

Blingtris 4.x

By Tin Bling

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About Blingtris

Blingtris started in mid 2006 on the Second Life teen grid, as version 1.0, and was only a stand-alone game. Players would play against the current jackpot on the single game. The machine would payout a jackpot, as set by its owner, every night at midnight to the player with the highest score.

As the popularity grew, version 2.0 was a quick must have update. Only over the course of four months, the game grew to have over 250 unique players per month. (That's a lot of players for the Teen Grid!) How was this traceable? A big change hit the Blingtris players. Blingtris was now in three different grid wide progressive price modes, L\$5, L\$10, and L\$30.

Now leaving the teen grid in late 2008, a new version was a must! Version 3.0 was created. Keeping the operation similar, the game's three version progressive style remained the same. The three versions were bumped up to L\$10, L\$50, and L\$100 on the main grid. Using binary numbers versus lists made the grids communication much faster.

As communication methods increase in Second Life and increasing features in competition games, a complete rebuild was needed. Over the past months of scripting, web constructing, and building of the new Blingtris, it is now live in August 2009. Blingtris has gone under a major face lift and been decreased in prims from 44 to 18. Blingtris is NO LONGER only a grid wide progressive game but now completely configurable by the owner. Did I mention every setting is modified via the web?

<http://dageek.net> is now the home site to statistically watch and modify the settings in real time. I, Tin Bling, am proud to introduce Blingtris 4.0.

I would like to thank all those who suggested features and who helped test making this game possible. THANKS!

How To Play

Playing Blingtris is fun, easy, and exciting! The basic story of how to play begins by scoring points. You make points by placing pieces from the example grid (3x3) onto the main grid (5x5). A red square is a used space and a white square is available space, pieces CANNOT overlap. By using the pieces, using the red dot square as your center location square, you want to form a 2x2 square (5 points) or a 2x3 rectangle (15 points) or a 3x2 rectangle (15 points) or a 3x3 square (30 points).
BONUS: Each time you clear the entire board you get 50 points!



The following piece cannot be placed because it does not fit into any of the available spaces. This game is over for me.

Types of Game Play

Because Blingtris can be completely configured by it's owner, there are now several different ways to play. To determine what style the game is in, watch the high score text to change and display the type of mode the game is set in. (An example picture is posted below).



TYPE OF GAME:

- **Progressive:** This means the game is networked as a grid wide progressive game. You must pay the price to play and compete over the high score (shown where the game information is now in the picture - rotates every 30 seconds). This Jackpot is paid out once every couple of days by me, Tin Bling - NOT THE OWNER. There are three different progressive games:
 - L\$10 (Grey) - Cost is L\$10 to play, each play adds L\$3 to the pot.
 - L\$50 (Blue) - Cost is L\$50 to play, each play adds L\$17 to the pot.
 - L\$100 (Red) - Cost is L\$100 to play, each play adds L\$35 to the pot.
- **Limited:** Limited game setting means you only can place each piece (35 of them) once.

- **Unlimited:** Unlimited means you keep placing random pieces until you no longer can.
- **Instant:** This means the game is set to instant payout. All you have to do is beat the high score (shown where the game information is now in the picture – rotates every 30 seconds) and you win the Jackpot instantly! (Can be either limited or unlimited – see above). To determine whether it's Limited or Unlimited, Limited game play is indicated by the pieces text. If under pieces says "XX Left" then you will know it's Limited). For example, because the image above does not say "23 Left" it's in Unlimited Mode.
- **Free Play:** Free play is now an option! This means the game is free to play. You must pay the machine L\$1 and it will return your L\$1 and you will get to play either limited, unlimited, instant or not depending how the owner has the settings.

PRICE TO PAY: This is the cost to pay to play the game.

% TO POT: This percent of the money put into the game goes to the total Jackpot.

PAYOUTS / DAY: This is how many times this game pays out per day. To find the exact time the game pays out, click the game, and a dialog will appear with additional information.

Owner Dialog

As the owner you have a few quick options in game. Clicking on the game will bring down a blue dialog for you to change and/or request.

- **Manual:** This will bring you to DaGeeK.net where you can request this document or modify the settings to your board.
- **Force Pay:** This is pay out the jackpot to the current high score right away. The timer then will be reset and payout automatically on the next scheduled time.
- **Reconnect:** This will reconnect the game to the server and web site. This should only be done when the game has stopped responding and / or updating.
- **Get Setting:** This will request instant changes for the game that you have made via the website.

Web Settings

Here comes the fun part! I am about to go through all the parameters / options that can be set with each and every Blingtris game. If you wish to just keep the board as a progressive game, those are the default settings.

Main Settings

- **Game Type:** Either Grid Progressive or User Settings. Grid progressive is the progressive setting with no other configuration required by the owner. If you wish to keep the progressive mode but want to change the value to play, the next drop down box will allow you to change it to L\$10, L\$50, or L\$100. Each time a progressive game is played you will keep half and the other half is paid to me, Tin Bling, to pay out the Jackpot. You do NOT payout this jackpot. Progressive mode is plain and simple pure money for the owner. User settings will bring out a whole bunch more options that are described below.
- **Game Status:** Active or Maintenance. To stop this game from being played, set it to Maintenance. To Enabled the game, set the status to Active.
- **Game Name:** This is the name of the game. I recommend setting a name that is unique to the settings you have made along with helpful hits to know which game is which. Example: Instant Blingtris 50 Kitten.

Pot & Score Settings

- **Cost To Play:** This is the amount of L\$ required to play the game. You do not include the "L\$". Example: 100
- **Initial Pot:** This is the starting Jackpot amount in L\$ that you want to start with. You do not include the "L\$". Example: 200
- **Percent To Pot:** This is the percent of payments that goes to the pot. This can be from 0 to 100. DO NOT add a % sign to the number. Example: 50
- **Initial Score:** This is the initial score to beat. Example: 450

- **Max Score:** This is the maximum score that triggers an automatic payout. Setting this value to anything other than 0 will automatically make the Time Scale value 0. This is used for Instant Win games. Example: 800. (This will payout the jackpot to anyone who scores 800 or more instantly).
- **Require Group Tag:** True or False. Game play is restricted to those wearing the tag of the group that the game belongs to. Example: False

Game Handling Settings

- **Stop Loss:** The game will go into maintenance mode (unplayable) if profit on the game exceeds this amount. Do NOT include the "L\$". Example: 5000
- **Play Limit:** This is the maximum amount of games a player can consecutively play. A value of 0 will disable this feature. Example: 0
- **Game Reserve:** This is the amount in time (seconds) the game will be reserved for the last player. This helps avoid game player theft. Example: 20
- **Time Scale:** This is the number of times per day the jackpot is paid out. A value of two will pay out twelve hours from when the settings were updated and then again twelve hours after that and so on. NOTE: This will be set to 0 if MAX SCORE is anything but 0. Example: 2
- **Game Channel:** This is the communication channel for add on items (Coming Soon).
- **Game Password:** This is the communication password for add on items (Coming Soon).

Game Advanced Settings

- **Unlimited Play:** True or False. Setting this value to FALSE will limit the payer to play each one of the 35 pieces once. Setting this to TRUE will allow the player to keep playing until they no longer can. Example: True
- **Win Adjust:** This is the amount of money to add or subtract from the Jackpot when a player beats the high score. DO NOT include the "L\$". (Negative number here will decrease the Jackpot) Example: 5

- **Loss Adjust:** This is the amount of money to add or subtract from the Jackpot when a player does NOT beat the high score. DO NOT include the “L\$”. (Negative number here will increase the Jackpot) Example: 5
- **Max Pot:** This is the maximum amount of money the Jackpot will increase to. DO NOT include the “L\$”. Example: 10000
- **Min Pot:** This is the minimum amount of money the Jackpot will decrease to. DO NOT include the “L\$”. Example: 100

Game UI & Color Settings (Have JavaScript enabled on your web browser)

- **Normal Skin / Texture ID:** This is the 36 long UUID of a texture for the game in normal mode. To obtain a texture UUID, upload the texture and in your inventory right click and select “Copy Asset UUID”. Pasting this (CTRL+V) or (COMMAND+V) will use that texture as the skin. For the default, click the blue Default link to the left.
- **Free play Skin / Texture ID:** This is the 36 long UUID of a texture for the game in free play mode. To obtain a texture UUID, upload the texture and in your inventory right click and select “Copy Asset UUID”. Pasting this (CTRL+V) or (COMMAND+V) will use that texture as the skin. For the default, click the blue Default link to the left.
- **Grid Skin / Texture ID:** This is the 36 long UUID of a texture or a grid image. To obtain a texture UUID, upload the texture and in your inventory right click and select “Copy Asset UUID”. Pasting this (CTRL+V) or (COMMAND+V) will use that texture as the skin. For the default, click the blue Default link to the left.
- **Text Color Jackpot:** This is a hexadecimal value of a color, 6 characters long. To select a value, click the text box and use the slider and color box to find the color you want. Next click the color wheel button (bottom right) on the bottom of the box to enter that value. NOTE: Not all colors are compatible with Second Life, and JavaScript must be enabled on your browser.
- **This goes for Score, Pieces and High score. Default values: 000000, ffff00, 00ff00, 00ff00.**

Web Highlights

What can you expect from DaGeeK.net with Blingtris? Here are a few included images to help detail a few of the advantages of working from the web.

My Games

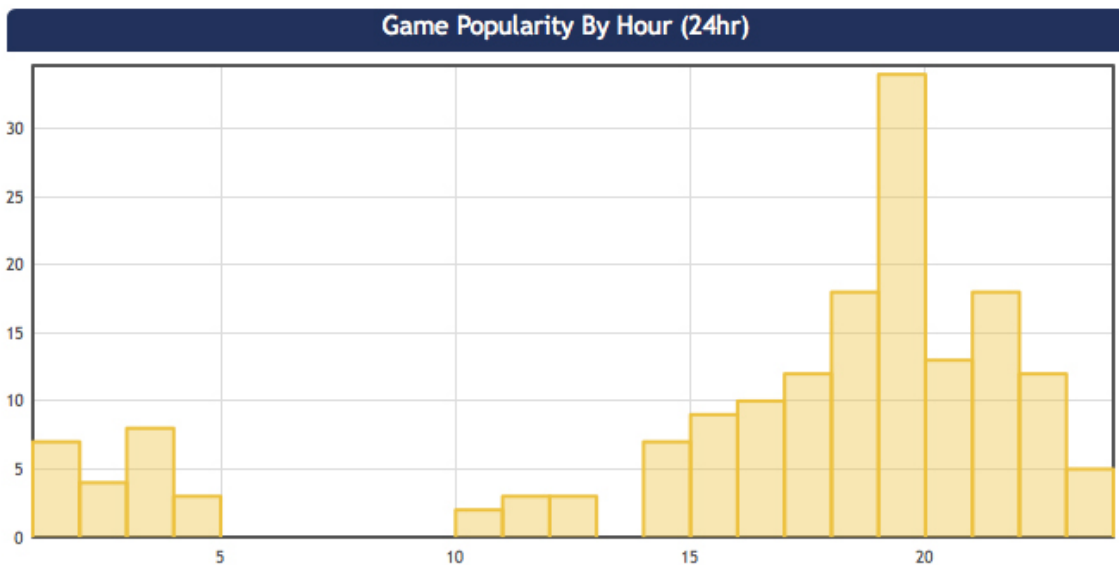
Linked to: [Tin Bling](#)

Your DaGeeK Games					
Location	S	Cost	Play Type	Profit	Settings
		L\$0	User Settings	L\$0	
		L\$15	User Settings	L\$0	
		L\$50	User Settings	L\$0	
		L\$10	Progressive	L\$7239	
		L\$10	Progressive	L\$20	Deleted
		L\$10	Progressive	L\$0	

Complete listing of each game including the location, status, cost to play, type, and profit. The settings options are located on the far right. The wrench (edit) will edit the settings of the game. The magnifying glass (view stats) will display the real time stats of the game. The money stack (finance) will show the games finance in terms of popularity of money in and money out and how the game is doing overall.

Last 10 Players					
Num	Player	Score	Pieces	Date & Time	Duration
1		25	7	2009-08-11 - 17:40:37	00:00:39
2		125	16	2009-08-11 - 14:15:33	00:00:45
3		105	20	2009-08-11 - 04:55:11	00:00:54
4		45	8	2009-08-11 - 04:41:53	00:00:38
5		175	28	2009-08-11 - 04:00:09	00:01:03
6		30	6	2009-08-11 - 03:58:32	00:00:27
7		60	11	2009-08-11 - 03:56:43	00:00:37
8		120	19	2009-08-11 - 03:40:56	00:00:53
9		245	31	2009-08-11 - 03:29:48	00:01:03
10		40	11	2009-08-11 - 03:25:05	00:00:40

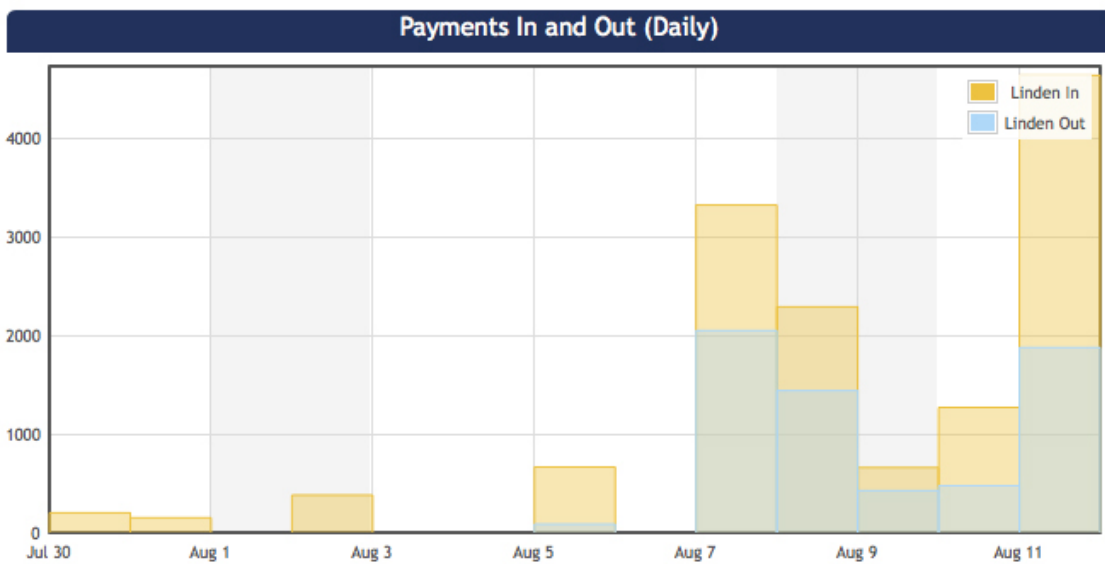
Most Valuable Players				
Num	Player	Plays	Money Spent	Last Play
1		159	13509	2009-08-11 - 17:40:37
2		3	30	2009-08-02 - 22:03:56
3		3	30	2009-08-02 - 22:22:19
4		3	13	2009-08-11 - 04:55:11



This graph shows the game popularity every hour (24 hour). Here I can see my game is most consistently played during the hours of 17 - 22. (5pm to 10pm)

Last 10 Payments Out				
Num	Player	Score	Amount	Date & Time
1		20	1	04:01:12 - 2009-08-11
2		20	1	03:58:59 - 2009-08-11
3		150	751	03:30:51 - 2009-08-11
4		150	1	03:21:20 - 2009-08-11
5		20	204	02:30:48 - 2009-08-11
6		145	208	01:53:02 - 2009-08-11
7		0	229	01:35:44 - 2009-08-11
8		0	229	01:27:41 - 2009-08-11
9		0	254	01:19:39 - 2009-08-11
10		50	250	22:10:22 - 2009-08-10
Life:	-	-	-L\$6353	-

Finance History		
Money In	Money Out	Profit
L\$13582	L\$6353	L\$7229



This graphs shows the amount of money in and out of the selected game on a day to day basis, shown in real time! This is just a few of the luxurious features of having DaGeeK.net enabled products.

I HOPE YOU ENJOY MY GAME

TIN BLING