

## HOME SCREEN

The *Home* screen is the initial screen the player sees on the PlayCentral EX. Buttons and fields on this screen are:

- **Touch to Play Additional Draw Games:** Displays individual tiles for all available Draw games.
- **Featured Draw Games:** Displays individual tiles for featured Draw games.
- **Playslip:** Tutorial video on how to process a playslip.
- **Check Ticket:** Tutorial video on how to scan a Draw and Scratch-Off ticket.
- **Redeem Coupon:** Tutorial video on how to redeem a coupon.



## CHECK TICKETS

Scan the barcode on the front of the Draw or Scratch-Off ticket. If the ticket is a winner, the following pop-up message displays:

*“Congratulations! Winner \$X.XX. Please touch YES to credit your balance. Please touch NO to retain your original ticket and redeem at a later date”*

If the ticket is *not* a winner, the *“Sorry! Your ticket is not a winner.”* pop-up message displays.

For *Draw* tickets, a *Replay* ticket option automatically displays after the Check Ticket steps are completed.



## PLAYING REPLAY

The *Replay* Draw ticket pop-up screen displays automatically after the player scans a replayable Draw ticket. Touch **[Yes]** and, if the balance in the player's account is sufficient, the *Replay* ticket is purchased and prints. The *Replay* ticket price is deducted from the player's balance. Touch **[No]** to return to the **Draw Games Selection** screen.



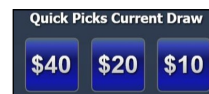
**NOTE:** *Replay is not available for Scratch-Offs or 5 Card Cash.*

## GAME SELECTION

Each *Draw Game* tile displays on the **Draw Games Selection** screen and contains information on games offered for sale.

### Quick Pick:

1. From the **Draw Games Selection** screen, touch a game tile. The selected game's **Purchase** pop-up screen displays.
2. Choose a **Quick Pick Current Draw** option.



### Manual Pick:

1. From the **Draw Games Selection** screen, touch a game tile. The selected game's **Purchase** pop-up screen displays.
2. Customize the selection as follows:

- **Option (Megaplier, Power Play, etc.):** Touch **[YES]** to add the option, or **[NO]** to decline.



- **Plays:** Touch **[+]** to add plays or **[-]** to remove plays.

- **Start Draw:** Touch **[+]** or **[-]** to change the date (the *current* draw is the default).

- **Draws:** Touch **[+]** to add draws or **[-]** to remove draws.

3. Touch the **[PICK YOUR OWN NUMBERS]** button.

4. Do one of the following:

- Touch the desired numbers. When touched, the number then highlights.

**NOTE:** *If necessary, touch a highlighted number to de-select.*



- Touch **[CLEAR]** to clear all selected numbers, then touch each individual number for play.

5. Touch **[FINISH]** then do one of the following:

- Touch **[BUY]** to purchase and print the ticket.

- Touch **[ADD TO CART]** to add the ticket for later purchase.

**NOTE:** *The [BUY NOW] button is not displayed if the player's cash balance is insufficient to cover the purchase.*

## KEYS

The *PlayCentral EX* comes with the following keys:

1. **Blue Key:** Access to Log in and Exit to Main Menu.
2. **Red Key:** Open & locks PlayCentral EX door.
3. **Black Key:** Opens cash box housing.
4. **Black Key (CB):** Opens cash box to remove bills.



## SHOPPING CART/CHECKOUT LINE

The *PlayCentral EX* features a shopping cart to accumulate *Draw* game tickets for eventual purchase. A shopping-cart icon is displayed in the upper-left of the screen. When the icon is touched, the *Shopping Cart* screen is displayed.

From the *Shopping Cart* screen, the following options are available:



1. Subtract quantities for each of the selected games, using the minus sign adjacent to each listed game selection.
2. Touch the **[BUY NOW]** button. If the credit balance has sufficient funds, the *PlayCentral EX* dispenses the purchased ticket(s) and returns the *PlayCentral EX* to the *Game Selection* screen.

**NOTE:** *if the balance is insufficient to make the total purchase, an instructional video plays, illustrating how to add funds.*

3. Touch the **[PLAY MORE GAMES]** button to continue selecting games.
4. Touch the **[EMPTY CART]** button to remove the selected games.
5. Touch the **[CLOSE]** tab in the upper-right of the window to return to the *Game Selection* screen.

**NOTE:** *The [BUY NOW] button is not displayed if the player's cash balance is insufficient to cover the purchase.*

When adding one or more tickets to the shopping cart, the shopping cart “checkout line” appears at the top of the screen, showing all tickets currently in the cart.



The checkout line will show a maximum of five tickets at any one time. However, additional tickets purchased are still contained in the cart. More tickets may be added to the cart.

## REPORTS

The PlayCentral EX uses a cascading menu to select between *Accounting* and *Events* reports.

**NOTE:** Some reports may require manager access.

### Accounting Reports

- Daily Activity
- Daily Summary
- Weekly Invoice
- Daily Sales
- Lifetime Sales
- Weekly Sales
- Shift Report
- Deposit

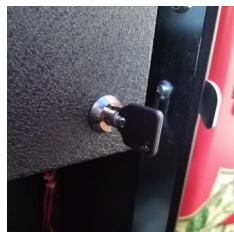
### Events Reports

- Event Log
- Balance Events
- Security Events
- Bill Events

## EMPTYING THE CASH BOX

When removing the money from the cash box, be sure to run a **Deposit** report found in *Reports* ► *Accounting* menu. You should select **[Yes]** to “zero out” your balance from the cash box.

1. Open the PlayCentral EX door using the **red** key.
2. Use the **black** key to open the cash box housing.
3. Using the silver handle, remove the cash box by pulling it forward.



**NOTE:** The bill acceptor slot will flash **red** and **blue** when the cash box is removed.

4. Set the cash box on a flat surface, with the key hole facing up.
5. Use the black key marked **(CB)** to open the cash box.



6. Remove the bills from the cash box.

**NOTE:** Use the reports on the *Retailer Menu* screen for balancing.

7. Close and lock the cash box.
8. Insert the cash box back into the housing.
9. Close and lock the cash box housing with the **black** key.



## SCANNING A PLAYSLIP

When using a playslip to purchase games on the PlayCentral EX, funds must first be deposited to create a cash balance. Once a balance has been created, do the following:

1. Insert the completed playslip, face up, into the Document Scanner, located in the middle of the PlayCentral EX.
2. The playslip is read and returned to the customer.
3. If the playslip is filled out correctly, the ticket is printed and the player's balance is deducted.
4. If there are *insufficient* funds or the playslip contains errors, an appropriate error message displays.



## CHANGING LOTTERY PRINTER PAPER

When the PlayCentral EX's paper is low, a pop-up message will display. To change the paper:

1. Unlock and open the PlayCentral EX door with the **red** key.
2. Open the EX hood by pushing the metal latch, in the left-front corner of the hood, and lifting the hood.
3. Release the **teal** latch to remove the *old* ticket stock.
4. Lock the **teal** latch back into place so paper can be fed.
5. Place *new* ticket stock through the black spindle.



**NOTE:** Be sure to close the hood prior to closing the PlayCentral EX door.

6. With the paper tail at the back and facing up, feed the paper over the top spindle.
7. Insert the lottery paper above the **silver** roller and into the slot until the printer pulls the ticket stock through. The printer will automatically cut off the excess paper.
8. Close the hood door prior to closing the PlayCentral EX door.



**NOTE:** Graphical instructions are posted inside the PlayCentral EX.

## BALANCE

The PlayCentral EX features a **Balance** icon, located on the upper-right of the screen, which displays the amount of funds currently on and available in the terminal.



When there is a remaining balance in the PlayCentral EX, and the icon is touched, a *Voucher Out* pop-up message displays. *The maximum credit or voucher amount is \$600.*

## PRINTING & REDEEMING VOUCHERS

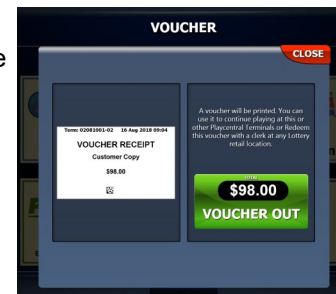
### Printing a Voucher

1. With a balance remaining in the PlayCentral EX, touch the **[PRINT VOUCHER]** icon on the upper-right of the screen. A **Voucher Out** pop-up screen displays.
2. Touch **[VOUCHER OUT]** to have a voucher printed and dispensed.



### Redeeming a Voucher

1. Scan the barcode on the front of the voucher.
2. If the voucher is valid, the player's balance is updated with the correct credit amount.
3. To receive cash for a voucher, the player must present the voucher at the counter terminal.



## BILL ACCEPTOR

Bills of \$1, \$5, \$10, \$20, \$50, or \$100 denominations are inserted into the Bill Acceptor, which is located on the front-right side of the terminal.

The **maximum** balance permitted from cash deposits and prize validations is **\$600**.

If depositing additional cash is attempted when the cash box is full, it will not be accepted. The bill acceptor light turns **red** when the cash box is full.

**NOTE:** The PlayCentral EX does not accept coins.

