

Countup Game Rate

The Rate module allows operators to configure time-based pricing for gameplay with precision and flexibility. Users can set charging settings, such as free periods and minimum charges, to control billing behaviour. Within Rate Settings, operators can define pricing based on specific tables (e.g., Sunbed 1) and customise rates across different time intervals.

The system supports both Table-Specific Rates and Center Default Rates, which lets you control pricing structures in detail, such as hourly rates for different time ranges (e.g., morning, peak, and evening sessions). Operators can easily add, edit, or delete rates, with clear visibility of applied pricing for each time slot.

A daily preview is provided to display how rates are applied for current and upcoming days, ensuring accuracy before implementation. Additionally, Holiday Management allows special rate adjustments for selected dates.

Once configured, all rates are automatically integrated with the POS system, billing process, and table control, ensuring accurate time tracking and consistent charging across all gameplay sessions.

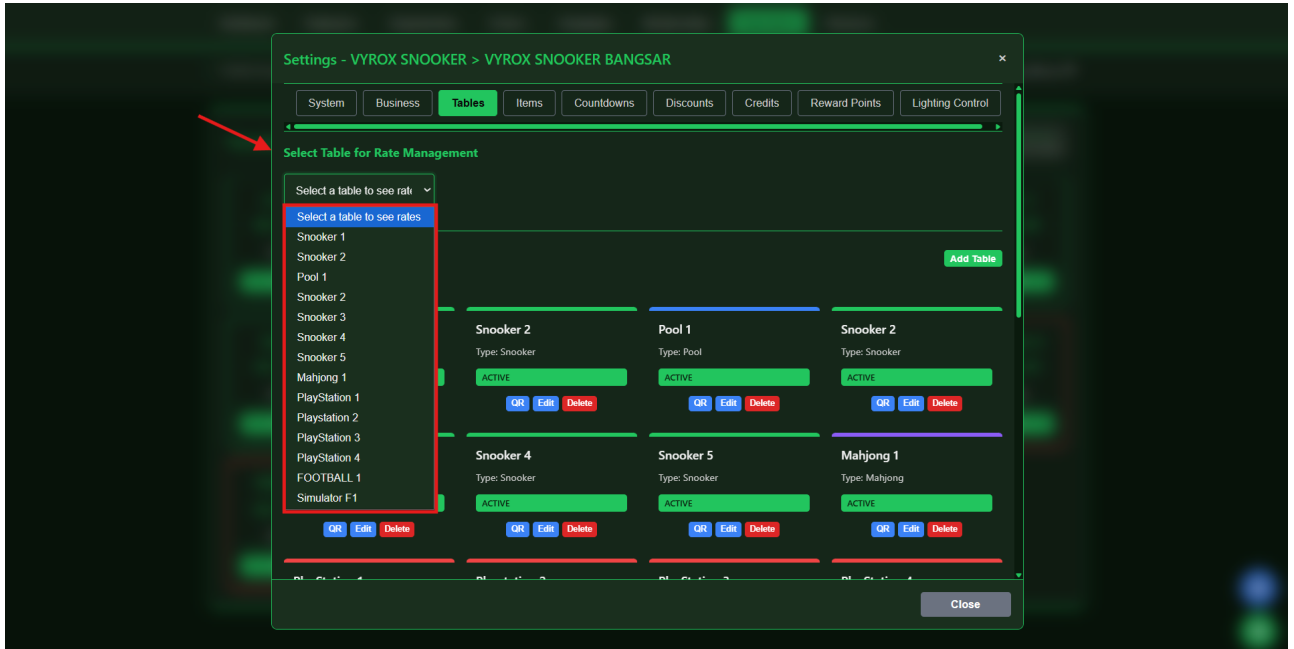
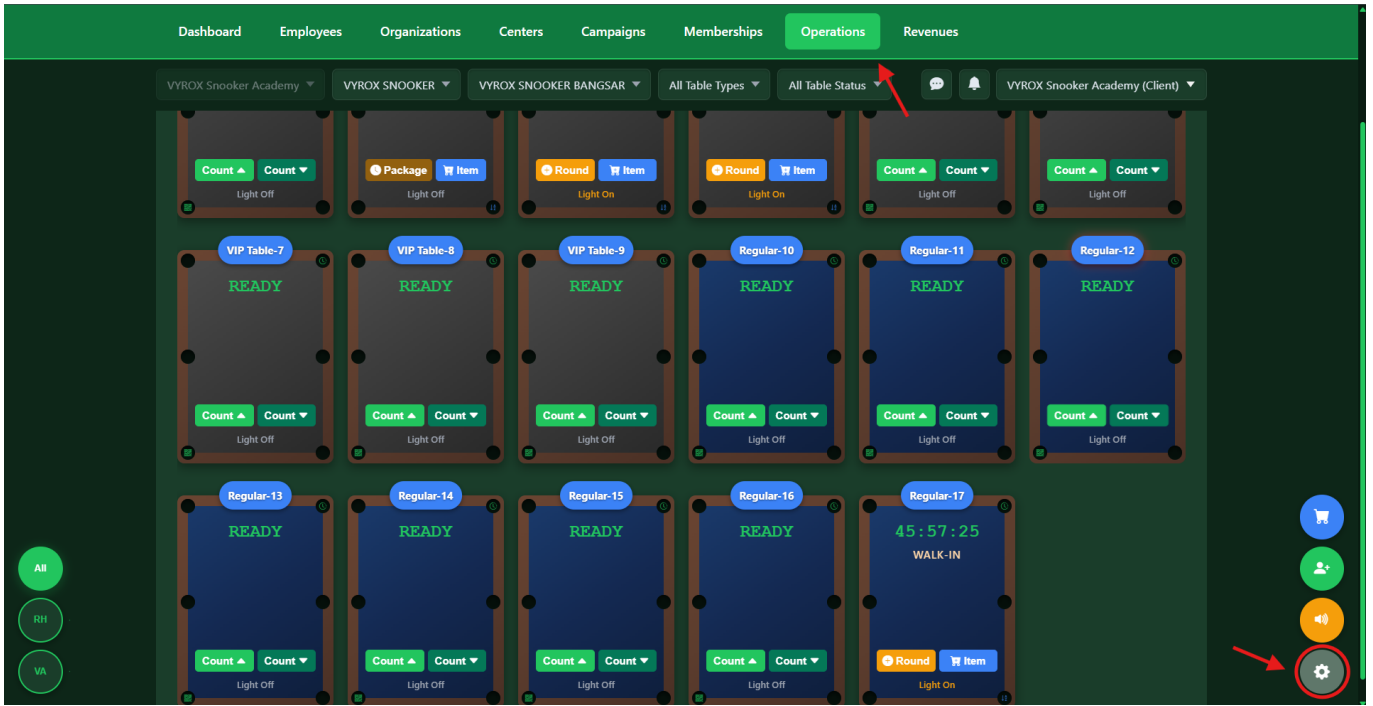
5. Setting Countup Game Rate

5.1 How to Set Countup Game Rate

Go to Select Table for Rate Management > Click Select a Table to See Rate

Details to Setup Table:

1. Choose Table want to set price
2. Go to Rate Settings and Add Rate
3. Go to Rate Type (Make sure time must 24 hours)
4. If all table prices are the same, choose 'Center Default' if not, choose **Table Default** and put (For example: your center operation from 10 am until 3 am; you must put time 10 am until 10 am if not the price at your table not show and not correct calculate when lighting table on)



1.

5.2 How Rates Are Applied

Rates are applied based on priority and time overlap:

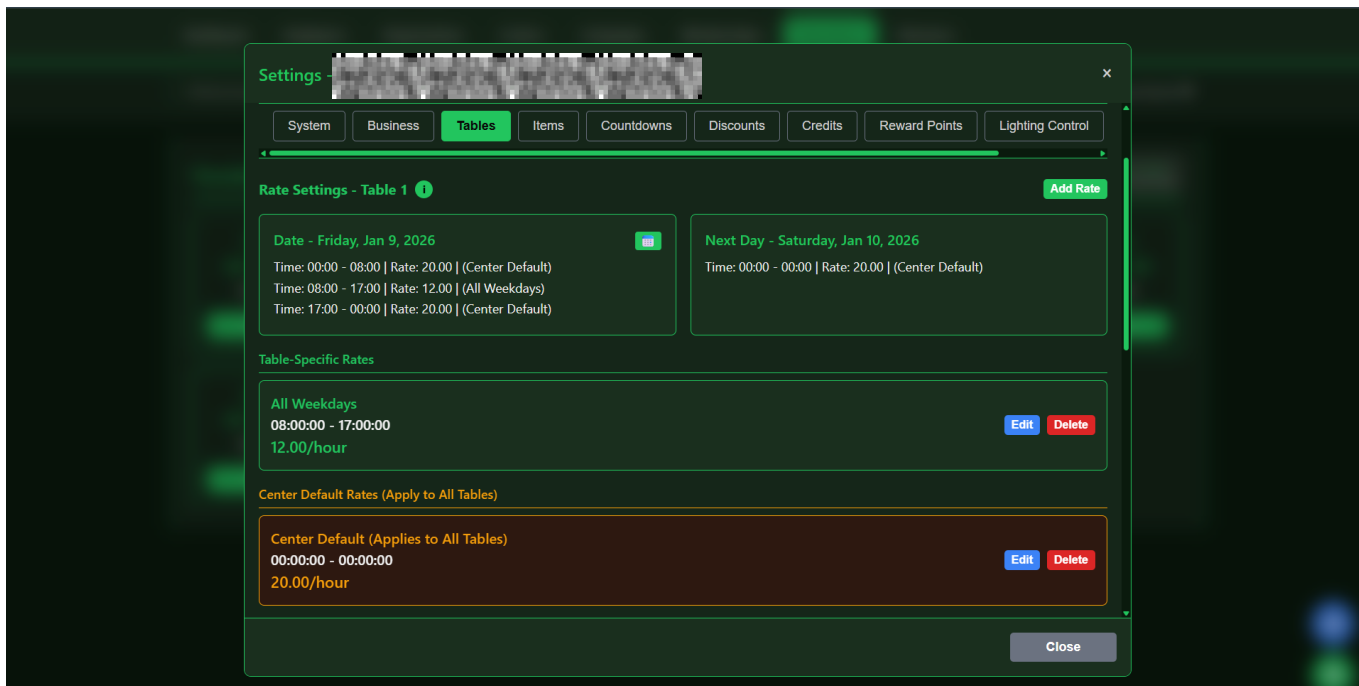
1. Rate Type Priority (from highest to lowest):

- Specific Date
- Holidays, Holiday Eves
- Monday-Sunday
- All Weekdays / All Weekend
- Table Default
- Center Default

2. Time Overlap Rule:

If multiple rates have the same Rate Type and overlap in time, the one with the **highest rate** is applied.

Example:



Note: This ensures the most specific and appropriate rate is always selected automatically.

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