolBetInfo.txt); keep it pressed until a panel showing apps is displayed.
4. Scroll to GamePool app and tap on it.
5. GamePool will import the bet and let you review and decide if you want to include it in your pool

Note that this is a premium feature available in upgraded app versions.

### How do you determine Lucky Squares and Super Cross?

#### Lucky Square winner

There is a Lucky Square winner in each quarter of the match. The declaration of the winner depends on the team scores at the end of a quarter. The player who has been allocated the

Lucky Square corresponding to team scores (Team1,Team2) is the Lucky Square winner in the quarter. Only the last digit of the score is significant in this selection.

For example, let us assume the score in a game quarter is: Team1 7 & Team2 14. The Lucky Square will be 7,4. The player who has 7,4 square will be the winner. This player will receive the pre-established winner payout for this quarter.

### **Super Cross winners**

The squares that surround a Lucky Square horizontally and vertically are Super Cross squares. Each quarter of the match produces two to four Super Cross squares depending on the position of the Lucky Square on the 10x10 game grid.

For example, the Lucky Square 7,4 will produce 4 Super Cross squares whereas the Lucky Square 0,9 will produce 2 Super Cross squares and the Lucky Square 0,4 will produce 3 Super Cross squares.

There is a pre-established amount for each quarter which gets equally divided among all Super Cross square holders of the quarter.

### **How do I protect against app or device orash during a game?**

You can print a hard copy of the bets to somewhat protect for such a possibility. To do this, email yourself the Game Stats and Bet Tickets issued and print a hard copy of these reports. These reports do not include the 10x10 grid of Lucky Squares.

Another way to protect is to have a backup device with GamePool installed in the Premium version. Use the Export Current Pool option to email the main pool to the email address used in the backup device after all the bets have been entered. This pool can now be imported and run on the backup device.

### **Can I save multiple pools with different groups of players?**

Yes. When you start a new game pool the pool participants (players) of the current pool automatically get transferred to the new pool. You can add players to the new pool on top of the existing players.

To start a new group of players in a new pool pick the **Start New Pool With New Players**. The players added to this pool will be the only players in this group.

For subsequent new pools you can first load the pool that has the desired group of player and then select the option **Start New Pool With Existing Players**. You can confirm the players in pool by tapping on the **Add/Edit Players** or **Enter Bet** buttons.

### **Are there any quick links to specific cost settings from the main screen?**

Yes, the Settings button on the main screen takes you to a menu of all settings for the app. In addition there are direct links available to several settings.

The following quick links are available on main screen for quick reference and modifications (tap on it to go directly to the specific settings)-

**QUARTER WINNERS** – Betting Costs

**1<sup>st</sup> Quarter, 2<sup>nd</sup> Quarter..** – Betting Costs

**Amount of Lucky Square** – Lucky Square Payout Allocation

**Lucky Square winner name** – Bets of this player

**Super Cross winner name** – Bets of this player

**Each Quarter Panel** – Super Cross Payout Allocation

**Team Names** – Edit Game Titles

**Game Name** – Edit Game Titles

**Game Date** – Edit Game Titles

### **How can I disable password for a game after it has been tuned on?**

This can be done in two steps-

1. Unlock the game – Go to **Settings, Manage Game Password**; enter the password and **Ok**.
2. Disable Password – Tap **Set Game Password** on **Settings** menu; tap **OFF** on the Status bar or Set Game Password menu to KEEP OFF; tap **Ok** to exit. Password has now been disabled in this game.