

PubPlay Guide for Pub Owners and Staff

PubPlay runs a complete pub games night across three screens:

- The host tablet controls registration, fixtures, high scores or trivia questions, live standings and the archive.
- The TV display shows the join code, the next fixture, current question or live standings.
- Players' phones are used to join, follow results and submit trivia answers. Players do not install an app.

Before the First Games Night

Prepare:

- An Android tablet with PubPlay installed from Google Play.
- Reliable internet for the tablet. Pub Wi-Fi or a mobile hotspot is suitable.
- A TV with a web browser, Android TV, Fire TV, streaming stick, laptop or other browser-connected device.
- A Google Play account for purchasing or restoring the venue subscription.
- The referral code supplied by the PubPlay partner, if applicable.

On the tablet:

1. Open PubPlayHost.
2. Select Create owner account.
3. Enter the owner's name, business email and a secure password.
4. Sign in and complete Venue setup.
5. Enter the pub's real name, postcode and city.
6. Enter the partner referral code before selecting Create pub account.
7. Open Subscription, load the available plans and select monthly or annual.
8. Complete the Google Play purchase. The monthly plan includes the trial shown by Google Play when eligible.
9. Wait until the subscription section confirms that access is active.

The owner account and venue restore automatically when the app is reopened. Keep the password private and do not share the Google reviewer access code.

Quick Checklist for Every Games Night

1. Connect the tablet to the internet and open PubPlay.
2. Confirm the correct venue and active subscription.
3. Select the game and competition format.
4. Enter a clear event name and select Create games night.
5. Open the TV display and show the player QR code.
6. Wait for every player or team to join.

7. Correct player, team or leaderboard-entry names before closing registration.
8. Close registration and create fixtures, start high-score recording or begin the quiz.
9. Enter every result or score, or run each trivia question from the tablet.
10. Advance each knockout round when required.
11. Select Finish event, check the final result and then archive it.

Creating a Games Night

In the Games night section:

1. Select a game such as darts, pool, quiz, bingo, dominoes, cribbage, skittles, shuffleboard or table football.
2. Select Custom game if the pub wants to supply another game name.
3. Choose the competition format:
 - Individual round robin: every player plays every other player.
 - Team round robin: every team plays every other team.
 - Knockout tournament: the winner of each match advances until the final.
 - Leaderboard / high score: entries are ranked by one cumulative score, with no head-to-head fixtures.
 - Quiz / trivia: teams answer questions on their phones while the host controls each question, marking and reveal.
4. Enter an event name, for example Friday Darts - 31 July.
5. Select Create games night.

Only one active games night can exist for a venue. Finish and archive it before starting another one.

If an event was created by mistake, Cancel empty event is available only while registration is open and no players have joined.

Connecting the TV

The TV is a separate live display; the tablet remains available to the host.

1. On the tablet, select Open TV display setup.
2. On the TV device, either:
 - scan the TV QR code with the TV/streaming device where supported; or
 - type the displayed TV address into its web browser.
3. Put the browser into full-screen mode.
4. Keep the TV browser open for the duration of the event.

During registration, the TV shows the join code and checked-in player count. During a fixture event, it shows the next fixture, latest result and top standings. During a high-score event, it shows the current leader and live score table. During trivia, it shows the current question, answer count, reveal and cumulative standings. It refreshes automatically.

The host tablet does not need an HDMI connection. The tablet and TV only need internet access; they may use the same Wi-Fi or different connections.

How Players Join on Their Phones

Tell players:

1. Open the phone camera and scan the player QR code shown on the tablet.
2. If scanning is unavailable, open <https://play.backendkz.co.in> and enter the join code.
3. Check that the pub name and games-night name are correct.
4. Enter a recognisable player name. For a high-score or trivia team entry, enter the team name here instead.
5. For a team round-robin event, enter the agreed team name exactly. The team name is required.
6. Select Join games night once.
7. Wait for You are checked in.

No app installation or player account is required. The phone remembers that player's check-in in the same browser. Players should not use private/incognito mode or clear browser data during the event.

After registration closes, each phone shows the live event. Fixture formats show relevant matches and results; high-score events show the ordered score table; trivia events show the current question and answer form. The host tablet is always the source of the official score.

Checking Players and Closing Registration

The Players and fixtures, or Leaderboard entries and scores, section updates automatically.

Before closing registration:

- Confirm that every participant appears.
- Remove accidental registrations before registration closes.
- Use Rename to correct a player's name.
- For team events, ensure every player has the correct team name.
- For a high-score quiz or group game, confirm that each team joined once using its team name as the entry name.
- Ask late players to join now. No new registrations are accepted after registration closes.

Then select the appropriate button:

- Close registration and create round-robin fixtures
- Close registration and create team fixtures
- Close registration and create knockout bracket
- Close registration and start scoring
- Close registration and start quiz

Confirm the prompt. Registration closes immediately. Match formats generate fixtures; high-score events open score entry; trivia events lock the team list and enable question controls.

Team Round Robin: Detailed Operation

Use Team round robin when several people belong to named sides, quiz teams or tables and each team should play every other team once.

Registration and team grouping

1. Every participant joins with a recognisable personal name.
2. Every participant also enters the agreed team name exactly.
3. PubPlay groups entries using that team name. Capitalisation differences are tolerated, but consistent spelling avoids accidental duplicate teams.
4. Before closing registration, use Rename to correct both player and team names.
5. At least two different teams are required, and every registered player must have a team.

Several people may join under the same team. PubPlay creates one fixture for each pair of teams, not one fixture for every player. For example:

- 3 teams create 3 fixtures.
- 4 teams create 6 fixtures.
- 6 teams create 15 fixtures.

The calculation is $\text{teams} \times (\text{teams} - 1) / 2$. For a short evening, avoid creating more fixtures than the venue can realistically complete.

Running the team event

1. Select Close registration and create team fixtures.
2. Confirm the generated fixtures before play begins.
3. Enter the official team score on each fixture, even when several people represent that team.
4. Select Save result after checking both sides.
5. Complete every fixture before finishing the event.

The live table combines results by team name. It shows matches played, wins and accumulated score. Wins are the primary ranking measure; accumulated score and score difference separate otherwise equal records. If the pub uses a special league-points rule, calculate it outside PubPlay and use a high-score event instead.

Team membership cannot be changed after fixtures are generated. If a spelling error would create the wrong team, correct it before closing registration.

Recording Scores

For each completed match:

1. Find the match under Players and fixtures.
2. Enter the score for both sides.
3. Check that the values are assigned to the correct players or teams.
4. Select Save result.

The player phones, tablet leaderboard and TV update automatically. A saved score can be corrected with Update while the event is still in progress. Finished and archived events are read-only.

PubPlay updates the match leaderboard from completed results. No leader is shown before the first result is recorded.

Leaderboard / High-score Events: Detailed Operation

Use Leaderboard / high score for pub quizzes, bingo totals, arcade challenges, highest checkout, target games or any event where entries need one comparable cumulative score rather than head-to-head fixtures.

Choosing entries

Each phone registration creates one leaderboard entry:

- For an individual contest, the player enters their name.
- For a team quiz or table contest, one representative enters the team name in the Player or team name field.
- Do not ask every team member to register separately unless each person should receive an individual score.

Before closing registration, remove duplicate entries and correct names. Then select Close registration and start scoring. Entries become locked so that the live table and final archive remain consistent.

Entering and correcting scores

1. Find the entry under Leaderboard entries and scores.
2. Enter its cumulative whole-number score from 0 to 999999.
3. Select Save score.
4. Repeat whenever another entry has a result.
5. To correct an entered value, change it, select Update, and confirm the warning.

The tablet, TV and players' phones refresh automatically. Scored entries are ordered from highest to lowest; entries still awaiting a score remain marked as pending. A score of zero is valid and is different from a score that has not yet been entered.

PubPlay requires a score for every entry before Finish and lock event succeeds. If two entries have the same points, they are tied on score and may appear in registration order. When the venue needs one winner, run its normal tie-break and update the final scores before finishing.

High-score events do not create fixtures, count wins or advance rounds. Their archive contains the final score table, participant or team names and the top entry.

Quiz / Trivia Events: Detailed Operation

Use Quiz / trivia when the host wants to present questions one at a time and teams should answer on their phones. Each phone registration represents one team, so one nominated person should register and submit answers for that team.

Preparing the quiz

1. Select the Quiz / trivia format. PubPlay selects quiz as the game type automatically.
2. Create the games night and let one representative from each team join.
3. In Trivia control, add each question with its round number, question text, correct answer and point value.
4. Check the order and wording before starting. A pending question can be deleted and re-created if it needs correction.
5. Close registration and start the quiz. No additional teams can join after this point.

The correct answer is kept on the host tablet and backend. It is not sent to player phones or the TV before reveal.

Running each question

1. Select Show question. The question appears on player phones and the TV.
2. Teams enter an answer and select Submit answer. They may replace it while the question remains open.
3. Watch the submitted count, but allow the announced time rather than ending only when every team has answered.
4. Select Lock answers. Phones can no longer submit or change answers.
5. PubPlay automatically awards full points when an answer exactly matches the stored answer after normalising capitalisation and surrounding spaces.
6. Review the other answers. Mark each as incorrect, fully correct, or enter partial points, then save it.
7. When every submitted answer has been marked, select Reveal answer. The correct answer and updated standings appear on phones and the TV.
8. Repeat with the next question.

Teams that do not submit receive zero points for that question. PubPlay requires all submitted answers to be marked and all questions to be revealed before the event can be finished. The leaderboard adds awarded points across all questions; a tie remains a tie unless the host runs an additional tie-break question.

Knockout Tournaments

For a knockout event:

1. Record every result in the current round.
2. Confirm there are no missing scores.
3. Select Advance knockout round.
4. Repeat until the final consists of one completed match.
5. Select Finish event.

The advance button remains unavailable until every match in the current round is complete. Byes are handled by the bracket.

Finishing and Archiving

When every fixture has a result, every high-score entry has a recorded score, or every trivia question has been marked and revealed:

1. Select Finish event.
2. Confirm the final leaderboard and winner.
3. Results become read-only.
4. Select Archive completed event.

To view old events, select Event archive in the tablet header. An archived event contains:

- the final leaderboard;
- player and team names;
- every fixture and result, when the format uses fixtures;
- every final high score, when the format uses leaderboard scoring;
- trivia questions, marked answers and cumulative standings, when the format uses trivia;
- the winner;
- a final-results QR code that players can scan later.

Return to Host view before creating the next games night.

Subscription and Account Tasks

- Use Refresh subscription after a new purchase if activation is not immediate.
- Use Restore Google Play purchase after reinstalling PubPlay or changing tablet.
- The active plan and app version appear in the Subscription section.
- Sign out only when changing owner account or handing the tablet to another business.
- Do not create a second venue to solve a login or subscription problem; contact support first.

Deleting the owner account

The Danger zone at the bottom of the host screen permanently deletes the signed-in owner account.

1. Cancel the Google Play subscription separately if it should not renew.
2. Read the account deletion information linked from the Danger zone.
3. Enter the current owner password.
4. Type DELETE.
5. Select Delete account permanently and confirm the warning.

Deletion removes the owner login, authentication tokens and access to linked venues. Venue event and transaction records may be retained without the personal owner account for business, security and accounting purposes. The action cannot be undone.

Troubleshooting

A player does not appear

Check that the phone displays You are checked in. Confirm the tablet has internet, wait five seconds and select Refresh. If registration is closed, the event cannot accept another player.

The QR code does not scan

Increase tablet brightness, clean the camera lens or ask the player to enter the visible join code at <https://play.backendkz.co.in>.

The TV says Display unavailable or Reconnecting

Check the TV's internet connection and verify the full address shown in TV display setup. Reload the browser. Score entry can continue on the tablet while the TV reconnects.

The subscription appears inactive

Confirm the tablet uses the Google account that made the purchase. Select Restore Google Play purchase, then Refresh subscription. Do not buy the same plan twice.

A score was entered incorrectly

Select Update beside the fixture or high-score entry before finishing the event. For trivia, correct the awarded points before revealing the question. Scores cannot be changed after the event is finished or archived.

The host cannot create another event

Open the current event. Complete all fixtures, high scores or trivia questions, finish it and archive it. Only one unfinished games night is allowed per venue.

Safe Operation

- Use a unique owner password and keep the tablet screen locked when unattended.
- Do not display owner credentials, referral codes or Google reviewer credentials.
- Collect only the player names needed to run the event.
- Ask players to use a nickname if they do not want their full name displayed.
- Keep the tablet charged and have a charger available near the host position.
- Record any problem, its time, event name and a screenshot before contacting support.