

Foosball TVO — Complete User Manual

Version: 1.0 **Status:** Reflects the live, deployed system

This is the complete manual for the Foosball 2vs1 (TVO) system: the web platform at sckoarn.com (accounts, clubs, membership, administration) and the TVO Manager desktop application that actually runs an event (table assignments, rotations, live score entry). Part 1 covers the website; Part 2 covers running an event step by step in the desktop application; the reference material at the end (scoring rules, planned features, glossary) applies to both.

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Part 1 — The Web Platform

1. Overview

The Foosball Web Platform is the account, club, and administration system built around the TVO format — 2vs1, event manager and recorder. It provides account registration and login, club membership and administration, and a public support form for anyone who gets stuck.

The TVO format was created to enable maximum fun and maximum play time. The format:

- Tests all aspects of a player's foosball skills
- Keeps all players in an event playing every round until the end
- Roughly a one-in-three chance to be a winner, the final series high score for each table, is the winner for that table.
- Seats players against others of similar skill level by the end of an event, so there's always a real chance to win
- Records game times as part of the round structure
- Enables a definitive player ranking, once that feature is built

The hosting site provides user accounts, login access, event data tracking for both registered and unregistered players, and system security.

1.1 The Format

The format run by the desktop application is a skill-sorting system: after the first round with random seeding, players are assigned to tables based on current scores during an event, and the best players naturally rise toward table 1 over the course of the event, competing against others of similar ability.

This self-sorting property is the foundation of the player ranking system. A player's ranking is meant to be derived from the average of their series scores across some number of events — since a perfect series score is 15 and the practical minimum approaches 0, this average naturally converges to a number reflecting relative skill. Because the format ensures players compete against others of comparable skill, scores are earned in a meaningful competitive context. **The ranking calculation itself is TBD** — the platform records everything needed for it, but no ranking number is currently shown anywhere.

1.2 Access Levels

The system has four levels of access:

- **Application Administrator** — manages the overall system, approves new clubs, highest access level. There is one App Admin account, with no club affiliation.

- **Main Club Administrator** — registered the club (or was later transferred the role), highest authority within that club. Exactly one per club.
- **Second Club Administrator** — a regular member granted additional privileges by the Main Admin. Zero or more per club.
- **Registered User** — has a web account and full club membership; can participate in events and view application/membership status.

Note: Unregistered players can participate in events and have a player ID without a web account, but cannot log in to the platform until they register and claim that ID. See [Section 7](#).

2. Getting Started

2.1 The Login Screen

The login screen is the first page shown to a visitor who isn't already signed in. From here you can:

- Log in with your registered email address or your username (tag name), plus your password
- Click **Register** to create a new account
- Click **Forgot your password?** to reset it

A session stays signed in for up to 7 days, long enough to comfortably span a multi-day event without needing to log back in partway through.

Note: After several failed login attempts in a short window, further attempts are temporarily blocked as a brute-force protection. This clears itself after a few minutes, or immediately on a successful login.

2.2 Registering a New Account

Click **Register** on the login screen. You'll be asked for:

- Email address
- Full first and last name
- Username (your display tag name) — must be unique across the whole system, since it can also be used to log in (see [Section 2.1](#)); if the one you want is already taken, you'll need to pick another
- Password and confirmation

You must also agree to the Terms of Use & Data Privacy statement to register.

If you've already played in events as an unregistered player and want to claim your account, toggle **Claim an existing player ID**, which reveals two additional fields: your 6-digit player ID and a claim code. Both are required together — a claim code is generated for you by your club administrator (see [Section 2.4](#)); the ID alone is not enough to claim an unregistered user account.

After submitting the form, a 6-digit verification code is emailed to you. Enter it to complete registration. The code expires 30 minutes after it's sent; if it lapses, you can request a new one.

2.3 After Registration — Before Joining a Club

Once registered, you have a basic account. At this stage you can:

- Check the status of any club application you've submitted
- Apply to join an existing club — you can apply to more than one at once; if you're accepted into one, any other pending applications are automatically withdrawn, since you can only belong to one club at a time
- Register a new club (see [Section 5.1](#))

You can't start events or use the desktop application until you're an accepted member of a club — the roster and table list it depends on come from your club.

2.4 Player IDs and Claim Codes

Every player in the system — registered or not — is assigned a unique 6-digit player ID starting from 000001 and incrementing with each new player added. This number never changes, even if a player later moves to a different club.

Each club is assigned a unique random 3-digit club ID at approval. Your full display ID combines both, shown as:

427-000001

If you move to a different club, your 6-digit player number stays the same — only the club portion of your display ID changes.

If you were added to a club as an unregistered player and want to claim your account by registering, ask your club administrator for your player ID **and** a claim code. The administrator generates the claim code from within the club admin tools and is responsible for getting both to you directly — the system does not email them together. A claim code expires 7 days after it's generated; if it lapses before you use it, your administrator can simply generate a new one.

2.5 Resetting a Forgotten Password

Click **Forgot your password?** on the login screen and enter your registered email address. If that address belongs to an account, a 6-digit reset code is emailed to it; enter the code to set a new password. For privacy, the response looks the same whether or not the address is actually registered, so this page can't be used to check who has an account.

2.6 Editing Your Profile

While logged in, you can change your full name and username (tag name) at any time — being logged in already proves it's you, so no extra verification step is needed.

Changing your password requires entering your current password first. Your **email address cannot be changed** through the site, since it's your account's fixed identity — if it needs correcting, contact Support ([Section 8](#)).

3. Regular User

A regular user is any registered member of a club who does not hold an administrator role — the most common account type.

3.1 Joining a Club

After registering, browse the active clubs list and click **Apply** on the one you want to join. Your application goes directly to the club's administrators, who will see and act on it the next time they log in. You can check your application's status any time after logging in; once accepted, it's replaced by your actual club membership.

3.2 Starting an Event

Once you're an accepted club member, you can start an event through the desktop application, regardless of your access level within the club. See [Section 9](#) and [Part 2](#) for how that works.

3.3 Viewing Your Results

A view of your own event history, series scores, and performance statistics is **planned but not built yet**. The platform already records everything needed for it; there's just no page to see it on today.

3.4 Leaving a Club

A **Leave Club** option is available after logging in for any regular member or Second Administrator. Leaving does not delete your account or your historical game data. A Main Administrator cannot leave directly — see [Section 5.7](#).

4. Second Club Administrator

A Second Administrator is a *registered* club member who has been granted additional privileges by the Main Administrator. Unregistered members can't hold this role, since it requires logging in.

4.1 How Second Admin Status Is Assigned

The Main Administrator toggles Second Administrator status for any registered member from the club's member list. It can be granted or revoked at any time.

4.2 Second Admin Capabilities

In addition to everything a regular user can do, a Second Administrator can:

- View and approve or reject pending membership applications
- Add unregistered players to the club, one at a time or in bulk
- Generate claim codes for the club's unregistered players

- Manage the club's table list — bulk-add tables, rename them, toggle active/inactive
- Edit the club's own information (name, contact details, description, etc.)

4.3 Second Admin Limitations

A Second Administrator cannot:

- Delete the club
- Remove a member from the club
- Transfer or revoke Main Administrator status
- Grant or revoke Second Administrator status for other members

5. Main Club Administrator

The Main Administrator is the user who registered the club, or who has since been transferred the role. There is exactly one per club, with the highest authority within it.

5.1 Registering a Club

Any registered user can apply to register a new club. The form asks for:

- Club name, location, and (optional) physical address
- Contact phone and contact email (both optional)
- Website, Discord, and Facebook links (all optional)
- Number of active tables and approximate member count
- A description

Your application goes directly to the Application Administrator's review dashboard, ready for them the next time they log in. The club stays pending until it's manually approved (or rejected). Once approved, it's assigned a club ID, appears in the clubs list, and you become its Main Administrator.

5.2 Managing Club Members

The Main Administrator can:

- View, approve, and reject pending membership applications
- Remove any member from the club
- Toggle Second Administrator status for any registered member

5.3 Managing Unregistered Players

Not every player needs a web account to participate. As Main (or Second) Administrator you can add unregistered players directly from the web interface — one at a time, or in bulk from a list of names, up to 100 per submission (a club can hold at most 50 unregistered players at once). Players can also be added on the fly from within the desktop application during an active event.

Each unregistered player gets a player ID the same way a registered user does. When one of them is ready to register and claim their history, generate a claim code for their ID and pass both along to them directly (see [Section 2.4](#)).

5.4 Managing Tables

The club's table list is separate from the table *count* given at club registration. As an administrator you can bulk-add tables from a list of names, rename an existing table, or toggle one active/inactive. A deactivated table stays in the system rather than being deleted, so past events that reference it remain intact.

5.5 Editing Club Information

Any club administrator can edit the club's own details (name, location, contact info, description, etc.) at any time — changes take effect immediately, with no approval step.

5.6 Transferring Main Admin Status

Only the Main Administrator (or the App Admin) can transfer Main Admin status to another member. The outgoing Main Administrator becomes a regular member.

5.7 Leaving or Deleting the Club

A Main Administrator cannot simply leave the club, since that would strand it without an administrator — transfer Main Admin status to someone else first, or delete the club outright.

Deleting the club is permanent. Every current member's club affiliation is cleared: registered members can immediately apply to a different club, but unregistered members become **orphaned** — with no club administrator left to help them, they'll need to go through account recovery via Support ([Section 8](#)) to claim their account later. Use this action carefully.

6. Application Administrator

The App Admin manages the system as a whole. This is a standalone account with no club affiliation, and there is one such account for the whole system.

6.1 Logging In

The App Admin logs in the same way as anyone else — email and password on the login screen. Once logged in, additional system-management tools appear that aren't shown to other users.

6.2 Managing Club Applications

Submitted club applications go directly to the App Admin's review dashboard, ready for them the next time they log in. A manual approve or reject decision is required before a club becomes active; this manual step is intentional, a basic anti-abuse control over which clubs get admitted to the system.

6.3 System-Wide Management

The App Admin can:

- View every club and its status, and act on behalf of any club's administration by explicitly specifying the target club
- Delete any club or user account system-wide
- View and resolve support tickets
- View, manually block, or unblock IP addresses (in addition to the automatic blocking the system applies to abusive traffic)
- Generate a claim code directly for an orphaned unregistered player, standing in for a club administrator that no longer exists
- Perform any action available to a lower access level

6.4 Code and Application Updates

The App Admin deploys updates to the website and desktop application by uploading files to the server. The database is entirely separate from the file system — a code update can never alter or destroy stored data.

7. Unregistered Players

Unregistered players participate in events but don't have a web account. They're full participants in the game, just not users of the website.

7.1 Participating in Events

A club administrator adds unregistered players either through the web interface or on the fly from within the desktop application during an active event. Once added, player ID and full name are added to the player list for that club and they become unregistered club members. They can participate exactly like registered players but have no login access to the system until they claim their ID.

7.2 Player ID Assignment

Every unregistered player receives a unique 6-digit player ID, assigned sequentially the same way as for registered users. Their game history is recorded against this ID from the moment they're added.

7.3 Claiming Your ID

To link your existing game history to a new web account:

1. Get your player ID and a claim code from your club administrator (they generate the code; it's valid for 7 days)
2. Register a new account on the website, toggling **Claim an existing player ID**
3. Enter the ID and the claim code together

Once registration completes, your new account is linked to your existing history under that player ID.

7.4 If Your Club No Longer Exists

If your club was deleted, or you were removed from it before you had a chance to claim your account, there's no club administrator left to issue you a claim code — you're what the system calls an **orphaned player**. In that situation, contact Support ([Section 8](#)); the App Admin can generate a claim code for your player ID directly.

8. Support and Account Recovery

The support form is the one page on the site reachable without logging in — for anyone stuck outside their account with no other way back in.

8.1 When to Use It

Use Support if you can't log in and password reset doesn't apply (for example, your email changed, or you never had a web account and need help claiming an orphaned player ID), or for any other account issue you can't resolve yourself.

8.2 Submitting a Ticket

The form asks for your name, email, a ticket type, a short summary, and a details field — no login required. If you're reporting a problem with either half of the system, it helps to include the version number shown in the site footer (and, if relevant, the desktop application's version), since that gives the App Admin a concrete starting point.

8.3 What Happens Next

Submitted tickets are reviewed and resolved by the App Admin. Tickets are kept permanently as a record, whether or not they've been resolved.

9. The Desktop Application

9.1 Getting It

The current build is available as a direct download from your account page once you're logged in — a `.zip` archive containing the executable and a short readme. Because the executable isn't code-signed, expect a

Windows SmartScreen warning the first time you run it; this is expected, not a sign of a bad download.

9.2 Starting It

Any accepted club member can start an event, regardless of their role within the club. On login, the application automatically pulls your club's current player list and table list from the server.

9.3 During an Event

The application talks to the server at each meaningful step — when the event starts, and each time a table's scores are saved — so progress is saved incrementally as the event runs, not just at the end. Only a club administrator can add new players mid-event.

For everything about actually running an event — drawing rounds, entering scores, what happens if the application is interrupted, and so on — continue to **Part 2**, starting with [Section 10](#).

Part 2 — Running an Event (Desktop Application)

This part covers the TVO Manager desktop app itself: drawing rounds, entering scores, and recovering from an interruption. It assumes your club is already set up on the website (see Part 1) with a roster of players and tables — this app connects to that same system, it doesn't manage club membership itself.

10. Logging In

When the app starts, a login window appears first. Enter your email address or tag name and your password, then click **Log In**.

Once logged in, the app loads your club's current player roster and table list from the server. If two players share the same display name, the app shows their ID alongside the name (e.g. John Hoe (000022)) so you can tell them apart — this happens automatically whenever a name collision exists.

If an event is already active when you log in

If your club has an event that's still open on the server — most often because a previous session was interrupted (see [Section 15](#)) — you'll be asked:

"This club has an active event already (event #N, X round(s) played so far). Resume it, or end it and start fresh?"

- **Yes (Resume)** — picks up where the interrupted session left off. See [Section 15](#) for exactly what is and isn't recoverable.
- **No (End it)** — closes that event on the server so you can start a brand-new one. Anything that was saved to it stays in the database, but it won't be shown in the app.

- **Cancel** — leaves things as they are. You won't be able to start a new event until you come back and choose Resume or End.

A club can only have **one active event at a time**. If you try to start a new event while another is still open, you'll need to resolve that one first (via this dialog, at your next login).

11. Setting Up an Event

On the **Players** tab:

1. Select players in **Available Players** and click **Add Selected** (or double-click / right-click a name) to move them into **Tournament Players**. **Add All** moves everyone at once.
2. Select tables in **Tables** and click **Use Selected** to move them into **In Use**.
3. The panel on the right shows a live summary of your player/table counts and whether they're valid for **Special** mode (the only fully implemented mode): each table needs exactly 3 or 4 players.
4. Choose how many rounds you want from the rounds selector, then click **Start Tourney**.

Start Tourney only *draws* Round 1 locally — it does not register anything with the server yet. You'll see the draw on the new **ROUND 1** tab, with all score fields greyed out and a prominent **Start Round** button.

Adding a new (unregistered) player on the fly

If someone shows up who isn't in **Available Players**, use **File > Edit Players**, then **New Player**, and enter their full name. This registers them with the club through the same process the club admin uses (they get a real player ID immediately) — it requires admin-level access on your account, since it's the same as the club admin's bulk-add feature. Once added, they appear in **Available Players** like anyone else.

Adding a new table on the fly

Similarly, **File > Edit Tables > New Table** registers a brand-new physical table with the club. Existing tables can't be renamed or removed from this app — that's managed on the club's website.

12. Starting a Round

Click **Start Round** on the round's tab. This is the moment the round actually becomes "active" on the server — not when it was drawn. Until you click it:

- Score fields stay locked (you can't type anything in yet).
- Each table's **Save** button stays disabled.

Once clicked, the elapsed-time timer starts, every score field unlocks, and the round is registered on the server. If something goes wrong contacting the server at this point (network issue, etc.), you'll see an error and the

button resets so you can just try again — nothing is left half-done.

Tip: get everyone to their table before clicking Start Round — the elapsed timer is meant to reflect actual game time, so clicking it early just means a longer, less meaningful timer reading.

13. Entering Scores

Each table plays a rotation where every player partners every other player once (doubles) and plays solo once. Games are to 5 — enter whichever side reached 5 and whichever side didn't (0–4).

- **Partial saves are fine.** You can fill in and save whichever games are done so far; empty games stay editable.
- Once a table's score fields are saved, they turn read-only (highlighted green). Click **Edit** to unlock them again if you need to correct something.
- The status bar and stats window show live progress ("X of Y tables saved").
- Once every table in the round is fully saved, a **Generate Next Round** button appears (or, on the last round, the event results screen appears automatically).

14. Advancing Rounds and Finishing

Click **Generate Next Round** once a round is complete. This saves that round's final scores to the server, then draws the next round locally — same as Round 1, the new round's score fields start locked until you click its own **Start Round**.

If you want the *next* round to be the last one regardless of the rounds you originally selected, use **Final Round** instead of **Generate Next Round** on the round's tab.

When the final round's last table is saved, the app automatically finalizes the event on the server and shows the results screen — there's nothing separate to click to "end" a successfully-completed event.

15. If the App Is Interrupted

Sometimes the app closes unexpectedly — a crash, a lost connection, or a multi-day event where you deliberately stop partway through and plan to continue later. Here's exactly what happens and what to expect.

What's actually safe

Anything you've clicked Save on is already stored on the server the moment you saved it — that data is never at risk from the app closing afterward, no matter what.

What can be lost

Only two things can be lost by an interruption:

1. **Anything typed into a field but not yet saved** — obviously, since it was never sent anywhere.
2. **An entire round's worth of already-saved scores, if that round is not yet fully complete.** This is the one to understand clearly: the app can only reconstruct a round if *every* table in it has at least one saved game. If you've saved 2 of 3 tables in a round and the interruption happens before the 3rd, **the whole round — including the 2 tables you already saved — cannot be resumed**, because the database has no separate record of "who was assigned to the empty table" independent of its games. You'll need to redraw that round from scratch via **Generate Next Round** once you're back in.

This is the most common interruption scenario in practice — most people naturally save tables one at a time — so plan for it: if you're pausing a multi-day event *deliberately*, it's worth finishing and saving every table in the current round first, rather than stopping mid-round.

Rounds *before* the interrupted one are never affected — once a round is complete and you've moved on to the next one, its scores and standings are always fully recoverable.

What resuming actually restores

When you log back in and choose **Resume** (Section 10), the app rebuilds:

- Every fully-saved round's tabs, exactly as they looked, with completed games shown read-only and any not-yet-entered games still editable.
- The standings, recalculated from the same scoring rules the app always uses — nothing is trusted from a cache, it's recomputed from the actual saved games.
- The connection to the same event on the server, so **Save**, **Generate Next Round**, etc. all keep working normally as if nothing had happened.

If the very last round couldn't be fully recovered (per the rule above), you'll see a message telling you which round to redraw, and the resumed state stops just before it — everything up to that point is intact.

16. Other Things to Know

- **Marking a player inactive (bye):** double-click their name in **Tournament Players** to toggle them out for future rounds. Their existing stats are kept.
- **Dark/Light mode:** Options menu.
- **Export Results:** Game menu, once an event has standings to export.
- **New Tournament:** Game menu — clears everything and returns to the Players tab. Confirms first if an event is in progress.

Reference

17. Scoring System

17.1 Game Format

Each game is played to 5 goals; the first side to reach 5 wins. A series at a 3-player table is 3 games; a 4-player table plays 4 games, with each player sitting out exactly one, rotating clockwise. In each game there are three roles: the singles player (alone), and a forward and goalkeeper on the doubles side.

17.2 Points Per Game

Each doubles-side player earns 1 point per goal their team scores while they're on that side. The singles player earns 1 point per goal they personally score.

17.3 Series Score

A player's series score is calculated from their 3 active games, regardless of whether they sat out once at a 4-player table:

$$\text{Series Score} = \text{Doubles Goals For} - \text{Doubles Goals Against} + \text{Singles Goals}$$

The maximum possible score is 15. Scores can be negative if goals against on the doubles side outweigh goals scored.

17.4 Player Ranking

The platform records everything needed to derive a ranking from a player's average series score across events, but **ranking calculation and display are not built yet** — this is planned future work, not something you can currently view.

Appendix A: Planned Features

This is a general roadmap of what's being considered for future development, in the rough order it's likely to be tackled. No dates are attached — these are directions and priorities, not commitments.

1. **Tag name display** — show a registered player's tag name instead of full name throughout the desktop application.
2. **Web-based TVO application** — a full browser-based replacement for the desktop application, so an event can be run without installing anything. This is the largest item on the roadmap.
3. **Live event status from phones** — a read-only mobile page for a logged-in player to check their current table and standings during a live event, without needing the desktop application.
4. **Player ranking** — build the ranking calculation and a display for it ([Section 1.1](#)), including comparison across clubs once ranking within a single club is working.

5. **Tournament mode** — formal TVO tournament management, for more players than can fit on the tables in a single series (players from multiple clubs, 50+ people). This is distinct from the club-level **events** this manual otherwise describes, and only worth building if there's real uptake on the current release.
 6. **DYP event type** — a Draw-Your-Partner game format.
 7. **Monster event type** — the Monster game format.
 8. **Singles and Doubles event types** — the standard Singles and Doubles game formats.
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Appendix B: Glossary

Application Administrator — The system-wide administrator account. Manages club applications and system-level settings. No club affiliation.

Claim Code — A one-time code, generated by a club administrator (or the App Admin, for an orphaned player), that authorizes linking a specific unregistered player ID to a new registered account. Expires 7 days after generation.

Club ID — A unique random 3-digit number assigned to a club when it's approved.

Desktop Application (TVO Manager) — The application that actually runs an event: table assignments, rotations, score entry. Communicates with the web platform's server throughout an event.

Display ID — The full player identifier shown as `<club_id>-<player_id>`, e.g. 427-000001.

Event — A single run of the desktop application at a club — an evening of informal, local play, typically under 25 players. Made up of one or more series played across the club's tables. See also *Tournament*.

Game — A single match between a singles player and a doubles team, played to 5 goals.

Main Club Administrator — The user who registered the club (or was later transferred the role). One per club. The only member who can delete the club or transfer that role onward.

Orphaned Player — An unregistered player whose club was deleted, or who was removed from their club before claiming their account. Has no club administrator to turn to; must go through Support to recover.

Player ID — A unique 6-digit number assigned to every player, registered or not. Never changes, even across a club move.

Second Club Administrator — A registered club member granted extra privileges by the Main Administrator: approving applications, adding players, managing tables. Cannot delete the club, remove members, or manage other admins.

Series — One full rotation of games at a table: 3 games at a 3-player table, 4 at a 4-player table with one sit-out each.

Series Score — A player's score for one series: doubles goals for minus doubles goals against, plus singles goals.

Support Ticket — A request submitted through the public, no-login support form, reviewed and resolved by the App Admin.

Tournament — A larger, formal competition drawing players from multiple clubs or cities (50+ players). Not the same as an *event*; not yet supported (see Appendix A, item 5).

TVO — The 2-vs-1 event format this whole system is built around: an event manager and recorder for informal, local club play.

Unregistered Player — A player with a player ID and game history but no web account. Can register later and claim that history with a valid player ID and claim code.

Appendix C: Closing Notes

After considering the 2vs1 format for some time I (the app admin) decided to create an App which would enable the format to be tested live. Ottawa Foosball Club ran 3 events during June 2026 and found some issues as well as how really fun the format is to play. Members of the OFC assisted in the rework of the App to make it more flexible for players. With the format confirmed to be playable, a web site and database has been created to enable the final part of the vision. The vision is to introduce a ranking system to Foosball, much in the way golf is done. After several events the players average score can be used to rank that player within their own club. This ranking could be used in tournaments and TVO tournaments also become a possibility which would eventually result in global ranking.

The format is considered stable, the web site is ready for recording events and is able to be changed as things evolve. The whole product is considered to be in a Beta testing stage at this time. Ready for players to play and provide feedback. A web version of the Application will follow once the download version has been used a bit. It is expected that users will find issues or items which need changing, bugs or quality of life issues. The goal is to have a downloadable version and a Web version. Ensuring the downloadable version is stable and functions as users need it to will enable a cleaner and quicker port to the Web version.

There has been a lot of effort put into this project and we hope many Foosers will enjoy it!!

End of Manual v1.0