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XLQuine Instruction Manual

XL  *Quine*


Lite


*Ultra
Lite*


Démo

XLQuine

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XLQuine Instruction Manual

General

XL^Quine is a program that allows you to track up to 30 Lotto cards at the time, either for the 'Round' or 'Royal'.

XL^Quine exists in Demo version (only 1 card) , in ultra lite version (10 cards)  and in Lite version

 (20 cards).

This game requires a tablet with a touch screen of 768 X 768 pixels minimum and an Android operating system or IOS. It was developed on a Tablet Samsung Galaxy Tab.2 10.1 (Android 4.0.4) and Ipad (IOS 6.0).

Note : The images in this manual may differ depending on the version of XL^Quine. However the principles and features do not change. Thank you for your understanding

Recommendations



We recommend that you install the free demo version to familiarize yourself with the game and to verify compatibility with your hardware



Make sure that your hardware can function for 2 to 3 hours without recharging. You can always recharge during games



Following the purchase and installation of XL^Quine, we recommend that you practice before 'playing for real'. It would be a pity that under stress you are unable to manage the operation of XL^Quine, despite its simplicity.




XL^Quine can emit sounds at different phases of the game. Make sure that this does not harm good neighbourly relations.



Although XL^Quine can be played easily by finger touch, we recommend the use of a stylus.

Rules and definition of games

XL  *Quine* operates according to the following rules.

The Quine or lottery can be played throughout the year. A playmaker randomly pulls ball or tokens marked with a number from 1 to 90). To ensure the choice is truly random, balls or tokens are in an abacus or a bag. As soon as he pulls a number, the playmaker announces with a voice clear and audible to all, the number appearing on the token or ball.

Before the beginning of the game, players will have received or bought playing cards. The cards are valid for the entire duration of the lottery. Each carton has a grid with three rows and nine columns. In the resulting cells, four in each row are empty while five have a number, so that each carton displays fifteen numbers.

Each player, at the announcement of the number pulled by the playmaker, checks whether one of its cards has the number drawn. If so, the player puts a chip on the corresponding cell.

The playmaker continues to draw numbers until one of the players has won.

If an entire row (five boxes) is filled with chips, then there is 'Quine '. If 2 full rows are filled, there is "Double Quine" and if the three rows are filled, there is 'Carton '. According to the rules of game described at the beginning of the lottery, the first player achieving a Quine, a Double Quine (two lines) or a Carton wins more or less valuable prizes, which are traditionally 'in kind' and can sometimes be of quite high value: for example a pig, purchase vouchers or a trip. This game of cards is often called 'Loto' but also 'Quine' or 'Rifle' depending on the region.








The "Royal" is played in the same way but with different cards. Only 3 lines (Carton) filled represents a win.



Never clear your cards before the playmaker announces the end of the game. Indeed, it is not uncommon (depending on the region) that the playmaker decides to pull an additional number. If in this draw a player fills 3 lines, then there is 'Jackpot'.

Running

Setup

At the opening of *XLQuine*, a window that we will call window header [Fig.1], allows you to setup *XLQuine* at your convenience; to set the language and the sense (right-handed or left-handed) , with or without different sounds emitted during different phases of the game , to obtain help , and according to your desire to open the game either in mode 'Round'  or 'Royal' , or simply to close the application  . This last point is not available for the IOS operating system.

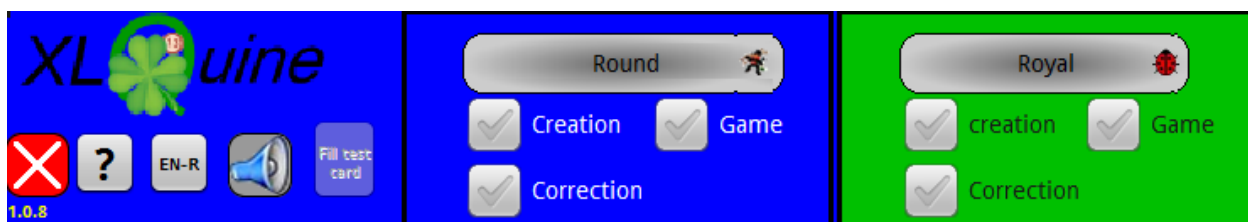

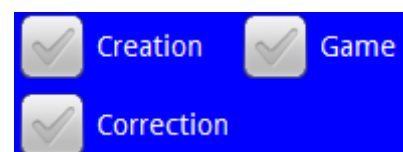




Figure 1


The button  allows you for test purposes, to assign numbers to your cards.


The check boxes that are 'read-only' at any time tell you what mode you are in. The modes of operation of the games 'Round' and 'Royal' are identical; we will review only the game 'Round'.

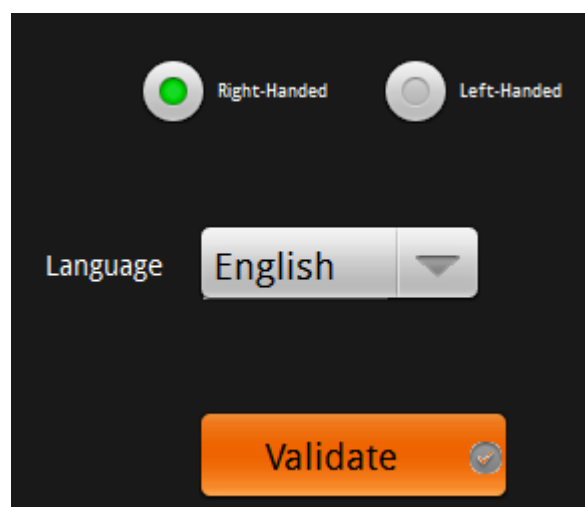



XLQuine is multilingual and optimized for either right-handed or left-handed players. To change these settings, press the button .

 The label of this button indicates the language selected as well as the sense of the game; i.e. EN for English and - R or - L for left or right hand. Choose the desired options and then confirm your choice by pressing the button

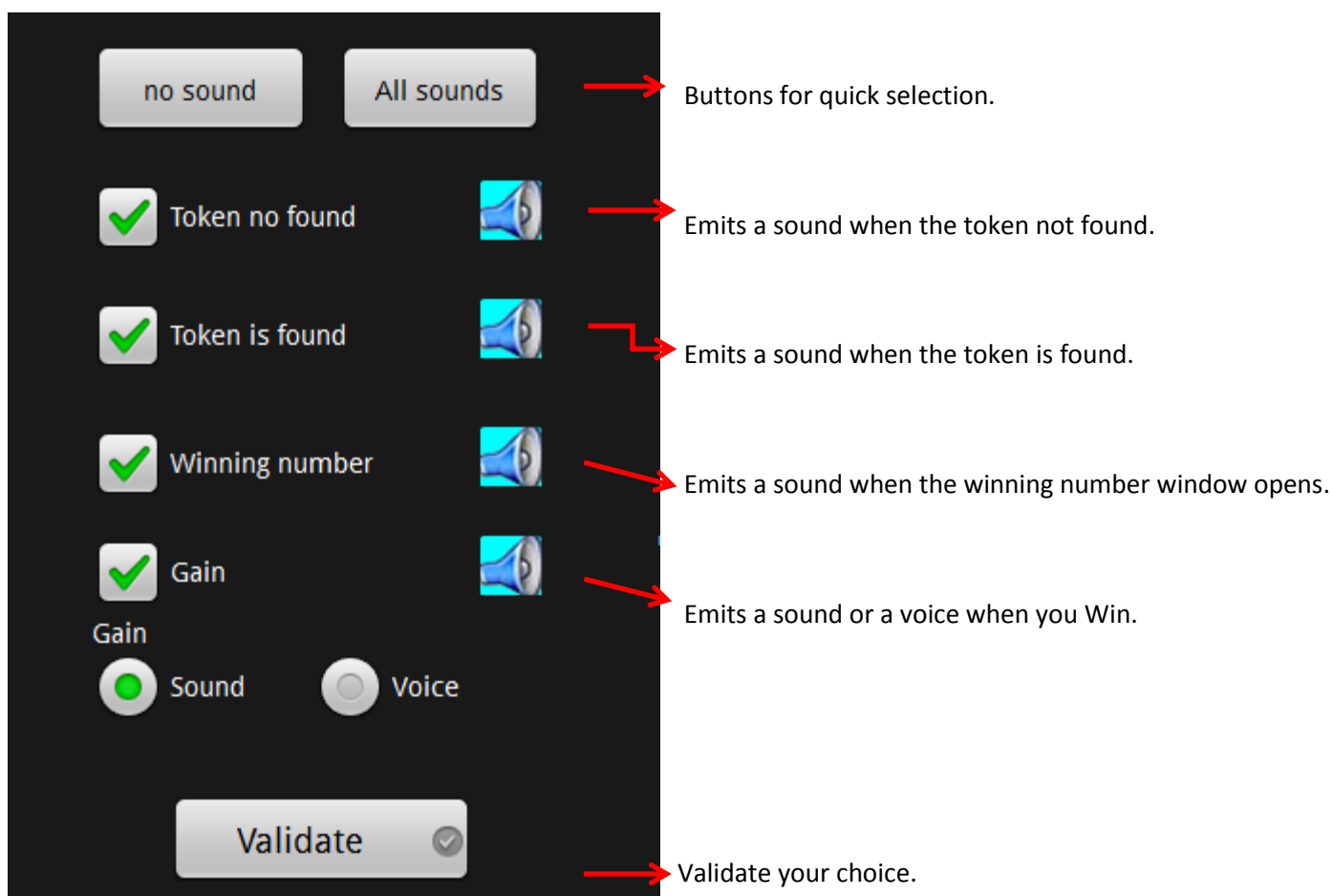
«OK»  *XLQuine* will remember your choices at its next opening.

 From the moment you begin to create your cards, you will not be able to change these settings.




XLQuine can emit different sounds. To select, press the button .


 The speaker may be  if the last selection was 'no sound'.




The screenshot shows a settings menu for sound. At the top are two buttons: "no sound" and "All sounds". Below these are five rows, each with a checked checkbox, a text label, and a speaker icon. The labels are "Token no found", "Token is found", "Winning number", and "Gain". Below these is a "Gain" section with two radio buttons: "Sound" (selected) and "Voice". At the bottom is a "Validate" button with a checkmark icon. Red arrows point from the text on the right to each of these elements.

- Buttons for quick selection.
- Emits a sound when the token not found.
- Emits a sound when the token is found.
- Emits a sound when the winning number window opens.
- Emits a sound or a voice when you Win.
- Validate your choice.

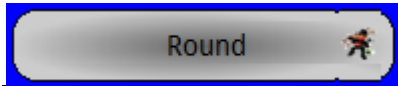
 Press one of the speakers and you will hear sounds during the different phases of the game.

 XLQuine will remember your choices next time. At any time you can return to this screen to change your selection.

 If you don't hear anything, it may be that your hardware is in discrete mode or silent mode.

Creation and management of cards

XL^{Quine} now being set, we can begin.



Press the button  to open the game.



The 'Round' game is indicated by the blue colour and a small chimney-sweep lucky charm, while the green colour and the Ladybird indicates the 'Royal ' game.

In this window called 'Cards', several buttons and information are available.

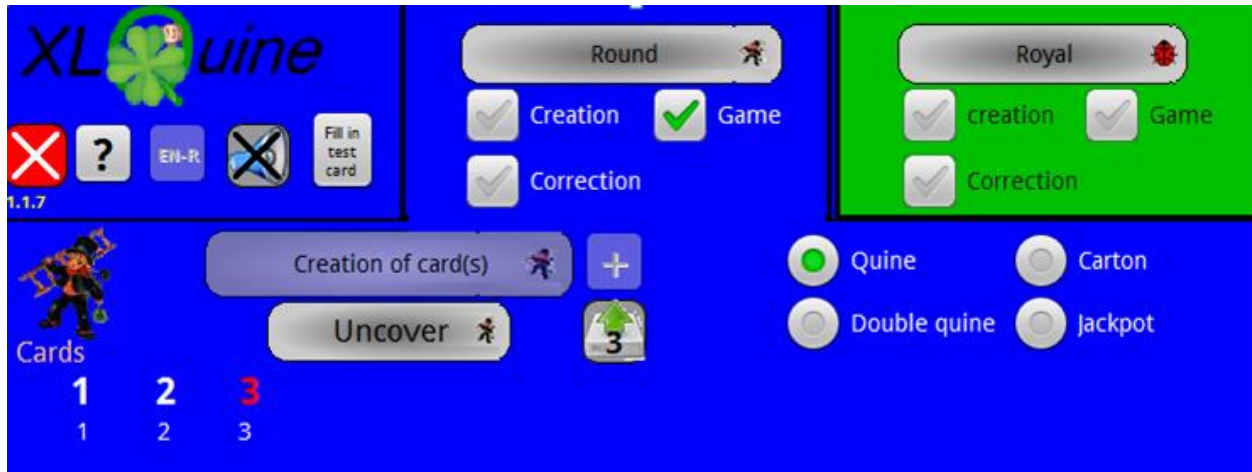
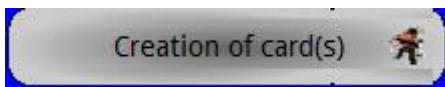



Figure 2.




The  button allows the creation of your cards.



The  button will allow you to add maps during a game or if you have forgotten to do so.



The  button indicates the number of registered cards and allows you to reload them (closing the program by error, faulty battery, etc...).



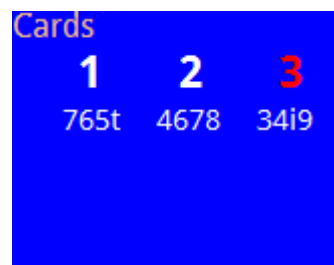
The  button as its name implies you uncover your cards at the end of a game.

Quine checkboxes, Double Quine, Carton or Jackpot indicates the prizes for which you are playing. If it is you who has won, XL^{Quine} checks 'Quine' and then 'Double Quine' and 'Carton'.

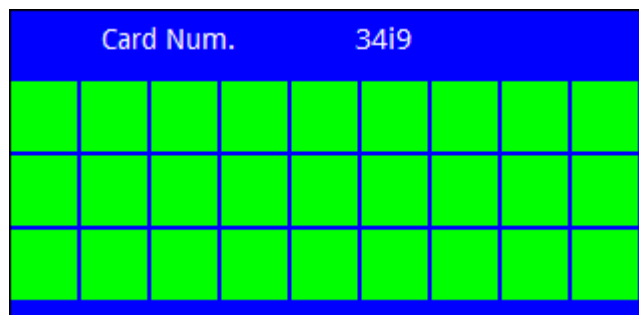


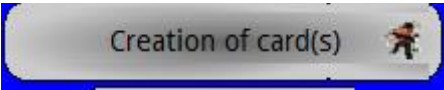
If another person wins, you should indicate to XL^{Quine} the prize for which you are playing by checking the relevant checkbox.

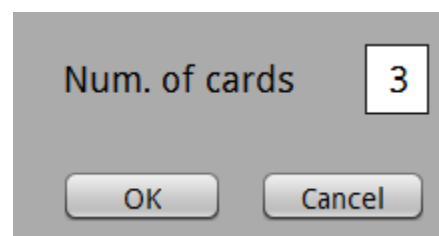
In this window will appear your cards when you have created them. The numbers 1, 2, 3, n, 30 are sequential numbers corresponding to the order of entry of your cards. Below will appear the unique card numbers that you have entered.





By pressing the sequence number (1, 2, 3, n, 30), the corresponding card is displayed in the lower screen and its number turns red. Here the card no. 3 is displayed (see figure 3.)





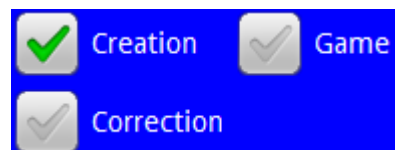
Continue by pressing  and enter the number of cards you have purchased. Then confirm your choice by pressing the button 'create'; in our example 3 Cards.



3 blank cards are created, and 2 windows open. One of them allows the visualization of your cards and the second is the token table. This will allow you to assign numbers to your cards and then when you are in mode 'game' to indicate to  the token numbers that are called by the playmaker.

 For right-handed players, the tokens window is located below and to the right of the screen while for left-handers it is located at lower left (see setup).

  Indicates that you are in creation mode.



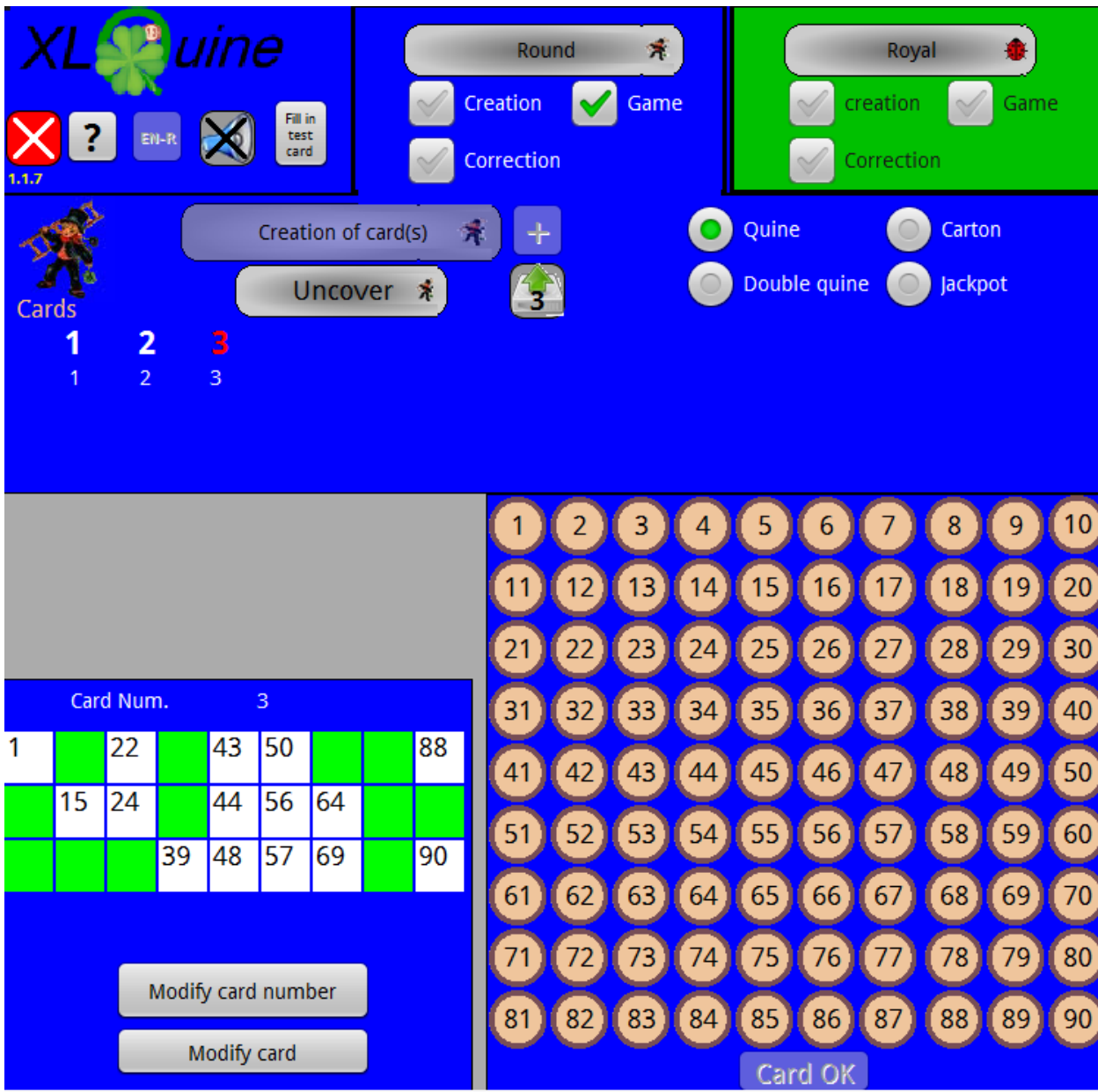
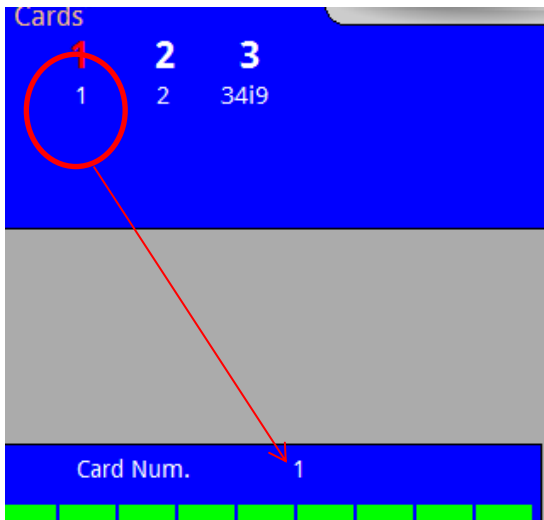


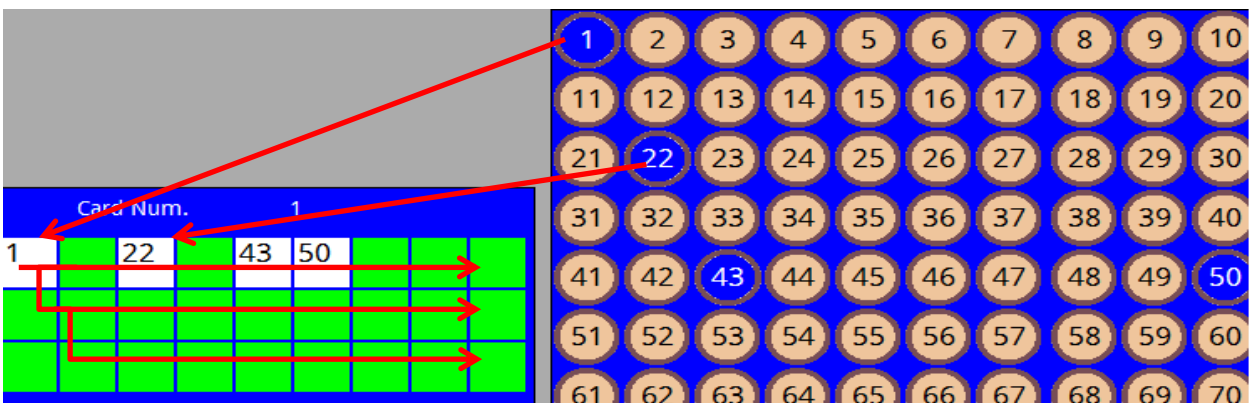
Figure 3.

But let's go back to the creation of our 3 cards...


Press number 1 to select the first card



Then press the tokens corresponding to your first card numbers from left to right and top to bottom.




XL^{Quine} places the numbers on your card.

 XL^{Quine} indicates if you have entered 2 numbers of the same dozen (10) on the same line and cancels the last entry.

Continue until your 15 numbers have been entered. When you are finished, the Card OK button will become active. Confirm your numbers by pressing this button.



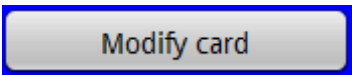
The table of tokens will be reset and XL^{Quine} will select the second card and wait for the entry of its numbers, and so on until the last card. When you validate your last card, XL^{Quine} will activate 'game mode' and will inform you with the message 'game mode '. You are now ready to play.

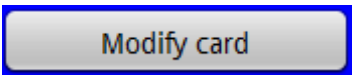
 When you press 'Card OK', XL^{Quine} records your cards and indicates the number of registered cards



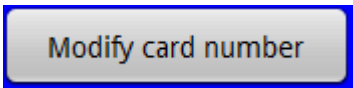
Corrections

It is possible that when you enter your number, you press the wrong number by mistake. Don't worry, re press the wrong number, and XLQuine will erase it and will be in correction mode until you re-enter the correct number.



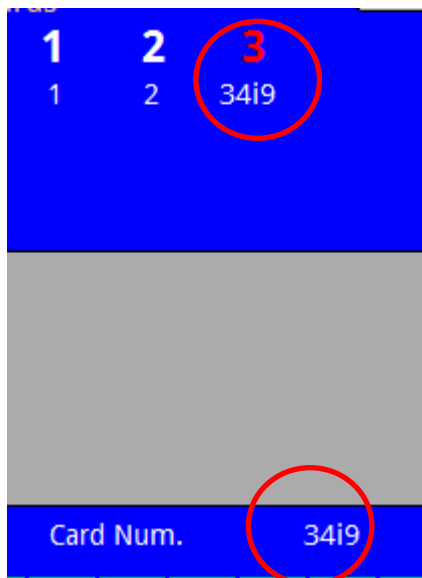
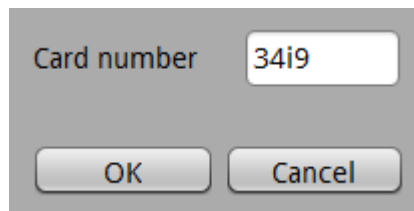
If you get lost, press . All the selected card numbers will be erased and you will be able to enter them again.

It is useful to identify each of your cards entered with its unique number. To do this press the button




The next window opens; enter the number using the keypad and confirm by pressing OK.


 When you press 'OK' XLQuine records your card number.




The third card that you created has the card number 34i9. This number will be useful when you have obtained a win and you must present your card to the controller.

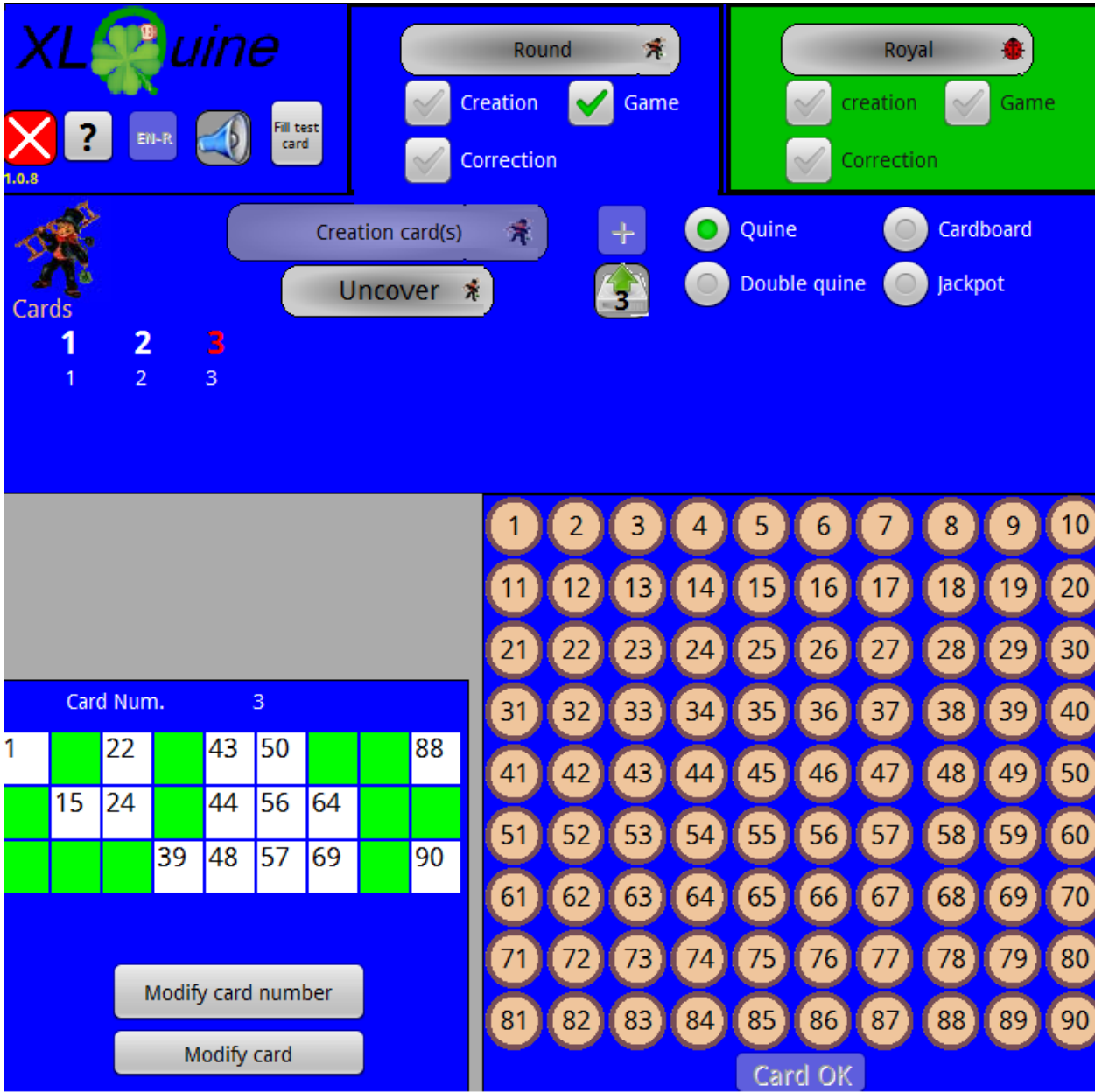
When you win, XLQuine will tell you the winning cards specifying the sequence number (3) and its unique number (A658).




 It is recommended that you keep your cards in order of entry. They will be easier to find ...

 XLQuine checks for each entry that the number entered is unique. If this is not the case, a warning message alerts you of the duplicate number and XLQuine refuses it.

Mode game

All your cards have been completed and  tells you that game mode is enabled. So, you're ready to play.



 In this state (active game Mode and no number yet called) you can still do many things, such as recreate cards, load cards or uncover your game. Although generally not used at this moment of the game, uncover gives you the ability to add additional cards by pressing the button  and then by entering its numbers. This mode of operation allows you whenever you uncover your game to recreate all of your cards, to reload the last cards used or to add new ones. For each of these operations,  will ask you to confirm your choice.

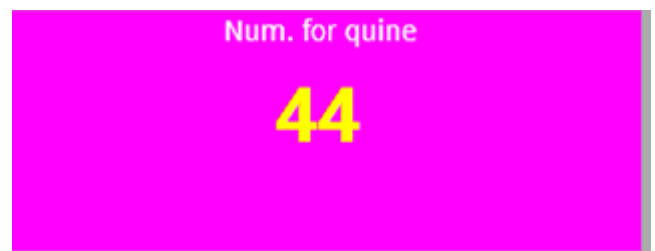



As soon as the first token number is called and you have pressed the corresponding number, for the sake of security XLQuine will disable these 3 functions.





As the playmaker calls token numbers and you press the corresponding numbers, your cards are covered. The checkboxes become red.

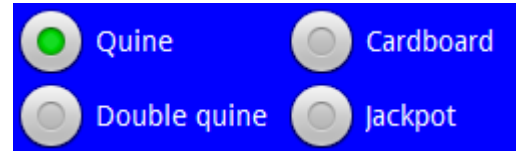
When there is only one remaining number to win (Quine, Double Quine, Carton or Jackpot), the numbers window opens and shows you the remaining numbers.



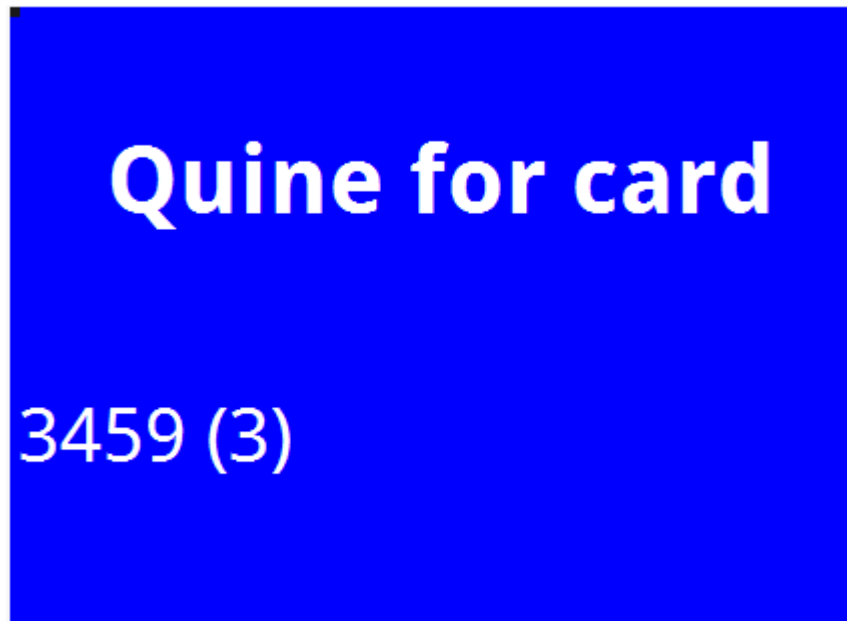
 According to the rhythm of the game (speed at which playmaker calls numbers) and although *XLQuine* is fast, it is recommended that you shout your win as soon as one of your winning numbers is shouted, and only then press the appropriate token number.

 If you press the wrong token number, you can press the same one and the corresponding box(es) to uncover

 If following this error *XLQuine* announces a win, then you will need to manually uncheck the Quine, Double Quine or Carton win that *XLQuine* announced.



When you obtain a win, *XLQuine* informs you by displaying this window; you need to find the card (the one you have purchased) to be able to show it to the game controller.



We wish you many fun games in the company of *XLQuine* and a lot of wins !!

Specialities

According to regions or playmakers, it is not uncommon that instead of Quine followed by Double Quine and then Carton, there may be for example 3 Quines followed by 2 Cartons. *XLQuine* adapts easily to this.

We saw on page 6 that when you get a Quine, *XLQuine* checks automatically the following prize, for example the Double Quine (prize for which you play). Re-check the checkbox Quine and the prize for which you play will remain the Quine. Ditto when *XLQuine* checks the Jackpot box after the first Carton, check the Carton box and you will play for the Carton for a second time.

Society XLQuine Route de la gare 13, CH-1321 Arnex-sur-Orbe, Suisse. Email : contact@xlquine.com