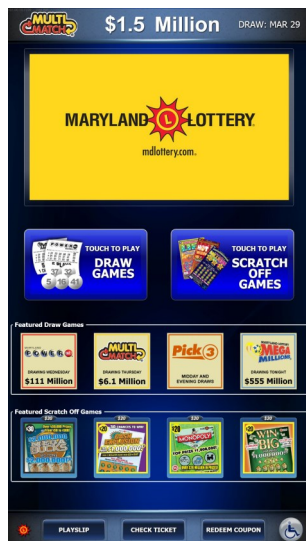


ATTRACT SCREEN

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

- **Draw Games:** Displays individual tiles for all available Draw games.
- **Scratch-Off Games:** Displays individual tiles for all available Scratch-Off games.
- **Featured Draw Games/Scratch-Off Games:** Displays individual tiles for featured Draw and Scratch-Off 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.
- **Wheelchair Symbol:** Displays all menu options in a wheelchair accessible view.

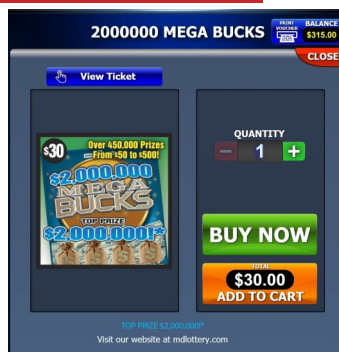


SCRATCH-OFF GAME SELECTION

1. From the **Scratch-Off Games Selection** screen, touch a game tile. The selected game's **Purchase** pop-up screen displays.
2. Do one of the following:
 - Touch **[View Ticket]** to display an enlarged version of the Scratch-Off image. Touch **[+]** to add additional tickets or **[-]** to remove tickets.
3. Do one of the following:
 - Touch **[BUY NOW]** to purchase and dispense the ticket.

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

 - Touch **[ADD TO CART]** to add the ticket for later purchase.
 - Touch **[Close]** to return to the **Scratch-Off Games Selection** screen.

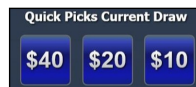


DRAW GAME SELECTION

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.

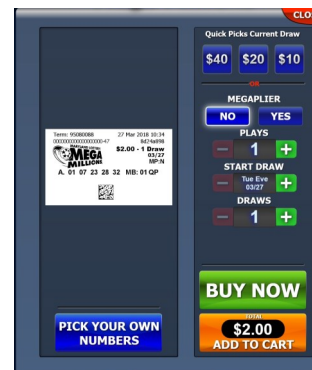


Manual Pick:

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:

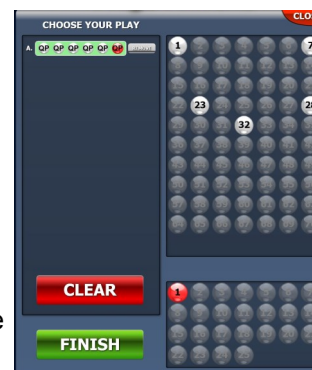
- Touch the desired numbers. When touched, the number then highlights.
- NOTE:** If necessary, touch a highlighted number to de-select.

- 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



CHECK TICKETS

Draw Tickets

Scan the barcode on the front of the Draw 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.

After the Check Ticket steps are completed, a Replay ticket option automatically displays. See the **PLAYING REPLAY** section on reverse side.



Scratch-Off Tickets

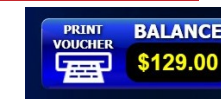
Scan the barcode on the front of the Scratch-Off ticket. If the ticket is a winner, the following pop-up message displays:

"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.

PRINTING & REDEEMING VOUCHERS

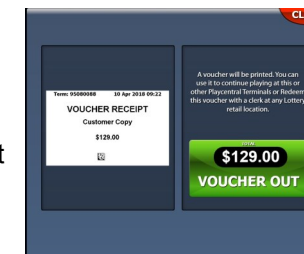
Printing a Voucher



1. With a balance remaining in the PlayCentral HD, 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.



REPORTS

The PlayCentral HD uses a cascading menu to select between Accounting, Events, and Miscellaneous reports.

NOTE: Some reports may require manager access.

Accounting Reports

- Daily Activity
- Daily Summary
- Weekly Invoice
- Installed Settled
- Lifetime Sales
- Weekly Sales
- Daily Sales
- Instant Sales
- Ticket Inventory
- Shift Report
- Deposit

Events Reports

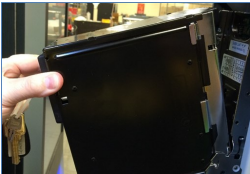
- Event Log
- Balance Events
- Security Events
- Burster Events
- Burster Details
- Bill Events

Miscellaneous Reports

- Installed Games

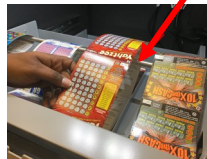
EMPTYING THE CASH BOX

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. Insert the **red** key into the door lock, turn, log in on the touch screen, and open the PlayCentral HD door.
2. Using the **black** key, unlock the electronics cage and pull the cage forward. 
3. Insert the small, **silver** key #43 into the back of the cash box. Press to turn.
4. With the key turned, press in the metal loops on the cash-box sides and pull to remove.
5. Insert the small, **silver** key #42 to open the cash box.
6. Remove the bills from the cash box.
7. Close and lock the cash box ensuring the springs are flush.
8. Insert the cash box back into the electronics cage. **NOTE:** When the cash box is inserted correctly, an audible click is made followed by the cash box resetting.
9. Use the **black** key to close and lock the electronics cage, then the **red** key to close and lock the PlayCentral HD door.
10. Touch **[Exit]** to return the PlayCentral HD to player mode.

LOADING SCRATCH-OFF TICKETS

All Scratch-Off ticket packs must first be activated on either the WAVE, WAVE C, WAVE X, or Flair terminal.


1. Insert the **red** key into the door lock, turn, log in on the touch screen, touch **[Load Tickets]**, and open the PlayCentral HD door.
2. Use the blue screen and number pad (located at the top of the PlayCentral HD) to follow the prompts for loading a pack.
3. Always select **Yes [Enter]** when the screen asks “Are You Loading a Single Pack?”.
4. Scan the barcode on the back of any Scratch-Off ticket or manually enter the game and book number from that pack.
5. When loading a full pack or partial pack: Select **Yes [Enter]** for a full pack, **No [Funcnt]** for a partial pack.
6. Verify the pack being loaded is displayed on the blue screen and number pad.
7. Open the appropriate burster tray. Maximum ticket lengths for burster trays are as follows:
 - **Bins 1–4:** 4 inch length or shorter
 - **Bins 5–8:** 6 inch length or shorter
 - **Bins 9–24:** Any length
8. Insert the Scratch-Off ticket pack, **face up**, into a burster tray. Thread the ticket, **face up OVER the silver bar** with the lowest ticket number first into the slot until the burster automatically advances the ticket, as shown in image on the right. 
9. Once the pack is loaded, the prompt from step 2 reappears. To load additional packs in other bins, repeat steps 2-8.
10. When all packs have been loaded, close all burster drawers, check the **Load Tickets** view to verify that all tickets have been properly loaded, then close and lock the terminal. Touch **[Exit]** to return the PlayCentral HD to player mode. **NOTE:** From Reports ► Accounting, print a Ticket Inventory Report to ensure the Scratch-Off ticket inventory is correct.

SCANNING A PLAYSLIP

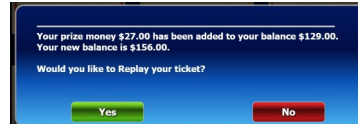
When using a playslip to purchase games on the PlayCentral HD, funds must first be loaded to create a cash balance. Once funds are entered, do the following:

1. Insert the completed playslip, face up, into the Document Scanner, located on the right-hand side of the PlayCentral HD.
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

1. Insert the **red** key into the door lock, turn, and open the PlayCentral HD door.
2. Slide the printer assembly forward, extending it as far as it can go.
3. Open print head by pushing tab (on left) to the rear, remove any existing paper from printer, then close print head until an audible click is made. 
4. Set the new roll of lottery ticket stock in the printer compartment so that it unrolls from the bottom. Pull out a few inches of paper from the roll.
5. Insert the paper above the **green** roller and into the slot until the printer automatically advances the paper through the printer and cuts off the excess.
6. Push the printer assembly back to its original position.
7. Close and lock the PlayCentral HD door, then touch **[Exit]**.

PLAYING REPLAY

The Replay Draw ticket pop-up screen displays automatically after the player scans a replayable Draw ticket. Touch **[Yes]** and, if there is enough balance in the player's account, 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 the 5 Card Cash game.