PLAYER MANUAL

VISAUSD™

BISHIKI DRAW!™

Your phone. Your cards.

Play your colors.
Change direction.
Empty your hand.





1 RoomAdmin phone • 4 total seats
Shared mobile board, private hands, optional TV.

- Start & private hands
- Last card & winning
- Draw Groups & Play Dates
- Competitive credits
- Turns & action cards
- App settings & sound
- Optional TV & manual
- Wallet & history

Start on your phone

One RoomAdmin plus three other seats: four players total.

1. **Get ready.**
   Install the same APK on each phone (Android 8+). Choose a player name and tap **SAVE NAME**. Use the same Wi-Fi for nearby play.

2. **Create the table.**
   Tap **CREATE ROOM • ROOM ADMIN**. This phone hosts and plays. In **Step 1: Choose your mode**, choose **Classic** for wallet-free play. No TV is required.

3. **Invite and verify.**
   In **Step 2: Invite Match Players**, invite up to three friends by **SCAN TABLE QR** or the current invitation. Compare the code on both phones **in person**; approve only if it matches.

4. **Ready, then deal.**
   Guests tap **I'M READY**. In **Step 3: Start Round**, the RoomAdmin taps **START ROUND**. CPUs fill unused seats. Everyone gets seven cards. Each phone shows its owner's hand.

Bluetooth instead? Follow Android's permission, host-visibility and device-choice prompts. An invitation expires; use the host's current QR.

See the whole table

Without the RoomAdmin's TV, every phone shows the shared board.

Your own hand

Only your cards appear face up on your phone. The RoomAdmin's phone follows the same rule: it never shows another player's hand.

Three opponents, three counts

See all four seats around the board. The three opponents show names, turn status and counts or card backs. Their card faces stay hidden, including CPU hands.

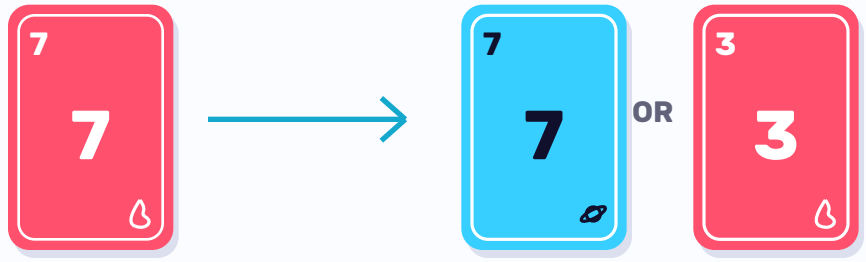
Your hand stays at the bottom

The board shows the played card, active color, draw pile and direction. Without the RoomAdmin TV, match view uses either landscape direction. Your hand stays below the board; swipe sideways to reach more cards, even a 20-card hand.

Before showing your phone: open Settings to cover your cards. After returning, tap **SHOW CARDS** only when you are ready.

Match color or value

A glowing card can be played on your turn.



On a **Flare 7**, you may play another Flare card **or any 7**. Match the active color shown by the game, especially after a Prism card.

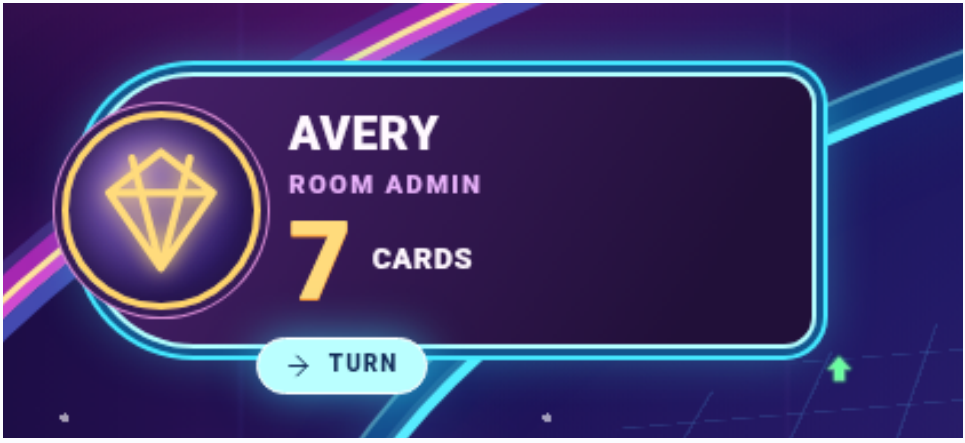
Flare **Orbit** **Spark** **Bloom**

1. Select a glowing card. **2.** Tap **PLAY CARD**.
3. Watch the turn and direction indicators.

Need or want a new card?
Tap **DRAW** once, even if you could play. Then play **only the card you just drew**, or tap **PASS**. You cannot draw again or play an older card that turn.

Follow the green arrow

The marker rests beside the player whose turn it is.



Actual signed v0.4.10 public TV, emulator. Focused excerpt: Avery is the current player and the green marker rests beside the panel.

At rest: One green arrow stays at the current player's stop. It does not keep circling while that player chooses a card.

On a turn change: It glides along the current direction, through the clear space between cards and panels, and stops at the next active player. Skip, Draw Two and Draw Four pass over the penalized seat.

On Reverse: The heading and next journey reverse. TV and phone use the same turn and direction, though your phone arranges seats around your own hand.

A tight phone layout uses the compact direction cell. No track is drawn. Cards, names and buttons stay clear. Paused or finished rounds have no active turn marker.

Change the round

Resolve the card, then follow the next turn indicator.



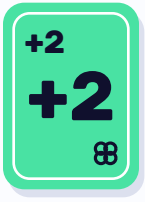
Skip

The next player loses their turn.



Reverse

Change direction and flip the arrow. The player before you in the old direction takes the next turn.



Draw Two

The next player immediately draws two cards and loses their turn.



Prism wild

Playable on any color. Choose a color; picker closes. Tap PLAY CARD. Retap your selected card to change color.



Prism Draw Four

Only when no card matches the active color. Choose a color as above. The next player draws four and loses their turn.

NO STACKING A draw penalty is immediate. You cannot answer it with another draw card.

Call it before you play

When you have two cards, make the last-card call on your turn.

1 CALL LAST CARD **2 PLAY CARD**

Tap **CALL LAST CARD**, then play a legal card with **PLAY CARD**. The button changes to **LAST CARD CALLED!** when armed.



TWO CARDS **ONE LEFT**

Drawing to three cards clears an earlier last-card call.

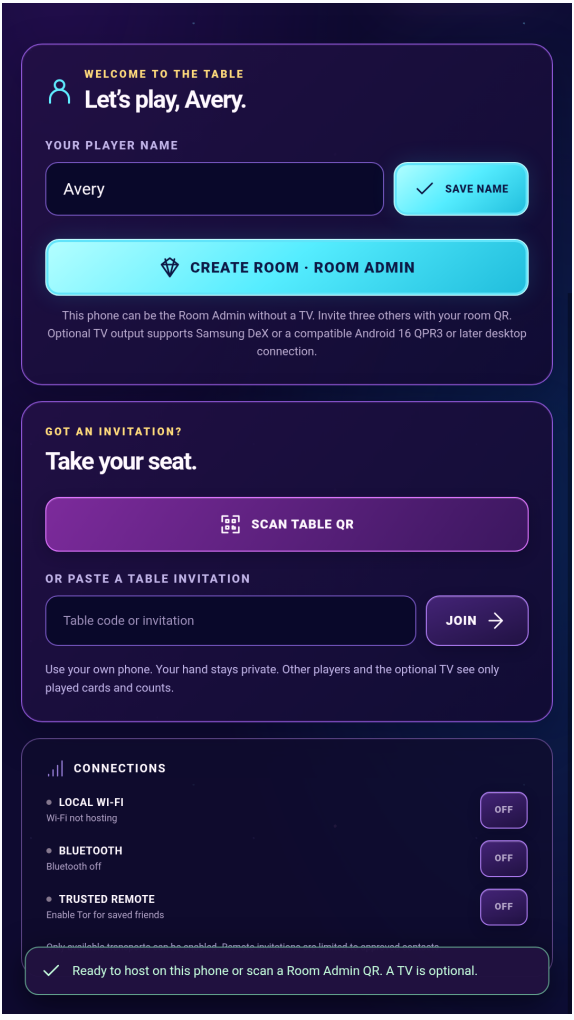
Miss the call? Draw TWO penalty cards.
Playing from two cards to one without calling adds two cards immediately. The played card's other effects still happen.

Empty your hand to win

Final penalties apply **before** the win. Results overlay the board; the hand tray stays in place. RoomAdmin: **DEAL AGAIN**, or **PREPARE NEXT ROUND** after Competitive settlement.
LEAVE ROOM returns to the main lobby. If the RoomAdmin leaves, the room closes for everyone. Saved Draw Groups remain. Competitive waits for credit confirmation.

From welcome to lobby

Start locally, invite friends, then ready the table.

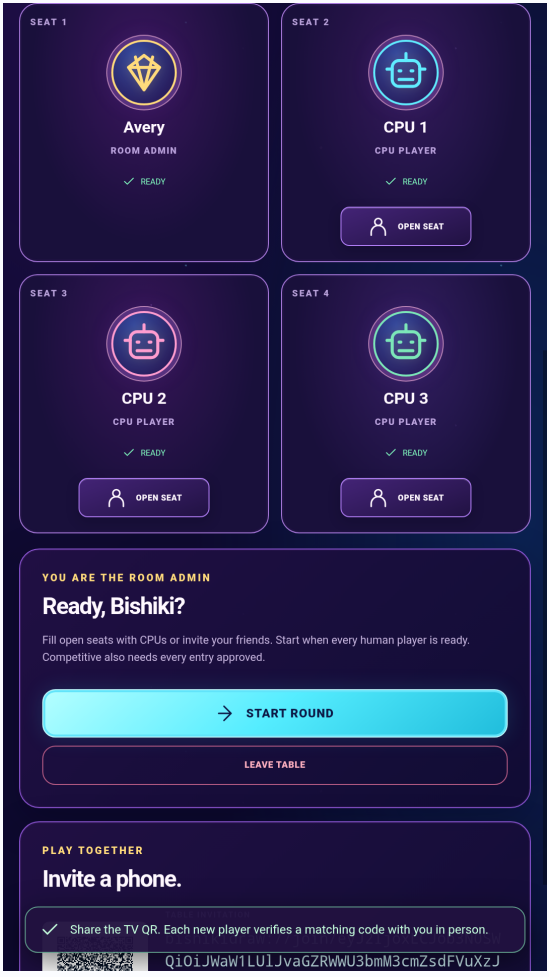


Packaged Android app, API37 emulator. Phone-only RoomAdmin welcome.

Save your name. **CREATE ROOM • ROOM ADMIN** opens your table; choose the mode in its lobby. **SCAN TABLE QR** joins someone else. CPUs fill unused seats.

Review before dealing

Four total seats includes the RoomAdmin.

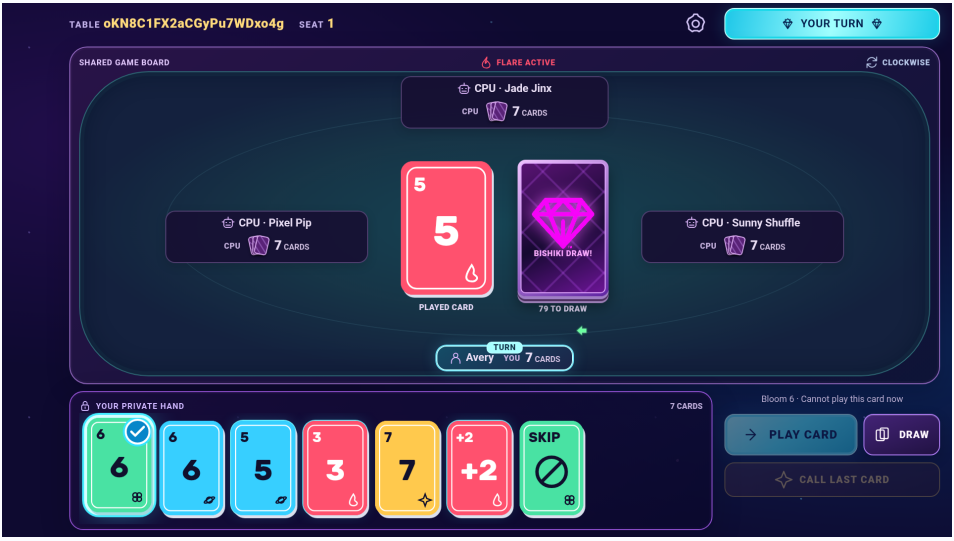


Actual native table, API37 emulator. RoomAdmin plus three CPU seats.

The RoomAdmin follows the numbered setup. Classic: choose the mode, invite players, then start. Competitive: set the entry and confirm all human/CPU seats before any wallet entry approval. Compare each in-person code.

Find your next move

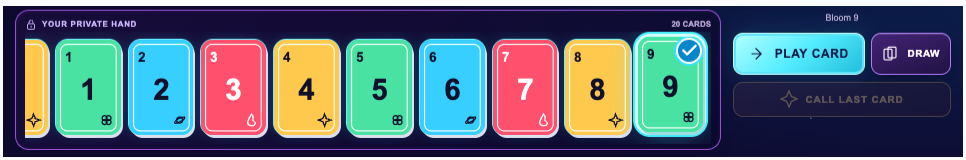
All four seats share the board; only your own cards are face up.



Actual signed v0.4.10 Android app, emulator: shared landscape board, green turn marker and only the local seven-card hand. The selected card is fully visible.

With no RoomAdmin TV, every phone shows the full board in landscape, with its own hand at the bottom. Either landscape direction works. Select a glowing card, then **PLAY CARD**. The raised card remains fully visible.

More cards? Swipe your hand

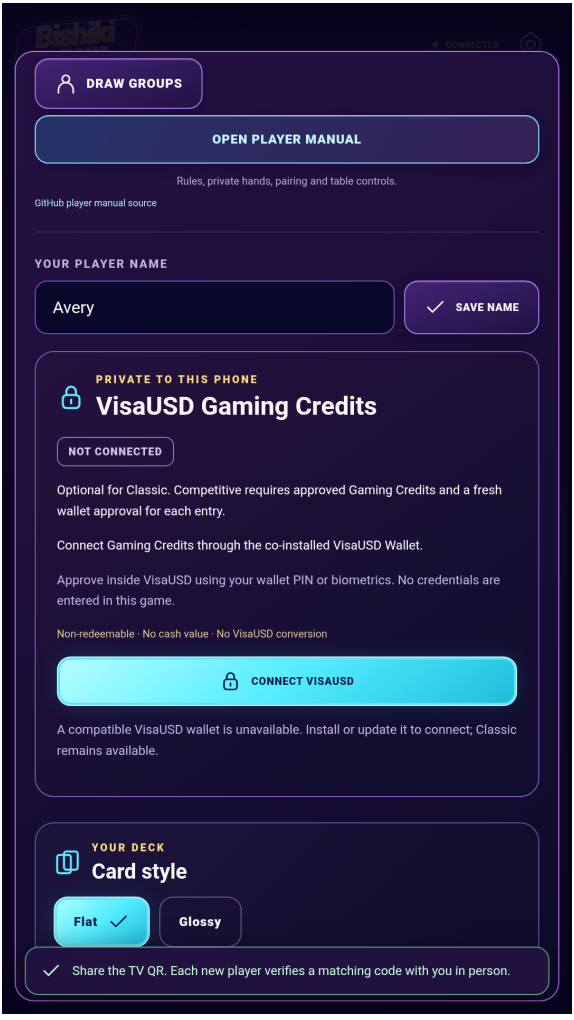


Production browser renderer, fictional 20-card example, swiped to the last card. This is not an Android or wallet capture.

Use **DRAW** or **PASS** only when offered.

Open your toolkit

Tap the gear. Settings covers your private hand.

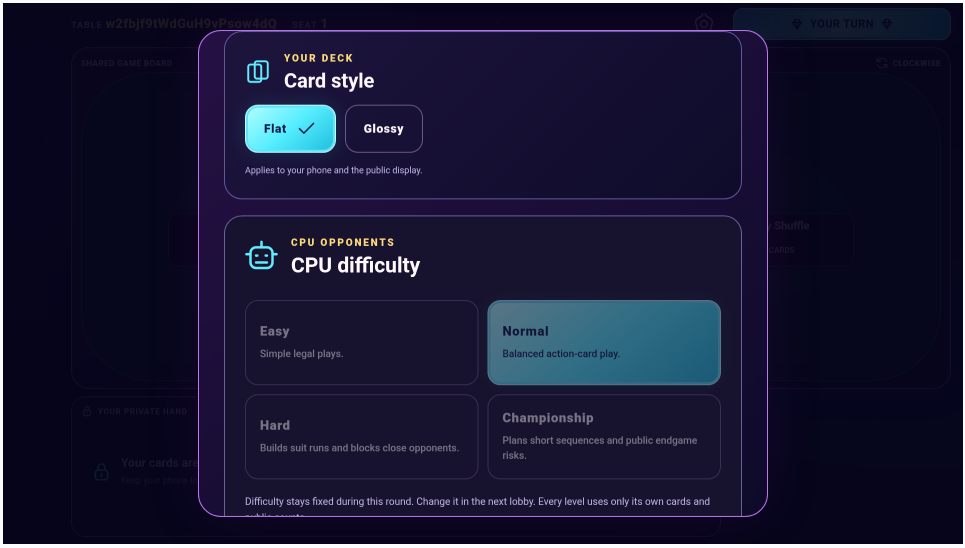


Packaged Android app, API37 emulator. Settings covers the private hand.

Find your name, wallet connection, card style, music, connections, saved contacts, **DRAW GROUPS** and **OPEN PLAYER MANUAL** here.

Flat or Glossy

Flat is the default and matches the card examples in this guide.

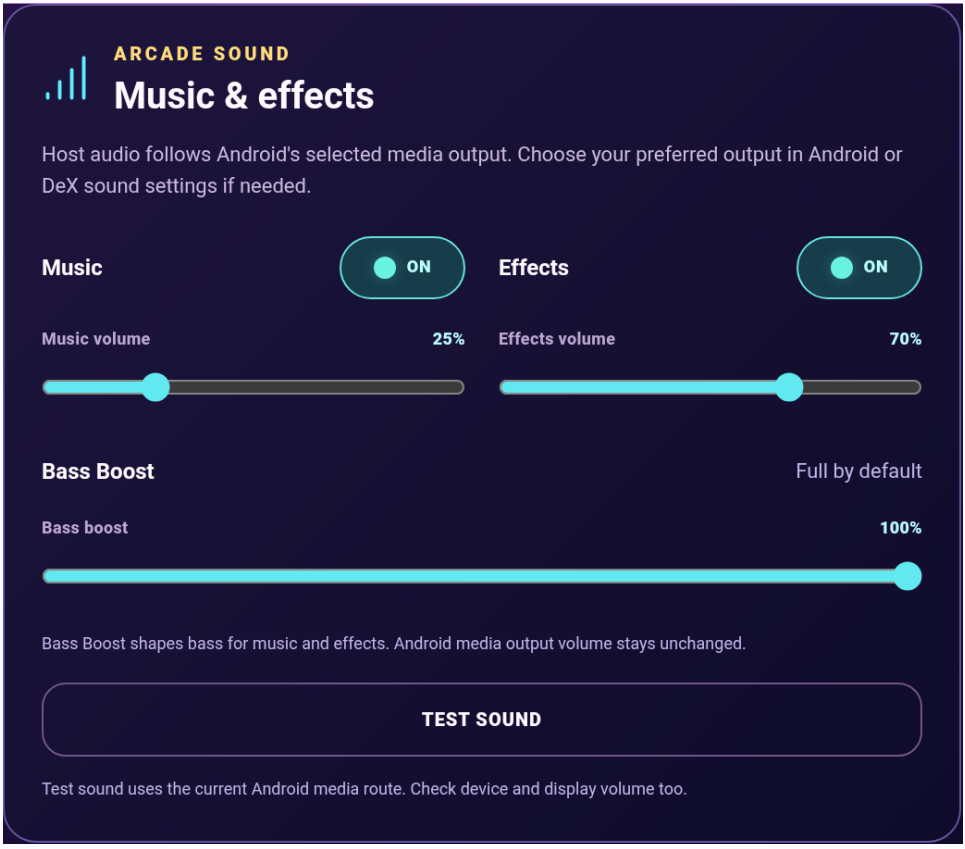


Actual packaged Android Settings, emulator. Flat selected; the CPU controls remain below the deck choice.

Choose **Flat** or **Glossy** under **Card style**. The choice stays on this phone. The RoomAdmin's preference also styles the public TV arena.

Set your sound

Separate music and effects volumes, plus a shared Bass Boost.



Actual Android sound Settings detail, emulator: Music 25%, Effects 70%, Bass Boost 100%. Android chooses the media route.

Both start ON: Music **25%**, Effects **70%**. **Bass Boost** starts at **100%** and affects both. All three sliders save from 0-100%. **TEST SOUND** works on the active, visible, unpaused RoomAdmin phone.

Keep control of both

Your settings do not expose your hand or change Android volume.

1. **Choose what you hear.**
   Music and Effects each have ON/OFF and volume controls. **Bass Boost** controls the low-end boost for both, from 0-100%; its default is **100%**.
   Choices apply when this phone is RoomAdmin. Joined phones stay silent.

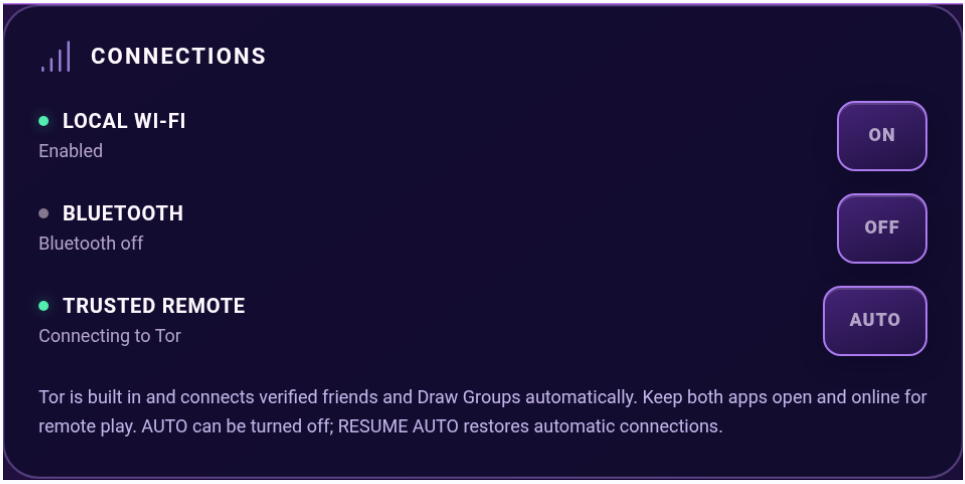
2. **Choose where you hear it.**
   The game follows Android's media output route. Use the phone's media output settings for phone, Bluetooth or connected-display sound. The game does not force HDMI or turn up system volume.

3. **Reveal cards deliberately.**
   Closing Settings, returning from another app or rebuilding a private display leaves your hand covered. Tap **SHOW CARDS** only after checking who can see the phone.

No sound? Check both app switches, both volume sliders, Android media volume and the selected speaker. If TEST SOUND is unavailable, check the RoomAdmin's connection and paused state.

Nearby or trusted remote

Draw chooses a route for each verified friend.



Actual signed Android app, API37 emulator. Settings detail after mutual local verification: built-in Tor is connecting automatically; AUTO is selected.

Draw tries **Wi-Fi/LAN**, then a saved **Bluetooth** route, then **Tor** for each verified friend. One room can mix nearby and remote players; each keeps the same verified identity and RoomAdmin.

Tor is built in and starts automatically after mutual local verification. **AUTO** is the default; no separate Tor app or manual setup is needed. Keep participating apps open and online.

Bluetooth: turn it on and allow Android Nearby Devices permission. A new nearby device may need discovery and Android prompts before its route can be saved.

Verify before remote play

A username alone is not proof of the other person's identity.

1. **Meet and compare locally.**
   Scan the current table QR, choose a nearby transport and compare the same code on both phones. Each person must approve. Bluetooth may require Android permission, visibility and device-selection prompts.

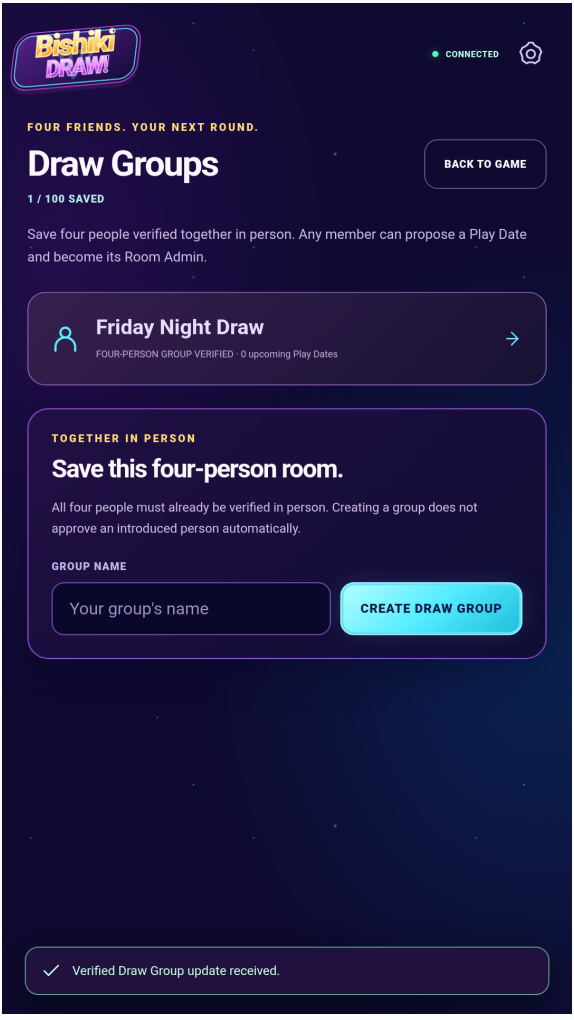
2. **Let the private connection prepare.**
   After both people approve the local pairing, built-in Tor starts automatically. Keep both apps open and connected locally until **TRUSTED REMOTE** is ready and the remote addresses have synced, before parting.

3. **Join a trusted friend later.**
   Open both apps and stay online; saved friends connect automatically. The RoomAdmin opens a table. The saved contact chooses **JOIN REMOTE TABLE**; Draw waits for the private connection to be ready.

Startup needs a working network and may take time. If you deliberately turn Tor off, choose **RESUME AUTO** in Connections. Saved contacts still need reachable apps; a force-stopped app cannot receive alerts.

Save your four people

A Draw Group is a saved group of four verified human players.

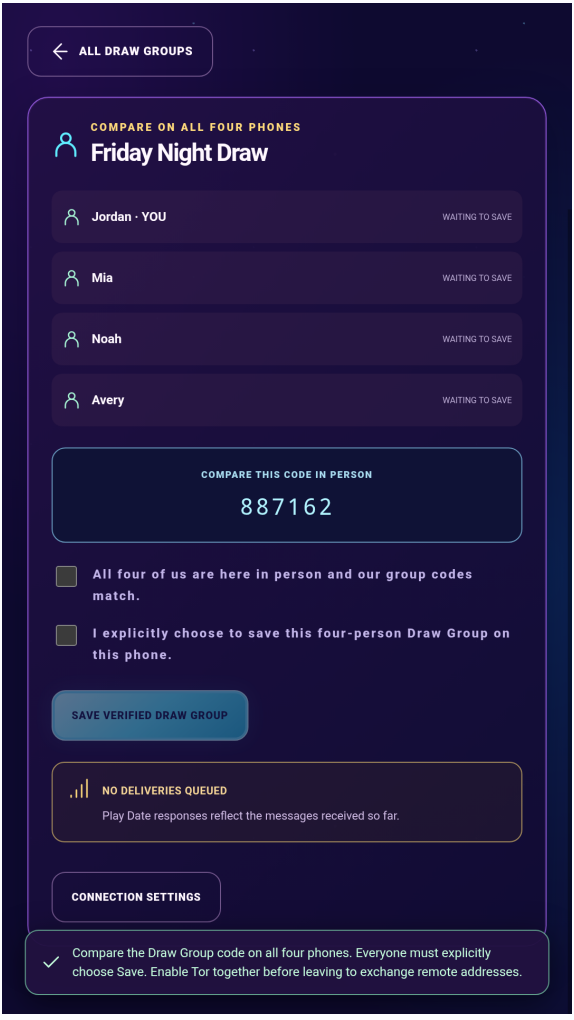


Actual signed four-person group and creation form, API37 emulator.

With all four people verified and connected in person, the RoomAdmin opens **DRAW GROUPS**, enters a **GROUP NAME** and chooses **CREATE DRAW GROUP**.

Save on all four phones

Do this together. Creating a group does not approve it for everyone.



Actual local four-peer manifest, API37 emulator. Save consent is unchecked.

Compare the group code. Each person checks both in-person and save-consent boxes, then taps **SAVE VERIFIED DRAW GROUP**. All four must explicitly save the same group.

Your saved groups

Each phone can save up to 100 Draw Groups.

1. **Know whose name changes.**
   Only the original RoomAdmin can **RENAME GROUP** for the shared group. Any member can **SAVE NICKNAME** for a personal label on this phone. Clear that nickname to use the shared name again.

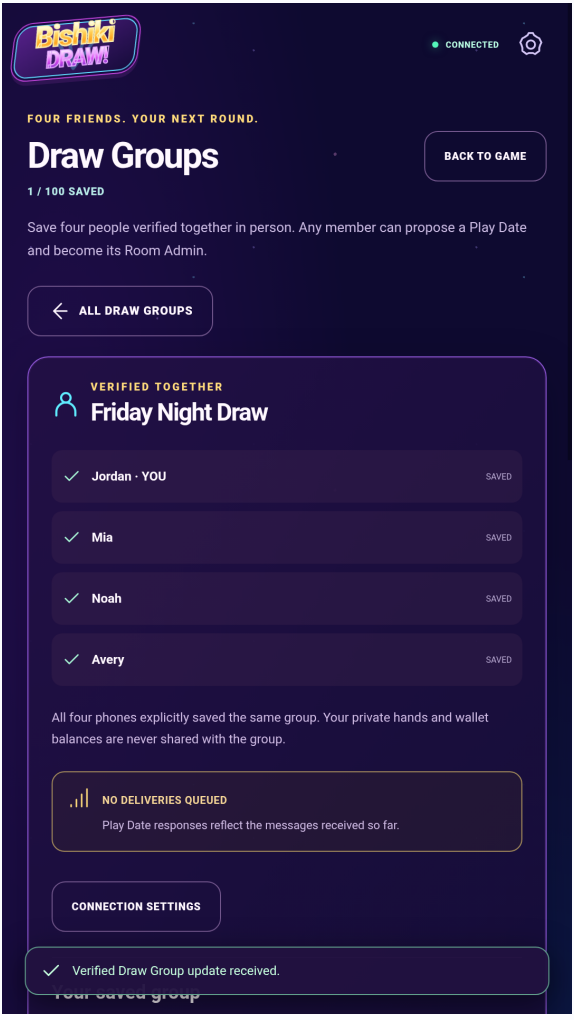
2. **Make space yourself.**
   At **100 SAVED**, delete one of your own saved groups before saving another. The app does not silently remove an older group to make room.

3. **Leave voluntarily.**
   Select the leave-consent checkbox, then **DELETE MY COPY & LEAVE**. This removes your active saved copy and sends your voluntary leave to the others. Their copies remain; there is no admin Kick button.

A voluntary vacancy is marked **Vacant seat • CPU** for future group rooms. A queued leave still needs delivery. Leaving a saved group is not a guarantee that an already-running round changes immediately.

Names and voluntary leave

Personal nicknames stay personal; shared renaming has one owner.

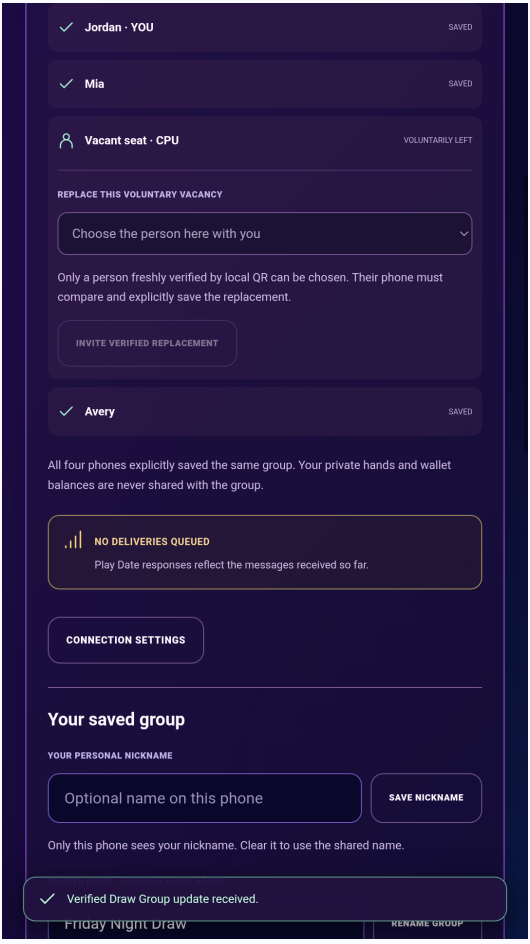


Actual four independently signed saves and member status, API37 emulator.

Review the saved-member status and queued deliveries. Deleting your copy is your choice; it does not delete the group from everyone else's phone.

Meet the newcomer

Only a genuine voluntary vacancy can be replaced.



Actual signed four-peer Draw Group, Android emulator. Voluntary vacancy and the fresh local-QR replacement controls.

The original RoomAdmin verifies the new person locally, chooses **REPLACE THIS VOLUNTARY VACANCY**, then **INVITE VERIFIED REPLACEMENT**. The newcomer compares the code in person and explicitly accepts and saves.

Keep the group trusted

A remote introduction is not an in-person verification.

1. **Start with a voluntary leave.**
   An original member must choose to leave their own saved copy. The original RoomAdmin cannot remove an unwilling member to create a replacement slot.

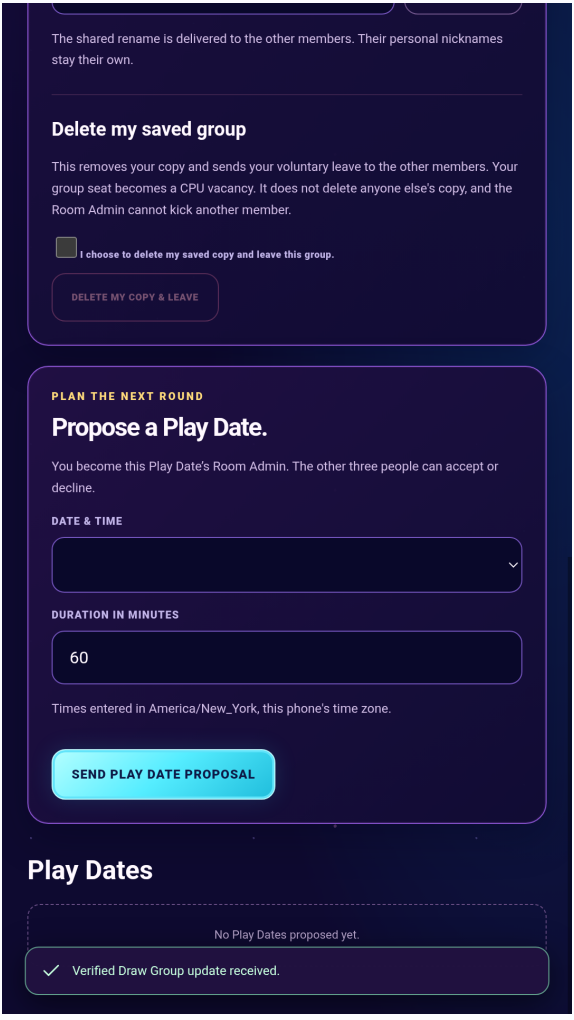
2. **Verify the new person nearby.**
   Meet physically and perform a fresh local QR/code verification using a nearby connection. A Tor-only connection cannot establish this first introduction.

3. **Accept the exact offer.**
   The replacement sees the group and comparison code, confirms being together and choosing to save, then taps **ACCEPT & SAVE REPLACEMENT**. They may decline instead. An offer expires after ten minutes.

Group membership does not share private card hands, wallet PINs or private balances. Compare codes on the actual phones rather than trusting a forwarded name or screenshot.

Plan your next table

Any verified member can propose a Play Date.



Actual verified-group proposal form and local time zone, API37 emulator.

Choose **DATE & TIME** and duration, then **SEND PLAY DATE PROPOSAL**. The proposer is this date's RoomAdmin. The form states this phone's time zone.

Accept, decline, join

An invitation is a proposal, not an automatic game launch.

1. **Review the date and zone.**
   Open **PLAY DATE INVITATION** / **REVIEW INVITATION**. Check the proposer's date and time zone. Choose **ACCEPT PLAY DATE** or **DECLINE**; the proposer may cancel.

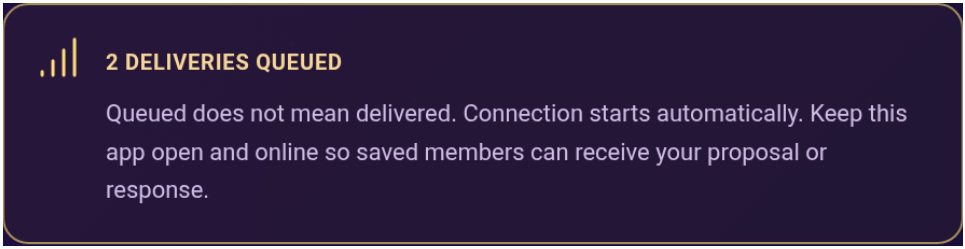
2. **Check everyone's response.**
   The group lists ACCEPTED, DECLINED or AWAITING RESPONSE based on messages actually received. An overlapping Play Date is marked CONFLICT; resolve it before opening or joining that room.

3. **Open at play time.**
   The proposer chooses **OPEN PLAY DATE ROOM**. Others choose **JOIN PLAY DATE ROOM**. Missing people can be CPUs. A late human waits for the next deal rather than taking over someone else's current hand.

Duration is 1-1,440 minutes. A Play Date does not authorize a Competitive entry: the actual human roster and equal entry still need fresh wallet approval for the new match.

Queued is not delivered

Saved invitations and responses retry when the member is reachable.



Actual signed four-peer Draw Group, API37 emulator. A signed Play Date has two deliveries queued while members are offline.

Connections start automatically. Keep all participating apps open and online. **DELIVERIES QUEUED** means messages still await a signed receipt; it does not mean the invitation or response has arrived.

The room may use different routes for different friends. For example, two nearby players can use LAN or Bluetooth while two distant members use Tor to reach the same RoomAdmin.

An offline phone receives saved updates when it becomes reachable. Draw cannot promise an alert while Android has closed or force-stopped an app. At play time, missing people can be CPUs; late humans wait for the next deal.

Add a public arena

The RoomAdmin's public TV switches the layout for the whole table.

1. **Check the output hardware.**
   Use Samsung DeX or a compatible Android 16 QPR3-or-later connected desktop. The phone, adapter and screen must support independent video output. An Android version alone does not guarantee it.

2. **Watch the layout switch.**
   The RoomAdmin's connected public display shows the board without private hands. **Every player phone switches to portrait**, with a compact board and its own hand. A guest's own display does not switch the table. Ordinary mirroring does not separate private cards.

3. **Set the TV and speakers.**
   Choose the proper TV input. Use the TV's screen-fit or original-aspect option if its edges are cropped. In Samsung DeX audio output, choose **Display device** if you want TV sound; Android and cable support decide the available routes.

4. **Disconnect safely.**
   Unplug the RoomAdmin's TV to restore the full **landscape** board on every phone automatically. The round, turn and hands stay the same. Reconnect to restore portrait phones and the public TV board.

Samsung's official DeX audio guide

Everyone sees the table

Public TV board above; portrait phone companion below.





All phones: portrait

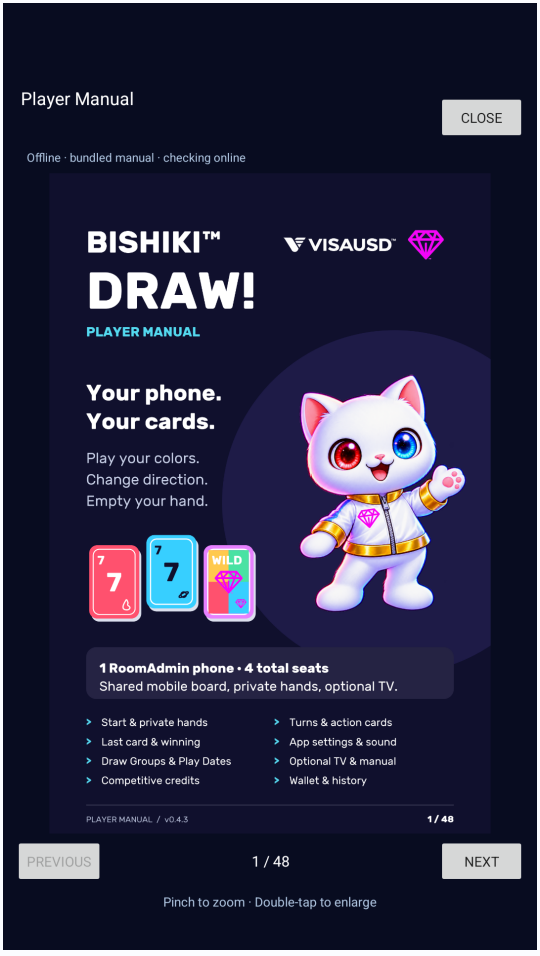
The RoomAdmin and all joined players use portrait phones while the RoomAdmin TV shows the public board. Each phone keeps its compact board and its owner's private hand.

Unplug the RoomAdmin TV to restore the full landscape board on every phone. The round, turn and hands stay the same.

Actual signed v0.4.10 Android emulator captures. The green marker rests at the current turn. The phone shows only its own hand; the selected card rises without clipping.

Read, then Close

Choose OPEN PLAYER MANUAL on welcome or in Settings.

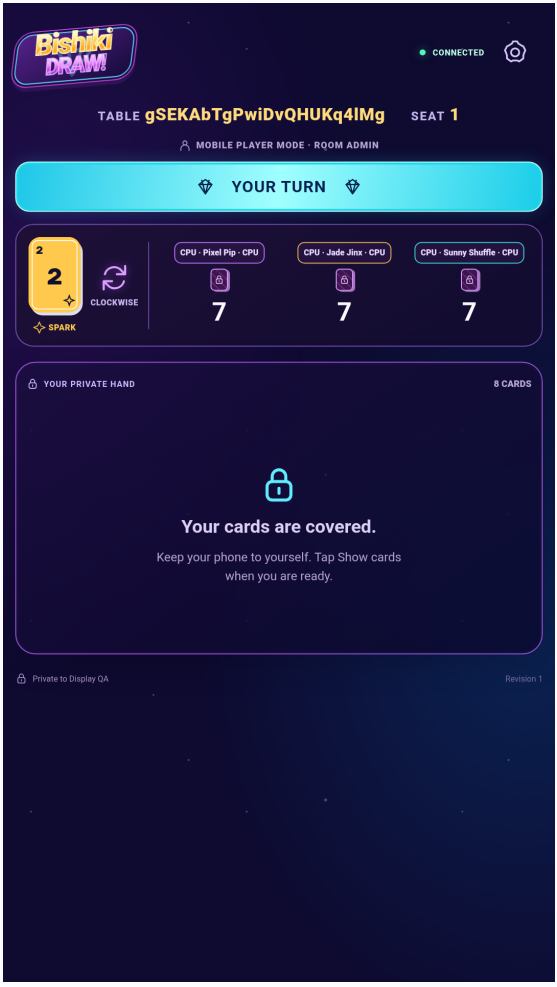


Actual Android embedded reader: v0.4.3 bundled 48-page manual, native Close/Previous/Next. The source label shows the real offline/checking status; Close returned to the game.

The PDF stays inside the app. Use page controls and pinch or pan to read. Tap **Close** to return. A bundled offline copy remains available when the linked copy cannot be verified.

Reveal only when ready

Settings and background transitions cover your own cards.



Actual Android emulator: portrait phone while the RoomAdmin TV has focus. The private hand remains covered; return focus to the phone to reveal it.

Bring the phone back to the foreground to make **SHOW CARDS** available. After Settings, the manual or another app, check your surroundings before revealing. Only your own hand can appear.

Keep the same seat

A player's lost connection pauses play. A TV unplug does not.

1. **Reconnect the phone.**
   Tap **RECONNECT TO TABLE** to return to the same verified RoomAdmin. While that phone's live table is still running, your seat and existing private hand are preserved.

2. **Wait for the whole table.**
   Every human must be connected before the RoomAdmin chooses **RESUME ROUND**.
   Reconnecting by itself does not resume the attempt or deal replacement cards.

3. **Know the host limit.**
   If Android closes the RoomAdmin, Classic ends. Competitive can restore its saved table and rules **paused**: reconnect the human players, then resume or finish the same credit settlement. Removing app data removes this recovery.

For a connection problem, check the selected transport and the host's current invite. Remote play connects automatically; keep both apps open and online and allow startup to finish. If you turned Tor off, choose RESUME AUTO. Keep the original in-person verification.

Choose your mode

Classic is wallet-free. Competitive uses only Gaming Credits.

Classic

Play the card game without linking a wallet, approving an entry or using Gaming Credits. The same turn and action-card rules apply.

Competitive Gaming Credits

Use linked, **non-redeemable Gaming Credits** only. They have **no cash value** and cannot be converted into cash, cryptocurrency, goods, services or prizes. Financial-asset balances are not entries or awards.

One equal entry for everyone

All **four seats**, human or CPU, reserve the same whole-credit entry. One human can practice against three CPUs. The total must be at least 25: four equal whole entries therefore start at **7 each, 28 total**. Changing the entry or roster requires fresh approval.

Invite, then approve

The RoomAdmin completes these four steps in order.

1. **Choose your mode**
   Select **Competitive**. Every human needs VisaUSD installed on the same phone. Classic does not need a wallet.

2. **Set Entry**
   Set the equal amount and tap **SET ENTRY**. Minimum: 7 each, 28 total. **ALL IN** uses the table's lowest freshly approved available balance.

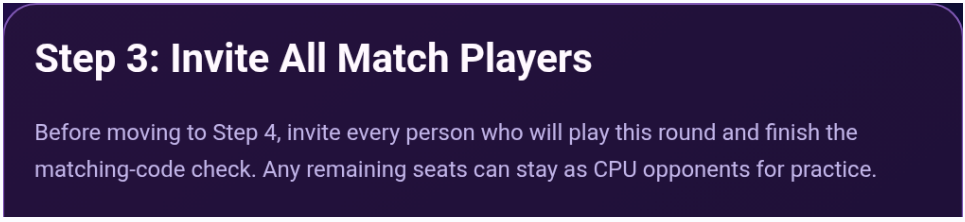
3. **Invite All Match Players**
   Invite every person and compare codes. Keep unused seats as CPUs; choose difficulty. Review four seats, then tap **ALL PLAYERS JOINED • CONFIRM HUMAN / CPU SEATS**.

4. **Approve Entry in VisaUSD**
   Link VisaUSD if asked, then each human approves the exact entry inside their wallet. Start only when all entries are approved and all humans are ready.

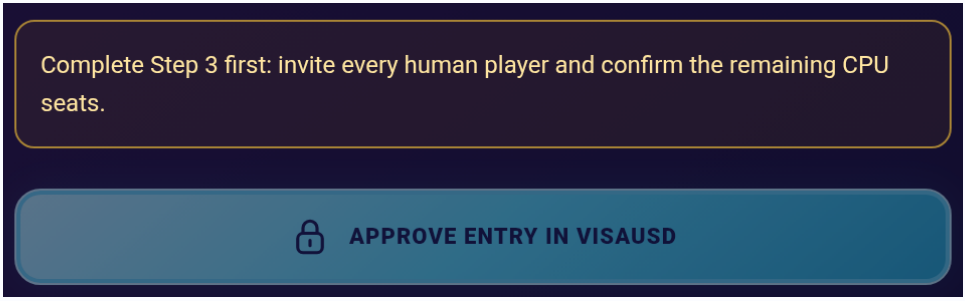
Need to invite someone else? Choose **CHANGE MATCH PLAYERS**. Keep phones connected while holds return. Invitations reopen after confirmation; review the roster and approve fresh terms.

Confirm your players

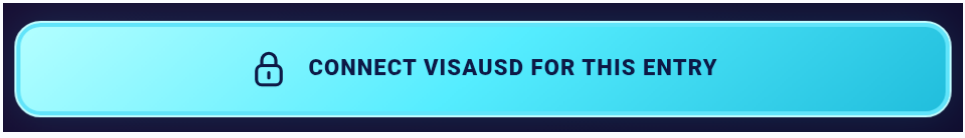
Step 3 comes before any Step 4 wallet entry approval.



Invite every human while the room is open. Check the four-seat roster; any remaining CPU seats also count as match players. Then confirm the seats in Step 3.



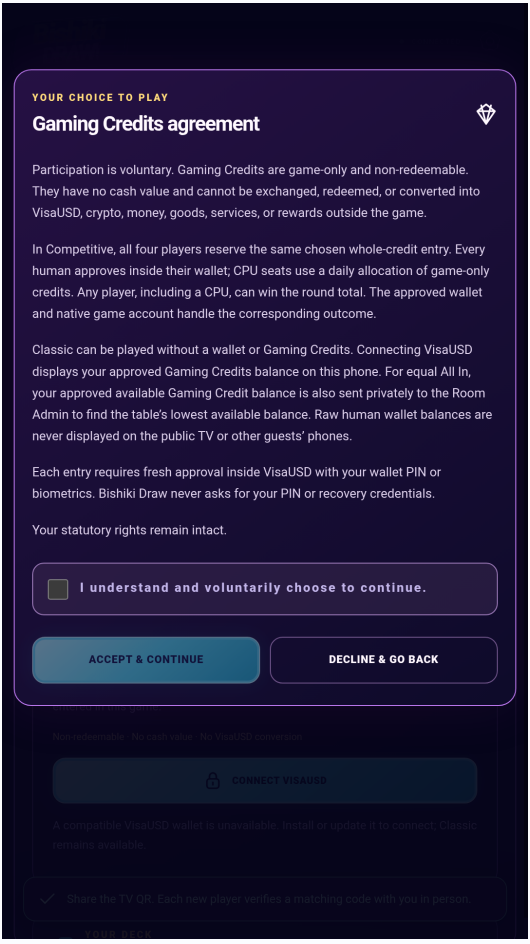
Before confirmation, Step 4 keeps entry approval disabled.



After confirmation, connect VisaUSD if asked, then approve the entry. Actual signed v0.4.10 Android emulator excerpts; no wallet response was supplied.

Read before accepting

Classic remains available without a wallet or Gaming Credits.



Actual voluntary Gaming Credits choice in the packaged Android app, emulator. Consent is unchecked; no wallet response injected.

Read the Gaming Credits agreement, including CPU entries and private RoomAdmin balance sharing for All In. If you choose to continue, select the checkbox and **ACCEPT & CONTINUE**. Otherwise choose **DECLINE & GO BACK**.

Choose the same entry

Whole Gaming Credits only. They have no cash value.

1. **Choose an equal amount.**
   The RoomAdmin sets **EQUAL ENTRY PER PLAYER** before any approval. Each of the four wallets must cover that amount from its available credits. A minimum 7-credit entry makes a 28-credit total.

2. **Or choose All In.**
   ALL IN uses the lowest available balance among the four wallets, subject to the displayed current maximum. Everyone enters that same amount; it never uses a different amount from each player.

3. **Use a fresh approved balance.**
   All In needs a fresh wallet-approved snapshot for each human. Link or refresh when asked. When the RoomAdmin approves after a daily reset, Draw refreshes the expired wallet link and continues the same entry approval.

Raw human wallet balances stay off the TV and other players' screens. The shared entry limit can reveal the lowest available balance. The wallet still asks you to approve the exact entry; All In does not bypass that approval.

Pick your challenge

Easy, Normal, Hard or Championship. Normal is the default.

1. **Choose before approving.**
   The RoomAdmin selects CPU difficulty in the lobby before entry approval or dealing. Difficulty changes card-playing decisions. **Championship** is a CPU difficulty, not a separate tournament or multi-round mode.

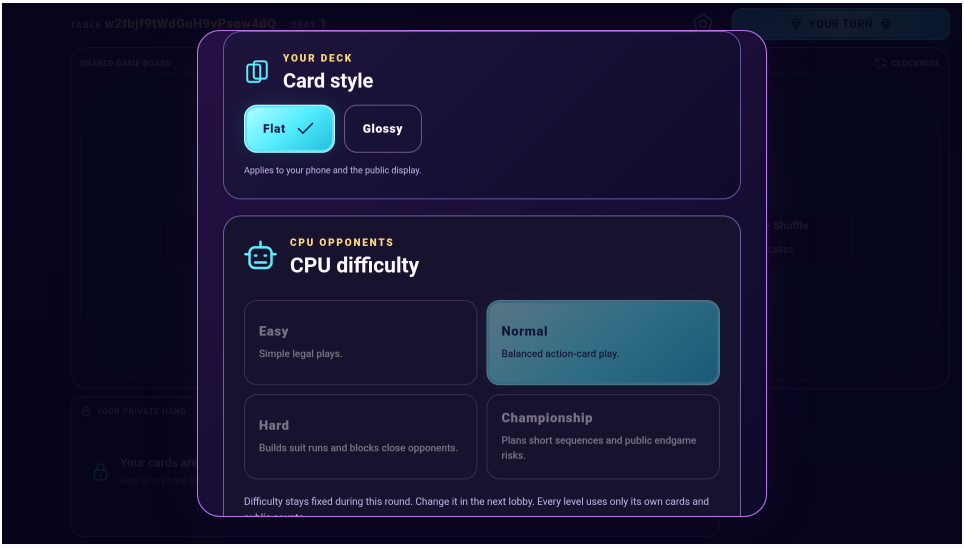
2. **Understand the CPU wallets.**
   This installation keeps three CPU Gaming Credits wallets. Each starts a gaming day with **20,580** credits at **9 AM America/New_York**. They contribute the same entry and can win or lose credits.

3. **Keep the actual result.**
   A CPU win collects verified losing entries into that CPU wallet. Its wins and losses persist when the room closes. Reopening a room does not refill a funded CPU.

After all entries settle, a CPU below the 7-credit minimum can be replaced by a newly named CPU with a fresh daily allocation. A pending match is finished first. These are non-redeemable game accounts, not financial wallets.

Choose before the round

The RoomAdmin's saved choice applies to its rooms.

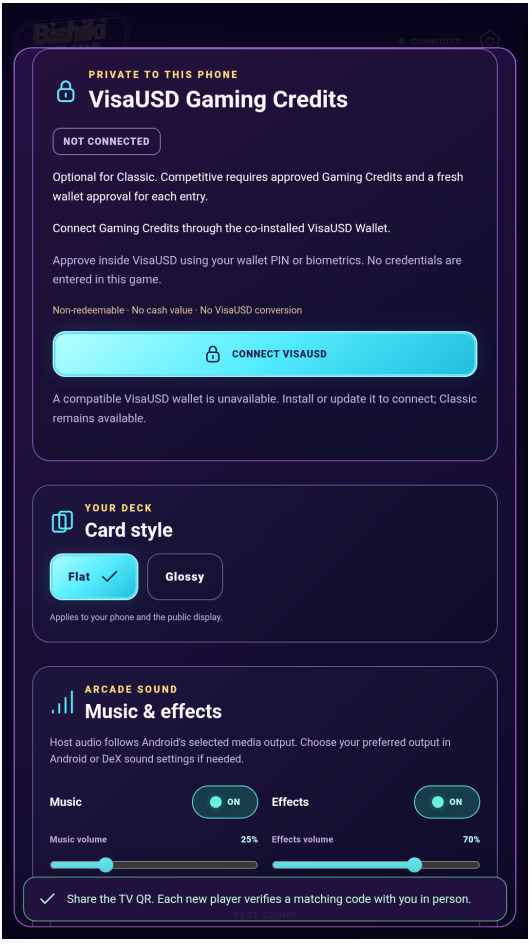


Actual packaged Android Settings, emulator. Normal selected; all four CPU difficulty choices are visible below Card style.

Normal is the default. Easy makes simple legal plays; Hard favors suit runs and blocks; Championship plans short sequences and public endgame risks. Every level sees only its own cards and public counts. Difficulty stays fixed during a round.

Review your own entry

Seat approval and public match totals are shared.

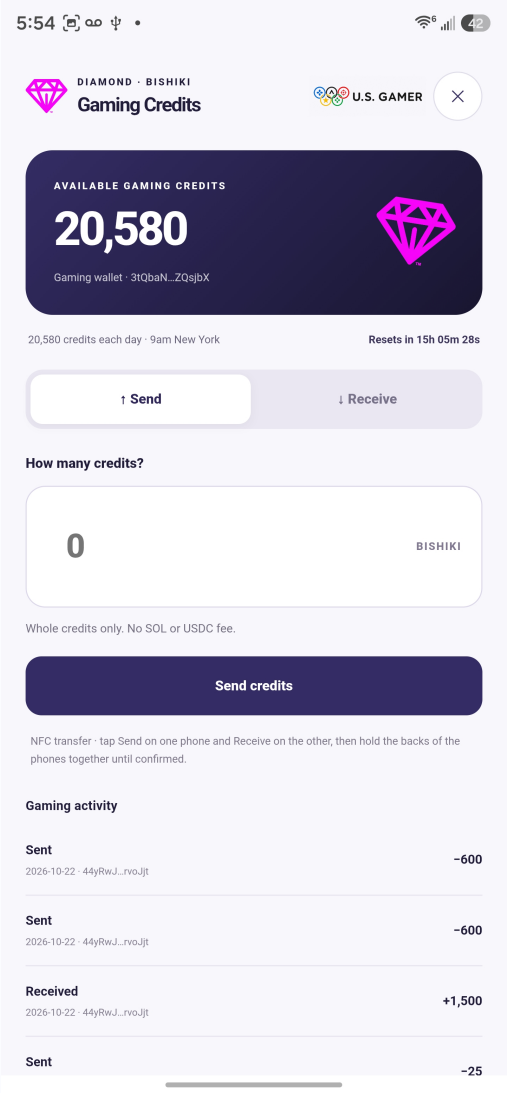


Actual private credit connection controls, API37 emulator. No wallet auth performed here.

Read the voluntary agreement. Your PIN and authentication stay inside VisaUSD. For equal All In, the RoomAdmin receives your approved Gaming Credits balance privately; raw human wallet values stay off the TV and other players' screens.

Gaming Credits at a glance

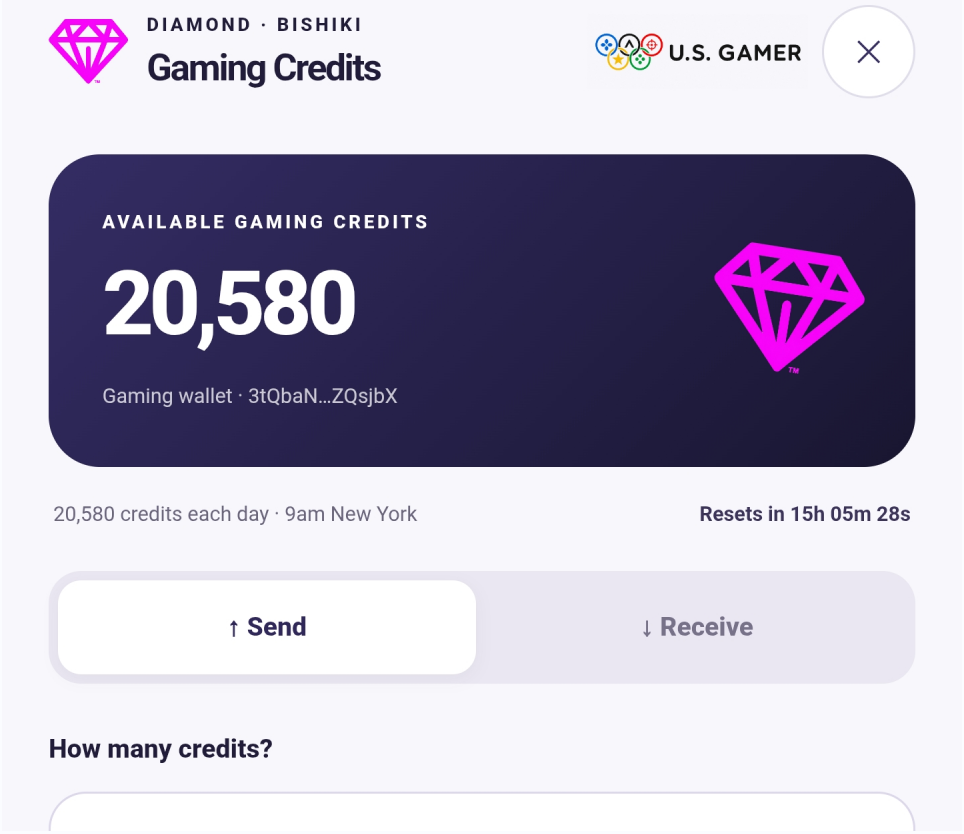
The supplied VisaUSD screen is reproduced unchanged.



User-supplied wallet photograph. It shows the daily 20,580-credit allowance and reset countdown; the displayed balance is an example, not a promise about your current wallet.

Read the daily allowance

A focused view of the original supplied wallet photograph.



Daily balance: this example shows 20,580 Gaming Credits. The countdown follows the next 9 AM New York reset. Your current balance may differ.

Amount field: the number typed into a Send form is a proposed transfer amount, not your balance. Bishiki Draw asks for a separate, exact match entry inside the wallet.

Approve inside VisaUSD

Your wallet owns the PIN, biometrics and Gaming Credits record.

1. **Link your own wallet.**
   Open Settings, find **VisaUSD Gaming Credits**, then tap **CONNECT VISAUSD**. Review and accept the voluntary agreement if asked. VisaUSD opens separately for its existing PIN or biometrics and explicit connection approval.

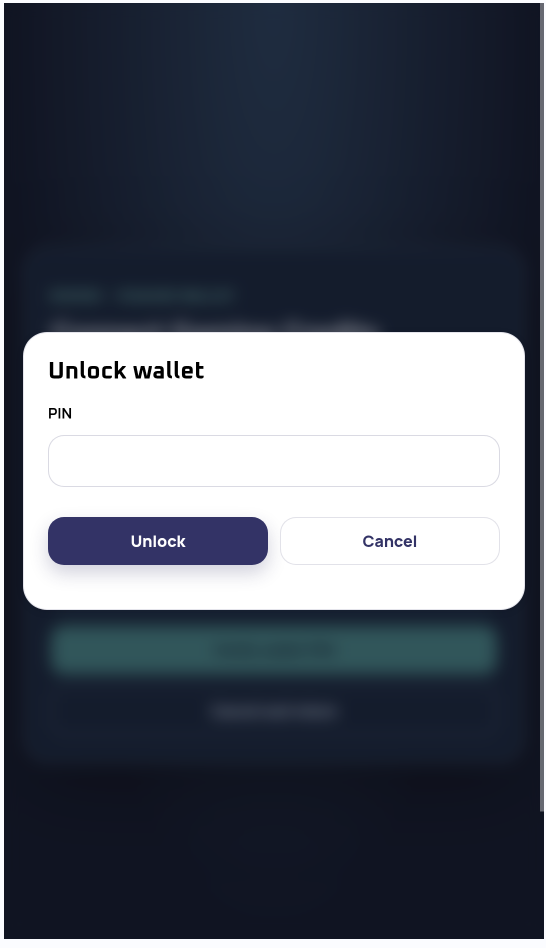
2. **Review the entry.**
   First complete **Step 3** and confirm all four human/CPU seats. In **Step 4**, confirm the exact amount in VisaUSD. Approval reserves a hold; those credits cannot fund another entry or transfer until released or settled.

3. **Wait for all approvals.**
   The RoomAdmin starts after every required wallet approves the same terms. A pending message or connection acknowledgement is not a completed wallet approval.

4. **Let the result finish.**
   Each loser is debited once. The winner's own hold is released; verified loser receipts add the other entries. A CPU can win and collect too. A signed void or cancellation releases all holds without an award.

Verify on the wallet screen

Bishiki Draw opens the separate installed VisaUSD wallet.

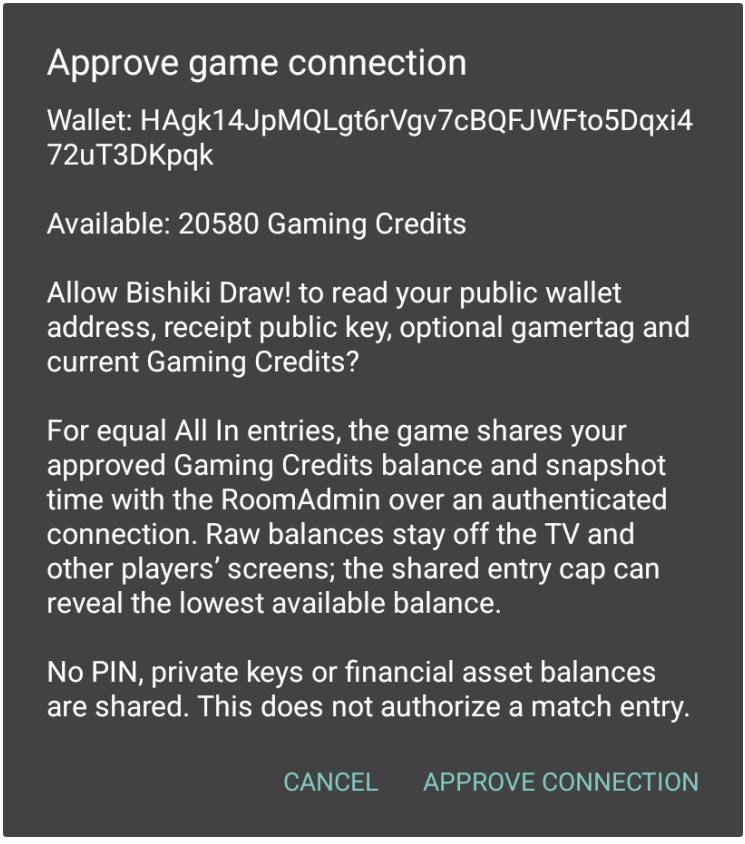


Actual VisaUSD 1.0.17 packaged Android wallet, emulator; PIN field empty. Production FLAG_SECURE remains enabled.

Use the wallet's existing PIN or supported biometrics. This actual emulator prompt is shown before entering the disposable test PIN. The game never receives the PIN or recovery phrase.

Read, then approve

Authentication alone is not permission to link or reserve.

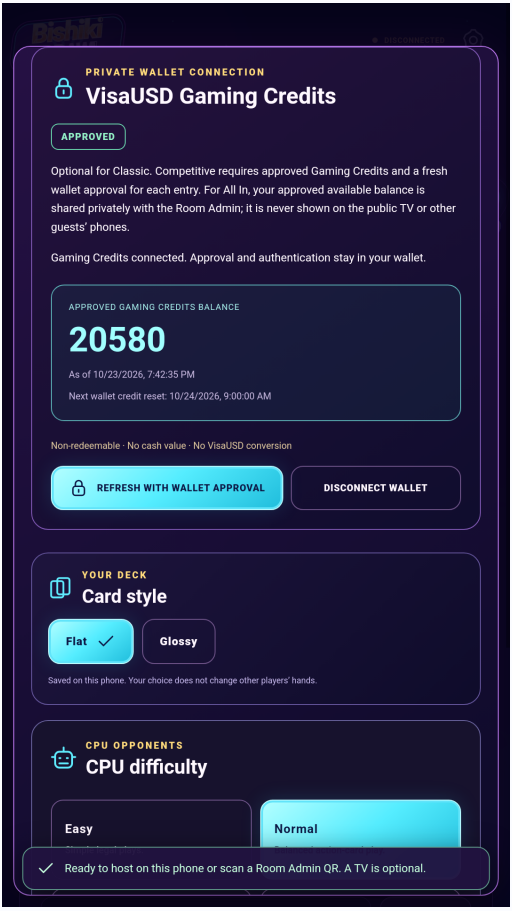


Actual wallet-owned native connection approval, disposable never-funded emulator wallet. Public address shown is test data.

Review the wallet-owned confirmation. **APPROVE CONNECTION** accepts the read-only link; an entry has its own **APPROVE ENTRY**. Cancel returns without granting the request. Entry approval names the specific credits and match terms.

Read the approved balance

Linking reads a fresh approved Gaming Credits snapshot.



Actual signed Draw + VisaUSD Android apps, disposable emulator. Genuine wallet PIN and consent; one human and three native CPU credit wallets. No wallet result or game state injected.

The **APPROVED GAMING CREDITS BALANCE** is a wallet snapshot with an As of time. Use **REFRESH WITH WALLET APPROVAL** for a fresh read. The ledger stays in VisaUSD; no financial balance is converted or copied into match points.

From approval to result

Example: all four seats confirmed, 125 Gaming Credits each.

1. **Check the confirmed match.**
The RoomAdmin has completed setup Steps 1-3: **Competitive**, the equal entry, and every human/CPU seat. No one may join a locked approved roster. **CHANGE MATCH PLAYERS** returns holds before reopening invitations.

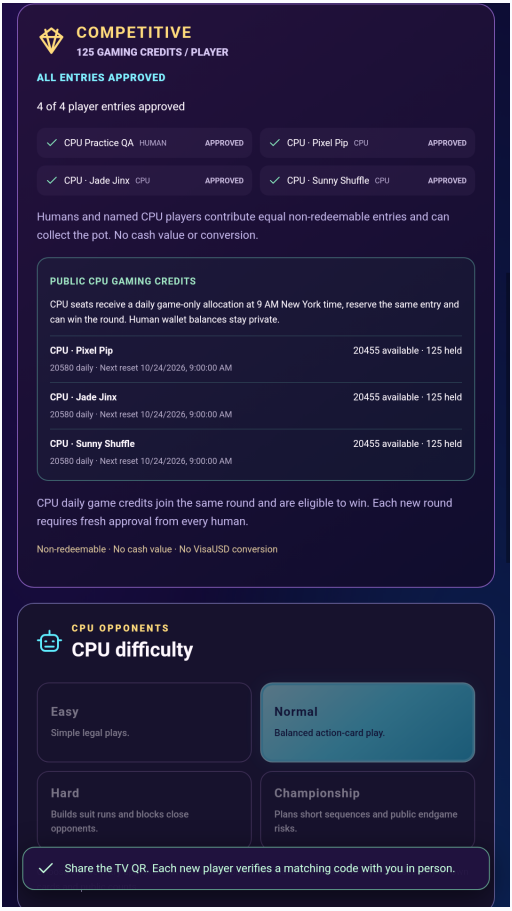
2. **Complete setup Step 4.**
Tap **APPROVE ENTRY IN VISAUSD**. Link if asked, verify freshly and approve the exact match. Example: 20,580 available minus a 125-credit hold leaves 20,455 available and 125 held. These credits have no cash value.

3. **Play after all required approvals.**
The game verifies each wallet's signed reservation before the RoomAdmin can start. A pending acknowledgement is not approval. Reserved credits cannot be spent again while held.

4. **Check the result in the wallet.**
A loser is debited once. A human or CPU winner receives verified loser entries automatically. For a human winner, the 500-credit total includes their own released 125-credit hold: the net gain is 375. Check From / To in the wallet.

See the held credits

Available balance and held amount have different meanings.

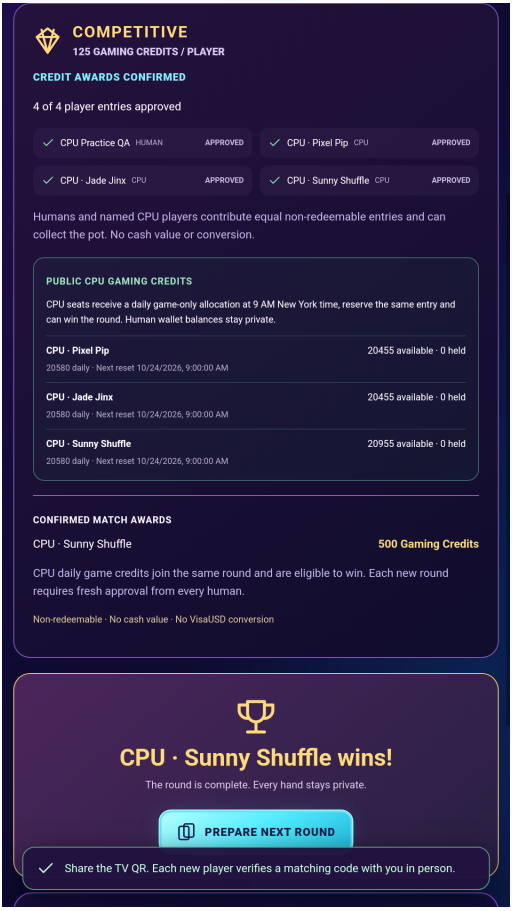


Actual signed Draw + VisaUSD Android apps, disposable emulator. Genuine wallet PIN and consent; one human and three native CPU credit wallets. No wallet result or game state injected.

This is a disposable emulator match. The held amount is reserved in VisaUSD, not copied into a separate spendable game balance. Every human approves freshly; each CPU supplies its own signed reservation before dealing.

Follow the wallet result

A result screen may appear before every receipt finishes delivery.

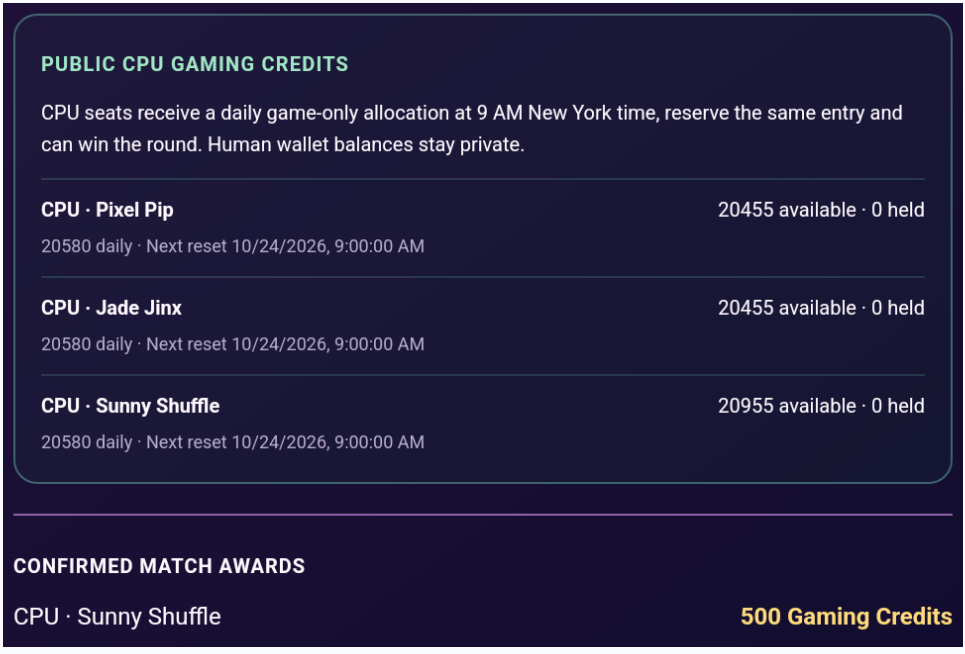


Actual signed Draw + VisaUSD Android apps, disposable emulator. Genuine wallet PIN and consent; one human and three native CPU credit wallets. No wallet result or game state injected.

A human or CPU win needs verified losing debit receipts. A signed void releases holds instead. Retry the same saved settlement after an interruption; a result message alone is not a second credit award.

Read the winner's total

The full round total includes the winner's own entry.



Actual signed Android apps, disposable emulator: the CPU wins the 500-credit total after a genuine wallet-approved round.

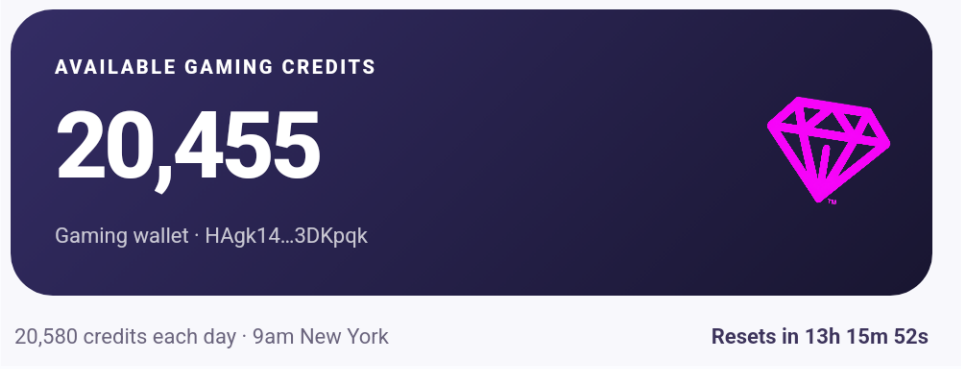
20,580 − 125 + 500 = 20,955

The winner's own 125-credit hold is released; verified losing receipts add 375. The net gain is 375, not another 500 on top of the original balance.

The other three wallets finish at 20,455 each, with no holds. A human winner follows the same arithmetic; its verified award arrives in VisaUSD.

Check From and To

Recent Transactions identifies the two wallet endpoints.



Actual Android wallet after the genuine 125-credit loss to a CPU. **From** is the player's wallet; **To** is the winning CPU wallet. The separate 100-credit released hold is an earlier cancelled test entry.

Read amount, status and both full addresses. Incoming, outgoing and pending rows show direction. A pending hold can say **Pending match result** before its recipient is known.

Know your gaming day

Your detailed wallet activity and PIN stay private.

Daily reset: 9 AM New York

The reset follows **America/New_York**, including daylight-saving time. Today's allowance replaces yesterday's balance. Old holds and awards cannot add to the new gaming day.

Open Draw first after reset? Approve Entry refreshes an expired RoomAdmin wallet link inside VisaUSD, then continues the same entry approval. Complete the wallet prompts; no separate wallet login is needed first.

Entry deadlines

The entry deadline is at most 30 minutes after its terms are created and no later than daily reset. New approval needs more than two minutes remaining. Approval time uses part of that window; do not leave an entry waiting indefinitely.

No second daily balance

The approved balance is a wallet snapshot. Holds, losses and awards stay in that Gaming Credits ledger. The game does not import a second spendable copy or convert a financial-asset balance into credits.

Finish the saved entry

An interruption is a reason to retry the same terms.

1. **Retry the confirmation.**
   Reconnect, then choose **RETRY CREDIT CONFIRMATION**. The wallet checks its durable record. Repeating the same saved operation cannot create a second debit or award.

2. **Keep the actual result.**
   A settled losing debit stays a debit. A confirmed winner may still receive missing verified receipts after the deadline, but only within the same gaming day. A lost result message does not undo a wallet settlement.

3. **Recover an unused expired hold.**
   After the deadline, an unfinished hold can be released once. This does not refund a settled loss. An old-day entry reports expired without adding yesterday's amount to today's allowance.

4. **Close, then prepare fresh terms.**
   When expired-entry recovery finishes, the RoomAdmin chooses **CLOSE EXPIRED ENTRY**. Prepare a new entry and obtain fresh human approvals. Do not create another entry while the old confirmation is still pending.