

## Tab Wizard User Manual – Pull Tabs

### Putting a Game into Play

#### Requirements:

1. Inventory pre-loaded into the Tab Wizard system.
2. Pre-weigh tare (empty weights) of all bowls to be used.

#### Step 1: Dispenser Setup

1. Push >Settings >Setup >Dispenser Setup
2. Push >Dispenser 1 then >Edit
3. Push >Fish Bowl >Cash >Enter the empty tare weight of the bowl
4. Push >OK and repeat process until all bowls have been entered.
5. When completed, select >Exit

#### Step 2: Load Games into Inventory

1. Plug in the USB Game disk provided by your distributor
2. Push >Invoice >Load Games from Disk then >Browse
3. Locate the USB Game disk and open it *by double-clicking*
4. You should see a .txt file normally labeled as ASCII.txt. Select it, then >Open or >OK
5. The inventory will populate. Select >Accept, then >Accept

#### Step 3: Put Games into Play

1. Select >Game >Add Game
2. Select a *desired game* to put in play, then select >Accept
3. Confirm the Dispenser Number is correct. If not, select the correct dispenser
4. Select >Start Weight then:
  - >Gross Weight (*Bowl + Tickets*)
  - >Sample Weight (*Weight of 100 pieces*)
5. Confirm all information is correct then press >Accept

#### Sample Weight Formula:

Weight of 100 Pieces / 100 = **Individual Piece Weight**

Piece Weight X Starting Piece Count = **Net Weight of all pieces combined**

Net Weight + Tare Weight (*Empty Bowl weight*) = Total **Gross Start Weight**

#### Example:

0.123 / 100 = 0.00123 (*Individual Piece Weight*)

0.00123 x 6000 = 7.380lbs (*Net weight of all pieces combined*)

7.380 + 5.435 (*Tare Weight*) = 12.815lbs (*Total Gross Start Weight*)