

POKÉMON CHARITY STREAM-A-THON 2026

Raffle Tool — Standard Operating Procedure

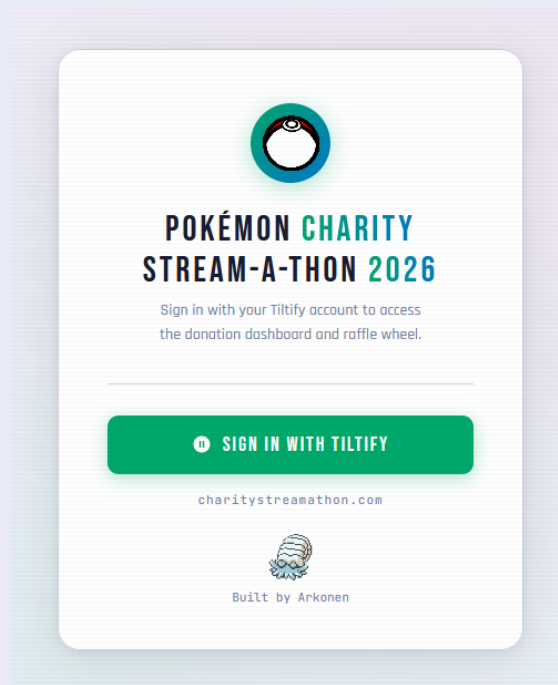
Version: 1.1 — March 2026

Purpose: Step-by-step guide for streamers and event staff on how to use the donation raffle tool.

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1. LOGGING IN



Login card on a light blue-grey background — circular Pokéball emblem, title "POKÉMON CHARITY STREAM-A-THON 2026", green "SIGN IN WITH TILTIFY" button, Arkonen credit at bottom

When you first open the tool at <https://charitystreamathon.com/wheel/>, you will see the login screen. Only authorised Tiltify accounts with access to the team campaign can log in.

Steps

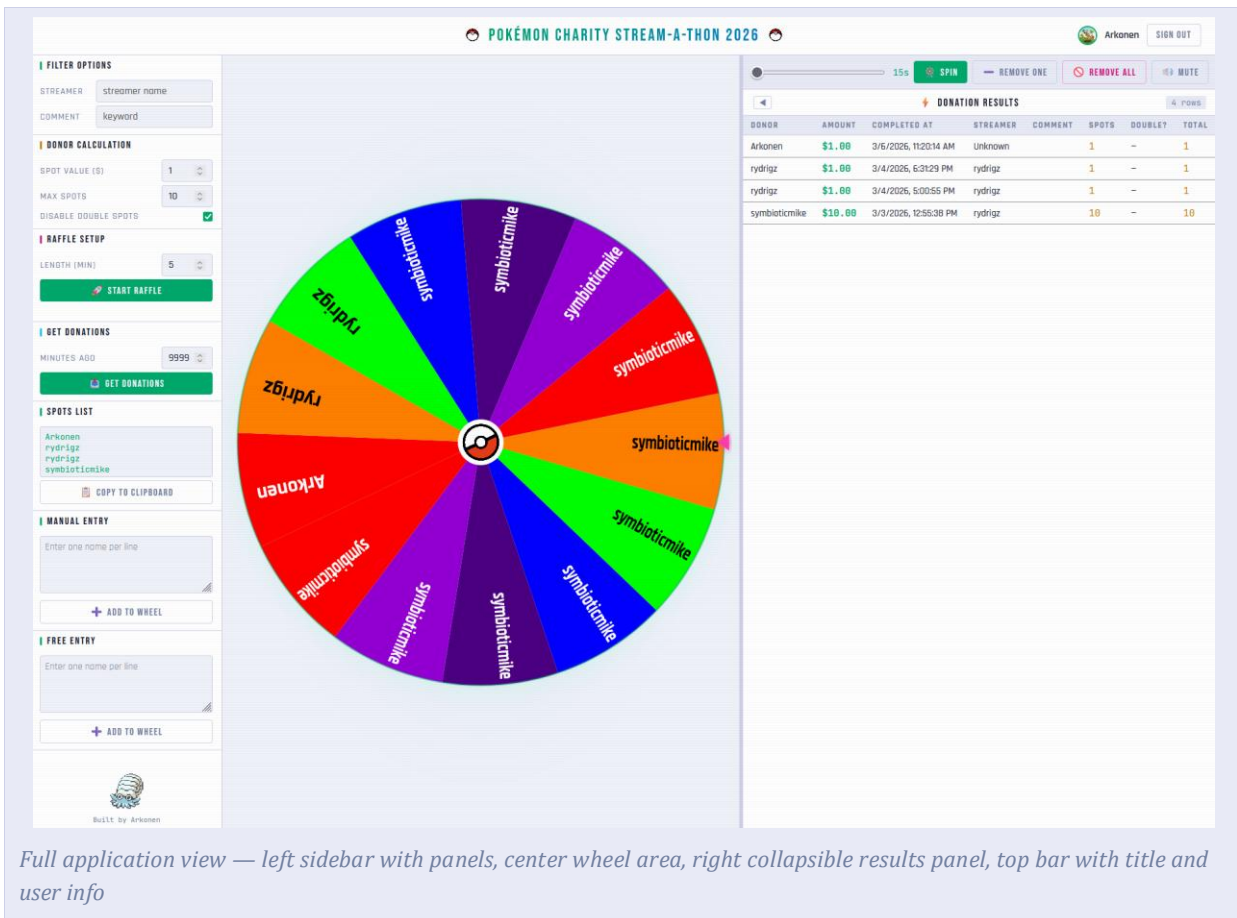
1. Click **SIGN IN WITH TILTIFY**.
2. You will be redirected to Tiltify's authorization page. Log in with the Tiltify account that has access to the team campaign.
3. After approving access, Tiltify redirects you back to the tool automatically.
4. The application loads and your Tiltify username and avatar appear in the top-right corner.

IMPORTANT: If you see a pink/red error banner below the divider line, Tiltify returned an error during login. Try again. If it persists, verify the account has access to the team campaign.

Session expiry: If your session expires, you will be automatically signed out and returned to the login screen with the message "Your session has expired. Please sign in again."

Signing out: Click the **SIGN OUT** button in the top-right corner at any time.

2. APPLICATION OVERVIEW



Full application view — left sidebar with panels, center wheel area, right collapsible results panel, top bar with title and user info

After logging in, the application is divided into four main areas:

Area	Description
Top Bar	Displays the event title centered, and your account name + Sign Out button on the right.
Sidebar (left)	All controls: filters, donation settings, raffle timer, and spot management.
Wheel Area (center)	The raffle wheel, filling all available space between the sidebar and results panel.
Results Panel (right)	Spin controls bar + Donation Results table. Can be collapsed or drag-resized.

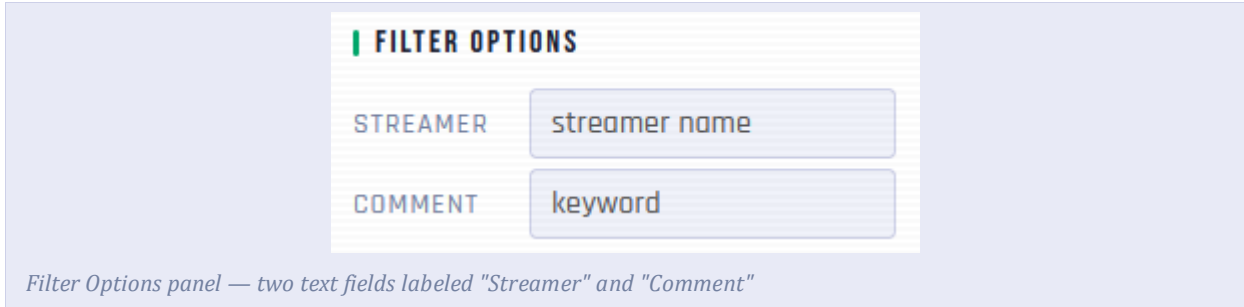
3. SIDEBAR PANELS

The sidebar is divided into sections. Each section has a coloured indicator bar on its left edge:

- **Green bar** — Filter Options, Spots List, Manual Entry, Free Entry
- **Orange bar** — Donor Calculation
- **Pink bar** — Raffle Setup

- **Blue bar** — Get Donations

3.1 Filter Options



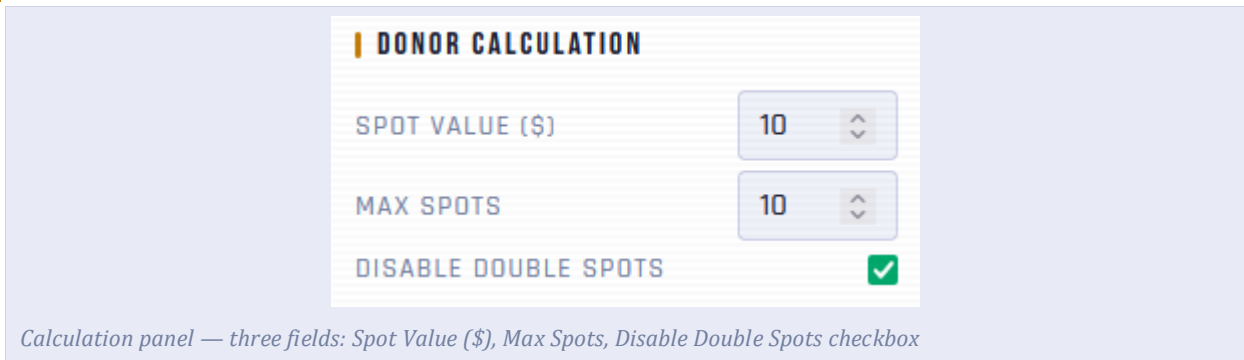
Filter Options panel — two text fields labeled "Streamer" and "Comment"

These filters narrow down which donations are included when you pull data.

Field	Purpose
Streamer	Enter a Tiltify username to only show donations made through that specific streamer's campaign. Leave blank to include all streamers.
Comment	Enter a keyword that must appear in the donor's comment. Leave blank to include all comments.

NOTE: Filters apply at the time you click GET DONATIONS. Changing them after loading has no effect until the next pull.

3.2 Donor Calculation



Calculation panel — three fields: Spot Value (\$), Max Spots, Disable Double Spots checkbox

Controls how many raffle spots each donor receives based on their donation amount.

Field	Default	Purpose
Spot Value (\$)	\$10	The dollar amount equal to one raffle spot. A \$30 donation at \$10/spot = 3 spots.
Max Spots	10	The maximum number of spots any single donor can receive before double-spot logic applies.
Disable Double Spots	Checked ON	When checked, the max cap is a hard limit. When unchecked, donors who hit the max receive double their spots (e.g., 10 base → 20 total).

Spot Calculation Formula

```
Base Spots = floor(donation_amount ÷ spot_value)
Capped Spots = min(Base Spots, Max Spots)
Total Spots = Capped Spots × 2 (if double spots ON and Base Spots ≥ Max Spots)
              = Capped Spots (otherwise)
```

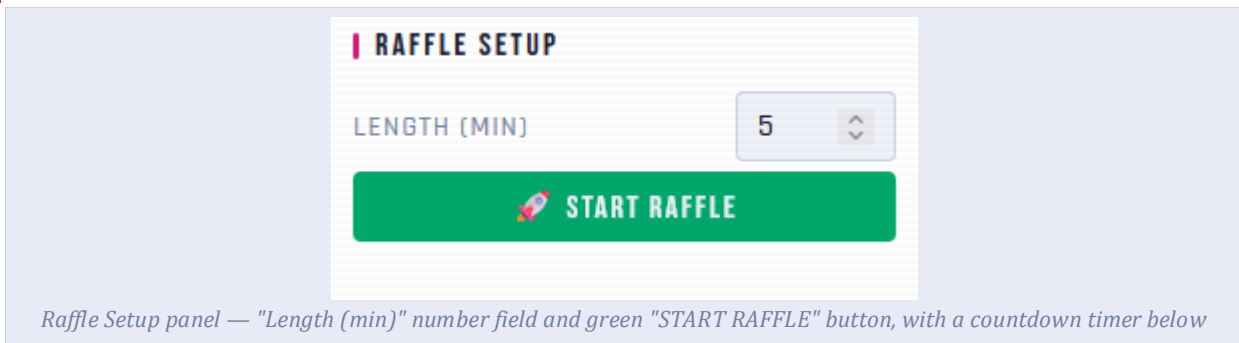
Example

Donation	Spot Value	Base Spots	Max Spots	Double Spots	Total Spots
\$25	\$10	2	10	OFF	2
\$100	\$10	10	10	OFF	10
\$100	\$10	10	10	ON	20
\$150	\$10	15	10	ON	20 (capped then doubled)

NOTE: Anonymous donations are always excluded and never appear on the wheel, regardless of settings.

IMPORTANT: If donations are loaded but none meet the minimum spot value, a pink warning overlay appears on the wheel for 8 seconds reading "No donations met the \$X spot value".

3.3 Raffle Setup



Sets up a timed raffle window so the tool automatically pulls donations when time expires.

Field	Purpose
Length (min)	How many minutes the raffle runs. Default is 5 minutes.
START RAFFLE button	Starts the countdown timer immediately.
Timer display	Shows live countdown in minutes and seconds (e.g., "Raffle ends in: 3m 42s").

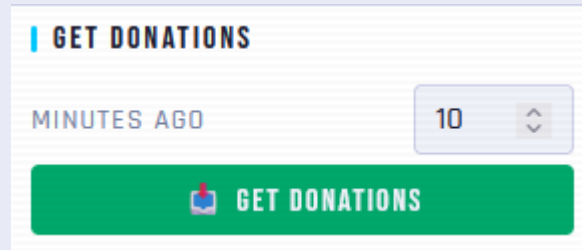
Workflow

1. Set the desired raffle length in minutes.
2. Announce the raffle to chat/viewers.
3. Click **START RAFFLE**. The timer begins counting down.

- When the timer reaches zero, the tool automatically calls **GET DONATIONS** using the current "Minutes ago" window.
- The wheel populates with eligible donors.

TIP: Make sure the "Minutes ago" value in Get Donations matches your raffle length before starting, so the automatic pull captures the full window.

3.4 Get Donations



Donations panel — "Minutes ago" number field and green "GET DONATIONS" button

Manually pulls donation data from Tiltify for a recent time window.

Field	Purpose
Minutes ago	How far back (in minutes) from right now to look for donations. Default is 10 minutes.
GET DONATIONS button	Fetches donations, applies filters and spot calculations, populates the results table, and loads the wheel.

What happens when you click GET DONATIONS

- The tool queries Tiltify for all donations in the time window (up to 5,000 donations across 50 pages).
- Anonymous donors are removed.
- Streamer and comment filters are applied.
- Spot values are calculated per the Donor Calculation settings.
- The Donation Results table is populated.
- The Spots List textarea is filled with each donor's name repeated for their spot count.
- The wheel loads with those names.
- A green toast notification confirms how many donations were loaded.

3.5 Spots List

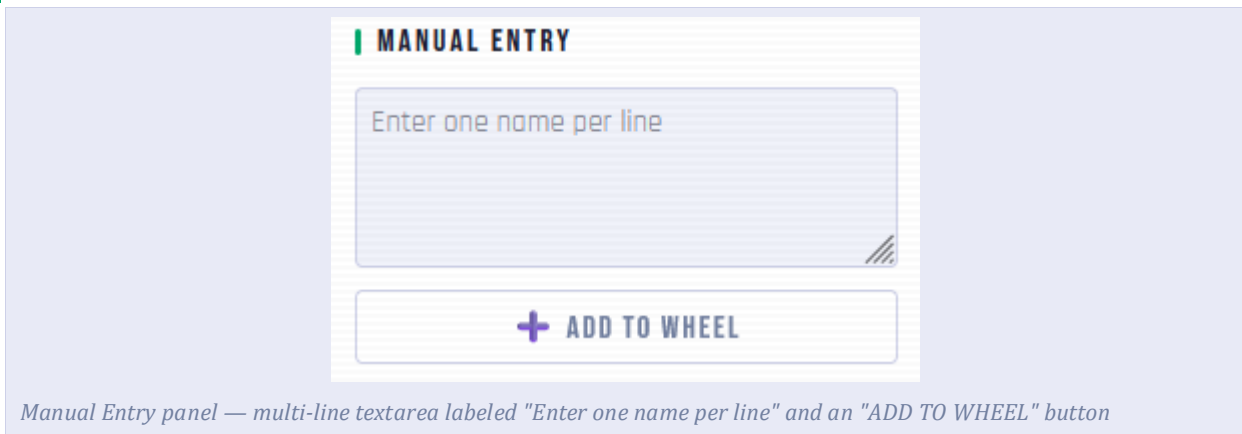


A read-only text area showing the full list of names exactly as they will appear on the wheel. Each donor's name appears once per spot.

- Names are populated automatically when you click **GET DONATIONS** or **ADD TO WHEEL**.
- You can manually edit the textarea — changes apply to the wheel in real time.
- Click **COPY TO CLIPBOARD** to copy the full list for use in a spreadsheet or to share with another streamer.

IMPORTANT: The wheel draws directly from this list. Whatever names are in this box are what appear on the wheel. Editing it directly updates the wheel live.

3.6 Manual Entry



Lets you manually add names to the wheel outside of the normal donation pull. Use this to:

- Add a specific donor whose donation didn't appear in the pull window.
- Add staff, moderators, or guests for internal giveaways.
- Correct or supplement the automated donation results.

Steps

1. Type one name per line in the textarea.
2. Click **+ ADD TO WHEEL**.

3. All names are appended to the Spots List and the wheel updates immediately.
4. Each name appears in the Donation Results table with the comment **MANUAL**, amount —, and 1 spot.
5. A toast notification confirms how many names were added.

TIP: You can paste a list of names (one per line) all at once — they will all be added in a single click.

3.7 Free Entry



Entry panel — multi-line textarea labeled "Enter one name per line" and an "ADD TO WHEEL" button

For adding names to the wheel for people who did not donate but have been granted a free raffle entry — for example, winners of a side contest, chat giveaway winners, or promotional entries.

Steps

1. Type one name per line in the textarea.
2. Click **+ ADD TO WHEEL**.
3. All names are appended to the Spots List and the wheel updates immediately.
4. Each name appears in the Donation Results table with the comment **FREE-ENTRY**, amount —, and 1 spot.
5. A toast notification confirms how many names were added.

Difference from Manual Entry

	Manual Entry	Free Entry
Purpose	Donors missed by the pull	Non-donors granted a spot
Results table comment	MANUAL	FREE-ENTRY
Spots added	1 per name	1 per name
Wheel behaviour	Identical	Identical

Both panels are functionally identical — the distinction is purely organisational so you can see in the results table how each entry got onto the wheel.

4. THE WHEEL



Raffle wheel fully populated — rainbow-coloured segments, names on each slice, Pokéball hub at center, pink arrow pointer on the right edge

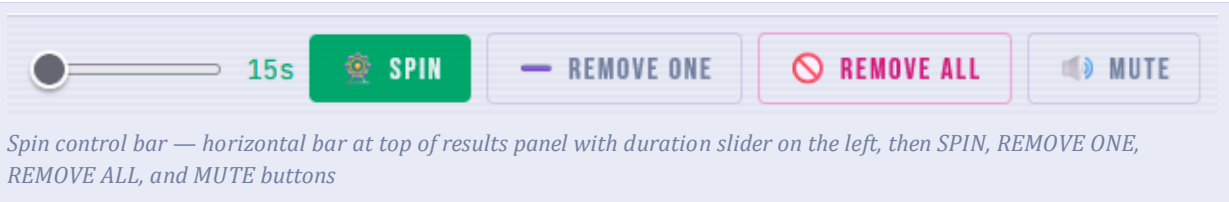
When no donations are loaded: A banner overlay cycles between the St. Jude logo and the Stream-A-Thon header banner (10-second intervals, 0.6s crossfade). A faint Pokéball watermark sits behind the banners.

When donations are loaded: The banner fades out over 1 second and the wheel appears, slowly idle-spinning to indicate it is ready. Clicking the wheel directly is a shortcut to start a spin.

Wheel Anatomy

Element	Description
Coloured segments	Each segment = one spot. Colours cycle: red, orange, green, blue, indigo, violet.
Name labels	Each segment shows the donor's name. Text scales down automatically for long names.
Pokéball hub	A Pokéball image at the center rotates with the wheel during spins.
Pink arrow pointer	Fixed to the right edge — wherever it points when the wheel stops is the winner.
Green ring	A subtle green border around the outer edge of the wheel.

5. WHEEL CONTROLS



The spin control bar sits at the top of the results panel, above the Donation Results table.

Spin Duration Slider

- Drag left/right to set how long the wheel spins.
- Range: **15 seconds** (minimum) to **60 seconds** (maximum).
- Current value is displayed to the right of the slider (e.g., 30s).

SPIN Button

Starts a raffle spin. The full sequence:

1. **Shuffle phase:** The wheel randomly shuffles names between 100 and 300 times. An overlay reads "Shuffling names X times!" during this phase.
2. **Spin phase:** After shuffling, the wheel spins for the set duration, decelerating smoothly.
3. **Winner phase:** The wheel stops and the winner is displayed. See Section 7 for full details.

TIP: The shuffle-before-spin ensures fairness — segments are randomised before every spin, so position on the wheel does not matter.

REMOVE ONE Button

Available while a winner is displayed on the wheel overlay:



- Removes **one instance** of the winner's name from the wheel and Spots List.
- Use when a donor has multiple spots and you want to reduce their odds but keep them eligible.

REMOVE ALL Button

Available while a winner is displayed on the wheel overlay:

- Removes **all instances** of the winner's name from the wheel and Spots List.
- Use when you want to fully remove the winner so they cannot win again.

MUTE / UNMUTE Button

- Toggles the tick sound that plays as the wheel spins past each segment.
- Button label switches between  MUTE and  UNMUTE.

6. DONATION RESULTS WINDOW

DONATION RESULTS								6 rows
DONOR	AMOUNT	COMPLETED AT	STREAMER	COMMENT	SPOTS	DOUBLE?	TOTAL	
Arkonen	\$1.00	3/6/2026, 11:20:14 AM	Unknown		1	—	1	
rydrigz	\$1.00	3/4/2026, 6:31:29 PM	rydrigz		1	—	1	
rydrigz	\$1.00	3/4/2026, 5:00:55 PM	rydrigz		1	—	1	
symbioticmike	\$10.00	3/3/2026, 12:55:38 PM	rydrigz		10	—	10	
Manual Test	—	3/8/2026, 3:57:12 AM	—	MANUAL	1	—	1	
Free Test	—	3/8/2026, 3:57:16 AM	—	FREE-ENTRY	1	—	1	

Donation Results panel — collapse button (◀) on header left, title "DONATION RESULTS", row count badge, scrollable table with columns: Donor, Amount, Completed At, Streamer, Comment, Spots, Double?, Total

A scrollable table to the right of the wheel showing every donation that was pulled and processed.

Collapsing and Resizing

Control	How to use
◀ / ▶ button	Click to collapse or expand the results panel entirely, giving the wheel more screen space.
Drag handle	A thin vertical handle sits between the wheel and results panel. Click and drag left or right to resize the panel width.

Table Columns

Column	Description
Donor	The Tiltify display name of the donor.
Amount	The donation amount in USD (e.g., \$25). Shows — for manual/free entries.
Completed At	The date and time the donation was processed, in local time.
Streamer	The Tiltify username of the streamer whose campaign received the donation.
Comment	The donor's message, or MANUAL / FREE-ENTRY for manually added names.
Spots	Base spots before the max cap is applied.
Double?	YES if the donor qualified for double spots; — otherwise.
Total	Final number of spots the donor received on the wheel.

- The row count badge in the header shows how many rows are currently displayed.
- The table resets every time you click **GET DONATIONS**.
- Rows are sorted in the order returned from Tiltify (typically newest first).
- Anonymous donations do **not** appear in this table.

7. WINNER DISPLAY



Wheel with a green overlay across its center reading " 🎉 WINNER NAME 🎉" in large white text, confetti firing around the overlay

When a spin completes, the winner is shown as a **green overlay directly on the wheel**.

- The overlay reads 🎉 [Winner Name] 🎉 in large white text on a green background.
- The overlay is visible for **10 seconds** then automatically disappears.
- Confetti fires continuously from the overlay position for **5 seconds**.
- A toast notification in the bottom-right also displays 🕒 Winner: [Name].
- The wheel pauses its idle rotation while a winner is displayed.

IMPORTANT: Use REMOVE ONE or REMOVE ALL before the overlay disappears (within 10 seconds). After the overlay fades, the winner reference is cleared and those buttons will have no effect until the next spin.

QUICK REFERENCE CHECKLIST

Use this checklist for a standard raffle run:

- Log in with Tiltify account at <https://charitystreamathon.com/wheel/>
- Set **Donor Calculation** values (spot value, max spots, double spots)
- Set **Filter Options** if filtering by streamer or comment keyword
- Set **Raffle Setup** duration and click **START RAFFLE** (optional — starts auto-timer)
- Set **Get Donations** time window to match raffle length
- Click **GET DONATIONS** (happens automatically when timer expires)
- Verify Donation Results table looks correct
- Add any **Manual Entry** or **Free Entry** names if needed
- Set **Spin Duration** on the slider
- Click **SPIN** (or click the wheel directly)
- Announce winner from the wheel overlay

- Click **REMOVE ONE** or **REMOVE ALL** within 10 seconds to manage the winner's entries
- Repeat from the SPIN step for subsequent raffles

Document maintained by the Stream-A-Thon tech team. For issues or updates, contact the event coordinator.