

MangoDeluxe English User Manual

MangoDeluxe Main Menu



When the terminal is powered on, the terminal displays the 'Main Menu'

Racing betting

Betting Application Main Menu

Horse		ST/HV
ALUP	JKC	
WIN	PLA	
W-P	QIN	
QPL	QQP	
TCE	TRI	
F-F	D-T	
T-T	DBL	
TBL	6UP	



The user can enter the 'Horse Bet Type Selection Menu' by clicking on the betting icon

and then selecting the horse racing icon  on the tab bar in the 'Betting Application Main Menu' of the terminal.

Formula Selection Menu

TCE ?
TCE Single
TCE Multiple
TCE Banker
TCE Banker Multiple
TCE Multi-Banker
BACK X NEXT

If Tierce is selected, the MangoDeluxe displays the formula selection menu and prompts the user to select formula.

After the formula is selected, the terminal displays the race selection menu and prompts for the race input.

Press 'X' to return to the 'Race and Bet Type Selection Menu'.

Race Selection Menu

TCE S 1*?+?+?			
C5 1000M TURF			
19:15			
Select race number			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	
BACK	X	NEXT	

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All Up - Number of Races Selection Menu

AWN	
2 Races	6 Races
3 Races	
4 Races	
5 Races	
⊖ BACK	⊗ NEXT

If All Up is selected, the MangoDeluxe displays the number of races selection menu and prompts the user to select the number of races for the all-up bet.

To select the number of races, the user depresses the corresponding number and then depresses 'NEXT'. Then the terminal prompts the user to select the all-up formula.

Press 'BACK' to return to the 'Allup Selection Menu' or 'ESC' to return to the 'Bet Type Selection Menu'.

All Up Formula Selection Menu (1-6)

AWN 2x?/	AWN 3x?/	AWN 4x?/
2 x 1	3 x 1	4 x 1
2 x 3	3 x 3	4 x 4
	3 x 4	4 x 5
	3 x 6	4 x 6
	3 x 7	4 x 10
		4 x 11
		4 x 14
		4 x 15
⊖ BACK	⊖ BACK	⊖ BACK
⊗ NEXT	⊗ NEXT	⊗ NEXT

AWN 5x?/	
5 x 1	5 x 26
5 x 5	5 x 30
5 x 6	5 x 31
5 x 10	
5 x 15	
5 x 16	
5 x 20	
5 x 25	
⊖ BACK	⊗ NEXT

AWN 6x?/	Leg 1 ALUP 3x7/
6 x 1	WIN
6 x 6	PLA
6 x 7	QIN
6 x 15	QPL
6 x 20	W-P
6 x 21	QQP
6 x 22	
6 x 35	
⊖ BACK	⊖ BACK
⊗ NEXT	⊗ NEXT

There are five all-up formula selection menus. The terminal automatically displays the corresponding menu according to the number of races selected and prompts the user to select the all-up formula.

When a formula is selected, it is displayed on the input line. Then the terminal displays the runner selection menu and prompts for runner input.

The MangoDeluxe prompts for the selection of pool type if the user selects All Up cross-pool.

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Runner Selection Menu

WIN 1*?			Horse Info.
1 KING C..	14	5.1- 5.1	1. KING CREOLE
2 HAPPY..	4.2	1.9- 1.9	Jockey: D Whyte
3 OPTIC..	4.7	2.2- 2.2	Trainer: K W Lui
4 SILVER..	5.8	1.6- 1.6	Draw: 4
5 TELECO..	8.5	3.3- 3.3	Handicap: 133
6 PERFEC..	55	9.1- 9.1	Rating: 39
7 BLUE S..	23	6.2- 6.2	
⊖ BACK	F	B	⊗ AMT
			BACK

The MangoDeluxe prompts for the input of the runner selection after bet type, formula selection, and race, is completed. The MangoDeluxe checks the selected bet type and automatically displays the corresponding runner selection menu and prompts for the input of runners.

To select runner(s), the user depresses the corresponding odd(s). The selected runner(s) are displayed on the input line for reference. The following signs are displayed for runner selection:

- '+' runner separator
- '>' banker separator
- '/' leg separator

The terminal automatically validates the runner selection according to the validation rules described in the later section. For single leg pools, the terminal automatically prompts for the amount input after the 'AMT' key is depressed and the validation of runner selection is satisfied.

For multi-leg pools, when the 'NEXT' key is depressed, the terminal displays a '/' (slash) as leg separator and prompts for runner selection of next leg if the validation of runner selection is satisfied. When runner selections for all legs are entered and the 'AMT' key is depressed, the terminal automatically prompts for the amount input if the validation of runner selection is satisfied.

For all-up, when the 'NEXT' key is depressed, the terminal performs validation of the runner selection of that leg. If validation is passed, the terminal prompts for the race number input of

the second leg. After the runner selection for all legs are entered and the 'AMT' key is depressed, the terminal automatically prompts for the amount input.

Press 'X' to return to the 'Race and Bet Type Selection Menu'.

Amount Entry Menu

WIN 1*1 \$100			
Amount \$ 100			
7	8	9	BACK
4	5	6	TOTAL
1	2	3	SAVE
C	0	00	SEND

After the runners are selected and with the hitting of the 'Amount' button, the MangoDeluxe displays the amount entry menu for selection.

To input amount, the user depresses the numeric keypad as required. The amount is displayed on the screen for reference. When 'SAVE' is depressed, the bet entry is completed and stored in the bet buffer and the system will return to the 'Betting Application Main Menu'. When 'SEND' is depressed, the bet entry is completed and stored in the bet buffer and the system will go to the 'Bet Review Menu' in which he can review or send the bets stored in the buffer.

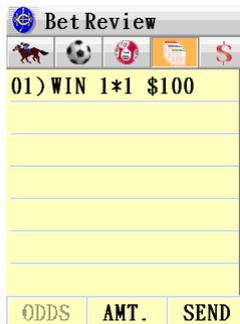
Press 'BACK' to return to the 'Runner Selection Menu'.

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Win, Place, W-P

- a) Minimum of one runner selection is required
- b) Error messages:
INSUFFICIENT SELECTIONS

Bet Entry Complete and Review Input Menu



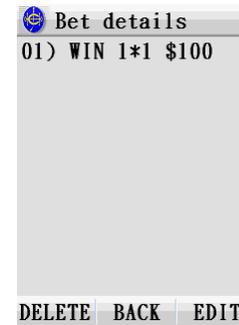
When a bet entry is completed, the user can store the bet in buffer by depressing 'SAVE' button or send the bet out by depressing 'SEND'. When 'SEND' is depressed or selecting 'View' in the main menu, the MangoDeluxe displays the 'Stored Bets Menu' and prompts for the selection of the following:

- REVIEW INPUT
- ENQUIRE BET TOTAL
- GET ODDS
- SEND BETS
- BACK

Note 1: If there is no stored bet in the buffer, the 'ODDS', the 'TOTAL' and the 'SEND' button will be disabled.

Note 2: If there is only one stored bet in the buffer, and if this stored bet is a non Pari-Mutual football bet, the 'Get Odds' button will be enabled; otherwise, it will be disabled.

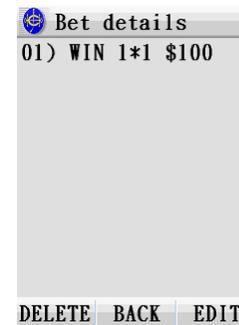
Review Input Dialog Box



This is a local function for users to review the bet entries.

It is done by simply selecting the bet line in the list and the MangoDeluxe displays the full bet line of the selected bet.

Delete Bet Menu



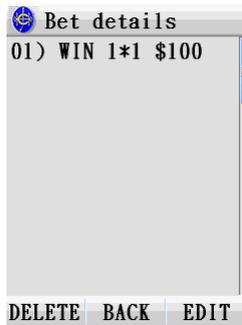
To delete a bet held in the bet buffer, the user selects the review input function to display the bet to be cleared on the dialog box and then depresses the 'Delete' button. After a bet entry is cleared, the remaining bet entries are rearranged.

'Delete' clear the displayed bet

'Back' return to the 'Bet Entry Complete and Review Input Menu'.

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Edit Bet Menu



To edit a bet held in the bet buffer, the user selects the review input function to display the bet to be edited on the dialog box and then depresses the 'EDIT' button. The terminal then brings the user back to the 'Race Selection Menu' of the bet from which he can depresses 'NEXT' to change the details.

'EDIT' to return to 'Race Selection Menu'

'BACK' return to the 'Bet Entry Complete and Review Input Menu'.

Amount Entry Menu



When user clicks on the 'TOTAL' button either on the 'Amount Entry Menu', the system will validate the bet entry. If the amount is absent and it is not a unit bet, the system will pop up an error message of 'Invalid Amount'.

After the bet entry validation, the system will pop up a loading box and wait for the server reply.

The server reply contains the estimated total betting amount for this bet entry.

Send Bets

This is an on-line function which permits the Betting Account holder to send all bet entries stored in the bet buffer to the Account Betting System for processing.

The user inputs the PIN and the MangoDeluxe sends all bet entries in a batch to the system and waits for reply. When the reply is received, the terminal displays the reply and updates the transaction history file accordingly.

The max number of bets allowed to be stored in the bet buffer is limited to 12; however, if any one of bets in bet buffer is a FB, the max number of bets allowed will be reduced to 4.



The PIN is echoed as '*****' on the screen

Touch sensitive keys 0-9 are accepted as PIN

The PIN is validated after 'Enter' is depressed

The input line can only accept 6 digits.

Press 'ESC' or 'Back' to return to 'View Bets Menu'.

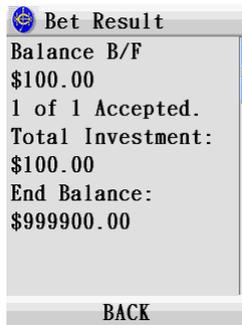
Validation rules:

- PIN must be 6 digits

Error message 'Invalid input' is displayed.

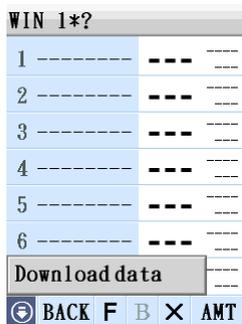
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Bet Reply Menu



When the transaction is completed, the terminal displays the bet reply menu.

Information Retrieval



WIN 1*?			
1 KING C..	3.9	1.4	1.4
2 HAPPY..	6.1	3.1	3.1
3 OPTIC..	5.7	2.2	2.2
4 SILVER..	14	3.2	3.2
5 TELECO..	29	7.7	7.7
6 PERFEC..	5.6	1.9	1.9
7 BLUE S..	8.0	2.4	2.4

Before download After

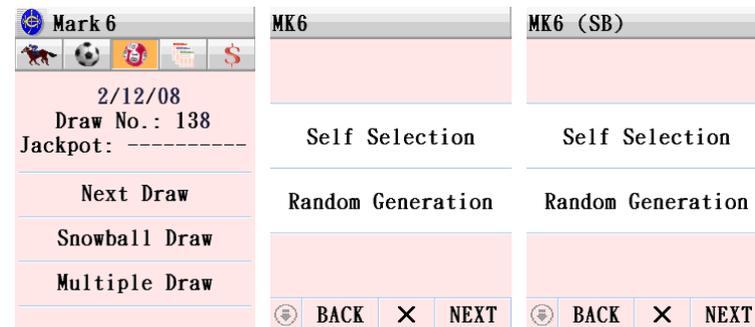
download

If the terminal misses the data broadcast, the corresponding betting screen cannot display the missed information. Under this situation the user can download the missed information by depressing the information icon  on the lower left corner and then clicking 'Download data'.

Lottery

The user can enter the 'Lottery Menu' by clicking on the betting icon  and then selecting the Mark Six icon  on the tab bar in the 'Betting Application Main Menu' of the terminal.

Betting Application Main Menu



The Lottery Main Menu provides 3 different functions: 1) Next Draw, 2) Snowball Draw and 3) Multiple Draw

Firstly, the user has to choose to bet on the next draw, next snowball draw or multiple draw. An indication of Snowball (SB) will be given if the user chooses the Snowball Draw.



Enter the number of draws for multiple draw, an indication of multiple draw will be given if the user chooses the Multiple Draw.

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Random Generation



When use clicks on the 'Random Generation' from the main menu, a dialog box for the number of random numbers will pop up. In the random number selection page, the user can:

1. Click on the 'BACK' to exit the random number selection page;
2. Enter the desired number of random selections;

Click on the 'Enter' button, to pass to selection page

Input Description

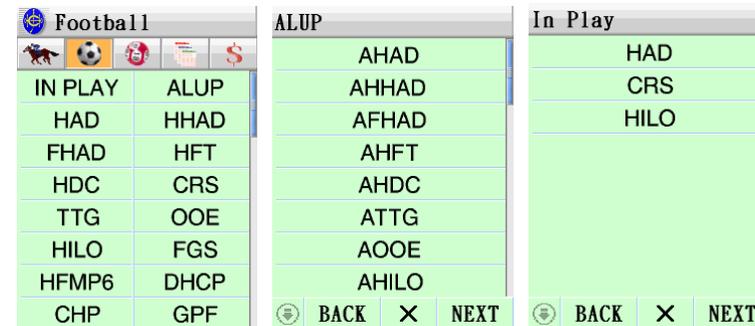


In the Bet Entry Complete page, the user can:

1. Click on the 'BACK' button to cancel the bet entry and exit the program;
2. Click on the 'TOTAL', to ask server for the estimate bet total;
3. Click on the 'SAVE' button to return to the Betting Application Main Menu;

4. Click on the 'SEND', to enter the Bet Entry Complete and Review Input Menu.

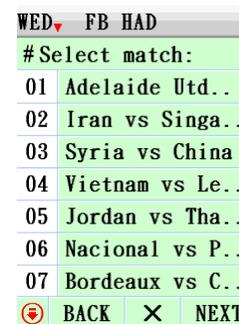
Football Betting



The user can enter the 'Football Bet Type Selection Menu' by clicking on the betting icon 

and then selecting 'Football'  on the tab bar in the 'Betting Application Main Menu' of the terminal.

Schedule Day and Match Number Selection



The user first selects the schedule day using the drop-down selection list on the title bar and then selects the match number. After the match selection, the match number will display next to the schedule day

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Tournament Selection

FB CHP	
# Tournament:	
01	Eng Premier
02	Spanish Divisi..
03	Italian Divisi..
04	German Divisi..
05	French Divisi..
06	
07	UE Champions
	BACK
	NEXT

The user first selects the tournament bet type: CHP, GPF, GPW, TPS, AGPF, AGPW. The tournament menu will be displayed. The user clicks on the tournament number to continue selection.

HAD

FB HAD WED 3*2@2.85	
WED03.Syria vs Ch..	
1 HOME	2.20
X DRAW	3.10
2 AWAY	2.85
	BACK
	AMT

FHAD

..FHAD WED 3*2@3.60	
WED03.Syria vs Ch..	
1 HOME	2.85
X DRAW	2.00
2 AWAY	3.60
	BACK
	AMT

HDC

FB HDC WED 3*1	
WED03.Syria vs Ch..	
1 HOME	1.82 0 / +0.5
2 AWAY	2.03 0 / -0.5
	BACK
	AMT

TTG

..D 3*0@6.50+1@3.80			
WED03.Syria vs Ch..			
0	6.50	4	7.00
1	3.80	5	16.00
2	3.20	6	25.00
3	3.90	7+	40.00
	BACK		AMT

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HFMP6 Self select

FB HFMP6	Leg 1 ..1*(?-?)/..				
	HFMP6 leg 1				
	HALF> 1	X	2		
Quick Pick	1	1-1	X-1	2-1	
Self Select	X	1-X	X-X	2-X	
	2	1-2	X-2	2-2	
⊖ BACK	×	NEXT	⊖ BACK	×	NEXT

HFMP6 Quick Pick

FB HFMP6	..)/(2-2)/(X-X) \$20				
	FB HFMP6 WED 1*(2-X)/(2-1)/(1-1)/(1-2)/(2-2)/(X-X) \$20				
Quick Pick					
Self Select					
⊖ BACK	×	NEXT	⊖ BACK	×	NEXT

CHP

FB CHP 1*?		
01. Eng Premier	Champion	
01	1.72	Manche..
02	4.10	Chelsea
03	40.00	Arsenal
04	3.50	Liverp..
05	9999	Totten..
06	60.00	Aston..
⊖ BACK	×	AMT

GPF

FB GPF 1 ??#?	FB GPF 11*#?				
01. Eng Premier	01. Group 1				
01 Group 1	Win.	1st			
02 Group 2	01	Manchester Un..			
03 Group 3	02	Chelsea			
04 Group 4	03	Arsenal			
05 ---	04	Liverpool			
06 ---	05	Tottenham			
07 ---	06	Aston Villa			
⊖ BACK	×	NEXT	⊖ BACK	×	AMT

GPW

FB GPW 1 ???	FB GPW 11*?				
01. Eng Premier	01. Group 1				
01 Group 1	Winner				
02 Group 2	01	2.25 Manche..			
03 Group 3	02	3.30 Chelsea			
04 Group 4	03	50.00 Arsenal			
05 ---	04	2.65 Liverp..			
06 ---	05	7500 Totten..			
07 ---	06	80.00 Aston..			
⊖ BACK	×	NEXT	⊖ BACK	×	AMT

TPS

FB TPS 1*??	FB TPS 11*?				
	01. Eng Premier				
	Top Scorer				
Player (1)	01	12.00 Cristi..			
	02	12.00 DIMITA..			
Team (2)	03	13.00 WAYNE..			
	04	13.00 CARLOS..			
	05	17.00 NANI			
	06	19.00 RYAN G..			
⊖ BACK	×	NEXT	⊖ BACK	×	AMT

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Allup selection (schedule day/match number selection)

FB ALUP		FB ALUP 3x?		MON	FB ALUP 3x7/		
2 Matches	6 Matches	3 x 1			#Select leg 1:		
		3 x 3		01	Oman vs Indon..		
3 Matches	7 Matches	3 x 4		02	Kaiserslauter..		
		3 x 6		03	Yeovil vs Lei..		
4 Matches	8 Matches	3 x 7		04	Liverpool vs..		
				05	---		
5 Matches				06	---		
				07	---		
⊖	BACK	×	NEXT	⊖	BACK	×	NEXT

Leg 1 ..HAD MON 2*?			
MON02.Kaiserslaut..			
1 HOME	4.50		
X DRAW	4.10		
2 AWAY	1.52		
⊖	BACK	×	NEXT

AHAD, AFHAD, AHDC, AHHAD, ATTG, ACRS, AHFT, AHILo, AOOE, AFGS bet selection follows the All-up selection (schedule day/match number selection).

Step 1: Select the number of matches.

Step 2: Select the All-up formulae

Step 3: Select the next leg schedule day and match number. The previous selected match cannot be chosen again.

Step 4: Select the HAD combination

Repeat step 3 and step 4 until all the legs have been selected. Then the user can click the 'AMT' button to go to the Amount entry menu

Allup selection (tournament selection)

FB ALUP		FB ALUP 3x?		Leg 1 ..GPF 1 ?*?#?			
2 Matches	6 Matches	3 x 1		01. Eng Premier			
		3 x 3		01	Group 1		
3 Matches	7 Matches	3 x 4		02	Group 2		
		3 x 6		03	Group 3		
4 Matches	8 Matches	3 x 7		04	Group 4		
				05	---		
5 Matches				06	---		
				07	---		
⊖	BACK	×	NEXT	⊖	BACK	×	NEXT

Leg 1 ../GPF 11*?#?		Leg 2 ..GPF 1 ?*?#?					
01. Group 1		01. Eng Premier					
Win.	1st	01	Group 1				
01	Manchester Un..	02	Group 2				
02	Chelsea	03	Group 3				
03	Arsenal	04	Group 4				
04	Liverpool	05	---				
05	Tottenham	06	---				
06	Aston Villa	07	---				
⊖	BACK	×	NEXT	⊖	BACK	×	NEXT

AGPF and AGPW bet selection follows the All-up selection (tournament selection).

Step 1: Select the number of matches.

Step 2: Select the All-up formulae

Step 3: Select the group number.

Step 4: Select the GPF combination

Step 5: Select the next leg group number. The previous selected group cannot be chosen again.

Repeat step 3 and step 4 until all the legs have been selected. Then the user can click the 'AMT' button to go to the Amount entry menu

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Allup cross pools selection (schedule day/match number selection)

FB ALUP		FB ALUP 3x?		Leg 1 FB ALUP 3x7/	
2 Matches	6 Matches	3 x 1		HAD	
		3 x 3		HHAD	
3 Matches	7 Matches	3 x 4		FHAD	
		3 x 6		HDC	
4 Matches	8 Matches	3 x 7		HILO	
5 Matches					
⊖ BACK	×	NEXT	⊖ BACK	×	NEXT

MON ▾ FB ALUP 3x7/	Leg 1 ..HAD MON 2*?	Leg 2 ..ON 2*2@1.52
#Select leg 1:	MON02.Kaiserslaut..	HAD
01 Oman vs Indon..		HHAD
02 Kaiserslauter..	1 HOME 4.50	FHAD
03 Yeovil vs Lei..	X DRAW 4.10	HDC
04 Liverpool vs..		HILO
05 ---		
06 ---	2 AWAY 1.52	
07 ---		
⊖ BACK	×	NEXT

MON ▾ ..MON 2*2@1.52		
#Select leg 2:		
01 Oman vs Indon..		
02 Kaiserslauter..		
03 Yeovil vs Lei..		
04 Liverpool vs..		
05 ---		
06 ---		
07 ---		
⊖ BACK	×	NEXT

Step 1: Select the number of matches.

Step 2: Select the All-up formulae

Step 3: Select the bet type for first leg

Step 4: Select the first leg schedule day and match number.

Step 5: Select the HAD combination

Step 6: Select the bet type for next leg

Step 7: Select the next leg schedule day and match number. The previous selected match cannot be chosen again.

In-Play Bet

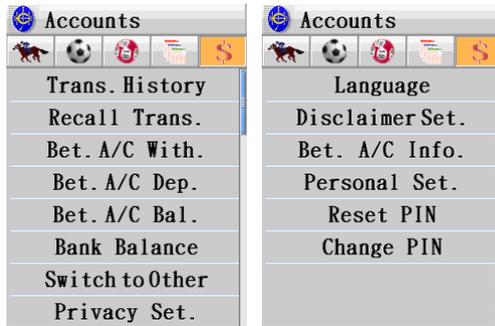
In Play		
HAD		
HHAD		
HFT		
CRS		
HILO		
SPC		
⊖ BACK	×	NEXT

Select In-Play and available bet types. The updated odds will be inserted into the bet string. If odds are not available, an error message will be displayed, 'Odds outdated, please get updated odds and send the bet again'

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Accounts and Other Functions

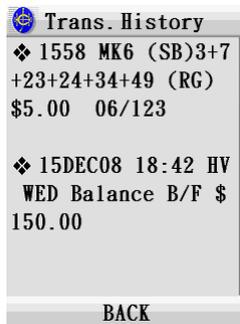
Accounts Menu



To select a function, the user depresses the button of the function name. The menu for the function is displayed for further input.

Transaction History

Input Description

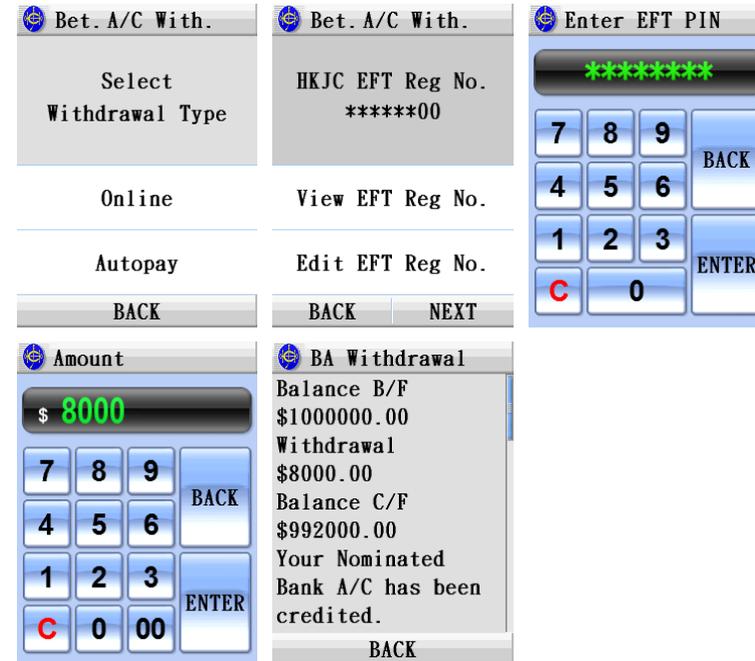


When this function is selected, the system retrieves the transactions from the history buffer and displays ascending order. In the 'Transaction History' page, the user can:

1. Click on 'BACK' to exit the program;
2. Scroll up and down through the records by dragging the scroll bar or by using the upward/downward arrows.

Betting Account Withdrawal

Input Description



1. Select 'Autopay' or 'Online' withdrawal
2. EFT PIN Input
3. Amount Entry
4. Ask User for PIN.
5. Request sent and waits for server reply.
6. Reply received.

If the withdrawal transaction is handled via autopay, the system displays 'YOUR NOMINATED BANK A/C WILL BE CREDITED VIA AUTOPAY' as the last segment of the result.

If the withdrawal transaction is handled on-line, the system displays 'YOUR NOMINATED BANK A/C HAS BEEN CREDITED' as the last segment of the result.

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In the 'Betting A/C withdrawal result' page, the user can:

Click on 'BACK' to exit the program.

Betting Account Deposit



In the 'Betting A/C deposit result' page, the user can:

Click on 'BACK' to exit the program.

Bank Balance



1. EFT PIN input
Refer to Betting Account withdrawal
2. PIN input
Refer to send bets

3. Request sent and wait for server reply

4. Reply received

Privacy Setting

Privacy selection menu



The privacy key is echoed as '****' on the top line

Touch sensitive keys 0-9 are accepted as privacy key

The input line can only accept 3 digits.

The privacy key is validated after 'ENTER' is depressed

Validation rules:

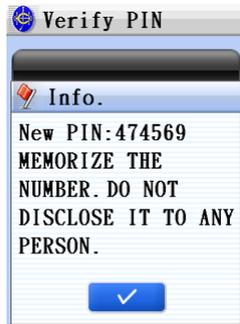
- Must be 3 digits
Error message 'Invalid Privacy Key' is prompted up when privacy key error

After the input of the privacy key, the terminal returns to displays the function menu and continues normal operation.

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Change PIN

New PIN Display Menu



PIN Verification Menu



The PIN is echoed as '*****' on the top line

Touch sensitive keys 0-9 are accepted as PIN

The input line can only accept 6 digits.

The PIN is validated after 'ENTER' is depressed

Validation rules:

- PIN must be 6 digits
- PIN matches displayed PIN

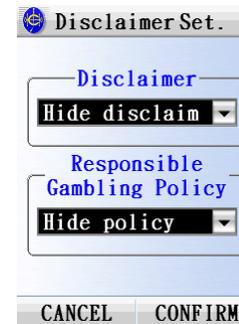
Error message 'Pin Generation Fail' is prompted up when validation fail

Language



Language Selection

Disclaimer Setting



Disclaimer and Responsible Gambling Policy message

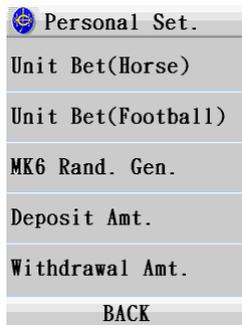
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Betting A/C Information



Use this function to view the active TB account that is in use, the CIT number of the terminal and the software version

Personal Setting



Use this function to set default values for unit bet amount (horse and football), Mark 6 random generation numbers and entries, deposit and withdrawal amount.

END