

Football GamePool App Tutorial

INTRODUCTION

You need player names, bets and game scores to complete a GamePool match. Any number of players from 1 to 500 can participate in overall betting.

Lucky Squares are limited to 100 and are allocated on first-come-first-serve basis and are subject to the maximum-per-player defined in Settings. Once the Lucky Squares have all been allocated you can only provide additional bets for Game Bet and Score Bet. Lucky Squares cannot be changed after they are assigned.

Cost of bets and winner payouts can be set to your needs if app defaults are not your liking. Cost of a bet can be set from 1 cent to 100 dollars.

Players and bets can be entered over time up to the start of the match. Scores are entered at the end of each quarter to get the winners. Winners and winning amounts are displayed and vocally announced after the scores are entered.

START

An efficient way to start with the app is with entering the nick name (and email, if available) of each player you expect to participate in the pool. Use the bottom left button (Add/Edit Players) to add each player. You can always return to any name profile to add or edit details.

The game information is required before you can enter any bets. Use the Settings button and tap on Set Game Details. Enter game date and the two team names from the scroll down lists. Other items on this menu can add to the process and experience of the game. Tap Ok to return to main menu.

Now you are ready to enter bets as you receive them from players. You have an option to either enter each bet directly as you are informed by each player or you can automate the process of soliciting and entering bets for app-savvy participants. This will require the selected participant to use another app, GameBet for receiving your host invitation and respond with their bets and other details. Here is how the automated betting process works-

1. **Host sends invitation** – Use **Options** button on the main screen and tap on **Send Game Invitation**
2. Tap on the name of the **player** you want to send the invitation
3. Tap on **Send** when the email page shows up
4. **Player responds with bet details** – Player opens the **GameBet** app
5. While GameBet is open player switches to the **Mail** app and scrolls to your invitation email
6. Player presses the **GamePoolInvite** attachment until app icons appear
7. Player taps on the **GameBet icon** – may need to scroll right to see the icon
8. Player now has game info in his/her GameBet. They can enter their bets and optionally, name vocals and a selfie
9. Using the **Review & Submit Bets** button all bet details are forwarded to you.
10. **Host drops bet in the pool** – Upon receiving the player bet in email you can drop it in the pool-
 - a. Open GamePool app if it is not already open
 - b. Switch over to the **Mail** app and go to the player email
 - c. Long **press** on the **MyGamePoolBetInfo** attachment until a series of app icon appear
 - d. Tap on the **GamePool icon**
 - e. The player bet is now in your pool along with any vocal and photo files sent

Note – players would need the premium version of GameBet (\$0.99) to be able to send and receive bets.

The above steps are needed only if you are using the GameBet automated process. Otherwise, they can be ignored for using the direct betting input process.

Enter all bets and prepare to enter scores as match starts-

11. You can keep pool betting open until the match starts or longer if necessary. The pool needs to be closed for betting before the first quarter score can be entered. You can close the pool manually (Settings, Close Game Betting) or wait until you are ready to enter the scores (Enter Score button). In the latter case the app will assist you in closing the betting and take you to the Score Board.
12. At the end of each quarter and the team scores and GamePool will display and announce each winner along with the amount of their winnings.
13. You can select to have GamePool send out winner notification to each winner if you are using the premium version

Add/Edit Players

This tab opens up a dynamic menu that adjusts its format based on your input. Initially, it has 3 tabs-

Player Name
Edit Player
Cancel

When you start to make an input in the textbox of the **Player Name** the panel will open up with addition tabs and text boxes for inputting applicable values. A tap on **Edit Player** will bring up the current player list for you to pick the player to edit.

You can save multiple profiles for use for your bets or bets of others in the current game pool or future games. The items needed here are the same as shown above.

Player Name – Enter your first or nick name. Additional consideration is needed if the game pool has another player with the same name which has been entered prior to your bet. A unique nick name will work better to avoid such situation. Otherwise, your name may get hyphenated.

This should be a pronounceable name of up to 10 alphabets. The app announces this name at the end of each quarter and for the final Game or Score bet if you are a winner. No numbers or special characters are allowed in this entry.

Player Email – This email address is used in the interchange of game information between you and the GamePool host. It is also used to notify you in case you are a winner at any point in the game.

Host Email – The host email address is used to send your bets to the pool host

Player Gender – The host GamePool composes vocals to declare winners at the end of each quarter. The gender indicated here is used for such composition.

Record Vocal Name –GamePool uses a built-in name pronunciation to announce your name as a winner in a winning situation. You can personalize this name pronunciation by recording it in your own voice here.

To record your name, tap this button and use the recorder buttons for recording the name in

your voice. Tap Start and say your name out loud within the recording time – imagine someone calling your name out loud from far on a crowded subway station.

Add A Snapshot – Photos of winners are displayed on the winning panel at each quarter and in the announcements of Game and Score winners. The photo (selfie or a saved photo) inserted here is used in such displays. Tap this button and then Add Your Picture button to take a selfie to be attached to your profile. You can also insert a save picture if a selfie is not your choice.

Save this profile and you can proceed with other screen to pick your bets. You can use **Save** to save this profile and exit to the main menu with the game grid or use the **Add Another** button to save this profile and add another one.

Enter Bets

This tab opens a list displaying all the players available in this pool. Tap on the player for whom you want to enter or edit bets.

There are 3 types of bets available-

- Game Bet
- Score Bet
- Lucky Squares

You can pick any of all bets to play.

Game Bet Team – Tap on the team name to open up the two-team list. Tap on the team you are betting on to be the winner.

Game Bet Points – This entry should represent the points you are betting that your team will win by. Tap on the blue box to open the number list and select the number to reflect the win by points.

Score Bet – The bet represents your pick for the combined score at the end of the game. The players you come closest to the actual game combined score will win this pot. If you are playing this bet then tap on the blue box next to the caption and scroll down to select the combined score.

The small boxes shown on the right are short cuts to add the shown numbers to your score bet amounts. For instance if you are betting that the combined score will be 41 then you can either scroll and select 41 on the main list or tap on 20 twice followed by a tap on 1. Either way you should show 41 as your Score Bet.

Lucky Squares – In this bet you are requesting the number of Lucky Squares you want to buy. Each pool has a defined maximum number of Lucky Squares that can be allocated to a single player. You will be allocated such valid number of Lucky Squares as long as the pool has remaining squares.

The success of Lucky Square allocation depends on the following-

1. Number of Lucky Squares requested are no more than the max limit (max are assigned otherwise), and
 2. The pool has enough Lucky Squares available to allocate (fewer are allocated otherwise)
- Note that the Lucky Squares that get allocated to you cannot be altered. Also, you can add more Lucky Squares (if permitted) but cannot reduce the number of Lucky Squares already allocated

Enter Scores

This tab should be used after all player bets have been entered and the game is about to start. A pool needs to be closed to betting before scores can be entered.

If the betting is open when you tap on **Enter Score** you are given an option to close the pool betting and move on to the game-in-progress stage. You can **Cancel** the tap at this time if additional bets are needed to be made.

The Score Board has four panels, one for each quarter. The first time you come to the score board after closing the betting you will see the first square lit and the remaining squares dimmed. Scores are entered for each team by tapping on the scrollable number list the score of each team.

An **Ok** after entering each score will take you to the winner announcements stage. After all the winners for the quarter have been announced you are provided with the options to-

Re Do the announcements

Close announcements

Notify Winners by email

This quarter is now dimmed for the pool. When you return to score board with **Enter Square** at the end of the next quarter you will see the next square lit indicating the quarter for which scores are expected. It will go so on until the end of the fourth quarter.

After the winners have been announced for the fourth quarter an additional tab appears at the bottom row-

Announce Game Winners

Tap on this button for the announcement of the winners for the Game Bet and the Score Bet

Display Winners

Lists all winners of the pool thus far in the game.

Settings

The Settings available in this tab include-

- Active Components of the game
 - Game Bet
 - Score Bet
 - Lucky Squares
 - Super Cross
 - Make All Bets Active
- Cost of Game Bets
 - Game Bet
 - Score Bet
 - Lucky Square
 - Max Squares Limit
 - Use GamePool Defaults
- Lucky Square Payout
 - % Allocated to Lucky Squares
 - % Paid at 1st Quarter

- % Paid at Half-Time
- % Paid at 3rd Quarter
- % Paid at Game-End
- Use GamePool Defaults
- Super Cross Payout
 - % Allocated to Super Cross
 - % Paid at 1st Quarter
 - % Paid at Half-Time
 - % Paid at 3rd Quarter
 - % Paid at Game-End
 - Use GamePool Defaults
- Set Game Details
 - Game Date
 - Team 1
 - Team 2
 - Game Title
 - Host Name
 - Host Email
- Set Game Password
 - Password
 - Password, Retype
 - Hint
 - Status
- Turn Vocal Results On/Off
 - On/Off
- Current App Status
 - Get Premium Upgrade
- Bet Import Settings
 - Review Before Accepting
 - Yes
 - No
 - Duplicate Player Name
 - Overwrite
 - Index
 - Discard
 - Require Email Address
 - Yes
 - No
 - Send Bettors Bet Tickets
 - Yes
 - No

Options & Help

Options available in this tab include-

- Start New Pool With New Players
- Start New Pool With Existing Players

- Options For Existing Pools (Load/Edit/Delete)
 - Load Existing Game Pool
 - New Game & New Players
 - Start New Game Pool
 - Load Emailed GamePool
 - Delete GamePool File
- Reopen Game Betting (Open/Close subject to password condition)
- Clear Game Scores (Re do scores from start in case of a mistake)
- Delete Inactive players
- Show Bet Tickets Issued
- Bets Processed Stats
- Send Game Invitation (Personalized invites to GameBet users)
- Export Current Pool
- Help & About GamePool