THE GLOBAL STANDARD OF SCORING SYSTEMS

QUBICA® WORLDWIDE

PROGRAM X™

STRENGTH AND SECURITY

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BOWLAND SCORING SOLUTIONS

The Only Standard To Follow

The industry standard when it comes to advanced scoring solutions. **BOWLAND** is more than a scorer, it's and extravagant adventure into action packed animations and electrifying excitement.

A countless amount of features, options and hardware enable **BOWLAND** to be customized to suit your site and budget. From monitor sizes to console models, from **LCD** touch screen interfaces to infrared communications, there's sure to be a solution that's just right for you.

From the reliability point of view, there is no better than **BOWLAND**. Engineered to last and based on dedicated purpose built hardware, **BOWLAND** has stood the test of time offering frame-after-frame carefree dependability in over **30,000 lanes worldwide**.

Being a product member of the **PROGRAM X** evolution, **BOWLAND** is a sophisticated business building entertainment tool. From the investment point of view, **BOWLAND** is the wise choice as it always offers future possibilities to upgrade to our industry first "Bowler Entertainment System" retaining a significant portion of the **BOWLAND** hardware.

BOWLAND, Proven Performance

BOWLAND®
SCORING SYSTEM

HARD SOLUTIONS

CREATIVE CUSTOMER CONNECTIONS

Connected to the Bowland Scoring System is a choice of elegantly contoured consoles. Within this collection there's sure to be one to meet your design or budget requirements. Each model is absolutely robust and all feature:

- Rugged, sealed long life G.I.D. keypads
- Rigid steel risers
- Optional console to desk intercom
- Available in optional designer colors

The Bowland Scoring System offers an extensive range of console solutions from our basic one-keypad-per-pair all the way up to our latest LCD touch consoles. Each model designed with you and your customers in mind.

Fly Console

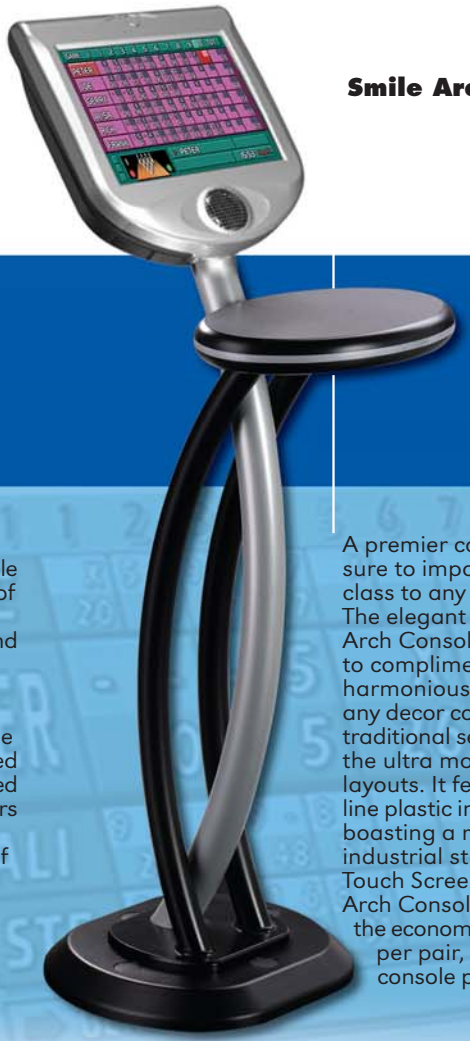
The latest addition to the stylish Bowland console line. The FLY is full of voluptuous curves creating an interesting designer piece in your player's area.
The FLY features ultra modern oval GLOW keypads and a dedicated area for installation of our optional intercom system.

Axe Micro Console

This micro version, full functioned keypad allows for unlimited installation positions. Mounted on a sturdy gooseneck steel support the AXE console can be installed on any piece of the Quest Collection. Alternatively you could install the AXE Console onto any existing furniture piece within your center.

Micro Console

MICRO, this specially designed compact console is an attractive feature of the Bowland Scoring System. Sleek, slender and stylish without a big hungry footprint consuming your space sensitive settee area. The MICRO model is designed to have one keypad shared between the pair, bowlers simply press the lane they're on and control of the keypad is theirs.



Smile Arch

A premier console solution sure to impose a touch of class to any settee solution. The elegant contours of the Arch Console were created to compliment and harmoniously exist within any decor concept, from the traditional settee settings to the ultra modern high-tech layouts. It features a slim-line plastic injected housing, boasting a robust 12.1" TFT industrial strength LCD Touch Screen display, The Arch Console is available in the economical one console per pair, or the one console per lane models.

Smile Touch Screen Console

As with its big brother this fully functional LCD Touch console was designed for the most modern of settee layouts. This designer series unit is installable on any table within your player's area providing a very slim low profile and unobstructed player viewing area.

HARD SOLUTIONS

CREATIVE CUSTOMER CONNECTIONS

Customize your center's visual appearance with our multi-configurable Monitors.
Display them in singles centered above each lane, traditional twins or the MAXI-TRIPLE. All configurations are available in the 28", 34",38" or the BIG BEAUTIFUL PLASMA 42" models.

G.I.D. Keypads

Rugged long-life keypads with user-friendly operation printed in GLOW-IN-THE-DARK colors producing a stunning result in any illuminated environment.

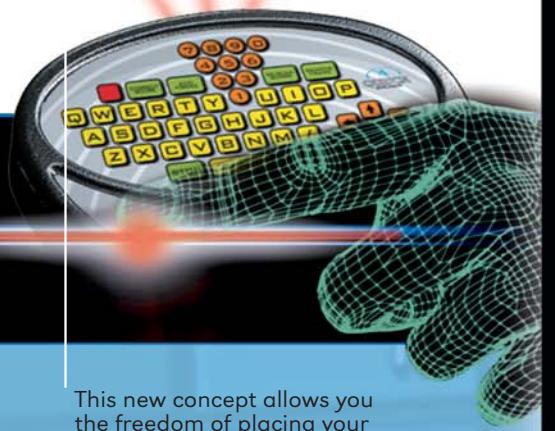
Infrared Monitor AdjusTMent

Gone are the problems associated with continual monitor adjustments.
Use the hand-held infrared control pad and simply make desired changes to the output of score-grid or TV modes.
Only one control pad is needed for your entire center as you select which monitor you wish to adjust and follow the user friendly on-screen menu.

Integrated Intercom

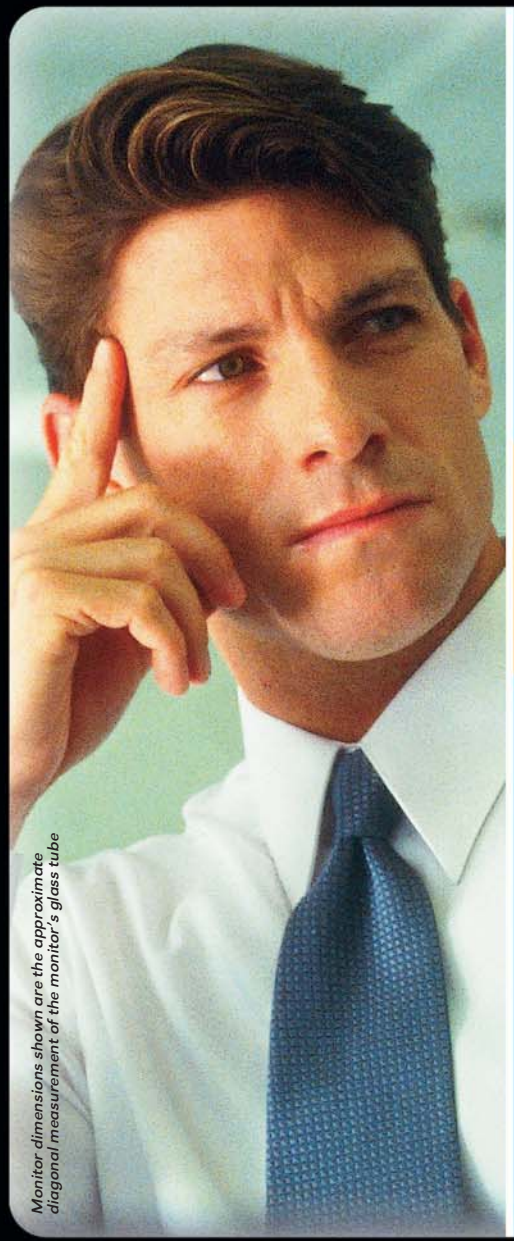
Optional integrated intercom system provides communication between Desk, Scorer Console, Mechanic and Café-Lounge.
This unobtrusive system is fully integrated into the keypad of the scorer console minimizing the need of additional cables.
Calling locations from the console are software controlled by the front desk preventing possible customer misuse.

Wireless Keypads



This new concept allows you the freedom of placing your player consoles anywhere in your player's area, in fact anywhere in your center.
There are no cable connections to the keypad required; this means no trenches, no conduits and most of all "NO LIMITATIONS".

Wireless keypads are easily installed into all models of the Bowland Scoring System and are self-powered by regular "AA" off the shelf batteries. (Estimated Battery life up to 3 years)



Monitor dimensions shown are the approximate diagonal measurement of the monitor's glass tube

CUSTOMIZE YOUR CENTER

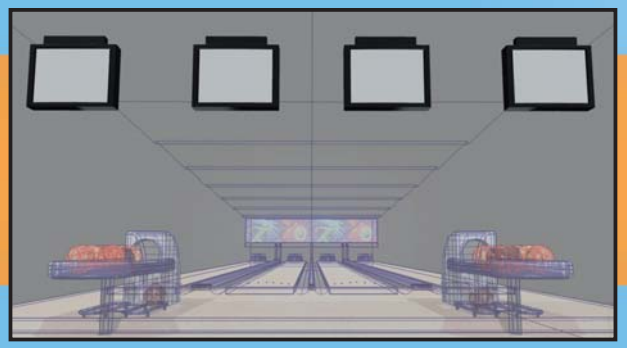
FREEDOM OF CHOICE

The Bowland Scoring System features unlimited customization with its hardware solutions. You have the freedom to choose your desired monitors and any of the console models that best suits your budget and décor requirements.

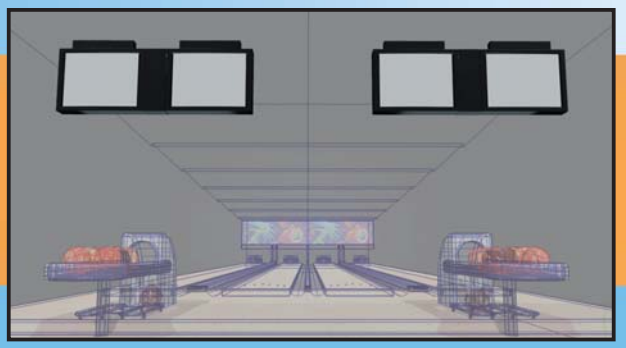
Overhead Monitors

Bowland Scoring System EYES

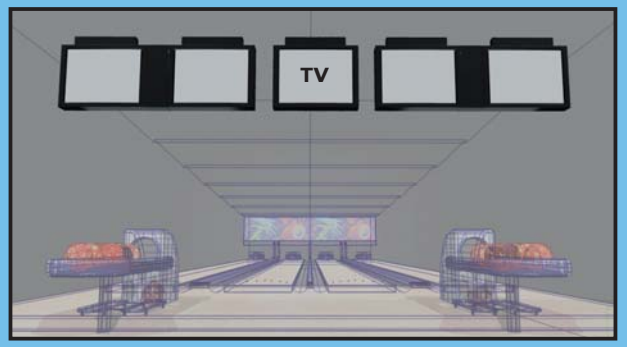
The Bowland Scoring System is available with numerous overhead monitor solutions 28", 34",38" or our BIG PLASMA 42" versions. Once you have selected your size you can choose how to rig them up. The following table demonstrates a few of the more popular overhead solutions*.



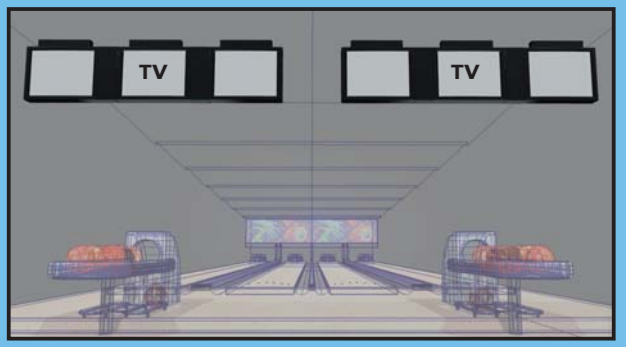
SLEEK SINGLE: A modern solution where the monitor is independently installed centrally above each lane.



TRADITIONAL TWINS: A traditional installation mode with the 2 monitors being linked together and installed centrally above the ball return unit.



TWIN-TRIPLE COMBO: A cost effective way of providing a dedicated monitor for TV display. In this case we see 4 lanes sharing one monitor for TV.



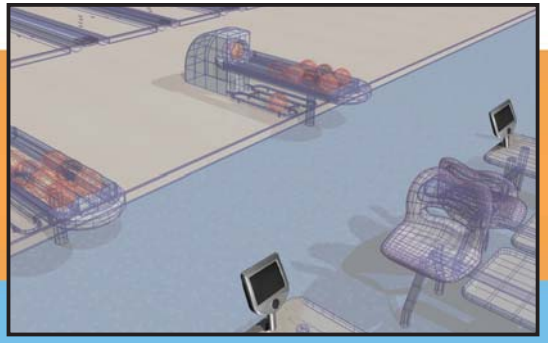
TRIPLETS: A premium solution where 3 monitors with your choice of size are installed per pair of lanes with the central unit being dedicated to TV.

Bowland Consoles

Creative Customer Connections

No matter the size or design of your settee area we're sure there's a console model available to not only suit, but enhance your center.

SMILE ARCH: Our premium top of the range LCD touch screen console available as one console per lane or one servicing the pair of lanes.



SMILE TABLE: A stylish variation of the floor-mounted model featuring the installation flexibility and benefits of all table mounted versions.

MICRO FLOOR: A sleek single console servicing two lanes from the one keypad, alternatively you can install two consoles per pair creating a private player area.

MICRO TABLE: Our micro designer version for table mounted solutions.

No Consoles At All

A Cost Effective Console Solution

The Bowland Scoring System is equally apt at operating without any scoring console at all. A cost effective full-service solution for smaller centers with all console functions being performed from the front desk

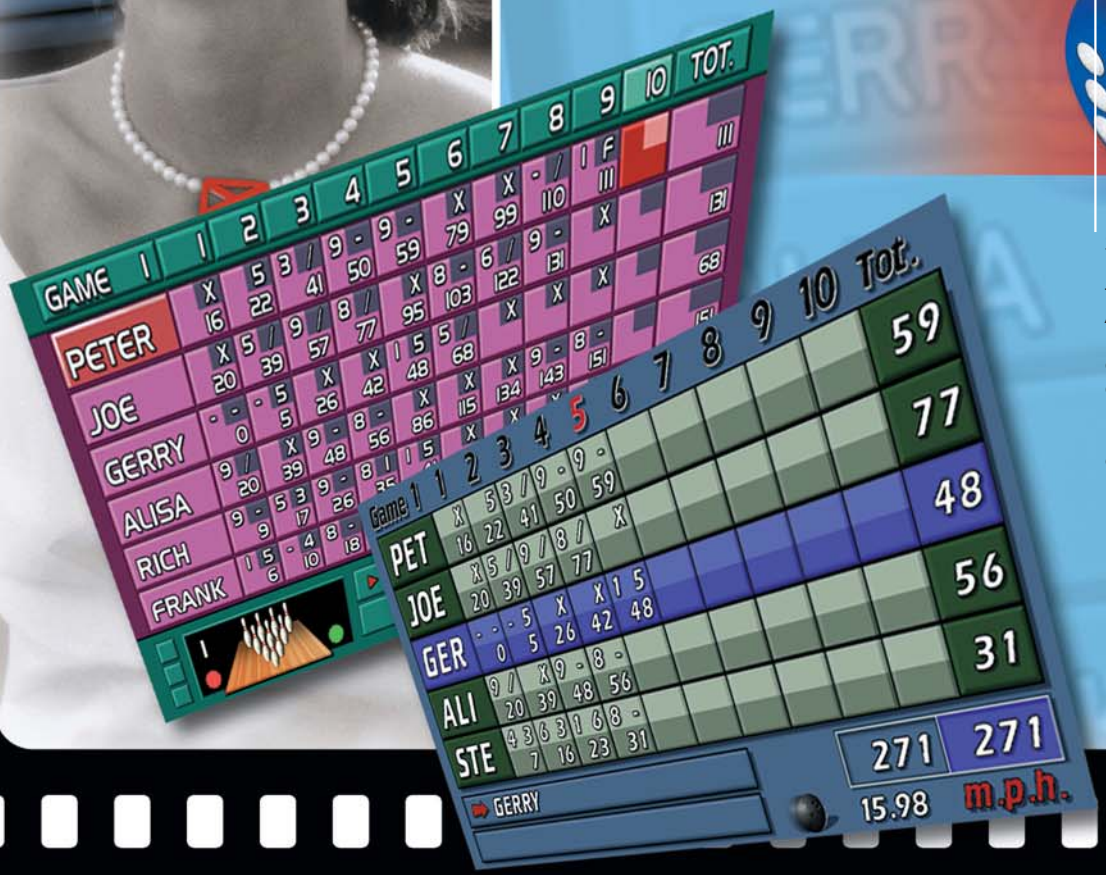
FLY: Ultra modern approach to player comfort and aesthetic settee area appeal.

MICRO AXE: A conventional micro keypad solution well suited to installation in conjunction with the Hercules Ball Rack / Players Console.

BOWLAND GAME GRIDS

THE ALL NEW STANDARD IN VISUAL LANE EXCITEMENT

The stylishly vibrant colors, shapes and impact of Bowland game grids will add continual excitement to your center. These explosive modes of display are programmable by time or game type. This translates into freedom of scoring grid choice for you and your customers.



6 Game Grids

Suited for open, league or tournament play. All grids feature 12 player capacity and current player magnified and highlighted for easy legibility.

Bowler Ball Speed

Accurate ball speed display. Displays in current and/or previous speed in MPH or KPH for player consistency comparison.

Message Motion

Scroll your in-center welcome, advertisements and announcements with this impacting feature.

5 Frame Mode

For greater size and clarity of player information select ZOOM-5 frame mode.

Player Help

Separate League and open play help modes eliminate confusion during use.

6 Sparefinder

Six models come standard with the Bowland system. Each in 32000 color true vision realism.

BOWLAND GAME GRIDS

THE ALL NEW STANDARD IN VISUAL LANE EXCITEMENT

League, Switch Screens

Follows team movements with monitor grids which move from lane to lane. Forget about those confusing blinking arrows indicating what lane to bowl on next.

Bowler Alerts

On-screen animated alerts to inform player of current pinsetter status. Very helpful during automatic system controlled 10th frame reset. “AKA the sweep saver”.

Operating Languages

Multiple operating languages selectable lane by lane or total system. Built-in operating languages: English, Chinese, Spanish, Italian, Taiwanese, French, Portuguese, German, Dutch, Swedish, Norwegian, Danish, Finnish and more on the way.

Grid Painting

Shade and color all segments of all grids. Each grid comes standard with 2 factory set shade defaults. Self customization is easy, fun and rewarding from the CONQUEROR™ front desk.

Historic High Game Memory

A super recognition feature to store the historical highs for each lane.
Male and female categories displayed randomly in off lane mode.

Console Ordering*

Increase sales and player comfort.
Send menu to lanes and take orders, all electronically.
Customer can easily glide through your custom menu via the console keypad.

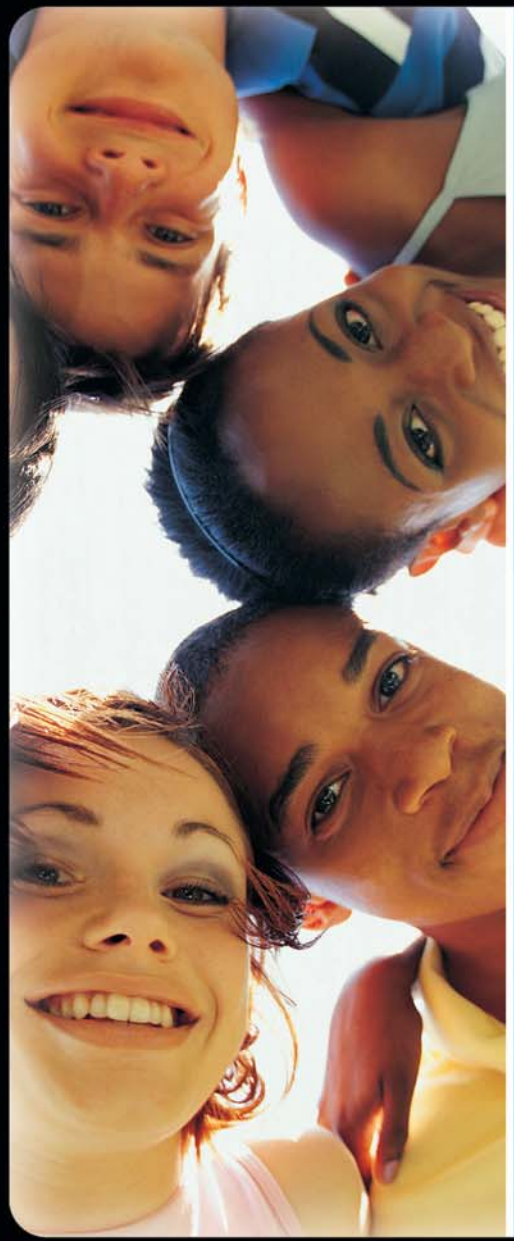
32.000 Color True Realism

Luxurious depth in images is achieved by the utilization of 32000 color true vision technology.

TV. VCR. VCD. Compatibility

All popular standards supported:
NTSC, PAL & SECAM.
Full image control and adjustment via the TV module of the CONQUEROR™ front desk.

*Options



ALTERNATIVE GAMES

ALTERNATIVE BUSINESS

Bowland Scoring System primary focus is linage-building alternative games.

SLOT MACHINE:
Random or target shot pins

TIC TAC TOE:
Bowler vs computer.

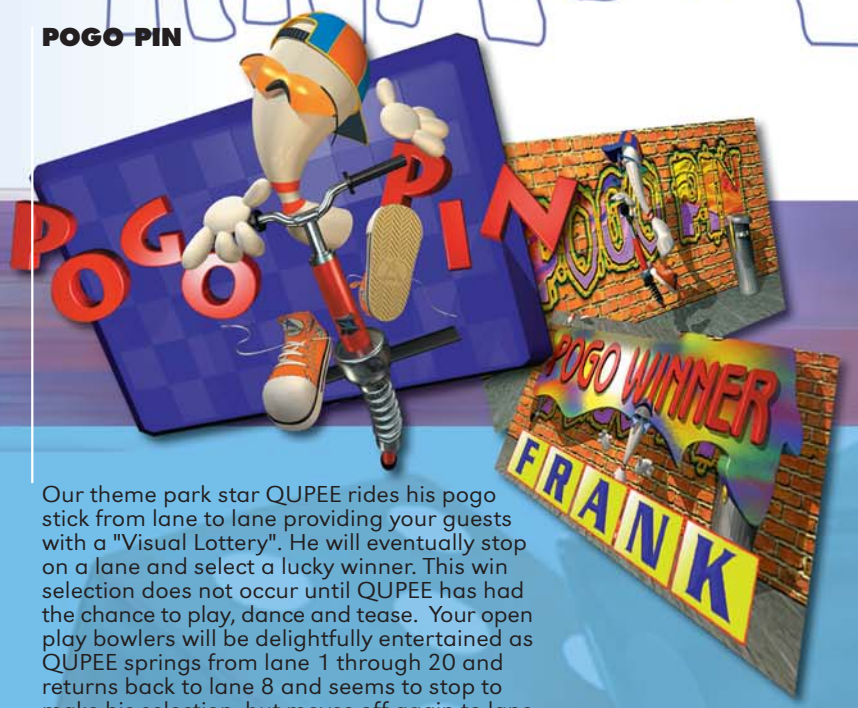
QUBES:
Interactive dice game.

POGO PIN:
QUPEE's visual lottery that plays along with your customers lane to lane.

All of these games are designed with open, league and tournament play in mind.
All feature elements of skill and random addictive styling.

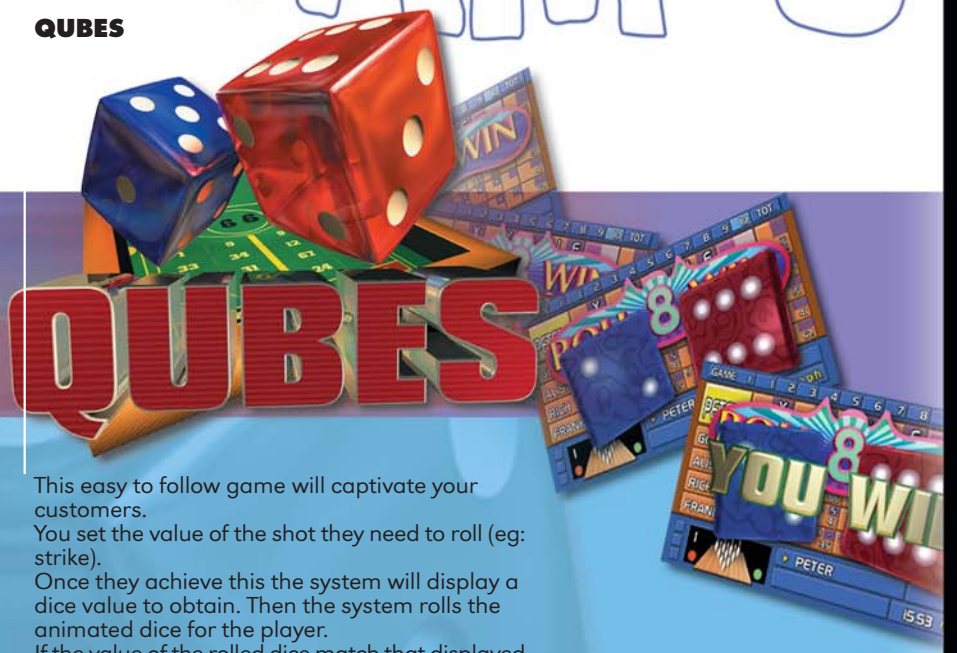
TERNATIVE GAMES

POGO PIN



Our theme park star QUPEE rides his pogo stick from lane to lane providing your guests with a "Visual Lottery". He will eventually stop on a lane and select a lucky winner. This win selection does not occur until QUPEE has had the chance to play, dance and tease. Your open play bowlers will be delightfully entertained as QUPEE springs from lane 1 through 20 and returns back to lane 8 and seems to stop to make his selection, but moves off again to lane 4. Simultaneously the BOWLAND® sound system is following him off into the distance with realistic diminishing sound. This game is a fantastic open play customer retention unit. It is completely random and has no connection to the bowler's ability. We guarantee POGO PIN will promote return visits.

QUBES



This easy to follow game will captivate your customers.
You set the value of the shot they need to roll (eg: strike).
Once they achieve this the system will display a dice value to obtain. Then the system rolls the animated dice for the player.
If the value of the rolled dice match that displayed by the system then the player wins. Each time the player wins, a point gets added to his cumulative win point counter. Meanwhile, on screen, an eyecatching YOU WIN is displayed for player congratulations. Also roll out the big prizes utilizing the WILD WINNER feature of QUBES.

Sound excitor package comes standard with Bowland.

ALTERNATIVE GAMES

PAYOUT CONTROL*

In the Bowland Alternative Games Package the payout ratio can be system controlled. You can specify what the player needs to roll to get a spin, and dictate how many games should be bowled before a winning sequence is given. Some of the Bowland Alternative Games Package are fitted with WILD WINNER sequences which are fantastic. You can have big in-center prizes to be paid out with total peace of mind. The system will control when "your" target of bowled games has been reached ... then PAYOUT time.
These WILD WINNER sequences could span hours, days or weeks. You'll have total game versus payout ratio control to insure profitable in-center promotions.

* In some regions local law and gaming regulations may prohibit non-random payouts in unlicensed premises. In this situation the Bowland Alternative Games Package can be set with full random payouts only.

SLOT MACHINE

This casino favorite on every lane. There are many spinning sequences of which 5 pay out. For instance, if your customer bowls the right shot, say a strike... then QUPEE will appear tossing the gold coin, pull the lever and then the slots spin... sometimes they win. This 3-D gold plated slot machine will be the talk of your center's fun and league alternative nights. You can pay the winners on the spot or they can accumulate winning points to be paid out at the end. In addition there is the Megabucks component to slots. The long term, large prize WILD WINNER game.

TIC TAC TOE

Your customers battle against the computer. This timeless game is interactive and aggressive and will take your customers back to their youth. Once the bowler has rolled the right value ball (which you select) the fully animated Tic Tac Toe board appears and the bowler's mark "O" is inserted. If the bowler achieves less than the preset talent target then the computer gets to put a mark "X" in for itself. They battle each other with the possibility of experiencing up to 4 games of Tic Tac Toe during one game of tenpin. Each time the bowler wins a game a point is added to their cumulative Tic Tac Toe win point total. You could have on-the-spot payouts or challenges for overall win point totals.

Attractive
Advertising...
Attracts
Attendance

PROMOTIONAL

SALES TOOLS WITH STYLE

Standard with your Qubica system comes very stylish promotional posters. We produce a selection of high quality full color posters to entice your customer's eye.
These have been designed leaving you the freedom of inserting your own information of Payout, Entry Fee and Event time.
We are sure you will find these very useful in lifting that "Saturday night slump".
Additional supplies of all marketing material are available from your nearest Qubica dealer.

BOWLAND ANIMATION PACKAGE

ANIMATION SENSATION

Blast them with the life of Bowland Animation Package, an evolving concept in animated bowling effects. Attached to each animation is SOUND excitement which gives them their living 3rd dimension and life. We cover all bowled sequences with gigantic and extravagant realism. Colors, shadowing and the brilliance of Bowland Animation Package is unmatched by any other.

Welcome

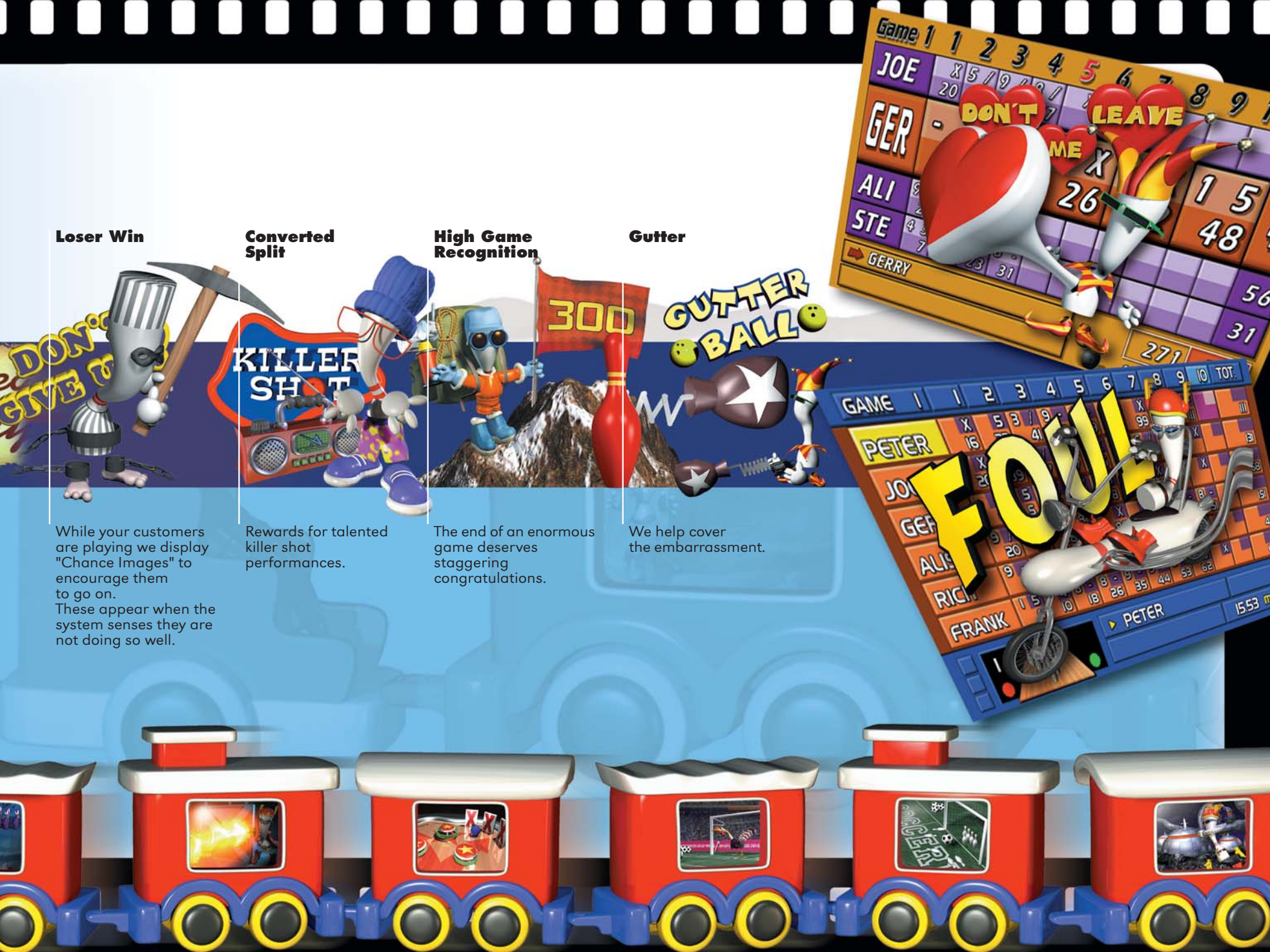
New innovation to welcome your guests on their arrival to their lane. A visual welcoming which is that extra touch.

Slow Bowling

When the system senses inactivity we burst these animations to arouse their attention back to the lane.

Please Stay

When your customer's game is over we extend these subliminal pleas to instigate repeat games.



Loser Win

While your customers are playing we display "Chance Images" to encourage them to go on.
These appear when the system senses they are not doing so well.

Converted Split

Rewards for talented killer shot performances.

High Game Recognition

The end of an enormous game deserves staggering congratulations.

Gutter

We help cover the embarrassment.

BOWLAND ANIMATION PACKAGE

ANIMATION SENSATION

Junior Rewards

A new concept to amaze your youngsters. Enter them as a junior and we acknowledge and praise them for pinfall starting at 1.

Splits

To smooth the disappointment of evasive success.

Foul

For the unfortunate mishap.

Strikes

These realistic animated events will lift your crowd's mood. This lavish content of dazzling delights will keep them on the emotional high road from strike to strike.

Spares

These thrilling splashes of vivid brilliance for achieving the close.

BOWLAND BIRTHDAY PARTIES

BOOSTED PARTY PLEASURE

The Bowland Birthday Party Package features an industry unique selection of sequenced birthday animations.
The party pleasure commences at the front desk upon highlighting who the birthday child is and taking his picture using the Conqueror™ Q-CAM.
On walk-down to the lane the system displays a warm animated happy birthday welcoming for the group to enjoy which includes the child name.

Bowland Birthday Party Characters

Exclusive to the Bowland Birthday package is the story of Qupee and his friends acting-out a (10) frame drama. This story is based on Qupee's own Birthday party including his party playmates Robby Rabbit, Tony Turkey and Rino Rhinoceros. This pantomime sequence will captivate the attention of your junior guests as Qupee and friends go through the birthday party playing, eating and present giving motions.

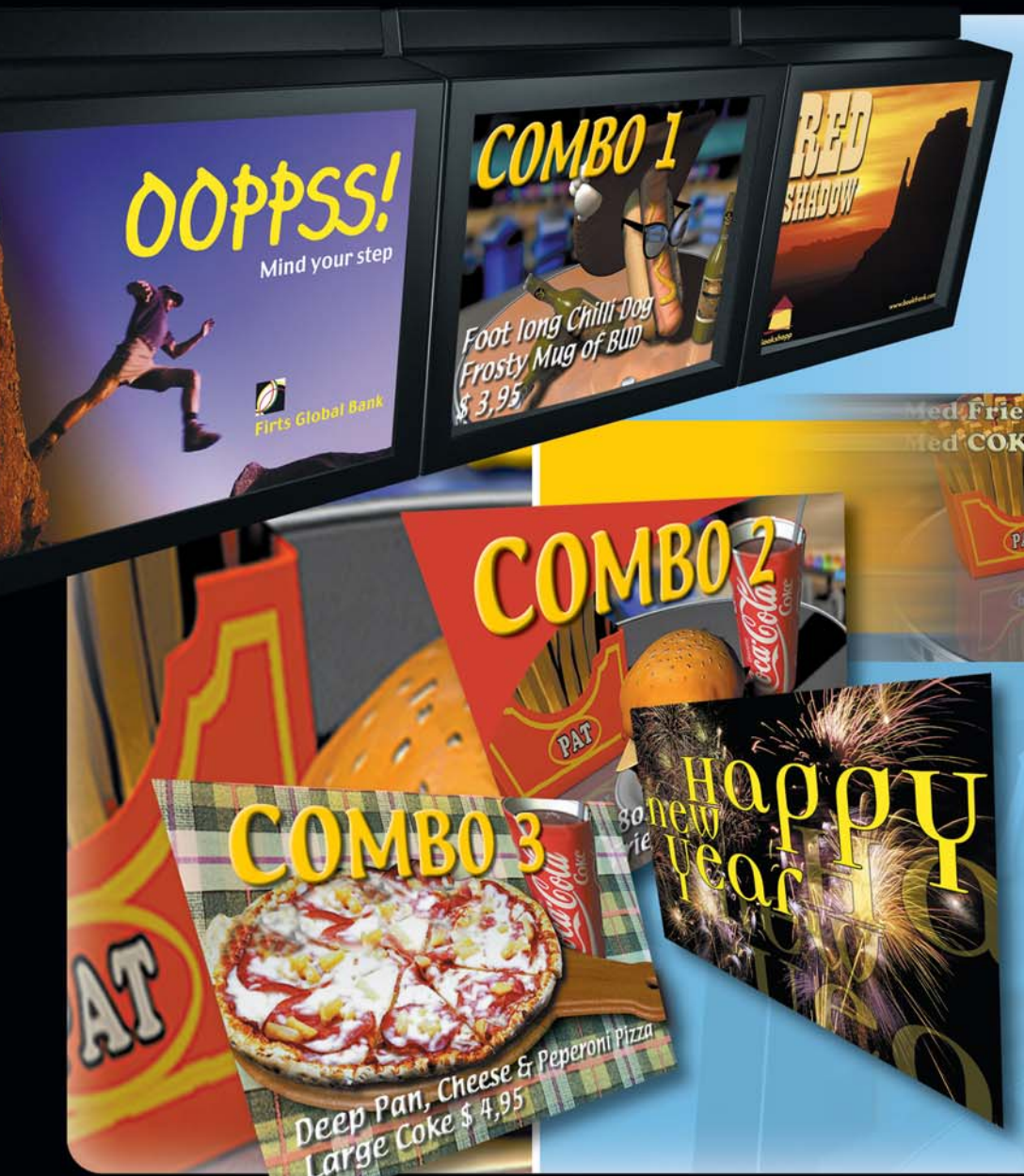
During the game, after each first ball the birthday child bowls, the system will display one of ten sequences of Qupee and friends animated story. On each second ball rolled the child will see his photo previously taken at the Conqueror™ front desk and a pleasing "happy birthday carol" all coupled with the ever green happy birthday jingle. Bowland birthday package will give that extra touch to your junior party program.

CANADIAN 5-PIN

FIVE PIN ACTION

A recent addition to the line, Canadian Five Pin animations. Richly produced images directly suited to 5 pin action. Strike, spare, split, left, right, aces, chop off and head pin animation are all covered. In addition Qubica scoring can also be installed in duck pin (two or three balls) or candle pin houses.

ON LANE PROMOTIONS



Merchandising

During play advertisements to increase sales. Pop up on-screen clips of goods and services available to your customers. Imagine what your customers would do if they saw a delicious image of a coke and a hot dog pop up for 2 seconds during their game. Additionally, you can create your own graphic clips to promote sales of your products. Alternatively you could rent these spaces to external vendors.

Promotional Images

Also included with your purchase is a host of fantastic generic images.
Use these during lane off time to set the mood or advertise a subtle message.

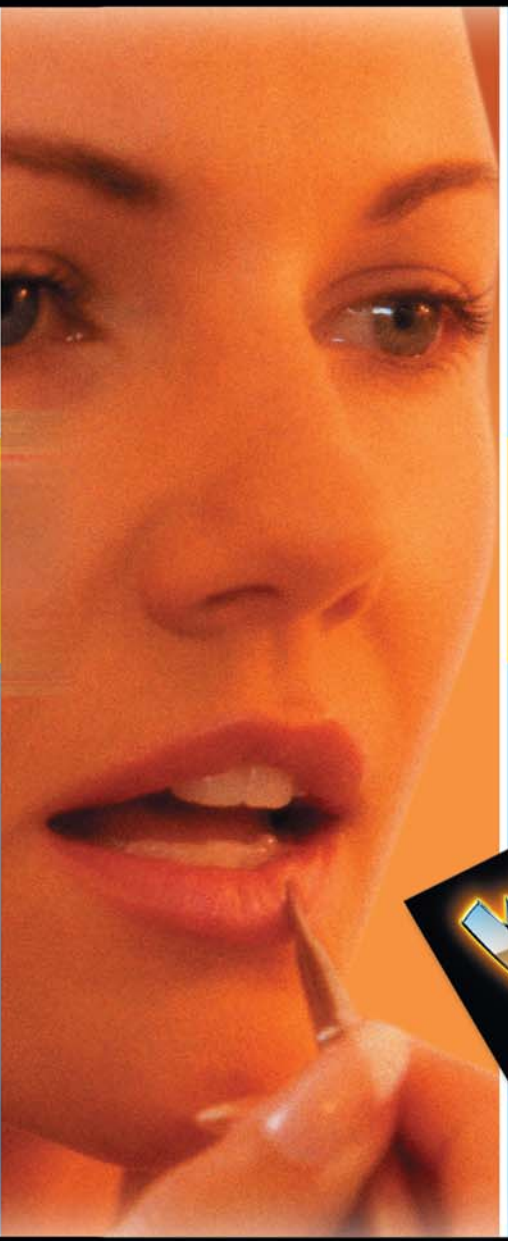
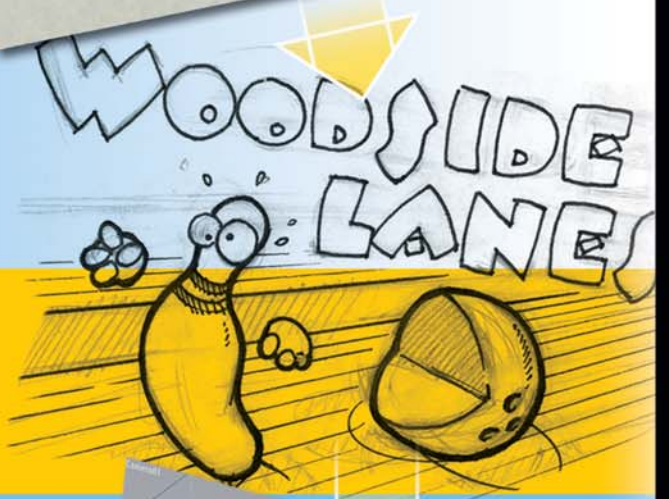


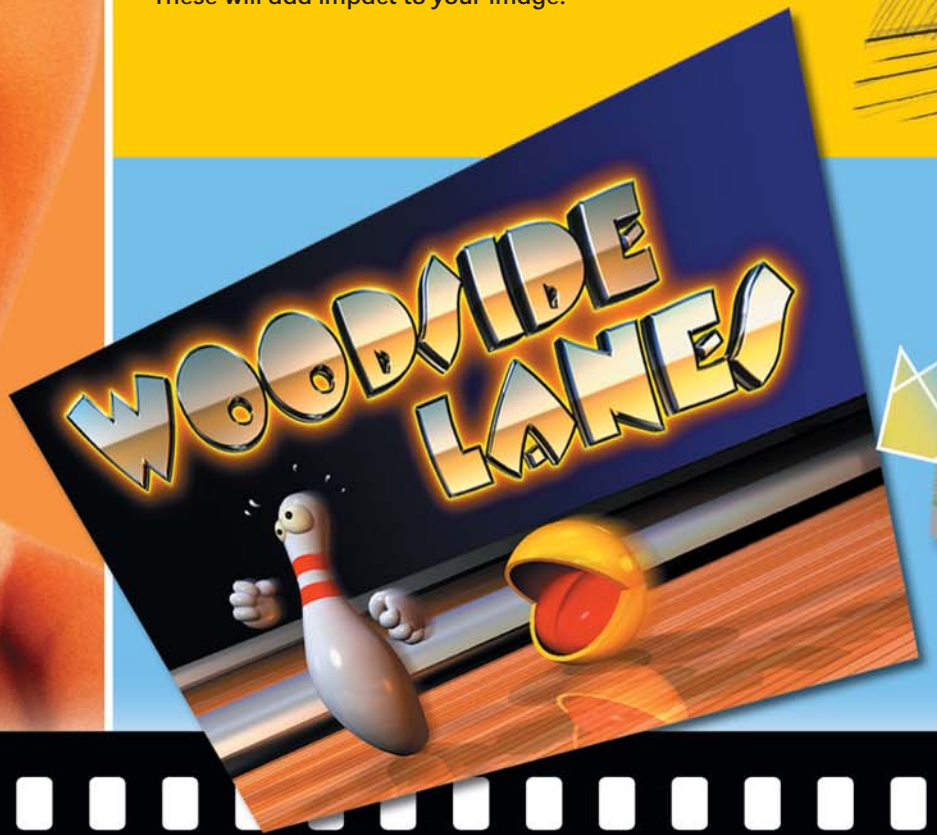
IMAGE MAKER

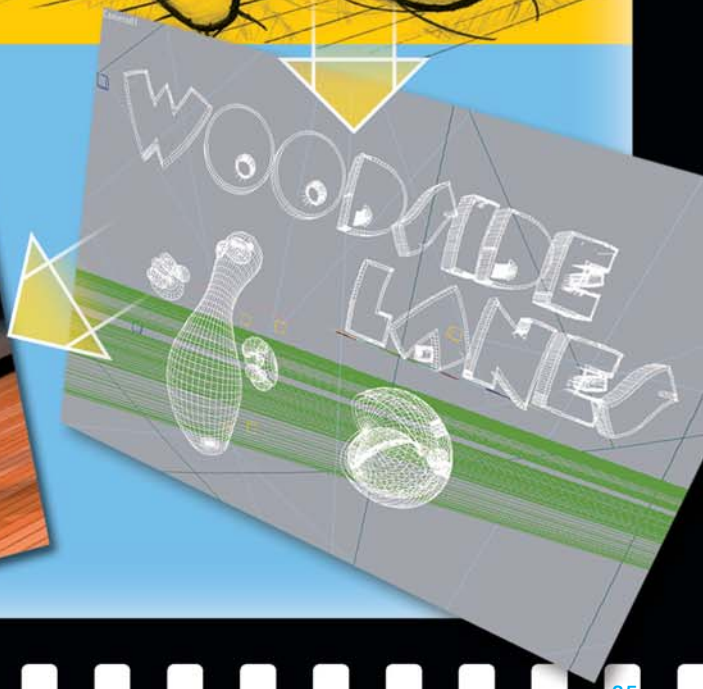
IMAGE MAKING MADE EASY

Standard with your Bowland Scoring System comes personalized Image maker screens. You give us a sample of your logo and our graphic team goes to work.
First the artist impression is made, then to 3-D wire forming within our advanced image creation software.

Finally the fantastic 3-D color-filled logo. These will add impact to your image.







QUBICARDS

FUN OF CARDS

The Bowland Scoring System comes standard with two animated 3-D bowling card games for your customers to enjoy. Both Poker Bowling and Lucky Draw games will add more thrill and enthusiasm to your customer's playing experience.

Poker Bowling

As they play they are dealt a card from the random deck. They continually try to build their best hand, and compete against other players on the same pair of lanes. When the game ends the system calculates the best hand and displays the winner.
All picture cards are eccentrically animated and when attached to the optional sound excitor these cards actually speak!

Lucky Draw

A must for open play or league fun nights.
Selected from the front desk are the cards you decide will be lucky cards.
If they bowl the right value ball they get dealt a card, and if they're lucky they will be dealt a winning one.
You control skill level and lucky card selection all from the Conqueror™ front desk. Great for on-lane, on-the-spot prize payout.

Sound excitor package comes standard with Bowland.

CLASSIC GAMES

CLASSICAL ENTERTAINMENT

Standard to most systems are the traditional classic games. We take this tradition a little further.

3-6-9

Use this standard or place the strikes where you want.

No-Tap

Available in 7, 8 or 9 pin no-tap. Also player selective, ladies on 8 pin and men on 9 pin, all on the same lane.

Low Game

Great skill required. Pick off the 7 or 10 pin only. System scores in reverse and you are penalized for strikes and misses.

Best Ball

Carry down the best ball value over a series of games to build the best game.

Best Frame

Carry down best frame to build best team game.

SOFTWARE CONTROLLED DEVICES

CAMERA ADJUSTMENT

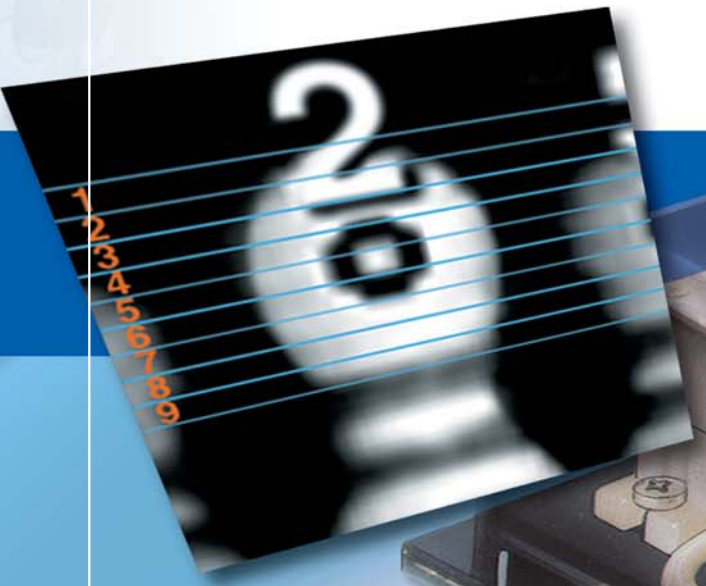
The QUBICA pin detection system is one of the very few on the market using a matrix camera. This allows Qubica to lead the industry in pinsensing with the use of true image detection enhanced by A.I.R. technology.

Automatically from the CONQUEROR™ front desk each lane is quickly adjusted perfectly.

Automatic Image Recognition

Our sophisticated feature A.I.R. Automatic Image Recognition will give you the closest to 100% perfect pin detection in all deck environments. adjustment is a cinch. Select the lane, view the image, press the AUTO button and let A.I.R. do the rest. Camera image previewing in real time to see that troublesome late pinfall or sweep/rake causing misses. Machine's cycle-sweep drop or camera read settings can be software adjusted.

9 Rows of image data



Our matrix camera pin detection technology utilizes 9 rows of data at the pin's head. Other systems detecting devices use one lonely row. We compare the values received from all 9 rows to determine the true or false status of the pin. This translates to pin detection perfection in all deck environments.

SOFTWARE CONTROLLED DEVICES

SYSTEM PERIPHERALS

Twin ball sensors

Industry's first and patented ball sense system. Located at each camera are 2 sensors for each lane.
The ball's speed is captured and the travel time to the pin deck calculated.
This travel time allows the system to cycle the pinsetter at exactly the right time, every time.
The system will automatically adjust the pinsetter's cycle time depending on the speed of the ball.

TV/VCR Adjustments

Lane-by-lane software controls the color, brightness, volume and more all from the CONQUEROR™ front desk.
This twin mode monitor control will give you perfection and balance of display.
Gone is the need of compromising the monitor output to get a result for both TV and scorer modes.

Bumper interface

Using our bumper electronic interface you're able to interface your existing automatic bumpers to the Qubica scoring system. Bumpers up for Johnny and down for Mom all handled automatically by the system knowing who's turn is next. Additionally bumpers can be controlled via our Q-PAD control unit, great for mechanic servicing.

Billiard table light control

Complete center control includes the time games areas. From the CONQUEROR™ front desk you can control the table lights in pre or post-paid time modes. Up to 10 tables per control unit.

Pinsetter interface

We continually strive for the most advanced machine interfaces. We particularly like to build in features, where possible, to enhance the performance. It is your choice which machine interface you use. Comprising simplistic connections all the way to advanced machine control. All models of machines are interfaced, from the oldest to the latest solid state serial link ups. Machine wire connections are made in tandem to your existing wire harnesses.
Pinsetter timing and cycling adjustments are all software set from the CONQUEROR™ front desk. Table [A] describes the attributes of each.

Energy save mode

Designed into our system is resource conservation. Inactive pinsetters are turned off (wait mode) awaiting the next ball. Great parts and power savings. This feature is available only in some of our pinsetter interfaces. (See table [A])

SOFTWARE CONTROLLED DEVICES

PINSETTER INTERFACE UNITS (TABLE A)

Standard Interface (S.I.X.):
Suitable for all machines, however we recommend connecting to Brunswick A & A2 and AMF 82/30 series.
Interface features:
- Machine power ON/OFF with lane
- Startup cycle if machine starts on 2nd ball
- 1st & 2nd ball synchronization with scorer
- Foul input & double cycle to machine. (Optional setting)
- 10th Frame auto reset full rack
- Remote cycle machine from control desk

AMF Interface unit (F-BOX):
Designed to be used with all AMF 82/70 pinspotters prior serial input MP chassis
Interface features:
- Machine power ON/OFF with lane
- Startup cycle if machine starts on 2nd ball
- Controls practice mode
- 1st & 2nd ball synchronization with scorer
- Foul input to fast foul machine via zero + cycle. (Optional setting)
- 10th Frame auto reset full rack
- Remote cycle machine from control desk
- Inactivity time out of machine. (Time lapse adjustable at control desk)
- 7-10 Pick-off feature. Pinspotter zeroed to 2nd ball
- System gives strike signal to pinspotter. Removal of table cable. (Optional)

AMF MP, XL & Gold interface unit (F-BOX-XLMP):
Designed for interface to AMF 82/30, 82/45 & 82/70 equipped with MP Chassis's or OmegaTec MK-70 w/Expander Board. Also AMF 82/90 - XL & 8800 GOLD pinspotters.
Interface features:
- Machine power ON/OFF with lane
- Startup cycle if machine starts on 2nd ball
- Controls practice mode
- 1st & 2nd ball synchronization with scorer
- Foul input to "fast-foul" machine. (Optional setting)
- 10th Frame auto reset full rack
- Remote cycle machine from control desk
- Inactivity time out of machine. (Time lapse adjustable at control desk)
- 7-10 Pick-off feature. Utilize pinspotter's sweep reverse
- System gives strike signal to pinspotter. Removal of table cable. (W/A)
- Operates without the need of XL or 8800 pinspotter camera
- FAST strike cycle

Brunswick GS-series and NexGen interface (QBK-GS and QBK NG):
Designed for interface with Brunswick GS10, 92, 96, 98, X. Connection directly to chassis COM port. System works without the use of Qubica pin camera assembly.
Interface features:
- Machine power ON/OFF with lane
- Startup cycle if machine starts on 2nd ball
- 1st & 2nd ball synchronization with scorer
- Foul input for scorer display
- 10th Frame auto reset full rack
  Individual Pin Spot selection
  (only for NG series)
- Remote cycle & full set the machine from control desk
- Machine on with re-rack full set. (Optional setting)

ZL & VPS 3000 interface (F-BOX+XLMP):
Designed for interface with Vantage VPS3000 & Zhonglu pinspotters.
Connection made via plug-in directly to chassis.
Interface features:
- Machine power on/off with lane
- Startup cycle if machine starts on 2nd ball
- Controls practice mode
- 1st & 2nd ball synchronization with scorer
- Foul input to "fast-foul" machine. (Optional setting)
- 10th Frame auto reset full rack
- Remote cycle machine from control desk
- Inactivity time out of machine. (Time lapse adjustable at control)
- 7-10 Pick-off feature. Utilize pinspotter's sweep reverse
- System gives strike signal to pinspotter
- Fast strike cycle

MM2001 & ME90 Interface (QBK-MEND):
Designed for interface to Mendes MM-2001 & ME-90 machines.
Plugs directly into machine's chassis.
Interface features:
- Machine power on/off with lane
- Startup cycle if machine starts on 2nd ball
- 1st & 2nd ball synchronization with scorer
- Foul input to "fast-foul" machine. (Optional setting)
- 10th Frame auto reset full rack
  Individual Pin Spot selection
  (only for MM-2001 machine)
- Remote cycle & full set the machine from control desk
- Time out of machine. (Time lapse adjustable at control)
- 7-10 Pick-off feature. Utilize pinspotter's sweep reverse
- Fast strike cycle

Canadian 5 pin interface (QBK-CAN5):
Designed for Canadian 5 pin machines.
Installation made directly to machine's pin sensors.
Compatible to mixed mode machines of 5 & 10 pin operation. Interface features vary depending on 5 pin machine model.

String machine interface (QBK-STRING):
Specially designed for installation with all string operated machines.
Installation is made directly to pin detection machine sensors.
Interface features vary depending on string machine model.
All trademarks, logos, product models are the property of their respective owners.

Conqueror™

THE TOTAL CENTER CONTROL SYSTEM

Main Menu

GATEWAY TO THE POWER OF THE CONQUEROR™

The start of any logical system is based on the user friendliness of the main menu layout. This is absolutely the design philosophy incorporated into the Conqueror Main Menu. To this concept we added the ability to access all functions with simplistic ease. The Conqueror combines the power of total control with user comfort and delivers more, much more than you'll expect.

Lane Control General

LOGICAL LANE CONTROL

The heart of your business is based on controlling and maximizing your lane activity. Designed within the Conqueror lane control module is an unbelievable amount of functionality. No matter how you do business in your center, the Conqueror Lane Control module caters to it. By games, by frames, by time, pre-paid, post-paid any way you want it we're sure the Conqueror's got it.

Customer Reception Services

GRAND OPENING, FANTASTIC CLOSING

In the very center of the Conqueror system lays the limitless capabilities of lane opening and closing procedures. The design theory behind the Conqueror was "not" to make the market conform to a system "BUT" make a system capable of customization to the needs of each individual proprietor. Enormous amounts of time, effort and energy were engaged in an attempt to find the perfect solution. Of course the superiority of the Conqueror's transaction capability is a result of "you" the industry's input.

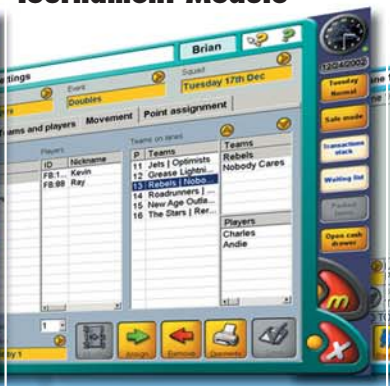
*Optional Module

League Control*

HANDLING LEAGUES WITH EASE

A scoring system is not complete without a comprehensive league control module. The Conqueror application designers, boasting years of "behind-the-control-counter experience", have built-in FAST multiple league handling capabilities. It doesn't matter how many leagues you run at the "same time" all has been thought of, with the Conqueror's league module.

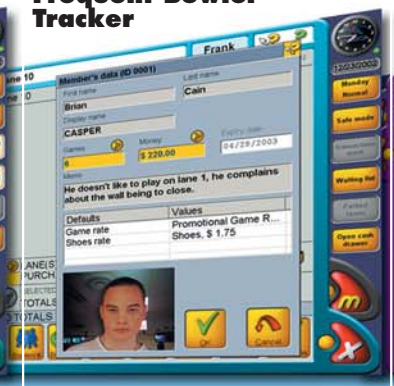
Integrated Tournament Module



COMPETITIVE COMPLETENESS

A full functioned tournament module is integrated and enhances the competitive power you'll have in hosting all event types. From simplistic fun styles all the way up to heavily structured competitive events, this integrated module will give you all the automatic tournament tools you'll need to make operating any event a pleasurable experience.

F.B.T.* Frequent Bowler Tracker



PROFITABLE POTENTIAL

The power of frequency marketing has always been associated with operational problems. Within the Conqueror FBT module is a fully integrated system which will track and capture every transaction your customers make. This automatic data collection process removes the all-time hassle of manual collection.

Locker Management

HASSLE FREE RENTALS

The reoccurring headache of in-center locker management is gone. The Conqueror's full functioned locker module will automatically cater to the most complex of renter's desires.

Secure Time Clock Service*

TIME FOR TOUCH

Three levels of staff time clock tracking are available within the Conqueror.
All of which will provide you with a series of individual or group reports assisting you with your payroll duties.

Conqueror™

THE TOTAL CENTER CONTROL SYSTEM

Integrated P.O.S. System

PROFITING FROM POTENTIAL
A clear and logical layout of products is what is needed to operate a P.O.S. system smoothly.
We take this basic philosophy and add a host of extras.

Intelligent Shift Reporting

FINANCIAL FACT
Extensive reporting capabilities are paramount to a complete front desk system.
Implemented within the Conqueror daily reporting system is a range of useful features tailor made considering the hectic period that can occur at the
change of shift.

Customized Operations

CENTER SETTINGS
An important feature of the Conqueror system is the ability to customize the functionality of each terminal. You can decide which devices should be connected to each terminal such as cash drawers, printers etc and which accounting department each terminal should report to.
In addition, global center settings are modifiable within the Conqueror System.

Billiard Control & Time Hire Games

INTEGRATED RESOURCES
Hassle free control of all hired games such as Billiards is made very easy.
All hire modes are supported including pre & post paid hire sessions all from the
graphical layout of the hirable resources main menu.

Price Creation

PRICES & ACCOUNTING
Standard with the Conqueror system comes a complete and extensive account structure.
To this structure you can create as many sub-departments and price keys as you need.

*Optional Module

Promotional Power*

Message Motion

Global Management Tools

Technicals Tools

MAXIMIZED LANE USAGE

Controlling the merchandising abilities of your lanes is a premium feature of the Conqueror. Display purchase prompting images while they're bowling or general advertisements when the lanes are not in use. Either way you'll find the merchandising abilities of the Conqueror a big asset in generating alternative revenue.

SCROLLING SUCCESS

Built into the Conqueror is the ability to create and save your own advertising messages. Up to twelve independent 200 word messages can be created using a variety of colors, fonts and logos. Once created, these can be sent to a single or a multiple selection of lanes.

MEANINGFUL MANAGEMENT UTILITIES

A series of miscellaneous management features are included in the Conqueror's Total Control architecture. These are the behind-the- scenes tools that deliver some special automatic abilities in staff and system administration.

CONQUEROR TECHNICAL UTILITIES

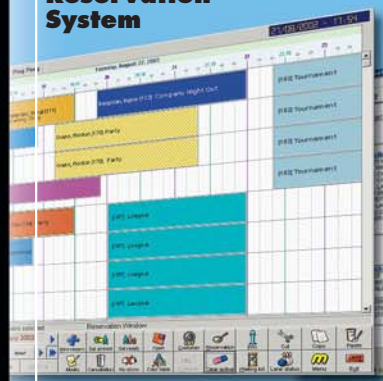
A scoring system is made of a range of features. It must be perfect in all areas, from cash control to lane control and everything in between. Built into the Conqueror system is such perfection, this includes a range of technical tools to assist your mechanical staff in maintaining the system.

Conqueror™

THE TOTAL CENTER CONTROL SYSTEM

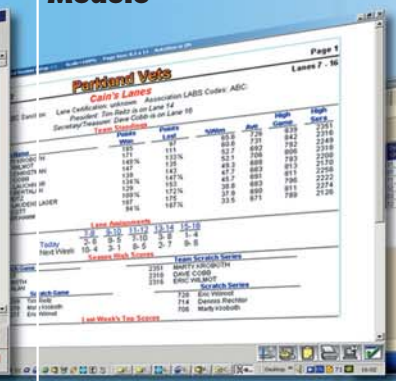
*Optional Module

Advanced Reservation System



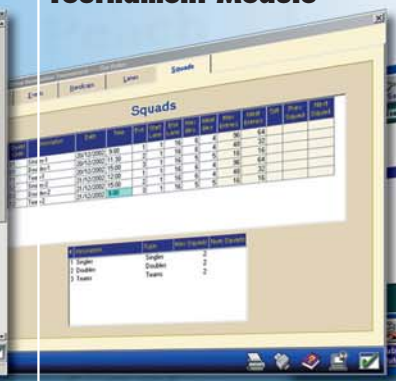
Power In Reserve
An optional feature of the Conqueror system is the ARS Advance Reservation System. ARS allows you to clearly plan ahead maximizing all resource usage possibilities. A very sophisticated version of the traditional "white-chart" found in most bowling centers, the ARS will make managing your unscheduled walk-in open play opportunities flow around your fixed bookings automatically and very easily.

Interfaced League Module*



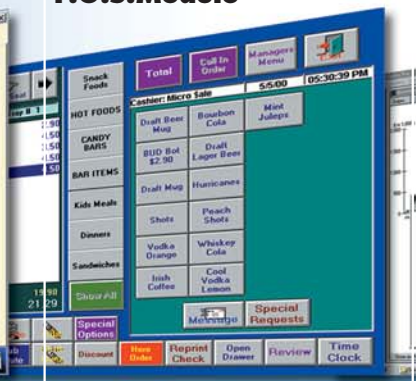
Secretarial Completeness
Great scoring and cash control systems also need great league abilities. More and more in today's centers we are seeing a wide variation of competition playing styles. Conqueror gives you this variation flexibility as it's interfaced to most popular competition software packages.

Interfaced Tournament Module*



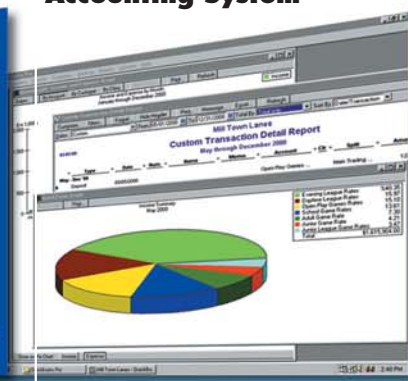
Competitiveness Completeness
Apart from the Conqueror having its own integrated competition tournament module it is also interfaced to the very popular T-3 tournament application. T-3 is specifically suited to all ABC styled events covering the widest range of playing formats.

Interfaced P.O.S.Module*



Point Of Sale Power
The Conqueror features a comprehensive internal P.O.S. system which services the most common day-to-day requirements. In addition the Conqueror is interfaced to an extensive external application. Micro$ale P.O.S. is a world-class system supporting the many varied and diverse needs of the industry.

Comprehensive Accounting System*



Finger Tip Financials
Enhancing the internal reporting strength of the Conqueror is the ability to interface to the user friendly accounting power of the Quick Books® Accounting system. Quick Books® by Intuit® is supported internationally providing users with local program upgrades and technical support services in addition to our Qubica support team.

Conqueror compatible: Microsoft® - Microsale® - Quickbooks® by Intuit - BLS2002 by cde SOFTWARE

CONQUEROR™

WORKSTATION CONFIGURATIONS

The freedom of the Conqueror control system allows endless user customization. This means every location has the ability to decide what hardware is required at each terminal. You simply start with the base equipment at each station then customize up with the addition of any optional hardware devices.

Suggested Main Reception Configuration

- Computer With Optional Built-in Modem
- LCD Slim Line Touch Monitor Display
- Intelligent Cash Drawer
- Fingerprint Recognition Unit
- Q-CAM (CCD Customer Camera)
- Customer Pole Display
- Laser Scores & Reports Printer
- Receipt Printer
- FBT Magnetic Read Only Swipe Unit

Suggested Office Configuration

- Computer With Optional Built-in Modem
- Regular Monitor Display (15", 17" Touch or Standard)
- Fingerprint Recognition Unit
- Q-CAM (CCD Customer Camera)
- Laser Scores & Reports Printer
- FBT Magnetic Read & Write Unit

Suggested Café and Lounge Configuration

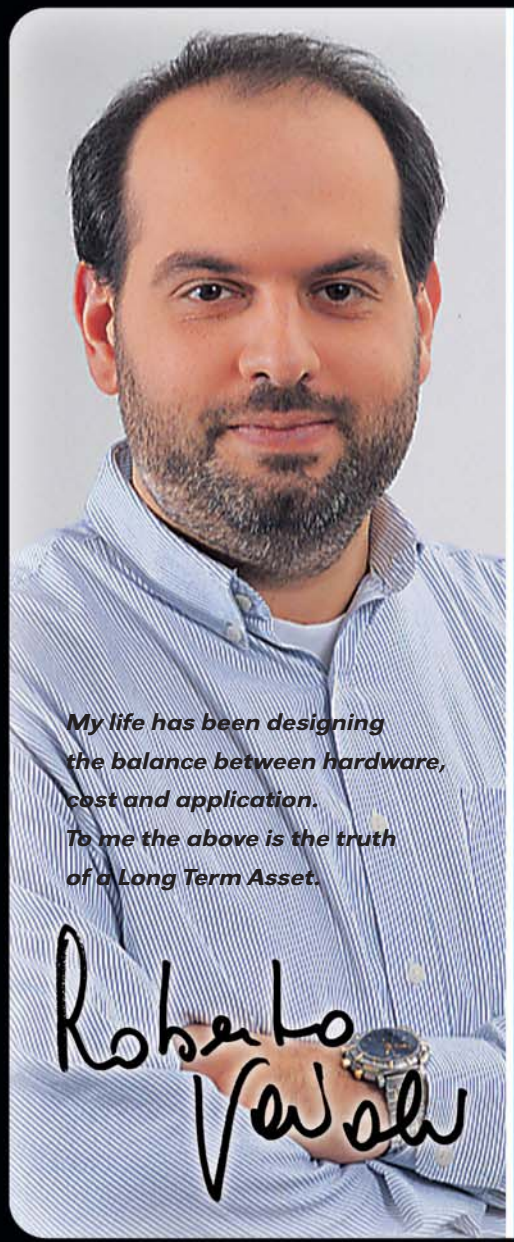
- Intelligent Cash Drawer
- Customer Pole Display
- Receipt Printer
- PT4100 Integrated POS Terminal With 13" LCD Touch.
- PT4100 Infrared Key Board

Suggested Proshop Configuration

- Intelligent Cash Drawer
- Laser Scores & Reports Printer
- PT4100 Integrated POS Terminal With 13" LCD Touch.
- PT4100 Infrared Key Board

THE HIDDEN of THE QUBICA SYSTEM

ELECTRONIC EXCELLENCE



My life has been designing the balance between hardware, cost and application. To me the above is the truth of a Long Term Asset.

Roberto Vaioli

Mr Roberto Vaioli, *Chief Electronic Engineer, R&D Qubica*

Not often mentioned in glossy brochures of today are the electronic attributes of a system. To me these issues are really what reliability and compatibility are all about. Without these foundation ingredients, all other features you build on top turn into lemons.

Our Hardware:
We design and produce all hardware items. We consider the intended application and engineer it in accordingly. In short, we design and build our own hardware specifically for bowling center use. Other manufacturers utilize personal computer based hardware items on the lanes. These were never designed to cope with the unpredictable bowling center environment.

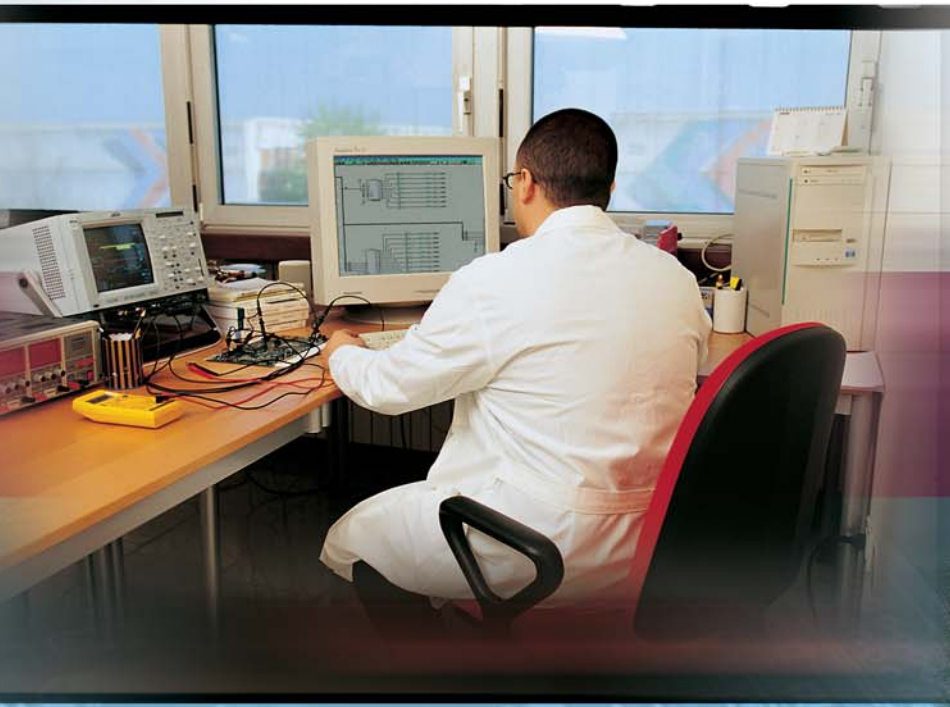
StandAlone:
All areas of our system are completely standalone. No one unit is reliant on another for its operation. Most systems of today depend on some form of front desk server to control the lanes. We designed something different; our smart desk to lane protocol will sense there is no front desk and switch to standalone mode.

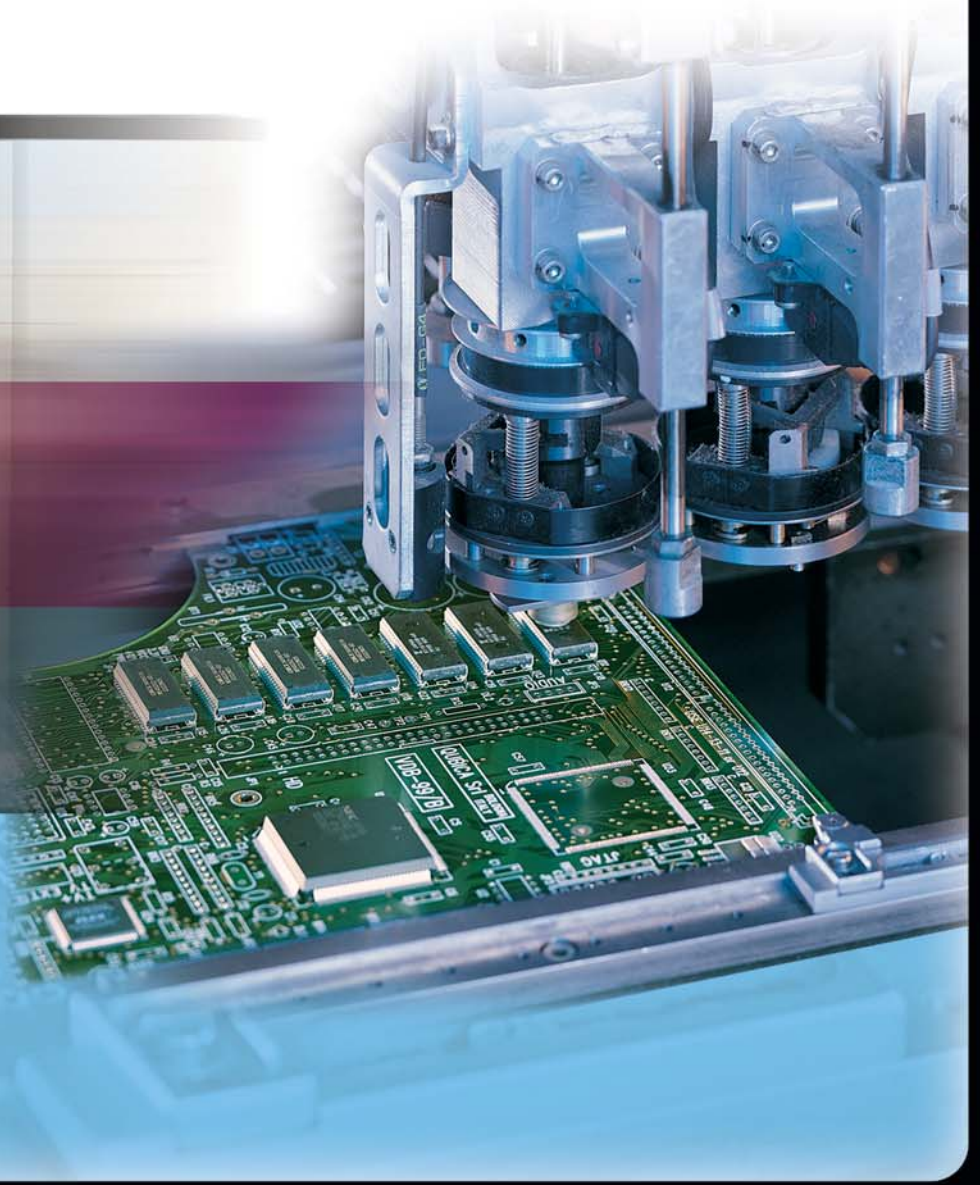
Hard Drive Usage:
Most scorer manufacturers store all their operational lane software, lane scores and bowler information on the hard drive. Their lane computers depend on reliability of hard drives which means you depend on it. If their hard drive breaks down, so will your system. Our use of a hard drive on the lane is conditional... we do not depend on it. Our lane control software is stored in backed up RAM. We only store the advanced animation, sound and alternative games on the hard drive. If our hard drive should break down, that's what you'll lose.... But your scorer functions will still work.

Battery Backup:
No power, no problem. All operating system software and players current scores are stored in a battery backed up RAM.

Diagnostic:
On startup of our system we systematically check every device and alert you on screen if there is a problem. With others you must exercise your guessing skills.

Downward Compatibility:
Always considered into our design of new products and features are our existing customers. In all cases we try to make it possible for our new products to be compatible with former systems.





Single Point Power:
Our system needs to be powered at one location only. This further protects the system against receiving power from dramatically different sources and phases. Also making power network for installation simplistic.

Multiplex Com Line:
The design of our data exchange between devices utilizes a time share communication line. This translates to the minimization of cables required to install. In fact, all inherent devices are connected to one single cable. Power and communication to all devices share this link.

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