



Game Touch Draw Vending Quick Reference Card

How To Play

Using the Touchscreen

- Player inserts money into the **Bill Acceptor** (\$1, \$5, \$10, \$20, \$50, or \$100). **The Bill Acceptor does not give change or cash tickets, only credits towards purchases.**
- **Cashless Transactions:** Players may also use Visa, Mastercard, Discover and Prepaid debit and credit cards by selecting the prompt on screen, confirming their wager amount and using the verifone reader to complete the cashless transaction. The verifone reader also accepts Tap to Pay transactions.
- Choose a game and touch the white "i" on the right side of the screen for Help information on the game. Touch the white x on the left side to exit the screen.
- The player selects the desired draw game button; then selects the play amount/number of plays.
- Once all options have been selected the draw game Quick Pick ticket prints automatically.
- Players may use playslip or choose their own numbers from the machine.



Using a Playslip

- The player inserts a completed playslip into the **Playslip Reader**
- A confirmation screen displays. Touch 'yes' to proceed and print ticket or 'no' to cancel

Refund Slips

When the machine loses connectivity and there are existing credits, a refund slip will print for the player to present to the retailer for a refund.

Note: Refund slips should be treated like a redemption and placed in the cash drawer for balancing. The cash drawer for the Game Touch Draw will be over by the refund slip amount and will be listed on the shift report as Refund Issued.



Manager Functions

Signing On

- Open the Main door, the display will prompt you to sign on.
- Enter the 6-digit User ID number using the keypad
- Enter the 4-digit Password using the keypad
- Touch Submit. After a successful sign on, the Home Screen displays automatically.

Management Functions

- Reboot Terminal: use to reboot the terminal, or use main power switch (located inside machine below printer)
- Journal: Provides access to Cash Log, Security Log, and System Event Log all of which can be used to verify purchases during player disputes
- Video Help: Use to view help videos



Reports

Online Reports: Contains the Online Sales Report for today, 7 days back and a weekly summary. This report is cumulative and should be ran at the end of the retailer's business day for balancing

Local Reports:

- Shift Report: details sales activity for the current shift and should be used to balance the money in the cash box daily
 - Select the printer icon  , select full page print
 - Remove cash box
 - Select "Clear Shift" to reset financials
 - Perform these steps EVERY time the Cash Box is emptied

Note: If credits exist on the machine, they will need to be used or cleared before the shift report can be cleared. All cashless transactions will appear as a separate line item on the shift report.

Call 1-800-599-5686 for machine service; for The Retailer Hot line; Call 1-800-937-8946



Game Touch Draw Vending Quick Reference Card (Continued)

Quick Tips: Common Operations

Loading Paper

- Open Main Door
- Pull the printer out
- Remove the empty paper roll and spindle from the printer slots
- Insert the spindle into the new paper roll, from right to left through the core of the paper roll
- Place the new paper roll with the spindle into the slots as shown. The paper will be coming from the top of the roll
- Load paper through back of the thermal printer
- The printer automatically aligns, advances and cuts the paper



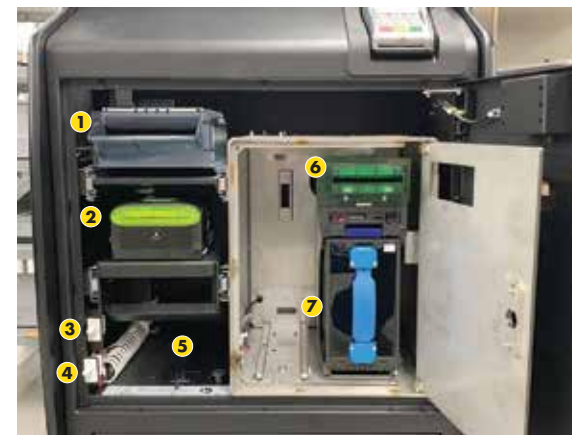
Unloading Cash Box

- Open the Main Door and Strongbox door
- Grasp the handle and pull the box out. The alarm will sound. Push the top white switch in once to silence the alarm
- Use one of the black keys to unlock the box and remove cash
- Place box firmly back into grooves, ensuring the lock is facing down
- Close the strongbox and main doors

Note: Listen for the bill acceptor to reinitialize

Internal View

1. Playslip Reader
2. Printer
3. Alarm Shutoff
4. Front Door Sensor
5. Main Power Switch
6. Bill Acceptor
7. Cash Box



Quick Tips: Clearing Jams

Bill Acceptor

- Open the main door and strongbox door.
- Press down the blue lever and pull the Bill Acceptor out
- Lift blue lever to open the bill acceptor
- Clear the jammed bill and replace



Playslip Reader

- Open the main door
- Slide out the playslip reader
- Lift up on black latch to open the reader
- Clear the jammed playslip and replace



Printer

- Open the main door
- Slide out the printer
- Push the green latch and lift the lid
- Clear the jam, close the printer cover and reinsert paper
- The printer automatically align, advances and cuts the paper

Call 1-800-599-5686 for machine service; for The Retailer Hot line; Call 1-800-937-8946