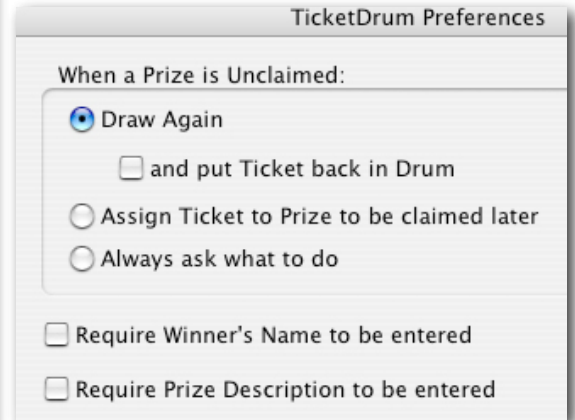




TicketDrum

by Jack Beckman Software



TicketDrum is an application that allows you to perform random drawings without having to draw physical tickets or tokens. It can be used for just about any type of drawing – door prizes, raffles, even bingo! TicketDrum comes with tools to help manage prizes too, not just for your current drawing, but for future drawings as well. You can also generate a report as to what prizes were won and who won them. If you're holding a live drawing before an audience, you can even display pictures of the prizes as they are being drawn for.

The "tickets" or "tokens" can be actual numbered tickets, names, e-mail addresses, or any other combination of numbers and letters, so you could hold a drawing based on ticket sales, e-mail entries, or just a contact list you already have. TicketDrum can even import your registration list so that you can draw directly from it.

TicketDrum also has many different options to tailor it to the way you do your drawings – you shouldn't need to change the way you do things to start using TicketDrum.

It's easy to learn, but if you should get stuck, there's an electronic user guide included.

We used to put our ticket stubs in a can like everyone else. Being able to create the drawing ahead of time complete with images is a real plus! Also being able to get a report of who won what for our website is simply awesome! This is a "must-have" app for users groups. TicketDrum Rocks!

— Terry White, President - MacGroup-Detroit

System requirements

Macintosh:

A G3, G4 or G5 computer or an Intel-based Mac (TicketDrum is a Universal Binary). Mac OS X version 10.3.9 or later, 11 MB of disk for the program, and a variable amount of disk for the drawing data (probably not more than 10 kb per drawing, depending on the number of tickets/prizes you have). The recommended amount of memory for your version of OS



Windows:

Windows 98/ME/2000/XP/2003, 5 MB of disk for the program, and a variable amount of disk for the drawing data (probably not more than 10 kb per drawing, depending on the number of tickets/prizes you have). The recommended amount of memory for your version of OS. QuickTime 7 (optional, used for some images). Internet Explorer 5.5 or greater (to purchase via the online store)

How to Buy

TicketDrum is normally **\$25**, but you can get a **20% Discount during Macworld!** Download the trial version and choose "Purchase" from the TicketDrum menu. Use the coupon CPN4252556145 (**coupon expires 1/20/2007**) during checkout. www.beckmanjm.com