LICENSE PLATE GAMES

There are two license plate games in this app.

The **SPECIALTY LICENSE PLATE GAME** keeps track of standard and specialty license plates that you see for each state in the United States. You can also track **STANDARD PLATES** that you see for Canada and Mexico. This gives you the ability to play the **SPECIALTY LICENSE PLATE GAME** several ways. You can look for just one **STANDARD PLATE** from each **STATE** or **PROVINCE**, and the app will track that for you. Or you can keep track of how many times you've seen each plate and save that data. Or you can choose to play both ways. Details on how this works are below.

The **LICENSE PLATE BINGO** game provides many different ways you can play a game using the numbers on a **LICENSE PLATE** that you see. You can try to complete a **BINGO** game by just getting a single row, column, diagonal, or additional pattern. Or you can try to get a combination of those patterns. It's up to you. Details on how this works are also below.

SPECIALTY LICENSE PLATE GAME (version 1.0)

There are over thousands of specialty license plates in the United States. This game describes over 5,000 of them. While images are available online for many of these, this game only depicts one example **STANDARD PLATE** from each state in the country. The depiction is not meant to be the exact plate that you might see for a state. Several states have more than one **STANDARD PLATE**. Also, due to the limitation of screen space, each standard plate shown uses simple graphics and text that may not appear in the same position on the plate as on the real **LICENSE PLATE**. In other words, the **STANDARD PLATE** shown is just meant to give you an idea of what the plate might look like.

In addition, this game includes some **PLATES** from Mexico and Canada. The goal of this game is to find as many **STANDARD** and **SPECIALTY PLATES** as you can. You can also just look for at least one license plate from every state or province.

DISCLAIMER: Although this game has many of the specialty plates from the United States, it does not have every **SPECIALTY PLATE** – especially since the number of available **SPECIALTY PLATES** keeps shrinking and growing. Also, no images are used for the plates other than a partial image representation for the **STANDARD PLATE** and a textual description for the **SPECIALTY PLATES**. These representations are shown just for reference/convenience for the game and are not meant to duplicate an actual **LICENSE PLATE** of any particular state or province.

WARNING: *Many states, if not all, prohibit the usage of a hand-held mobile telephone or portable electronic device while you drive. Do not drive and play this game. Passengers, at the time of this writing, are allowed to text and play games on their mobile telephone or portable electronic device. However, check your state or province and local laws to make sure this is still the case. In any case, as a passenger it is your duty to not distract the driver. Even if you play these games while walking in a parking lot, always stay aware of your surroundings and watch out for moving vehicles.*

SOME DEFINITIONS

DROPDOWN – This is the user interface object that when pressed or clicked on will show you a list – that drops down.

STATE or **PROVINCE** – In Canada, regions are separated by **PROVINCES**. In Mexico or the United States, these are called **STATES**.

LICENCE PLATE (or just PLATE) – This is the motor vehicle's license that you typically see on the back of a vehicle, sometimes also on the front.

STANDARD PLATE – This is always the first PLATE listed in the dropdown list of plates for a particular state or province. The image seen for the currently selected state or province is a graphic representation of a typical **STANDARD PLATE** for that state or province. Note that there is often more than one standard plate for a state. If you find a state plate that is not in the list of other specialty license plates for that state, you can just select **STANDARD PLATE** to count that one.

SPECIALTY PLATE – This is the list presented by the dropdown under the state selection dropdown. Some states have hundreds of **SPECIALTY PLATES**. When you select one of these states, it may take a second to populate the **SPECIALTY PLATES DROPDOWN**. Note that **SPECIALTY PLATES** in the game are not represented by an image. Instead, each has a name, and some have an additional description. Since some states have hundreds of specialty plates, in order to keep the data size manageable for a mobile phone app not all specialty plates are included in the game. If you find a specialty plate that is not included in the **DROPDOWN** list, select **STANDARD** instead to count that plate as seen.

START button – Press this to begin the game after starting the app.

MAIN SCREEN – This is the screen you see after you **START** the game. There is a **STATE** DROPDOWN (lists the states and provinces you can choose) and a STANDARD/SPECIALTY **LICENSE PLATE** DROPDOWN (lists LICENSE PLATES for the chosen **STATE** or **PROVINCE**). See below for other **MAIN SCREEN** features.

FILTER – When this **MAIN SCREEN** button is selected, it changes what is seen in one of the **DROPDOWNS**. See below for specific **FILTERS**.

MENU – When this **MAIN SCREEN** button is selected, a panel on the left provides various functions: Save, New Game, Help & Credits, Quit, Advanced, Animation Speed, Continue. See below for details.

BINGO – When this animated **MAIN SCREEN** button (below the **MENU** button) is selected, the **LICENSE PLATE BINGO** game is displayed. Note that you can control the animation speed of the **BINGO** button through the **MENU**.

CHECKMARK – Note that this is only referring to the large bold **CHECKMARK** next to a **DROPDOWN** item. The much smaller and not bold checkmark next to an item just indicates the currently selected item in the **DROPDOWN** list. When a plate has a **CHECKMARK** next to its name, this indicates that you have seen that plate in the **CURRENT GAME**. In the DROPDOWN sample shown below, Arkansas and California plates have been seen in the **CURRENT GAME**. The smaller **CHECKMARK** next to California just indicates that it is the currently selected item in the list.
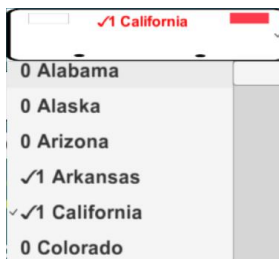
CURRENT GAME – Regardless of the total number of times you have seen any particular plates, the **CURRENT GAME** indicates whether you have seen a particular plate since starting a **NEW GAME**.

NEW GAME – All **CHECKMARKS** are removed.

SAVE – The option to **SAVE** the game in its current state. Note that any changes made to the **BINGO** game are always saved automatically. You do not need to do anything to save the current state of a **BINGO** game you started. The **SPECIALTY LICENSE PLATE GAME** is automatically **SAVED** whenever you press the "+" or "-" button or **QUIT** the app.

OBJECT OF THE GAME AND SCORING

There are a number of different games you can play in the **SPECIALTY LICENSE PLATE GAME**. Here are your options.

1. Keep track of the number of times you have seen each **LICENSE PLATE**. The **SPECIALTY PLATES DROPDOWN** shows a number next to the name of the plate. This indicates the number of times you have seen it – using the value from your last **SAVE** plus any additional times you've seen it since then. The **STATE** or **PROVINCE DROPDOWN** shows a number next to the name of the

STATE or **PROVINCE.** This indicates the total number of plates you have seen for that **STATE** or **PROVINCE** – a total of the values from the **SPECIALTY PLATES DROPDOWN** for that **STATE** or **PROVINCE**. All counts will return to 0 if you use **DELETE SAVED GAME**.

2. **CHECKMARKS** keep track of which plates you have seen in the **CURRENT GAME**. The **CURRENT GAME CHECKMARKS** are **SAVED** automatically when you **QUIT** the game or use the "+" or "-" buttons. All **CHECKMARKS** are removed when you use **NEW GAME**.

3. View the satistics at the bottom of the MAIN SCREEN to determine how many plates you have seen in the CURRENT GAME – as well as all time, or since the last **DELETE SAVED GAME** was performed.

STATISTICS

The **MAIN SCREEN** (see picture below) shows **STATISTICS** as follows related to the plates you have seen.

- The name of the STATE or Province currently selected. In the example below, Alabama is selected and you see 2/111 twice. 111 refers to the total number of **SPECIALTY LICENSE PLATES** in the list for Alabama. The 2/111 on the left in the example indicates that you have seen 2 unique Alabama **SPECIALTY LICENSE PLATES** since starting a **NEW GAME**. The 2/111 on the right in the example indicates that the player has seen 2 unique Alabama **SPECIALTY LICENSE PLATES** since before and after starting a **NEW GAME**. Note that if you have used **DELETE SAVED GAME**, then this information might only apply to what you have seen since using **DELETE SAVED GAME**. For more information, see details on **DELETE SAVED GAME**.

- The next line is data applicable to the United States (US) plates. 51 – which includes Washington D.C. – refers to the total number of **STATE** plates in this game for the United States. The 2/51 on the left in the example indicates that the player has seen 2 unique **STATE** plates since starting a **NEW GAME**. The 2/51 on the right in the example indicates that the player has seen 2 unique **STATE** plates since before and after starting a **NEW GAME**. The note about **DELETE SAVED GAME** applies here as well.

- The third line of **STATISTICS** is similar to the second line, but it applies to the United States (US) and Mexico (MX) **STATES** and Canada (CA) **PROVINCES**.

- The fourth line applies to all the **SPECIALTY** – including **STANDARD** – plates in the game. So in the example, the player has seen 3 **SPECIALTY PLATES** so far.
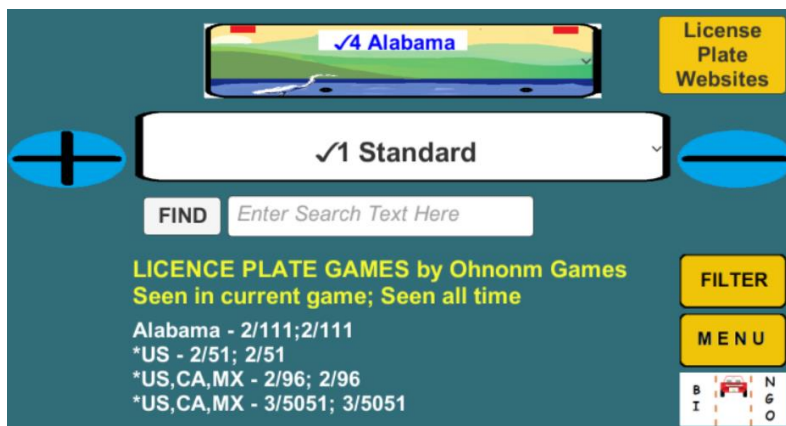
PLAY

The app will keep track of the plates you have found. Select the **STATE** or **PROVINCE** from the top **DROPDOWN**. It will show you a simple representation of what a **STANDARD** plate might look like for that **STATE** or **PROVINCE**. Since many **STATES** have more than one **STANDARD** plate, this is only an example – and since it is a simple graphic, it is only meant to give you an idea of what the plate might look like. Once you have selected a **STATE** or **PROVINCE** you may want to pick a different **SPECIALTY PLATE**. Just select the **SPECIALTY PLATE DROPDOWN** and pick one from the list. Then you can press the "+" or "-" button to add or subtract from the total number of times the selected **SPECIALTY LICENSE PLATE** has been seen. If you pressed "+" and the plate has not been seen since you started a **NEW GAME**, a large **CHECKMARK** will also appear next to the number of times seen. The STATISTICS and totals will also be updated.

If you cannot find the **SPECIALTY PLATE** you are looking for in the **DROPDOWN** list, you can also try the search capability. There is a text entry field to the right of the **FIND** button. Enter what you want to search on in that text field and then press **FIND**. A partial search is fine, so you can for example search on university. It is not case sensitive, so you can type in lower or upper case and it will still find University. If there is more than one plate found, you can use the **FIND NEXT** button that will show up when there is more than one plate found. If you want to enter a different search, just change the text and click on **FIND** again.

The app will track the total number of times you have seen each plate from the last time a **SAVE** was performed. If you have used **DELETE SAVED GAME**, the data used will be from that point on and not from the first time you used the app.

MENU/FILTER SETTINGS

When you press the **MENU** button, you see the user interface items on the left above. The following describes what each does.

SAVE – This is the option to **SAVE** the game in its current state. Note that any changes made to the **BINGO** game are always saved automatically. You do not need to do anything to save the current state of a **BINGO** game you started. See below for more on the **BINGO** game. Using QUIT, "+", or "-" automatically does a **SAVE** to the **SPECIALTY LICENSE PLATE GAME**.

NEW GAME – After you press this button and then press **CONTINUE**, the **CHECKMARKS** for all the **STATES** and **PROVINCES** will be reset. Note that **NEW GAME** does not change your totals for "Seen All Time". It just eliminates any **CHECKMARKS** you might currently have.'

QUIT – This will end the app. The app will automatically perform a **SAVE** game. If you don't want the data that was saved, you will need to use **DELETE SAVED GAME** the next time you run the app.

HELP & CREDITS – A series of **HELP** screens will be displayed, including credits.

CONTINUE – Leave the **MENU** and go back to the **MAIN SCREEN**.
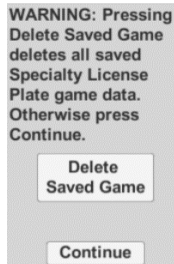
ADVANCED - Selecting this button brings up the **DELETE SAVED GAME** screen shown above. The warning message reminds you that this is not something you should do unless you are sure you want to delete all the data that has been saved regarding the number of times you have seen license plates. Also, any saved **BINGO** game data will be deleted as well. If you select **DELETE SAVED GAME**, the app will close. When you restart the app, it will be like starting the app for the first time.

FILTER – When you press the **FILTER** button you see the user interface shown above. There is just one option at this time. If you select (check) "Show only states not seen yet in current game", states with at least one license plate seen in the **CURRENT GAME** (they have a **CHECKMARK**) will not be shown in the **STATE** or **PROVINCE DROPDOWN** once you go back to the **MAIN SCREEN**. To remove this **FILTER**, just go back and uncheck this selection.

LICENSE PLATE BINGO

This is a variation on standard **BINGO**. A standard BINGO only includes columns for the letters B I N G O and the numbers usually only go up to 75. But on many **LICENSE PLATES** it is possible to go as high as 99 for two digits, so the **LICENSE PLATE BINGO** game displays numbers up to 99. Details of the game play are below.

SOME DEFINITIONS

BINGO game - The standard BINGO game has 5 columns and 5 rows consisting of headers B I N G and O. Each letter is associated with a range of number, with 75 typically being the largest value possible – and it is in the O column.

LICENSE PLATE BINGO game - This also consists of 5 columns and 5 rows, but with no column headers. Numbers from 1 to 99 are selected randomly to populate the 5 column by 5 row – grid of squares -- **LICENSE PLATE BINGO** game screen. For game play details, see below.

FREE space - You can select this at any time to add this square to the other numbers that you have found.

BACK - When pressed, this button will take the player back to the main screen of the **SPECIALTY LICENSE PLATE GAME**.

MENU – When pressed, this button will present the **MENU** item shown below. These allow the player to decide what patterns to look for in the **LICENSE PLATE BINGO** game, as well as various ways to start a new game.

GAME PLAY

There are a number of game variations for the **LICENSE PLATE BINGO GAME** based on the settings you will find in the **MENU**. You will try to build various **BINGO** patterns on the grid, such as a row, a column, a diagonal, 4 corners, all diagonals, or all squares. When you select a single square, the square will turn yellow – selecting it again will unselect it and turn the yellow off. Once you have matched any of the patterns you chose in the **MENU**, those squares will turn red – if you have **ALL DIAGONALS** selected, you will need to get both diagonals before they turn red. When you have matched all the patterns you selected in the **MENU**, you will hear the game over tune and a message at the top will indicate the game is over. Once the game is over, you can go to the **MENU** to start a new game. See the **MENU** options for more details.

Each square on the 5 column by 5 row grid has a one or two-digit number. A **LICENSE PLATE** typically consists of numbers and letters, though sometimes there are only letters. The numbers on the plate can be used to match one or more squares on the **BINGO** grid.

Determining numbers from a **license plate** for this game can best be described by the **LICENSE PLATE** image shown below. First, we see the number 23. We also see the number 35. Any two consecutive digits – no space between the numbers -- can be used this way for a match. The number 9 is a single digit number, since there is no other digit next to it. If there is a zero before a digit, the digit can still be used. So if this plate had "09" instead of "9", it would still count as 9. If you find a plate that has "0235", for example, "02" counts as a "2" – "23" and "35" could also be used.
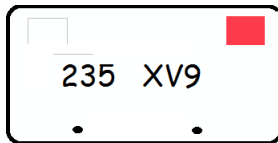
MENU/FILTER SETTINGS
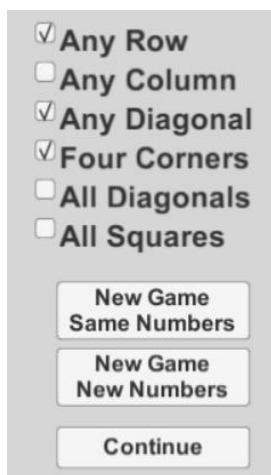
When you press the **MENU** button, you see the user interface items above. The following describes what each does.

FILTER – These are the patterns that you can choose for the in-progress game or the next game. If you, for example, add "All Squares" while a game is in progress, the game will not be over until you have found all the numbers on the grid. Once a game is over, any changes you make will not be reflected until you start a new game. The patterns should be mostly self-explanatory. In the example FILTER settings above, the game will not be over until the player has found "Any Row", "Any Diagonal", and all "Four Corners".

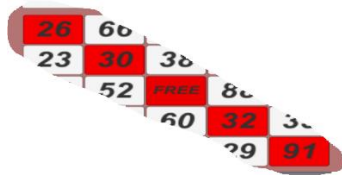Below is an image example of each pattern.

Any Row -

26	66	46	36	87

Any Column -

46
38
FREE
60
1

Any Diagonal -

26	66			
23	30	38		
	52	FREE	80	
	60	32	35	
		29	91	

Four Corners -

93	89	56	3	60
16	80	91	48	18
81	20	FREE	2	40
57	95	42	73	12
1	68	47	63	83

All Squares -

93	89	56	3	60
16	80	91	48	18
81	20	FREE	2	40
57	95	42	73	12
1	68	47	63	83

NEW GAME – After you press this button and then press **CONTINUE**, a **NEW GAME** of **LICENSE PLATE BINGO** will begin. If you select **NEW GAME SAME NUMBERS**, the numbers will be the same as in the last game you played. If you select **NEW GAME NEW NUMBERS**, the numbers will be different.

CONTINUE – Leave the **MENU** and go back to the **LICENSE PLATE BINGO GAME** main screen.

Note that no **SAVE** button is necessary, because the **LICENSE PLATE BINGO GAME** will save automatically any time you press on a square.