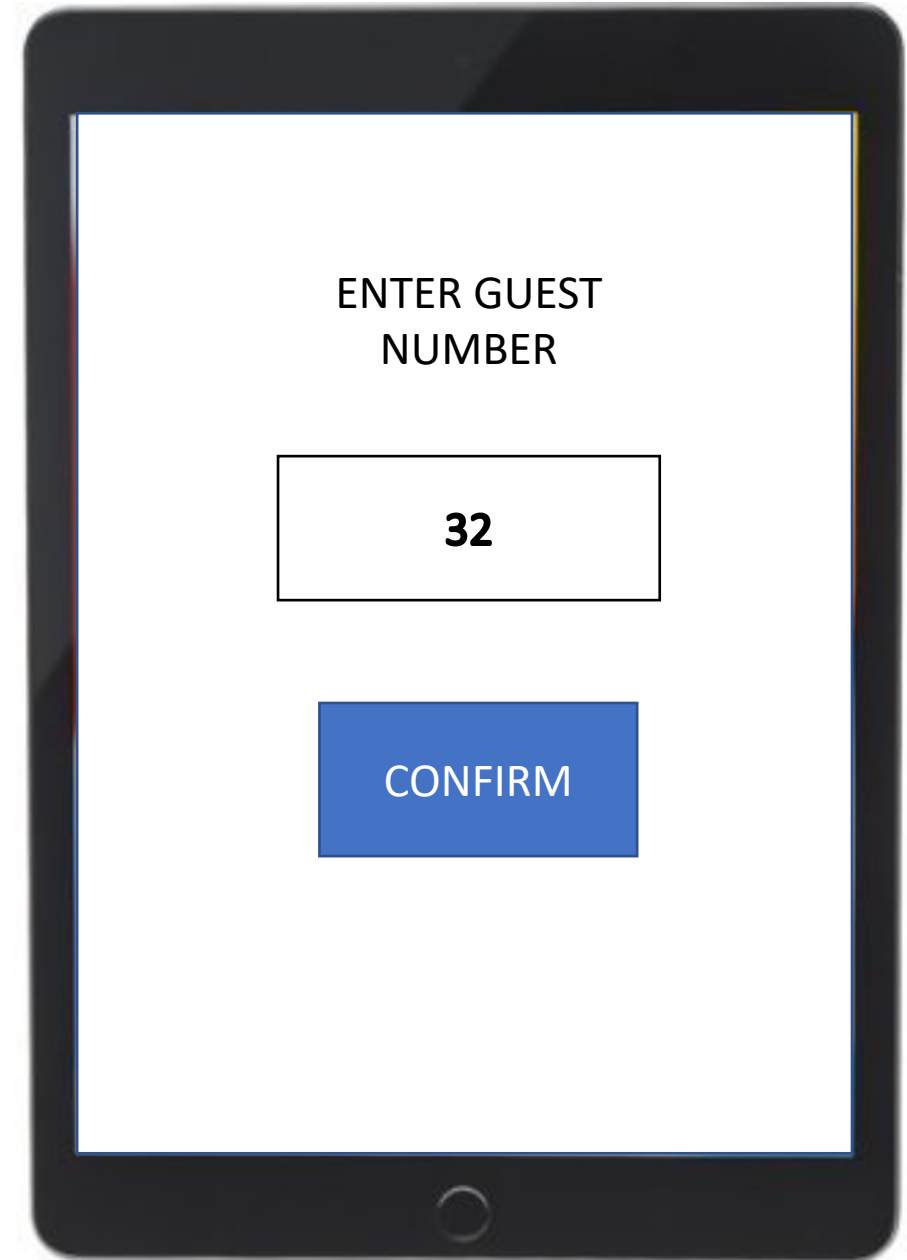


STEP 1

A number between
0001 and 1000 is
assigned to the guest at
the entrance of the
event



ENTER GUEST
NUMBER

32

CONFIRM

The image shows a tablet with a dark grey bezel. The screen is white and displays a simple form. At the top, the text 'ENTER GUEST NUMBER' is centered in a black, sans-serif font. Below this text is a white rectangular input field with a thin black border, containing the number '32'. Underneath the input field is a solid blue rectangular button with the word 'CONFIRM' written in white, sans-serif capital letters. The tablet has a circular home button at the bottom center of its bezel.

STEP 2

The number enters the pool of active numbers but is not shown on the screen yet

AN INVISIBLE COUNTDOWN OF 10 MINUTES START

For graphical reasons 2 tables are shown on each line, this means that 2 couples of player are listed on each with same countdown

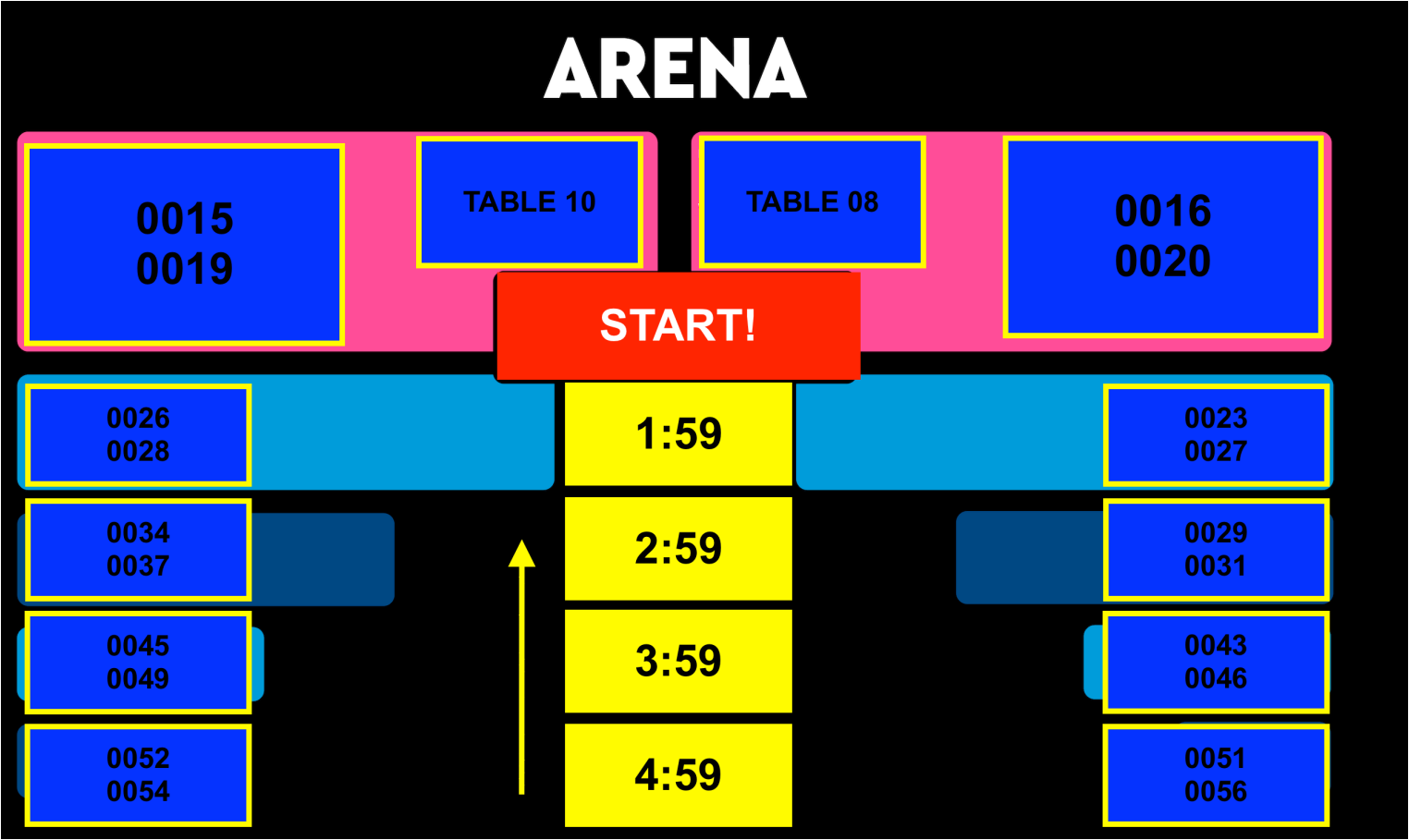
STEP 3

After 10 minutes that the number is assigned to the guest and is inside the active players pool, the number is shown on the screen coupled randomly with another guest active number and a countdown starting at 5 minutes

ARENA			
0034 0058	TABLEAU 13	TABLEAU 14	0034 0058
DÉMARRER			
0034 0058	00:41		0034 0058
0034 0058	01:41		0034 0058
0034 0058	02:41		0034 0058
0034 0058	03:41		0034 0058

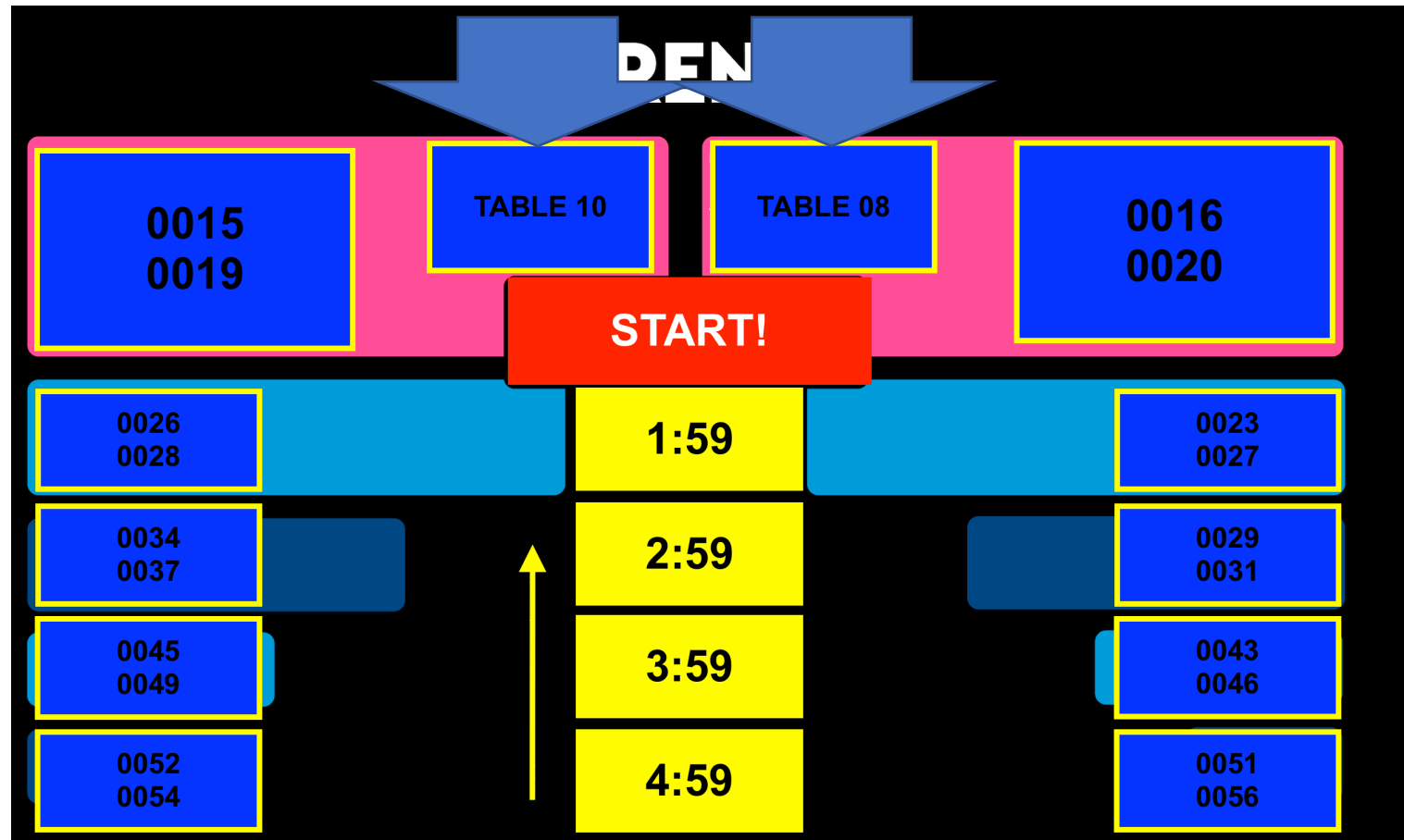
STEP 5

The numbers randomly coupled
move up on the waiting list
following the countdown



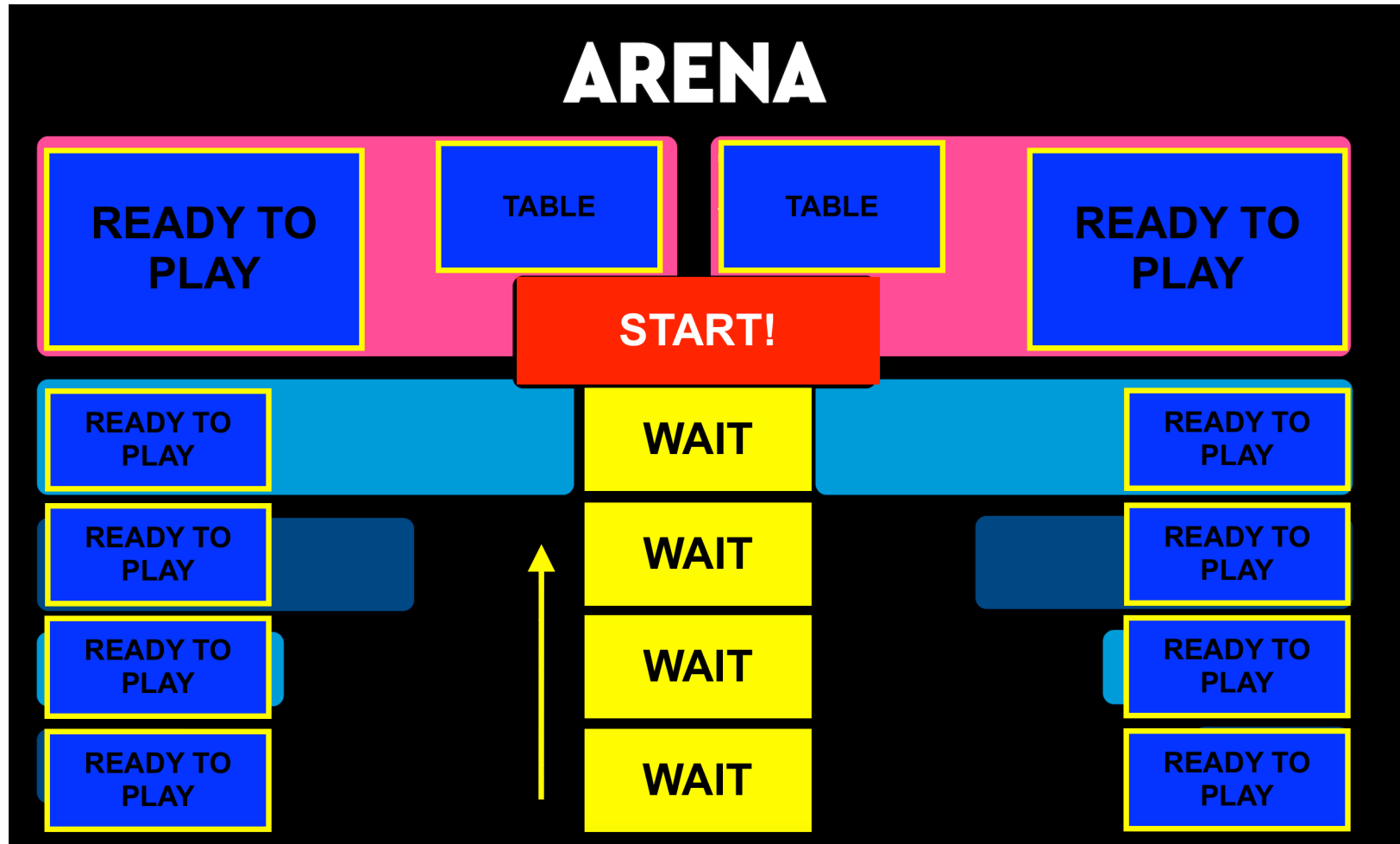
STEP 6

When the countdown reaches – 1:00 minute the numbers move to the first row and a table number between 1 and 10 is randomly assigned the graphics flashes or similar and a sound is made



SPECIAL CASES

AT THE BEGINNING THE SCREEN SHOWS NO PLAYERS
BUT ONLY «READY TO PLAY» UNTIL FIRST NUMBERS
COME IN



SPECIAL CASES

IF THERE IS NO SECOND NUMBER TO BE COUPLED
WITH THE SYSTEM ASSIGNS THE NAME »HOST» TO
THE NUMBER

