

unity Bingo Unity Systems

American Amusements would like to present the UNITY Unified Point of Sale System.

Stage 1 - Unified Reports

All vendors' reports are made accessible from a single interface. No need to use multiple terminals to get all of your reports. Using UNITY, you can run reports for individual vendors or combine multiple vendors into a single report.

Pricing: FREE

Stage 2 - Unified Point of Sale

Using UNITY, you need only one Point of Sale terminal at each station. There is no need to deal with the clutter of multiple computer setups at each station. Why put up with switching between computers when you can scan tickets from every vendor into a single Point of Sale interface?

Pricing: \$1500 per Point of Sale

Stage 3 - Unified Ticket Database

With UNITY's Unified Ticket Database, tickets can be used across all platforms. Players will be able to print a ticket out of one vendor's machine and insert it into another vendor's machine.

Pricing: Available upon request

Stage 4 - Automated Ticket Kiosk

Coming soon!

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The screenshot shows the 'Bingo Unity Systems' interface. At the top right is a 'MAIN MENU' button. The main area contains several input fields: 'Ticket:' with a text box and a right-pointing arrow; 'Time Won:', 'Time Cashed:', 'Amount:', and 'Machine:' each with a text box. Below these fields are three buttons: 'CLEAR', 'CASH TICKET', and 'PRINT RECEIPT'. To the right of these buttons, it displays 'Player Total: \$0.00' and '# Tickets: 0'. Below this is a 'Vendors' section with three buttons: 'VendorA', 'VendorB', and 'VendorC'. At the bottom is a numeric keypad with buttons for digits 1 through 0 and a back arrow.