

Game Touch Draw Vending Machine

AGE LIMIT TO PURCHASE

The legal age to purchase any lottery products is 18 years old. The requirement also applies to Game Touch Draw Vending machine purchases. The terminal must remain in the site of Team Members at all times.

The Game Touch Draw Vending Machine has a remote control that allows you to disable the machine if you see an underage Guest trying to purchase tickets from the terminal. Once disabled, the terminal issues a refund slip for any credits remaining in the machine. To **disable the machine, press the single line button** on the **remote control**. To reactivate the terminal, press the single line button again. The remote control does not require careful aiming or close range.



EXTERNAL VIEW

Below is an external view of the Game Touch Draw Vending machine.

- ESMM Display – Displays lottery messages for the Guest
- Touch screen display & Quick Pick buttons – Press to purchase specific quick pick online tickets. Pick your own numbers available for Power Ball, Mega Millions and Keno.
- Play Slip Reader – Reads a completed play slip for online games
- Printer – Dispenses draw game tickets
- Door Lock and Main Door – Provides access to inside the terminal
- Credits Display – Displays players available credits
- ADA Flip Screen – Flips the screen for easy access to the top row of games.
- Barcode Reader – Reads a ticket's barcode to determine winning information
- Bill Acceptor – Accepts \$1, \$5, \$10, and \$20



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PLAYER EXPERIENCE

The Game Touch Draw Vending machine offers all draw games currently available at the counter terminal. The Guest can purchase quick pick tickets, pick their own numbers for Power Ball, Mega Millions or Keno. A play slip can be used for any lottery draw game. The Display Screen on the terminal displays instructions and graphics for the Guests.

A typical Game Touch Draw Vending machine purchase begins when the Guest inserts money into the bill acceptor. The terminal accepts \$1, \$5, \$10 or \$20. The Bill Acceptor does not give change. It only gives credit towards purchases. The Display Screen displays the credits to the Guests.

Making a Draw Ticket Purchase:

- The Guest selects the desired online game quick pick button, chooses their own numbers OR inserts a completed play slip into the Play Slip Reader. The terminal prints the draw game ticket and dispenses it from the printer.

NOTE: A Guest **CANNOT** cancel a draw game ticket through the Game Touch Draw Vending machine. The terminal will not accept any \$0.50 wagers on Pick 3, Pick 4, or Cash Ball.

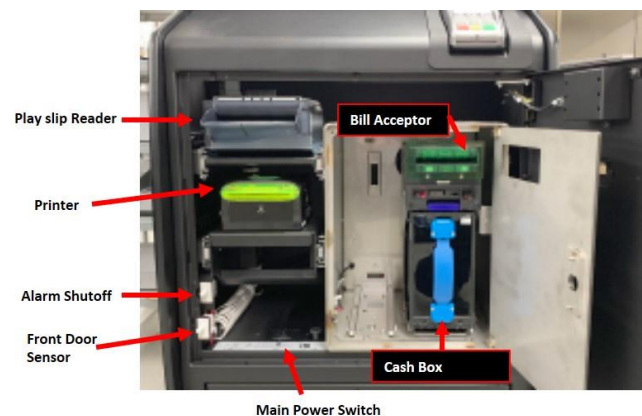
A Guest can scan a purchased ticket using the Game Touch Draw Vending machine's barcode scanner for validation. If the ticket is a winner for \$75 or less, the terminal's screen displays the winning information. The screen provides the Guest with two options:

- **Add Credits** – This option allows the Guest to add the winning amount as a credit to the terminal to purchase additional tickets.

OR

- **No Thanks** – This option allows the Guest to take the ticket to the register for cash redemption.

Internal View

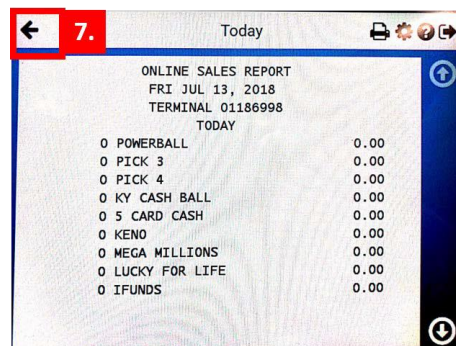
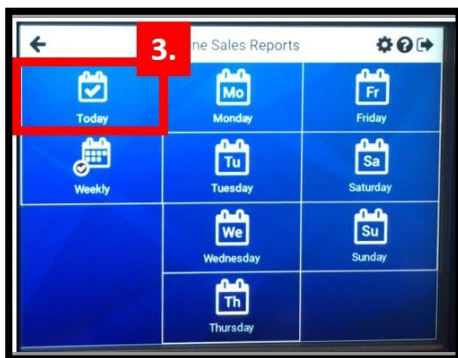
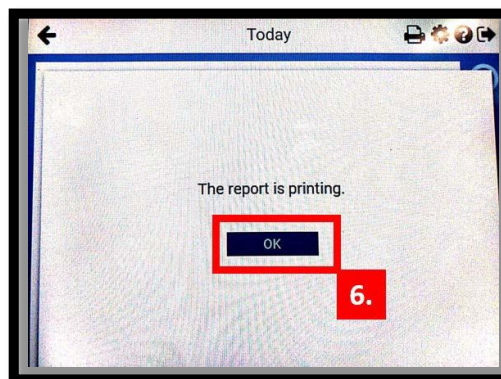
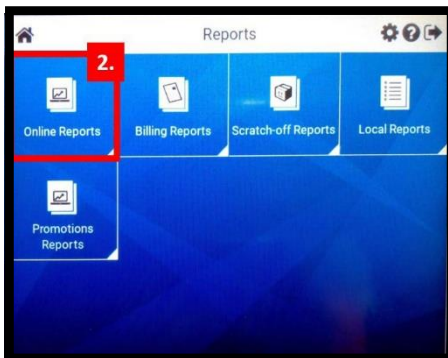
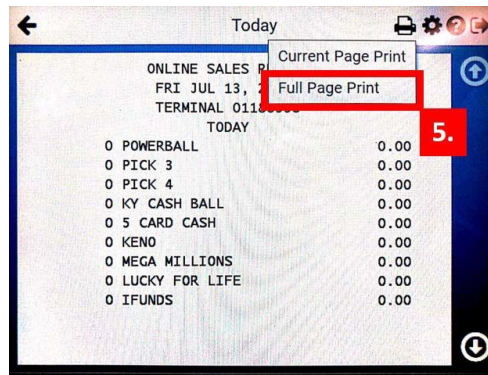
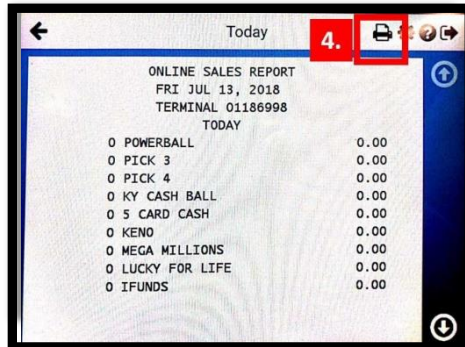


Game Touch Draw Vending

Daily Online Sales for Yesterday (2 copies)

The Daily Online Sales Report provides access to the online sales for the Game Touch Draw Vending machine for the selected day. To run the Daily Online Sales Report, complete the steps below from the Home Retailer Menu and print two copies.

1. Touch the **Reports** button
2. Touch the **Online Reports** button
3. Touch the **Today** button
4. Touch the **Print icon** button
5. Select **Full Page Print**, report will automatically print.
6. Touch the **OK** button
7. Touch the **back arrow** button.
8. **Repeat steps 4 through 6** to print the second copy.



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Shift Report

The Shift Report is accessed by selecting Reports>Local Reports>Shift Report.

- The Shift Reports is a 3-Step Process.
 1. Print the Shift Report
 2. Empty the Bill Acceptor
 3. Clear the Shift Report

