

Show Me The Money

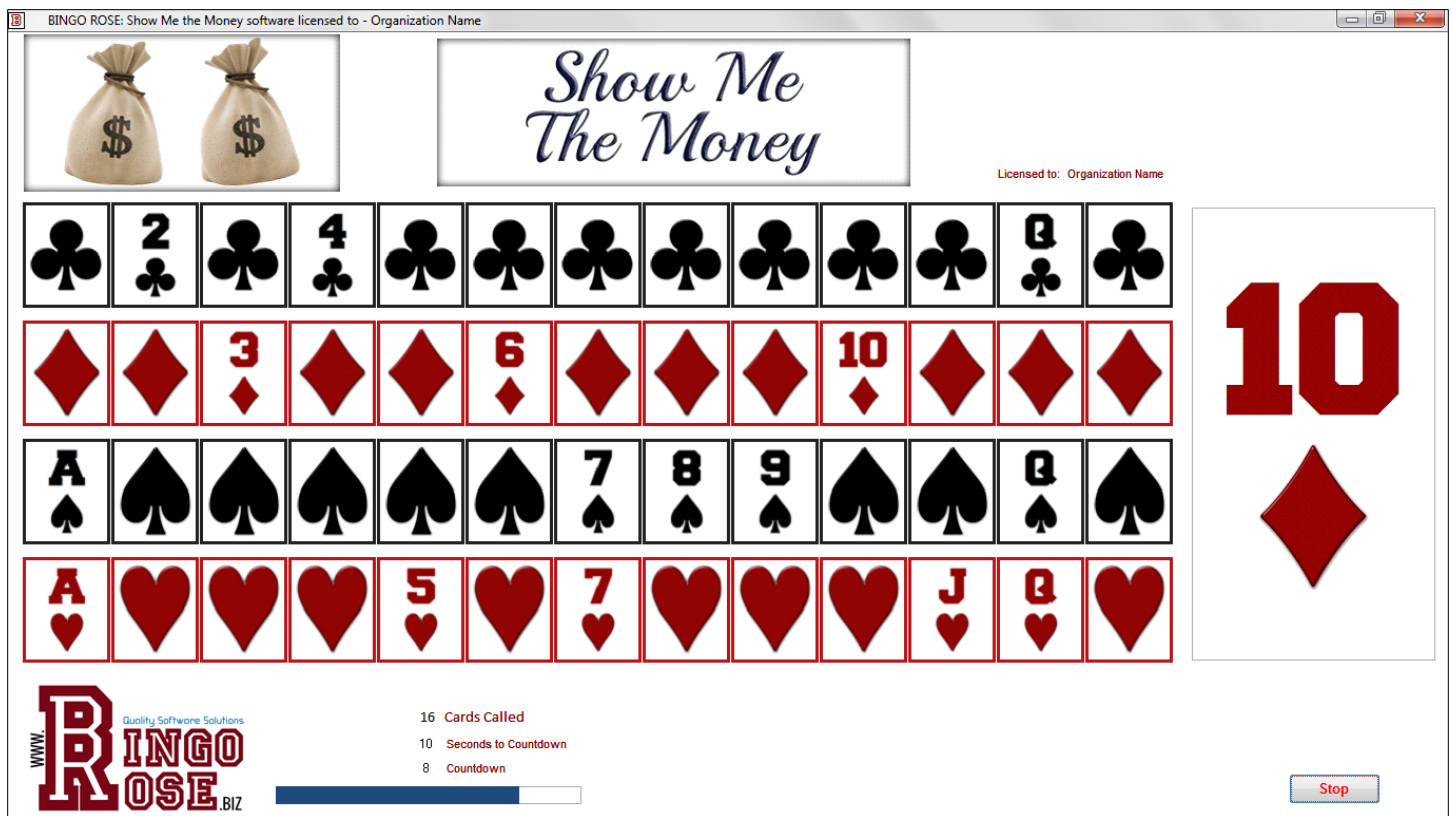
Version 1.2 released May 8, 2022

The unique “Show Me the Money” software program was designed to meet the needs of communities seeking an alternative to Bingo for fun and excitement, and organizations exploring tools to use for fundraising efforts. It could also be an effective alternative to 50/50 or other raffle-type draws.

The main features of this program include automated card shuffling / card calling, flashboard display of all cards and last card called, a database of 22,100 unique cards to print (all possible combinations of 3 cards in a 52 card deck), custom printing of event tickets, winner verification, auto-play of a range of cards, miscellaneous reports, customizable sound files and graphics, and more.



The “Show Me the Money” main screen



The “Show Me the Money” main screen – 16 cards called

In a nutshell, the Show Me the Money software offers these valuable features:

- Optimized for 1366 X 768 screen resolution.
- Access 2007 platform Runtime installs with software.
- Easy access to user setup (Utility Switchboard).
- Use as a Bingo game alternative.
- Prominent user logo area makes the software look proprietary.
- Uncluttered and visually appealing screen layout.
- Automated card shuffling / card calling.
- Flashboard display of all cards and last card called.
- Database of 22,100 unique cards.
- Popup display of specified card for winner verification.
- Automatic or Timer operation modes.
- Auto-play of a range of cards.

- Print 3 game cards per sheet.
- Custom printing of event tickets.
- 'Joker' feature for added flexibility.
- Miscellaneous reports.
- Customizable sound files and graphics (external to software).
- Show or hide miscellaneous screen elements.
- Automatic game history reporting feature (auto marking on).
- Flexibility to meet YOUR needs and creativity.
- And more.

Basic concept

In its basic form, “Show Me the Money” is like Bingo with a deck of playing cards where a ‘Coverall’ or ‘Blackout’ is a winner on a card that identifies 3 of the 52 playing cards in the deck. Rather than yell ‘Bingo’, a winner would yell “Show Me the Money!” when all 3 playing cards on their card have been called.

The term ‘Show Me the Money’ dates from the second half of the 1900s and probably originated in poker or another gambling game. It has been widely used in professional sports, where athletes negotiate for more money before agreeing to sign with a team.

The pace of each game is much faster than Bingo, especially if a large number of cards are in play whereby a winner may be announced as soon as after only 3 cards have been called.

The opportunity for generating fundraising revenues is much greater than Bingo.

How some organizations play

Single game: Cards are purchased at the beginning of each game played, allowing patrons to play different cards for each game during an event. As each card only has 3 playing cards to mark if called, players can easily purchase and play more

than 1 card for each game. The interval before and between games when cards are sold also provides time for socialization or other activities.


Multi game: To ensure the time interval between games played can be closely controlled, some organizations insist that cards to be played be purchased before the first game is started. Those cards would therefore be played by the patron for each of the games played during the event. (Patrons may, if desired, swap their cards with other patrons to add variety to cards available to them to play.) An advantage is that a calculation of revenues available for prize distribution for each game can be determined before the first game starts.

Payout: Some organizations using this game as a fundraiser activity will pre-determine a percentage of card sales that will be reserved for the fundraiser goal. The remaining sales revenue would be available for prize distribution. The prize distribution available for each game may be split amongst multiple winners.

Payout plan: Some organizations choose to play several games throughout the evening with cards purchased before the event games start. For example, if 10 games are to be played, a percentage of the sales revenue available for prize distribution for each of the games 1 through 8 may be retained so that the final 2 games played would have larger prize distribution amounts available. This would add to the excitement surrounding the last games of the event.

Special Note: This software provides the flexibility to sell cards in advance of an event. In addition, with proper controls and accounting practices, patrons would not need to be present to win as the software can play all cards sold. Winning card numbers and prize amount can be made available online for patrons to check, or the winning patrons could be contacted if their contact information is maintained alongside the card number sold. (Some organizations prefer that card purchasers be present for the event to provide more opportunities to generate fundraising revenue. However, to compensate for any potential fundraising revenue that may be unrecognized, the game event rules might identify that non-present winners would only receive a percentage of their prize amount and the balance would be added to the fundraising effort.)

As with all Bingo Rose software, great attention to detail has been incorporated into main screen design to maximize viewability by the patron. Controls used to customize the program to suit the individual organization's preferences are placed inside a Utility Switchboard. During a game, only essential controls remain visible on the screen to avoid distractions.

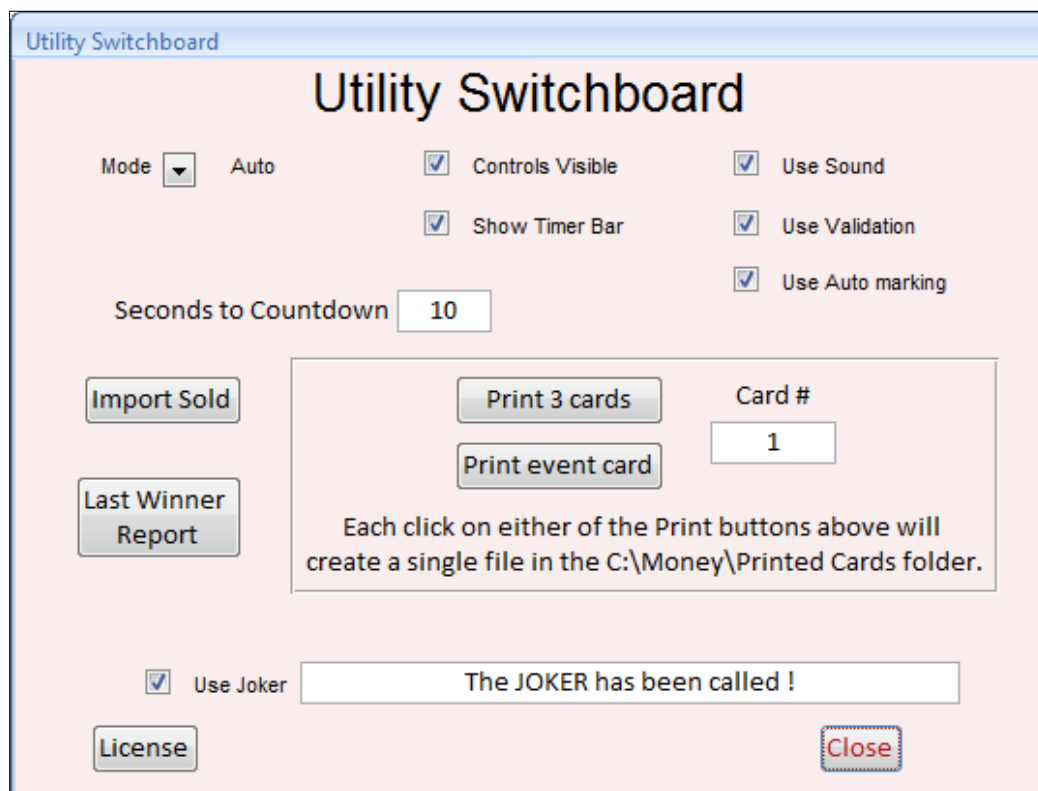


A screenshot of the main screen controls for the 'Show Me the Money' software. It features a 'Validate' label above a text input field, followed by a 'Validate' button. To the right are four buttons: 'Exit', 'Shuffle' (highlighted with a blue dashed border), 'Start Game', and 'Stop' (with red text).

The "Show Me the Money" main screen controls

Program Setup and Customization

Once the program is setup to the user's preferences, there may never be a need to open the Utility Switchboard again. This switchboard is accessed by double-clicking the user's logo at the top left of the screen while a game is ended and the Cards Called control is at 0.



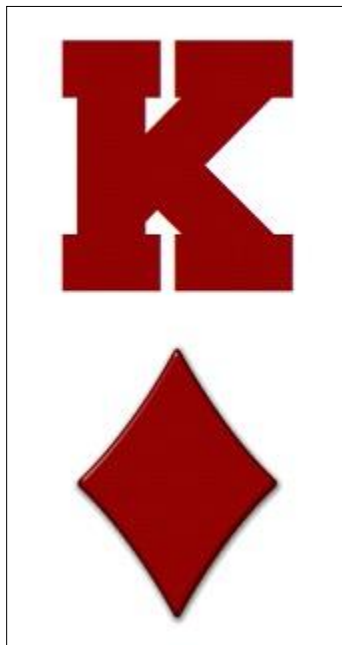
A screenshot of the 'Utility Switchboard' window. The title bar says 'Utility Switchboard'. The main title is 'Utility Switchboard'. It contains several controls: 'Mode' dropdown set to 'Auto', checkboxes for 'Controls Visible', 'Show Timer Bar', 'Use Sound', 'Use Validation', and 'Use Auto marking' (all checked). A 'Seconds to Countdown' field is set to '10'. On the left are buttons for 'Import Sold', 'Last Winner Report', and 'License'. In the center are 'Print 3 cards' and 'Print event card' buttons. To the right is a 'Card #' field set to '1'. A text box states: 'Each click on either of the Print buttons above will create a single file in the C:\Money\Printed Cards folder.' At the bottom, there is a 'Use Joker' checkbox (checked) and a text field displaying 'The JOKER has been called !'. A 'Close' button is in the bottom right corner.

The "Show Me the Money" Utility Switchboard

If the program is set to Auto mode, when the game is started (Start Game button), the program's unique random playing card selection will generate the current card being called which will be prominently displayed on the right side of the screen adjacent to the flashboard.



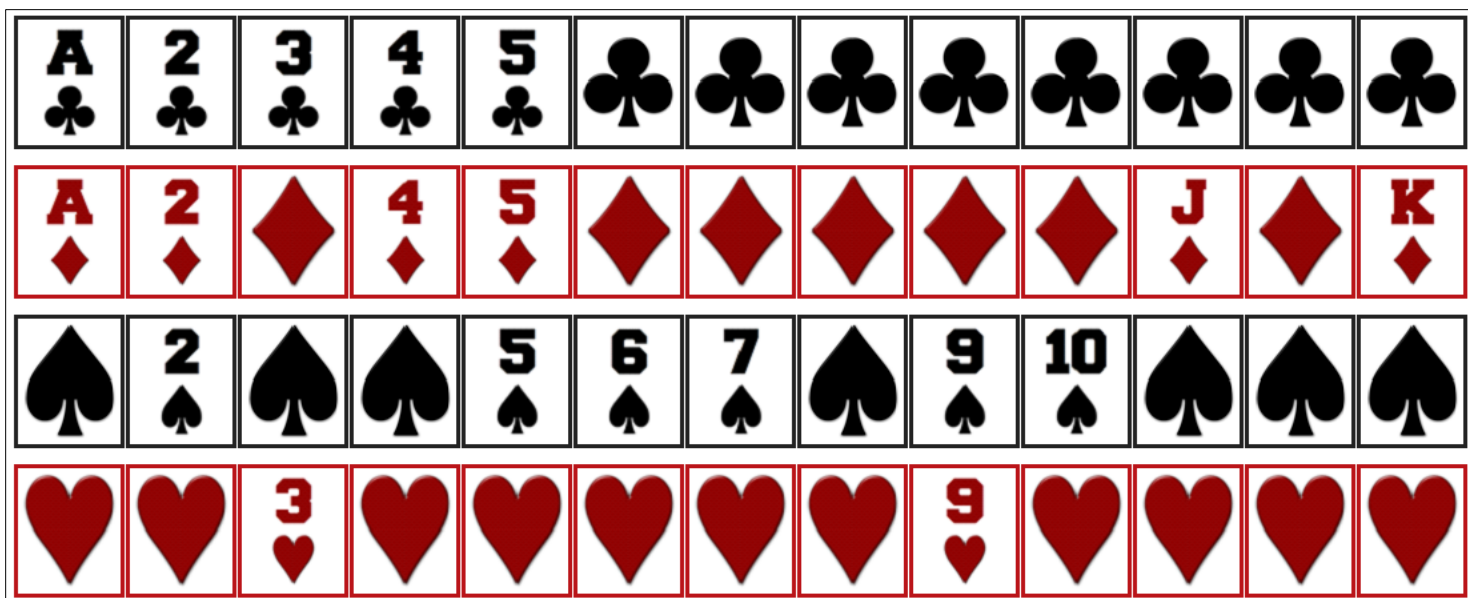
“Show Me the Money” operational mode dropdown



Prominent “Show Me the Money” current card called display

The smaller display of the current card will be displayed in the associated place on the main flashboard screen.

If the program is set to Timer mode, when the countdown reaches 0, the Next Card button reappears on the main screen and must be selected to initiate the next card call. This setting may be beneficial in an environment whereby the caller requires more control of the program due to the nature of the patrons in attendance.



Flashboard portion of the “Show Me the Money” main screen

Users should always select the provided Exit button at the bottom of the main screen to correctly exit the “Show Me the Money” program. To prevent inadvertent shutdown of the program by an accidental click on the application's exit button (red X at top right of the screen), the user can remove the check mark in the Controls Visible check box on the Utility Switchboard to hide the application's Minimize / Maximize / Exit controls.

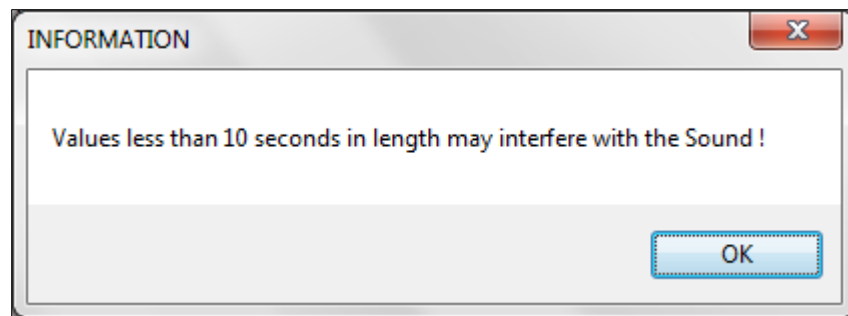
If the Use Sound checkbox is checked, a sound file (customizable files external to the software) associated with that card will be activated.

If the Show Timer Bar checkbox is checked, an added visual display of the countdown to the next card called will be visible.



Optional “Show Me the Money” countdown visual display

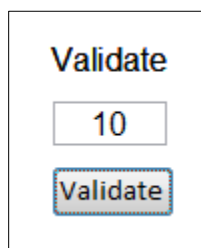
If a value less than 10 is entered into the Seconds to Countdown textbox, a warning message will be displayed (see below).



Seconds to Countdown warning

The countdown interval is entered in seconds in the Seconds to Countdown textbox on the Utility Switchboard and is displayed on the main screen. The Countdown decreases in number with every second that elapses. When the countdown reaches 0, the process is repeated automatically. With each card called, the Cards Called value on the main screen increases. The game proceeds until the game is stopped (Stop button), generally when someone yells “Show Me the Money” or when a winning card is identified by the Auto marking feature if activated (see below).

When the Use Validation checkbox is selected, the controls for the card validation feature of the program are made visible on the main screen. This feature is only used if the “Show Me the Money” game boards included with the program are used. Details about this feature, that displays a popup of a card suspected of being a winner visually indicating to all patrons if the card is a winner, are discussed later in this document.



“Show Me the Money” winner validation control

The Use Auto marking feature of the program can auto mark the cards identified as in play for a game. This feature is described later in this document.

Selecting the License button will open the Bingo Rose License popup. This popup is initially displayed the first time the software is started after installation. The information to enter into the screen is provided to the licensed organization in an

email sent to the registered organization contact after purchase and is unique to that organization. Incorrect entries may result in the software terminating, necessitating re-launch to access this License form. Generally, there is no reason to open this popup after the software is successfully installed other than to discover the license information should the record of it be lost.

Organization

BINGO ROSE LICENSE

Organization

Organization Name

Enter the Organization name exactly as listed in the email that was sent when you purchased the Show Me the Money software.

License

TNXXXXXXX

Enter the License number exactly as listed in the email that was sent when you purchased the Show Me the Money software

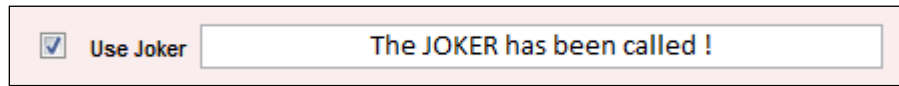
Failure to enter the Organization Name and the License number as listed in the email that was sent when you purchased the Show Me the Money software will result in denial of access to this program.

If the Organization Name is incorrect in that email, please contact the vendor for remedial options.

Test License Register

“Show Me the Money” License popup

The Use Joker feature adds more flexibility to fundraising efforts. Placing a check mark in the Use Joker checkbox adds a Joker to the 52 card deck when Shuffle is selected.



"Show Me the Money" Use Joker controls

If the Joker is called, the game is automatically stopped and a large Joker popup is displayed, and a smaller Joker marker is displayed on the main screen.



"Show Me the Money" Joker popup display

The wording that displays on the popup can be changed on the Utility Switchboard.

The advantage of this feature is that the user can implement special rules that apply should the Joker be called before a patron calls "Show Me the Money". An example is that a lesser payout (difference between normal payout and lesser payout going to the fundraiser effort) would apply when a winner is determined.

After the Joker is called, resume the game by selecting the Next Card button.

Main Screen Customization Features

To give the user organization the ability to make the software look proprietary, they can modify the 300 X 150 px corplogo.jpg file that is stored external to the program in the C:\Show Me the Money\Images directory. If this file is not modified by the user, the default image file (below) is displayed. To access the Utility Switchboard, the caller would double-click the corporate logo area at the top left side of the main screen.



Customizable corporate logo display

As some organizations have varying names for this game, the 450 X 140 px horizontal banner.jpg file in the same location as the corplogo.jpg file can be modified. This file displays centered to the right of the corporate logo on the top of the flashboard.



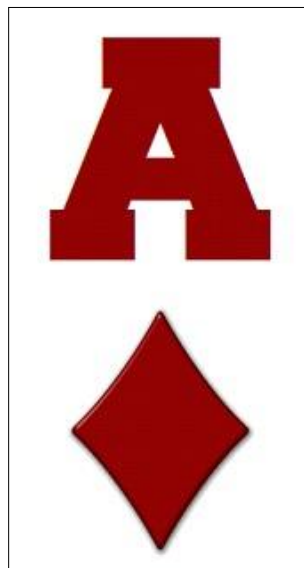
Customizable horizontal image display

The 229 X 427 px default card.jpg file can also be modified. This file displays as the default card in the current card location at the right side of the screen.



Customizable default card image display

In addition to the default card image, the card images on the main screen are imported to the software from the C:\Money\Money Cards folder when the software is launched. If each of these 171 X 320 px images is modified to suit your needs (using an image editor software such as Paint), that modified image will display as the last card called and individual cards on the flashboard.



Customizable last card called image display

Note: File dimensions for each of these files must be maintained.

How can this “Show Me the Money” software benefit your organization?

In its basic operation, the “Show Me the Money” software removes the need for the caller to shuffle the main deck and announce the current card. The program will automatically shuffle the deck and prominently display the current card being called. Additionally, each card that has been called is visibly displayed on the flashboard. The pace of the game can be set using the timer interval setting (Seconds to Countdown).

Several features of the “Show Me the Money” software provide the user organization with the flexibility to promote more enjoyment for the patrons, and to create opportunity for a greater revenue stream when used as a fundraiser tool.

The program will announce each card drawn when the Use Sound checkbox is checked on the Utility Switchboard. As the sound files (.wav - Wave Sound type) are located external to the program, each file is customizable to meet your specific needs, be that a different language, familiar voice, or style of call. Rose, the original Bingo Rose, won't be offended if you choose to replace her voice. Create several versions of the files to swap in before the game for variety! Sound editing software is readily available for free download on the internet and is generally simple to learn. (Be sure to save backup copies of the Bingo Rose sound files and any other sound files you create in case you accidentally overwrite those installed in the C:\Show Me the Money\Sound directory.)

If someone yells “Show Me the Money”, and the winner is verified, the caller can activate a Winner popup by double-clicking the Bingo Rose logo on the lower left of the screen to announce to all patrons that there is a winner. Note that this popup will only appear if a game is ended (Shuffle button is visible) and the Cards Called control is greater than 0. Double-clicking the Bingo Rose logo at any other time will display the About Bingo Rose splash screen discussed later in this document.



Bingo Rose logo

The image for this popup is customizable by modifying the 677 X 305 px winner.jpg file located in the C:\Show Me the Money\Images directory.

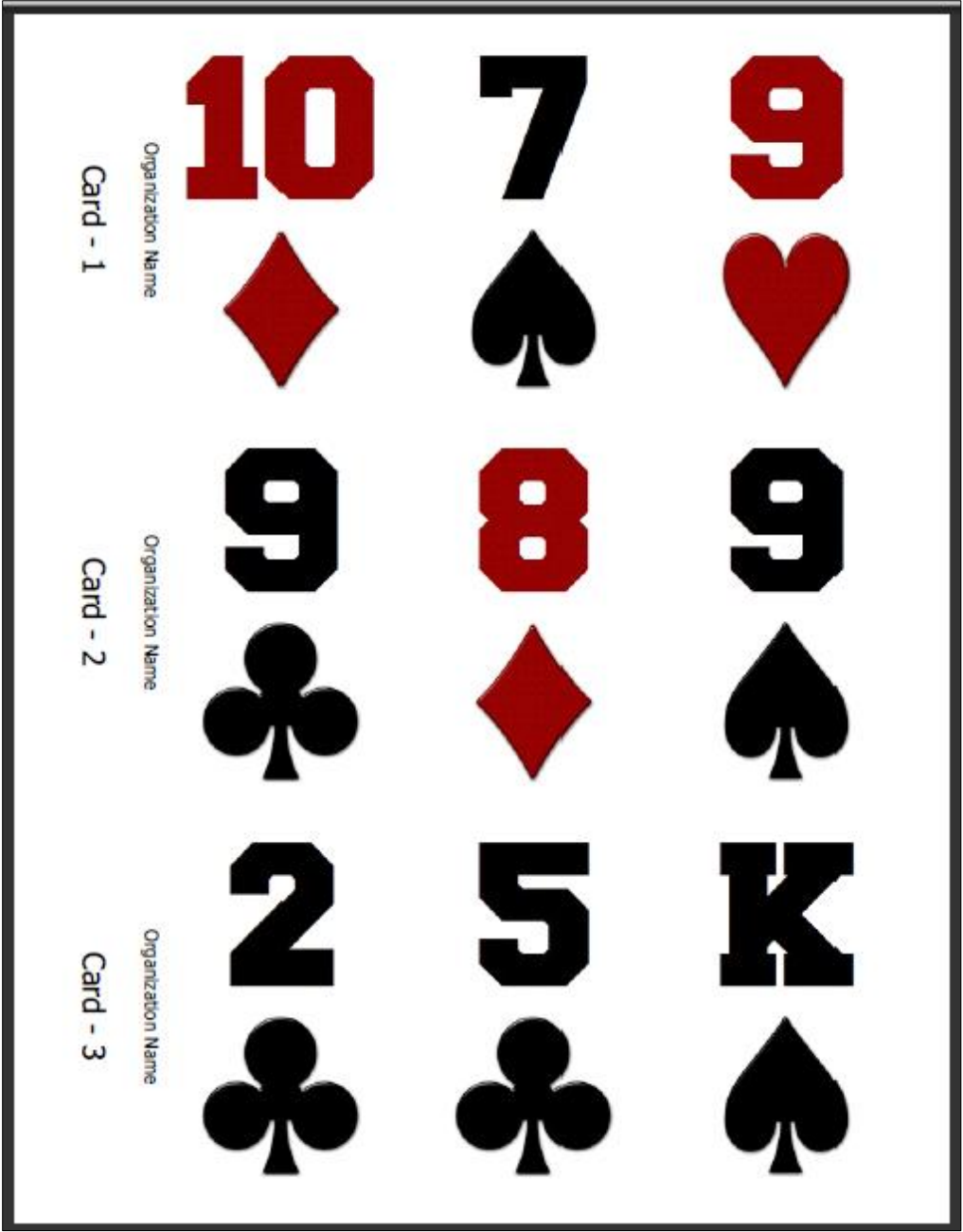
Note: File dimensions for this file must be maintained.

Note that if the program is set up to automatically mark all cards identified as in play, the software will automatically stop when a winner is identified and the Winner popup will display. (Read about this feature later in this document.)



Customizable winner popup display

A major feature greatly expands the traditional fashion of playing the game to improve patron enjoyment of the game as well as offer opportunity to generate greater fundraiser revenue flow. Destroying decks of playing cards to create the playing cards available for patrons can be an expensive proposition. Bingo Rose has introduced the “Show Me the Money” game board.



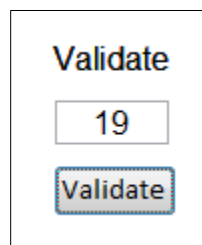
“Show Me the Money” game board

The program includes 22,100 unique cards that can be printed 3 to a page similar to the one above. With each click of the Print 3 cards button on the Utility Switchboard, a single sheet of 3 cards is created as a file that can be printed in the

C:\Money\Printed Cards folder. The Card # entered on the Utility Switchboard before the Print 3 cards button is selected is the top card on the file created, and the 2 subsequent card numbers appear below. The Card # value is incremented so that another click on the Print 3 cards button will generate a file with the next 3 card numbers on it.

Users have the option of selling a full sheet with the 3 game cards, or (after lamination for long term use) cut into 3 separate game cards. More than one game board could be played with each game (the calling interval would have to be adjusted to allow patrons sufficient time to mark their boards). The fundraising advantage is therefore increased. For those who are environmentally conscious, these boards could be printed on card stock and laminated for repeat usage. A coin could be used to cover called cards. If laminated, you could mark cards with a dry erase marker and use a magic eraser (inexpensive melamine sponges) to clear the card after a game is over.

But there is a greater benefit to using these game boards. There is a card validation feature built into the program. This control (below) can be hidden from the main screen if the cards are not used by deselecting the Use Validation check box on the Utility Switchboard. When someone yells “Show Me the Money”, rather than have to individually check each of their 3 playing cards against the flashboard of cards called, they can give the caller the card number (i.e. 19). That information is entered into the validation control and the Validate button is selected.



Validate

19

Validate

“Show Me the Money” winner validation controls



"Show Me the Money" winner card popup

A check mark below each playing card indicates that the card was called. If a playing card was not called, a similar popup will display that does not have each card checked off and the caption will say "Not a winner !". All patrons can readily determine from the popup if the patron has a winning card or not. No cheating!

Better still, if the program is set to auto mark the cards in play, when a winner is (or winners are) identified, after the Winner popup is closed, a Winners screen will pop up to identify who the winner is (or winners are). Clicking on the card number on that screen will display that actual card. (Note that the info displayed in the image below is the result of use of just a few of the 22,100 cards in the software. It is more likely that multiple winners will be identified if a greater number of cards are in play, as well as a fewer number of Cards Called to arrive at a winner.)

Winners

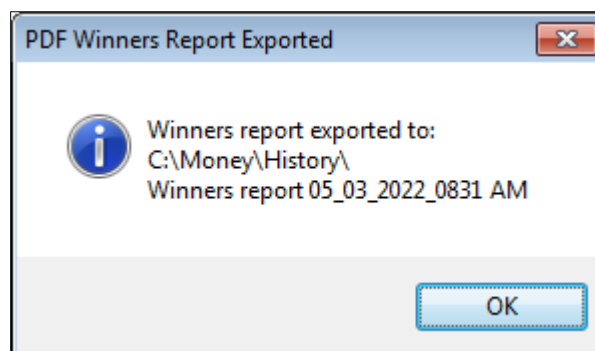
Card Number	Pattern	Cards Called	Time Called
19	Blackout	14	5/3/2022 8:30:48 AM
26,34,49			

Multiple winners are possible, especially if a large number of cards are being played.

Close

“Show Me the Money” game winners

When the Winners popup is closed, the program automatically exports a date / time stamped Winners report to the C:\Money\History folder.



“Show Me the Money” winner report export confirmation

Show Me the Money Winner Report

Card Number	Cards Called	Time Called	Card 1	Card 2	Card 3
19	14	5/3/2022 8:30:48 AM	26	34	49

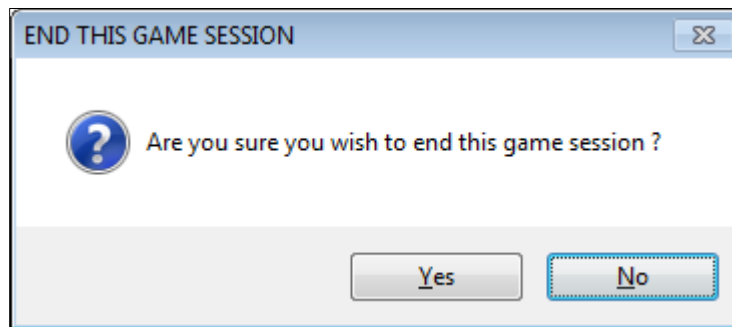
Show Me The Money Card ID Reference Chart

<u>Card ID</u>	<u>Card Name</u>	<u>Picture ID</u>	<u>Card ID</u>	<u>Card Name</u>	<u>Picture ID</u>
1	Ace of Clubs	CA	27	Ace of Spades	SA
2	2 of Clubs	C2	28	2 of Spades	S2
3	3 of Clubs	C3	29	3 of Spades	S3
4	4 of Clubs	C4	30	4 of Spades	S4
5	5 of Clubs	C5	31	5 of Spades	S5
6	6 of Clubs	C6	32	6 of Spades	S6
7	7 of Clubs	C7	33	7 of Spades	S7
8	8 of Clubs	C8	34	8 of Spades	S8
9	9 of Clubs	C9	35	9 of Spades	S9
10	10 of Clubs	C10	36	10 of Spades	S10
11	Jack of Clubs	CJ	37	Jack of Spades	SJ
12	Queen of Clubs	CQ	38	Queen of Spades	SQ
13	King of Clubs	CK	39	King of Spades	SK
14	Ace of Diamonds	DA	40	Ace of Hearts	HA
15	2 of Diamonds	D2	41	2 of Hearts	H2
16	3 of Diamonds	D3	42	3 of Hearts	H3
17	4 of Diamonds	D4	43	4 of Hearts	H4
18	5 of Diamonds	D5	44	5 of Hearts	H5
19	6 of Diamonds	D6	45	6 of Hearts	H6
20	7 of Diamonds	D7	46	7 of Hearts	H7
21	8 of Diamonds	D8	47	8 of Hearts	H8
22	9 of Diamonds	D9	48	9 of Hearts	H9
23	10 of Diamonds	D10	49	10 of Hearts	H10
24	Jack of Diamonds	DJ	50	Jack of Hearts	HJ
25	Queen of Diamonds	DQ	51	Queen of Hearts	HQ
26	King of Diamonds	DK	52	King of Hearts	HK



After a game is ended and the Shuffle button is selected, the user has the opportunity to review the previous game report by selecting the Last Winner Report button on the Utility Switchboard or opening the last report created in the C:\Money\History folder.

Note that any time there is a game started and the Shuffle button is selected, the user will be prompted to ensure they actually wish to start a new game.



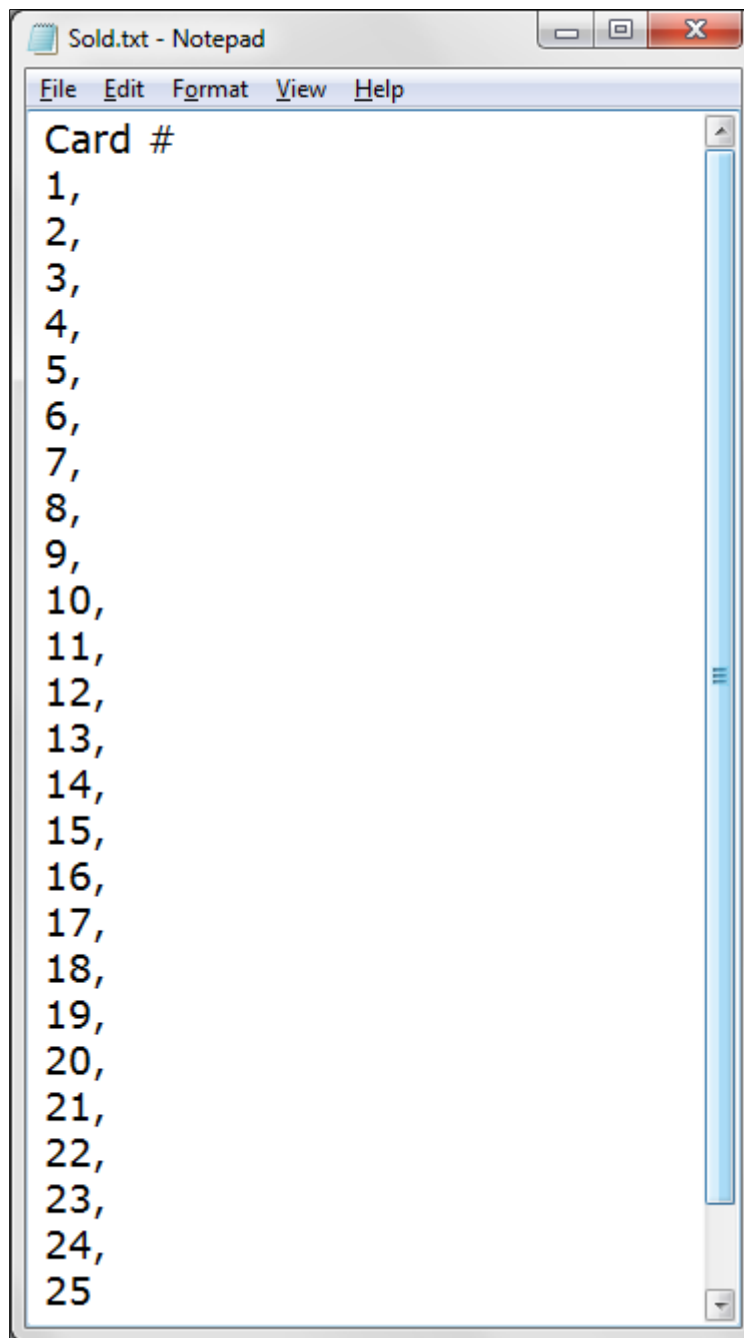
End game warning

While the game can be continued beyond the point that a winner has been declared by the auto marking feature, any future winners will NOT be recorded by the software. Also, history of winners is NOT recorded by the software if the auto marking feature is turned off and therefore there is no winner reporting available.

The auto-play of a range of cards feature is activated when a check mark is placed in the Use Auto marking checkbox on the Utility Switchboard. The software will automatically play every card identified as in play (or sold) for a particular game.

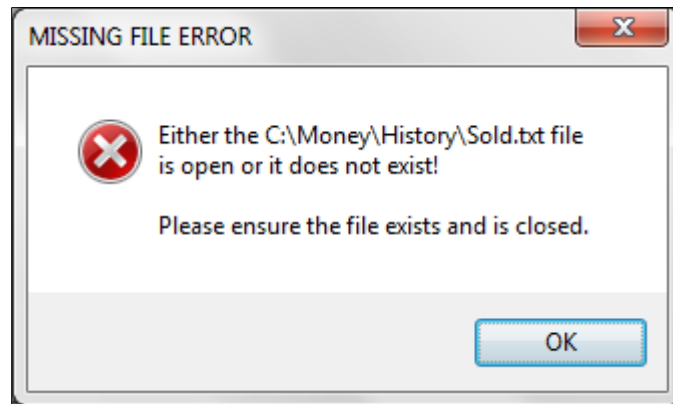
Cards in play are identified by importing the C:\Money\History\Sold.txt file which indicates each card sold. This file is imported when the Import Sold button is selected on the Utility Switchboard.

The image below shows the layout of the Sold.txt file, which in this example shows cards 1 to 25 as being sold (in play). The top line of the file must say "Card #" without a comma after it. Each card number in play is entered as a single line with a comma, except for the last card number that has no comma.



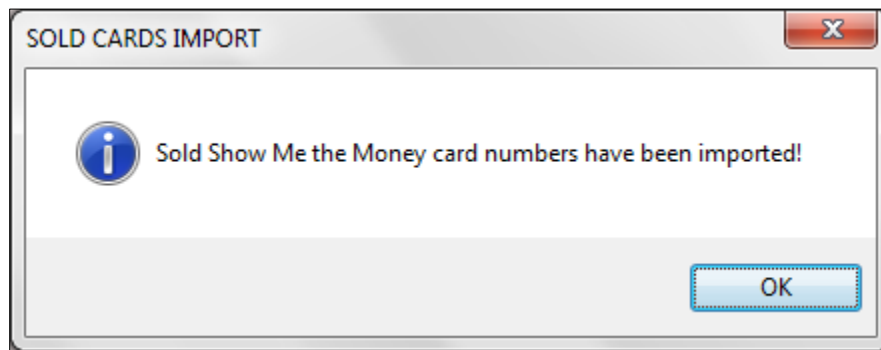
“Show Me the Money” Sold.txt file to import

If the file Sold.txt does not exist, a warning message popup will appear. Corrective action must be initiated before import of cards in play can continue.



"Show Me the Money" Sold Cards import – Missing file error

After import is complete, a popup will announce the process was successful.



"Show Me the Money" Sold Cards imported popup message

When this popup is closed, a form appears that shows all cards in play that were imported and that will be automatically played if the Use Auto marking checkbox on the Utility Switchboard is checked.

Sold Money Cards

Card Number

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

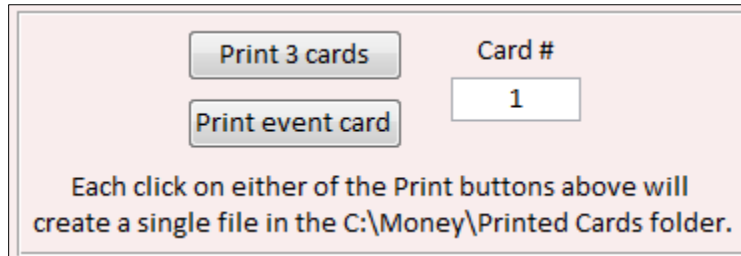
18

Close

“Show Me the Money” Sold Cards form

While the user may not wish to enter all cards sold, another use for this feature could be the restriction of the automatic card marking to a particular range of cards that may be used (sold or not). As such, the software would identify the first possible winners had all available cards been distributed. If the card was in fact not being played by someone at the event (or automatically played for someone who had purchased that card), the caller could advise players that the game will continue until an actual winner is announced but possibly that the prize would be reduced and the balance be used for a special (previously determined) purpose.

A valuable additional feature of the “Show Me the Money” software allows the user to create single card printouts with customized material such as your logo, event information, or any promotional material for a special event. Select the Print event card button to create a single event card that can be printed (Money Event Card [Card #].pdf file), stored in the C:\Money\Printed Cards folder.



The dialog box has a light pink background and a thin black border. It contains two buttons on the left: 'Print 3 cards' and 'Print event card'. To the right of these buttons is a text input field labeled 'Card #' containing the number '1'. Below the buttons and input field, there is a line of text: 'Each click on either of the Print buttons above will create a single file in the C:\Money\Printed Cards folder.'

“Show Me the Money” card print options

With each click of the ‘Print event card’ button on the Utility Switchboard, a single event sheet is created as a file that can be printed in the C:\Money\Printed Cards folder. The Card # entered on the Utility Switchboard before the Print event card button is selected is the only card on the file created, with event details that appear below. The Card # value is incremented so that another click on the Print event card button will generate a file with the next event card number on it.

The information about the event is supplied to the software via the 708 X 650 px C:\Money\Images\event.jpg file that the user can modify before creating the card(s). (File name, type, and dimensions must be maintained.)



The template has a white background with a thin black border. At the top, the words 'Special Event' are written in a large, blue, bubbly font. Below this, on the left, is a cartoon illustration of a man in a black tuxedo and top hat, holding a cane. To the right of the illustration is a bulleted list of event details: 'Event Name', 'Event Date / Time', 'Ticket Price', 'Where to get tickets', and 'Event rules'.

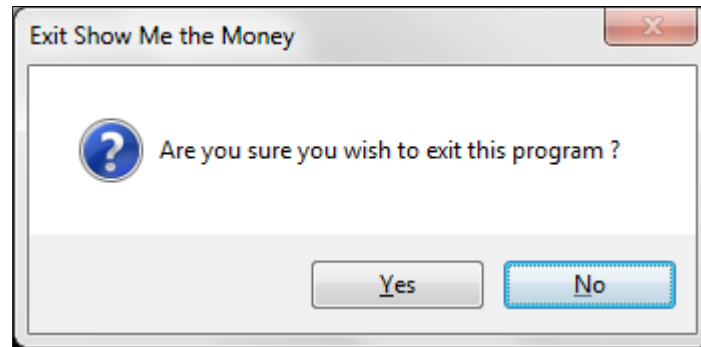
“Show Me the Money” template event file



Printed "Show Me the Money" special event card

This capability also opens up the possibilities of entertaining a revenue stream from patrons who do not have to be present to participate. With clever planning, card sales can be recorded and associated with purchaser information. The card can be transmitted to the purchaser by email. The software can be set up to play that card during the actual event!

To help prevent inadvertent shutdown of the software, when the Exit button is selected on the main screen, the user is prompted to confirm that they do in fact wish to terminate the software.



"Show Me the Money" software Exit warning

About Bingo Rose Software

Bingo Rose is proud of the contribution we make towards providing organizations with professional and affordable software solutions to their entertainment needs. Our software development curve relies upon feedback from our valued customers. If there is something your organization needs that has appeal to a broad audience, we would be interested in hearing your ideas.

Bingo Rose programs are built on a technologically modern platform - Microsoft Office Access 2007. There is no need to have MS Access installed on your computer as the second stage of our installation routine includes an Access 2007 runtime environment installation, enough of that program to run ours. A Windows Operating System is required. "Show Me the Money" was designed for 1366 X 768 screen resolution. As such, your computer and any attached projection equipment must be capable of at least this resolution.



Microsoft Access 2007 development platform

(Note that our emailed installation instructions will provide information on a simple procedure that will force our software to open in the designed version of MS Access to ensure performance integrity. This is necessary when a newer version of MS Access is activated on the user's computer.)

The About Bingo Rose splash screen is displayed for approximately four seconds when the program is launched. It can also be accessed from the main screen by double-clicking the Bingo Rose logo while the Cards Called control is at 0.



About Bingo Rose - Show Me the Money

This screen provides information about your computer and the environment that the Bingo Rose software is operating in. This information might assist Bingo Rose personnel in troubleshooting any unlikely difficulties you experience with the program.

NOTE: We recommend that the user consult local laws before using this program for other than Not for Profit use.

Each time the software is launched, a Licensed User notification will appear.



Bingo Rose Licensed User warning

“Show Me the Money” is licensed for single organization use. The Organization Name must be provided at time of purchase. The same Organization Name must be used in conjunction with a License number when the program is first used to register the licensee and record the Organization Name for display on the main screen.

To review your license information, you can access the Bingo Rose License form from the Utility Switchboard by double-clicking the user’s corporate logo while the Cards Called control is at 0 (after the deck has been shuffled).

TEMPLATES

The following pages are templates for control forms you may wish to create to record sales and winners. To speed processing of sales, maintenance of a Customer Contact record could be beneficial as all that would need to be recorded for a sale would be the Customer ID as it relates to the contact information.

Show Me The Money

[illegible]

Show Me The Money

CUSTOMER CONTACT

[illegible]

Show Me The Money

CARD SALES

[illegible]

Please contact Bingo Rose should you require access to a 2 day restricted copy of the software for evaluation. Full contact details including address, phone number, email address, and name of the organization (website address if available) the software will likely be registered to if purchased is required.

BUY Show Me the Money !

\$99.95 USD

Please visit our software page to purchase this software.

<https://www.BingoRose.biz/software.html>

**Please do not hesitate to contact Bingo Rose
if you need any further information about the use of our products.
We are committed to providing the best customer service possible.**