# WISC ONSIN LOTIERY REIAILER MANUAL 



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# Contacting the Lottery 

## How to Contact the Lottery

Our automated phone system is designed to get you to the properdepartment.

Please listen carefully to the prompts before making a selection.

## Wisconsin Lottery Retailer Hotline: 1-800-242-7782

- To place a ticket order, press 1
- To report lost or stolen tickets, press 2
- To report a down termial, other equipment issues, or to order supplies, press 3
- If you are calling to report a terminal operation problem or order supplies, press 1
- If you are calling to request a terminal move, press 2
- For applications, or contracts, press 4
- For banking, billing, or accounting, press 5
- For Lottery security, press 6
- For questions about the retail portal website including password help, press 7
- For mobile app support, press 8
- To hear the options again, press 9

Website - https://wilottery.com/retailer-resources

# Instant Games 

Receiving Tickets
Confirming Orders
Activating Packs
Validating Tickets Sec unity \& Tic ket Disposal Insta nt Tic ket Tracking \& Forms

Lost or Stolen Tickets Winner Claim Form Tic ket Return Procedure

Game End Flyer Insta nt Ticket Return Form Mercha ndising Game Calendar UPC Codes Plan-O-Grams

## Instant Games RECEVING TICKEIS

- Treat Lottery tickets like cash. Store in a secure place, such as a safe, until ready to be sold.
- Tickets are not transferable and must only be sold at the location address on the Certificate of Authority.


## Receiving Tickets:

Tickets a re usually delivered the next working day after the order is placed through the Telema rketer. When tic kets are delivered, you should immediately verify the ac curacy of the order then confirm the order on the terminal.

- Venify the retailer name and number listed on the shipping label and packing slip. See Packing Slip sample on next page.


## INSTANT TICKET ORDER

SHIP FROM:
WISCONSIN LOTTERY
3001 DAIRY DRIVE
MADISON WI 53718
(800) 242-7792

## SHIP TO:

RETAILER NAME
ADDRESS
CITY, STATE \& ZIP
Delivery Date: $83 / 13 / 2018$
ORDER NUMBER
0282313301


RETAILER MUST CONFIRM DELIVERY ON TERMINAL

ORDER NUMEER 92-10659-92023133-01
SECTION 8:

| GAME | PACKS | RETAIL VFLLUE | TICKE PER PACK | G1,EPS | COMM | $\begin{aligned} & \text { NET } \\ & \text { COST } \end{aligned}$ | $\begin{aligned} & \text { PRICE } \\ & \text { POINT } \end{aligned}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\begin{aligned} & \$ 10,000 \text { CASH } \\ & 655 \quad 2 \\ & \text { FINDING } \$ 500 \text { 'S } \\ & 2055 \end{aligned}$ |  | 1,200.00 | 20 | 0.00 | -75.00 | 1,125,00 | [30.00] |
|  |  |  |  |  |  |  |  |
|  |  |  | 30 |  |  |  | [10.00] |
|  |  | 300.00 |  | 0.00 | $-18.75$ | 281.25 |  |
| 777 2061 | 2 | 1,000.00 | 100 | 0.00 | $-62.50$ | 937.50 | [5.00] |

Price Poinl Summary
$\$ 5.00 \times 200=\$ 1,000.00$
$\$ 10.00 \times 30=\$ 300.00$
$\$ 30.00 \times 40=\$ 1,200.00$
TOTAL $=\$ 2,500.00$


$$
655-116730655-1167312055-1027202061 \text { - } 102577 \text { 2061-102558 }
$$

## ATTENTION RETAILER

Thank you

## Instant Games RECEIVING TICKEIS Confirming Orders

- Venify the ticket pack numbers listed on the packing slip match the actual ticket packs received.
- Ticket orders should be confirmed at time of delivery.

Sample Bar Code on an instant tic ket:

|  |  |  |
| :---: | :---: | :---: |
| \||| |  | IIII |

If you have any questions conceming your delivery or have discovered a discrepancy between your ticket pack numbers and the numbers on your packing slip, call the Retailer Hotline at 1-800-242-7782.

## To Confirm an Order:

- At the main menu on your terminal touch SPECIAL FUNCTIONS



## Instant Games RECEIVING TICKEIS

 Confirming Orders- Touch Order Confirmation

- Scan the barcode on the packing slip, the shipping label, or ma nually enter the order number.

- A confirmation screen is displayed. Touch OK. A Delivery Confirmation Receipt will print.
- Confirmation lets the Lottery know you have received your delivery from Spee-Dee Delivery Service.

Inside Packing Slip
INSTANT TICKET ORDER
SHIP FROM:
WISCOMSIN LOTTERY
3001 DAIRY DRIVE
MADISON UI $\quad 53718$
(日ea) $242-7792$
(өеө) 242-7782

## SHIP TO:

RETAILER 114119
STRAMA''S SELF SERU INC
884 H BROADHAY
884 H BROADHAY
MEDFORD HI 54451
Delivery Date: $83 / 13 / 2818$


-92-1065s-92923133-01



 Price Point Summary
$\$ 5.00 \times 200=\$ 1,000.00$
$\$ 10.00 \times 30=\$ 300.00$
$\$ 30.00 \times 40=\$ 1,200.00$
TOTAL $=\$ 2,500.00$


## Instant Games <br> RECEVING TICKEIS <br> Activating Packs

## Pack Activation:

- Activate each pack of tickets on the terminal when you are ready to put them in yourdispenser. Remember: only activate a pack of tickets when you put them out forsale.
- At the main menu on your terminal touch SPECIAL FUNCTIONS.

- Touch PACK ACTIVATION



## Instant Games RECEIVING TICKEIS Activating Packs

- Scan the barcode on the back of one of the tickets in the pack or manually enter the game number and pack number.

- Activation allows winning tic kets to be redeemed a nd lets the Lottery know which packs are out forsale.


Any Lottery retailer may validate and cash tickets, and receive credit for prizes up to $\$ 599.00$. If your location has a cashing policy or limit, the policy must be posted in a prominent location.

## How to Cash Tickets

Your Lottery terminal will take the guesswork out of whether a ticket is a winner. You can cash winning tic kets purc hased from ANY Lottery Retailer with prizes up to \$599.00.

Always scan instant scratch tickets AND get the Instant Ticket Cash Authorization slip before paying out any prize. You must validate a winning ticketon yourteminal in order to receive credit for the prize paid out

Do not attempt to validate a ticket that appears to have been altered.
To validate (cash) an instant scratch tic ket:

- Scan the ticket secure shield barcode on front of ticket.



## Confirmation Screen

- Winning Lotto tickets and instant tickets over \$50.00 require an additional step prior to completing the validation. Retailers must verify the a vailability of store funds to pay the winning amount and press SEND if funds are available or press CANCEL if funds are unavailable. If funds are unavailable, retum the ticket to the player after pressing CANCEL. Retailers must pay the player immediately after pressing SEND.

- To validate more than one ticket, continue scanning the secure shield barcodes of the additional tickets.
OR
- To manually validate and cash an instant ticket, scan the barcode on the back of the ticket or enter the numbers manually, then manually enter the 10 -digit number under the play area on front of tic ket.
- Touch EXITto complete.
- An Instant Tic ket Cash Authorization slip will print showing the total a mount to pay the player.
- Retum to the player any non-winning ticket(s) along with the Instant Ticket Cash Authorization slip showing that the ticket(s) is a non winner.
- For all winning tic kets you should show the winner the Instant Tic ket Cash Authorizatio slip but you will need to reta in the Instant Ticket Cash Authorization slip for your accounting purposes.
- After paying the prizes for winning tickets, tear the tickets in half through the validation barcode and attach the Instant Tic ket Cash Authorization slip to one half of the ticket. Dispose of the other half. Retain ticket half with Instant Ticket Cash Authorization slip forone week. After one week, dispose of or shred the second half of the tic ket with the Instant Tic ket Cash Autho rization slip.



## Instant Games SECURITY \& TICKET DISPOSAL

## Sec urity of Instant Tickets

Always scan tickets and get the Instant Ticket Cash Authorization slip before paying out a prize. Scanning tickets is how you get credit fortickets you cash.

Do not attempt to validate a ticket if the barcode has been altered. The playermay bring, or mail, the tic ket to the Lottery.

Questions? Call the Retailer Hotline at 1-800-242-7782.
See next page for proper disposal of tic kets.

# IMPORTANT MESSAGE 

## TO PREVENT FRAUD

- Always scan tickets to cash.
- Get cash authorization slip before paying out winnings.
- Properly destroy all cashed tickets.

Follow these instructions to properly dispose of tickets. After you scan a ticket and determine that it is a valid winning ticket, you can then pay the winner.


Tear ticket in half or punch ticket through secure shield barcode and attach cash authorization slip to one half of the ticket.

## STEP 3

After one week, dispose or shred second half of ticket with cash authorization slip.


STEP 2


Dispose the other half of ticket.

## You may wish to use an Instant tic ket Tracking Form to balance

The Balancing Report is used to balance your Lottery sales and cashings with your cash register. The Balancing Report shows sales (money coming in) and payouts on the tickets you've cashed (money going out) each day. The Balancing Report does not show how many Instant Scratch tickets you've sold. Most retailers use an Instant Ticket Tracking Form to keep a count each day (oreach shift) of the Instant scratch tickets that they have sold. Using an Instant Ticket Tracking Form can help when tic kets are lost, stolen, or missing.

See example of a tracking form below.
See our website at https://retailer.wilottery.com, for more options.


## Instant Tic ket Safe Inventory

It is important to keep track of the instant tickets stored in your safe. Maintaining a record of ticket stock on hand will help with ordering tic kets and provide a valuable record in case tickets are lost or stolen. See example below of an Instant Ticket Safe Inventory Form. For more options visit our website at https://retailer.wilottery.com.

## Instant Ticket Safe Inventory




# Instant Games LOST OR STOLEN TICKETS 

## Reporting Lost or Stolen Tic kets

To prevent the cashing of lost or stolen tic kets:

1) Call the Retailer Hotline at 1-800-242-7782 a nd select option 2 to report the missing tickets. The Hotline operates 24 hours a day and 365 days a year. Be prepared to provide the following information to the Hotline operator.

- Your name and title
- Retailer ID number
- Business name and address
- Game, pack, and ticket numbers of the missing tickets. Also the date and time you disc overed the tickets missing along with where and when the tickets were last seen.
- Once reported as missing to the Retailer Hotline, the ticket numbers will be entered into the Lottery central computer as "non-redeemable." This removes the ability for the tickets to be cashed.

2) Contact your local police department to report the missing tickets and file a police report.
3) Retailer will receive a call from Wisc onsin Lottery Security to verify information.
4) C ontact your insura nce company. Lost tickets are your property a nd the loss may be covered under your business insurance policy.

## Found Them?

If tickets reported as missing are subsequently located, call the Retailer Hotline at 1-800-242-7782 immediately!

## Questionable Tickets?

Do not redeem mutilated tic kets or a ny tickets you suspect have been ta mpered with. Give the playera Winner Claim Form and instruct them to mail the ticket to the Lottery. Lottery Sec urity will determine if a ticket is defective. Claim formscan also be found on the Lottery website at https:// wilottery.com.

An example of the Winner Claim Form can be found on the following page.


## Instant Games TICKET RETURN PROCEDURE

## Retuming Instant Sc ratch Tickets

Periodically the Lottery ends games. Retailers are notified before any Instant Scratch games end. See an example of a Game End Flyer on the next page which contains retailer information on one side and player information on the other. Retailers may retum full unopened packs of active games at any time prior to a game end date, however, this may prohibit your ability to order the same game number again in the future. Managing Game Ends is the retailer's responsibility.

Tickets a re retumed by two methods:

1) VIA FELD MARKEIING REPRESENTATIVE: Your Lottery Field Marketing Representative can retum tickets using your terminal. The teminal will print a record of the retum that must be reviewed and signed by both the Retailer and Field Marketing Representative. Your retum will be found on that week's Billing Invoice Report.
2) VIA A TICKET RETURN FORM: A copy of the ticket retum form a nd instruction sheet is available on the retailer website at https://wilottery.com/retailer-resources. To get a Ticket Retum Form mailed or faxed to you, please call the Retailer Hotline at 1-800-242-7782. To retum tickets using a Ticket Retum Form:

- Complete the Ticket Retum Form. Package the tickets to be retumed along with the Ticket Retum Form.
- Notify the Lottery at 1-800-242-7782.
- A delivery service will pick up the tickets within five business days.

Yourcredit will be issued when the retumed tickets are processed by the Lottery.
See an example of the Instant Ticket Retum Form on page 21. Forms can also be found on the Lottery retailer website at
https:// wilottery.com/reta iler-resources.

## Damaged Tickets

Damaged or unsaleable tickets are the property and responsibility of the retailer. Damaged tickets cannot be sold and should be submitted forclaim to your insurance company.

## GAME ENDING INFORMATION AND DATES

## GAMES END: Saturday, February 25, 2023 Game End is the responsibility of the Retailer <br> Retailers must NOT sell these games after this date! <br> Important Dates: <br> - Last day to receive Credit on these tickets: Friday, May 26, 2023 <br> - 180 day prize claim period: February 26, 2023 through August 24, 2023 <br> - Last day to claim prizes: Thursday, August 24, 2023

## INSTANT GAME LIST BY PRICE PO

## \$1 GAMES

2404 Blackjack
2405 Crossword Express
2462 Cash on the Spol
2471 Kickoll Cash

## \$2 GAMES

2351 Hoppy Go lucky
2383 Win it Al
238410 o Win
2424 lucky Bucks
24434 Way Cash

## \$3 GAMES

2410 Reveal Ycur Riches Crossword
2414 Candy Blas
2428 Lucky Nu ubers Bingo
2477 Sugar Cookie Crossword

## \$5 GAMES

2368 Wild Cherries
2382 Extend Your Cash
2409 Badger State Crossword
2444 living ludky with luke Combs
2459 Black Pecrls
2461 Deluxe Dollars
2472 Packers
2478 Festive \$500's

## \$10 GAMES

2412 Triple Play
2435 Tyrannosaurus Bucks
2436 Cash Blockbuster
2465 Incredible Crossword
2473 Packers Nation
2482 Multiplier Rush

## $\$ 15$ GAME

2480 Holiday Party Countdown

## \$20 GAMES

2314 \$100's and \$200's (NOTE. This is not gane F2450: \$100's on 2437 Big Win
2441 Mega Muliplier Crossword
2481 The Perfect Giff

## \$30 GAMES

2432 One Million Cash
2433 Crossword Spectacular
2455 Crossword Bonanza

## Important Reminders:

- After Thursday, August 24, 2023 prizes on these fickets can no lon - Coll the Retailer Hotine of 800-242-7782 if you need a ticket pi



## WISCONSIN LOTTERY PLAYERS

## IMPORTANT DATES TO REMEMBER:

Saturday, February 25, 2023
is the last day to buy these instant scratch games!
Thursday, August 24, 2023
is the last day to claim prizes for these instant scratch games!

180 day prize Il aim period: Fobruary 26, 2023 through August 24, 2023


Thursday, August 24, 2023 is the last day to claim prizes for these games!


## Instant Games MERCHANDISING

## Door Dec als

Placing door decals in a visible location tells Lottery players that you sell popular Wisconsin Lottery Instant Scratch and Lotto games. This improves awareness and reaches potential new players to inc rease tic ket sales.

## Play Center

The Play Center allows you to communic ate Lottery information in one convenient display, and frees up staff time by directing players to one spot. You will increase salesby educating players on Lottery products. Display near selling locations for maximum results. Items to stock the Play Center will include brochures, claim forms, playslips, game ending dates, and general Lottery information for players.

## Game Specific Point of Sale



Retailers are provided with a mix of game specific Point of Sale (POS) materials that can be used to highlight specific games.

## Game Cubes

Various types and configurations of ticket dispensers are available.

## Counter Top Promoters

$12,16,24$, or 32 game counter top promoters are available.


## In-Counter Displays

16 or 24 games are available and provide visibility at the point of sale.


Plan-O-Grams
Your Lottery Field Marketing Representative can provide you with a Plan-O-Gram to give you the best selling mixand presentation. Suggested Plan-O-Gramscan be found on pages 25,26 , and 27 .

Your Lottery Field Marketing Representative has more information for you.

# Instant Games GAME CALENDAR 

A current game calendar is always available through the teminal (Reports Menu)


Here is an example of a teminal Game Calendar.

The Game Calendar contains the following information:

- Game Number
- Game Name
- Price Point (PPT)
- Start Date


## Instant Games UPC CODES

Below is an example of the instant Ticket UPC numbers that can be found on our website at https://www.wilottery.com/UPC

Important game information is included within each pack of tic ketsship ped. Additional POS, flyers, posters, and brochures are periodically shipped with tickets, mailed, or delivered by your Field Marketing Representative.


UPCs for all current instant games are provided in the table below. Use the Game Name or UPC fields to narrow the search results.


Plan-O-Grams are diagrams the Lottery uses to indicate the placement of Lottery products in point-of-sale displays to maximize sales.

## 16 GAME PLAN-O-GRAM

 AVG VOLUME|  | \$20 Oversized Ticket |  |  |
| :---: | :---: | :---: | :---: |
| 16 Game Plan-O-Gram |  |  |  |
| $\$ 50$ | $\$ 30$ | $\$ 30 / \$ 20$ | $\$ 20$ |
| $\$ 20$ | $\$ 10$ | $\$ 10$ | $\$ 10$ |
| $\$ 5$ | $\$ 5$ | $\$ 5$ | $\$ 3$ |
| $\$ 3$ | $\$ 2$ | $\$ 2$ | $\$ 1$ |

## 24 GAME PLAN-O-GRAM

 HIGH VOLUME\$20 Oversized Ticket 24 Game Plan-O-Gram

| \$50 | Crossword $\$ 30$ | \$30 | \$20 |
| :---: | :---: | :---: | :---: |
| \$20 | ${ }_{\text {Croswora }} \mathbf{\$ 2 0}$ | \$10 | \$10 |
| \$10 | \$10 | \$10 | \$5 |
| \$5 | $\begin{gathered} \text { Crossword } \\ \hline \end{gathered}$ | \$5 | \$5 |
| \$3 | ${ }_{\text {crosswora }}^{\text {c }}$ | \$3 | \$2 |
| \$2 | $\begin{gathered} \text { Crossword } \\ \$ 2 \end{gathered}$ | \$1 | \$1 |


| Gemini Plan-0-Gram |  |  |  |
| :---: | :---: | :---: | :---: |
| \$50 | $\begin{aligned} & \text { Crossword } \\ & \$ 30 \end{aligned}$ | \$30 | \$20 |
| \$20 | $\begin{aligned} & \text { Crossword } \\ & \$ 20 \end{aligned}$ | \$10 | \$10 |
| \$10 | $\begin{aligned} & \text { Crossword } \\ & \$ \mathbf{1 0} \end{aligned}$ | \$10 | \$5 |
| \$5 | $\begin{gathered} \hline \text { Crossword } \\ \$ 5 \end{gathered}$ | \$5 | \$5 |
| \$3 | $\begin{gathered} \hline \text { Crossword } \\ \$ 3 \end{gathered}$ | \$3 | \$2 |
| \$2 | $\begin{gathered} \hline \text { Crossword } \\ \$ 2 \end{gathered}$ | \$1 | \$1 |


| GT20 Plan-O-Gram |  |  |  |
| :---: | :---: | :---: | :---: |
| $\$ 50$ | $\$ 30$ | $\$ 30$ | $\$ 20$ |
| $\$ 20$ | $\$ 20$ | $\$ 10$ | $\$ 10$ |
| $\$ 10$ | $\$ 10$ | $\$ 5$ | $\$ 5$ |
| $\$ 5$ | $\$ 5$ | $\$ 3$ | $\$ 3$ |
| $\$ 2$ | $\$ 2$ | $\$ 1$ | $\$ 1$ |

# Traditional Pull-tab Games 

Receiving Pull-tab Tickets
Redemption \& Security
Games Available and Selling Tips

## Traditional Pull-tab Games REC EIVING PUL-TAB TICKEIS

Traditional Pull-tabscannot be validated on Lottery terminals.
Tickets are usually delivered the next working day after an order is placed. When tickets are delivered you should immediately:

- Check the box number(s) of your Pull-tabs against the numbers on the packing slip
- Reta in the packing slip to keep rec ords of your purchasesand commissions a nd to identify lost or stolen tic kets.
- Treat the Lottery Pull-tab tic kets like CASH.
- Keep the Pull-tabs in the box and store them in a sec ure place, such asa safe, until ready to be sold. Call the Reta iler Hotline at 1-800-242-7782 to order this convenient dispenser.
- Tickets must be redeemed at the location selling the tickets. The selling location is responsible for paying all prizes of tickets sold by that location.


## Packaging

Traditional Pull-tabs are currently packaged in boxes of 1020, 1050, a nd 2040 tic kets.

## Numbering

Each box of Pull-tabs contains a 6-digit box number. The same box number appears on each Pull-tab ticket in the box.

## Fare Card

The flare card is a point-of-sale item which can be displayed to inform players of the tic kets available at your location. The flare card is packaged on the front of the box.

# Traditional Pull-tab Tickets REDEMPTION \& SECURITY 

## Redeeming Traditional Pull-tab tickets

- Traditional Pull-tabs are break-open tickets that do not have a validation barcode like you would find on a scratch ticket.
- Only redeem traditional Pull-tab tickets sold at your location the same day of purchase. To easily identify tic kets you sell, compare the number printed at the bottom of each tic ket to the number printed on the box.
- A winning ticket will display the FIRST winning symbol caption in pink, underlined in blue.
- All games have an additional security check - a validation code (W1, W2, W3, W4, W5) will appear under one of the separation strips.
- After redeeming a traditional Pull-tab, it is the retailer's responsibility to void the ticket by tearing it in half. You may also punch or destroy it.
- Do NOT retum the ticket to the player.
- Opened boxes of traditional Pull-tab tickets cannotbe retumed forcredit unlessthey are defective or the order was filled incorrectly. A box is considered opened if the original shipping seal on that box is no longer intact.


## Traditional Pull-tab Games GAMES AVAILABLE \& SEUNG TIPS

| Paili |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Game \# | Game Name | Count | Price/Tkt | Cost/Box | Profit | Top Prize |
| 767 | DEAL 'EM | 1050 | $\$ 0.50$ | $\$ 157.19$ | $\$ 32.81$ | $\$ 75$ |
| 775 | Cool 7's | 1050 | $\$ 0.50$ | $\$ 157.19$ | $\$ 32.81$ | $\$ 60$ |
| 2100 | Casino Gold II | 2040 | $\$ 0.50$ | $\$ 324.25$ | $\$ 63.75$ | $\$ 50$ |
| 776 | Hot Cash | 2040 | $\$ 0.50$ | $\$ 311.25$ | $\$ 63.75$ | $\$ 100$ |
| 2262 | Lucky Cherries | 1050 | $\$ 0.50$ | $\$ 157.19$ | $\$ 32.81$ | $\$ 100$ |
| 2508 | Liberty Bills | 1020 | $\$ 1.00$ | $\$ 316.25$ | $\$ 63.75$ | $\$ 125$ |
| 2110 | Packers | 1020 | $\$ 1.00$ | $\$ 316.25$ | $\$ 63.75$ | $\$ 200$ |
| 2170 | Wisconsin Gold 100 | 1020 | $\$ 1.00$ | $\$ 324.25$ | $\$ 63.75$ | $\$ 100$ |
| 753 | Roll Out the Barrel | 1020 | $\$ 1.00$ | $\$ 316.25$ | $\$ 63.75$ | $\$ 100$ |
|  |  |  |  |  |  |  |

## Selling Tips

- Post the FLARE CARDS from the traditional Pull-tab box to show the prizes available.
- Pay out the top prizes in small denominations. Players may reinvest their winnings.

A complete list of pull-tab games can be found on the Wisconsin Lottery website at
https://www.wilottery.com/games/instant-games/pulltab-games

# Lotto Games 

Lottery Terminal
Back of Terminal
Ultra Printer
Ticket Checker (TSP)
Lottoview
Outside Equipment
Jackpot Signs
Equipment Policy
Quick Reference Guide
Public Alerts
Game Information
Unreadable Tickets
Discontinuing Sales

## Lottery Lotto Games EQUIPMENT - LOTTERY TERMINAL

All electronic Lottery equipment requires a dedicated electrical connection. This is a standard electrical outlet which is on a circ uit that always has power. Lottery terminals receive software updates during off-peak hours a nd must be powered 24 hours a day.

## Lottery Terminal

Teminals are provided to retailers at no cost but remain the property of the Lottery. No outside devices are to be connected to the lottery terminal. Installation, training, maintenance and repairs are included in the Lottery contract. A step by step Quick Reference Card with terminal operating instructions is provided at the time of installation.

See pages 49-54.



The printer holds a large roll of paper for fewer roll changes. The ticket jam deflector greatly reduces paperjams.

## PRINTER



For help on loading printer paper orclearing printer jams, view the videos on the terminal.

Click on the first question mark in the upper left hand comer of the screen.


Click on Video Help


Choose printer


## Lotto Games EQUIPMENT- PRINTER HELP

Click load paper, or clearpaperjam, and the video will begin a utomatic ally.


The Ticket Checker has a large, easy-to-read display and comes with flexible mounting options. It quic kly sc ans both Lotto a nd Instant Scratch tickets.

The Ticket Checker is used by players to check their own tickets. This can reduce the number of tickets that clerks need to scan on their terminal.


## Lotto Games EQUIPMENT - LOTTOVIEW

Lottoview informs pla yers with real-time ja ckpot a mounts and informational messa ges. It also displays transaction information, tic ket validation a mounts a nd time sensitive messaging for Public Alerts.

## LOTTOVIEW



Stand Depth: 7.1 inches

The lottoview monitor equipment is for Lottery use only and remains the property of Wisc onsin Lottery. It is part of the Lottery equipment package that is required with the reta ilers c ontract.

# Lotto Games PUBUC - ALERTS <br> Amber Alert Silver Alert 

## What You Need to Know

Public Alerts are available on the Lottery temminal. Wisconsin Amber Alert is an emergency child-abduction a lert. Silver Alert is an emergency a lert rega rding an at-risk elderly person that has gone missing.

Public alerts are a collaborative partnership between law enforcement agencies, broadcasters, govemment agencies, and other groups to alert the general public when help is needed. Public alerts are made of up Amber and Silver alerts. It is one of the most effective strategies law enforcement agenciescan use in reuniting children a nd a dults with their fa milies.

Wisc onsin'sAlert Plansdivide the state into nine separate regions: Milwaukee, Madison, Green Bay, Wausau, La Crosse, Eau Claire, Rhinelander, Superior and Ashland. When an alert is issued, law enforcement will target a specific area or areas. Citizens who believe they have information should call 911, or the phone number that may be issued as part of the a lert.

An IMMEDIATE MESSAGE marked "Urgent" is sent to your Lottery temminal screen. It MUST be opened to continue nomal operations.

1) Press READ to open the IMMEDIATE MESSAGE.
2) Scroll down through the enclosed Alert information. Press PRINT.
3) Press PRINT multiple times to have copies ready for interested customers.
4) After printing, press OK. The terminal resets to the Main Screen.
5) Display the Alert information for customers.
6) If updated messages are issued during the Alert, repeat steps 1-5.
7) Call 911, or a number issued with the Alert, if you see a missing child or adult, suspect, or wanted vehicle.

NOTE: The Alert IMMEDIATE MESSAG E will NOTintemupt a salestransaction, the printing of a ticket or report, or the validation of tickets.

## Lotto Games <br> PUBLIC - ALERTS

AN ALERTPHOTO GRAPH may be sent to your terminal. When this oc curs:

- The photo will appear in the middle of the Main Screen.
- It will most likely be a photo of a missing person, but could be a suspect, orvehicle.
- The photo will rema in on-screen until the Alert is over.
- The photo cannot be printed or deleted.
- It does not affect Lottery terminal transactions.
- The photo is for your use only. DO NOT allow customers access to the teminal to view it. Players can view the photo on lottoview.
- You could receive an Alert photo and not be part of the Alert. (See below).

Unlike Amber Alert terminal mail messages, photographs cannot be sent to specific geographic areas. Alert photographs will be received by every Lottery terminal in the state.

If you receive a photo but do not receive the must-read urgent IMMEDIATE MESSAGE, you are not part of an Alert. In this instance, you will be sent a regular message you may open at your convenience. It confirms that the photo is associated with an alert issued outside your region and that no action from you is necessary.

## Lottoview \& Public Alerts

When an alert is issued the information will also be shown on the Lottoview forcustomers to view. This information may include human and vehic le descriptions.

# Lotto Games EQUIPMENT - OUTSIDE 

## Equipment Located Outside

Your Lottery terminal will be connected to the Lottery gaming system through a wireless network using satellites or a Ventus (a cellular data system) unit.


Electronic J a ckpot Signs display the curent jackpot a mounts for the Powerball, Mega Millions, and Megabucks Lotto games. The signs update automatically as the jackpot a mounts change.

$$
\text { LARGE SIGN - } 36 " \text { x 14" }
$$



## SMALL SIGN - 4" x 11" on telescoping pole



## Lotto Games LIGHTED JACKPOT SIGN MANAGEMENT POLICY

## Lighted Jackpot Sign Management Policy

The objective of the Wisconsin Lottery's Lighted Jackpot Sign Management Policy is to maintain cost-effective placement of our lighted jackpot signs, in order to maximize contributions to Wisconsin property tax relief. All equipment placement activities are based, in part, on availability of equipment. The administrator may deny a placement if there is reason to believe that the placement would unnecessarily risk Lottery equipment or personnel, or is found to be inconsistent with public interest.

The initial placement of lighted jackpot signs by IGT is intended for retailers who originally signed up through their Lottery field rep. This policy will then be used to maintain ongoing placement beyond original distribution. This equipment must be placed at financially productive locations, producing the maximum amount of revenue and property tax relief.

## Initial Installs

Retailers were surveyed in the fall of 2018 to determine the quantities of both the large and the small lighted jackpot signs to establish the initial IGT order. Based on this initial survey, each retailer will receive the agreed upon sign. Any retailer who refuses installation, wants a different sign than they originally asked for, opts out or does not have the necessary space and/or electricity will be removed from the initial installation list and be placed into a "waiting" list for future placement. Locations who have had a change of owner since the original survey but had an allocated sign, will be allocated that original size sign.

## Following Initial Installs

Once initial installation has been completed, the "waiting" list shall be established. The list shall start with the next retailer number past the highest number installed. Once all existing numbers are on the list, all retailers who refused, opted out or did not have the necessary space or electricity will be added. This will be the new list for signs as they become available. As new retailer locations become Lottery retailers they will be added to the end of this list and the list will continue in numeric order. Signs will be offered to the next retailer on the list regardless of sign size, however they will remain in their spot on the list if the correct size is not available to be offered. For example, if a convenience store wants a large sign but the next available sign is a small sign, they will remain on the list in their current spot and the next retailer on the list will be offered the small sign. Signs will be allocated from this list regardless of territory.

## Timeliness of Activity

If the retailer elects not to accept the correct size sign when they become available that retailer will be removed from further consideration for one full year and will then be added back onto the bottom of the list at that time.

## Geographic Consideration

A lighted jackpot sign may be placed in order to fulfill a geographic need. Should there be an area within the state that has very few Lottery retailers (one within a thirty mile radius), a sign may be placed in a retailer in that area without being placed on the waiting list. As indicated under s. 565.02 (3), Stats. And Tax 61.04 (3), the Wisconsin Lottery has a responsibility to the general public to ensure that a sufficient number of retail locations are available throughout the state to serve public convenience. This will allow for dissemination of the jackpot amounts to all geographic areas of the state.

## Placement at Key Account Locations Previously Refused

The placement of signs at key account retail locations that had previously refused signs shall follow the same criteria set forth in previous sections. However, should an agreement to display lighted jackpot signs in all stores within a key account prompt an additional purchase of signs to fulfill this agreement, said signs shall be installed in those locations without the need to wait on the list.

## Business Decisions

Under certain circumstances, there may be a need to place a sign because of special business considerations. In such cases, the Director of the Lottery or Deputy Director if the director is not available, may approve placement at any location and at any time if they feel it is in the best interest of the Lottery and that it will maximize property tax relief.

## Once Placed

Once a sign has been placed, it shall remain at that location and become part of the Lottery equipment as set forth in the retailer contract. The sign, along with the terminal and all other peripheral equipment shall be reassigned to a new retailer number following a change of owner. Should the need arise where the terminal equipment is removed from a retailer, the lighted jackpot sign shall be removed as well. That sign will then be reallocated to the retailer next on the waiting list. The exception would be equipment that is removed to preserve it during a remodel or rebuild.

## Remodeling/Rebuilding

The lighted jackpot signs will follow the same criteria used to maintain placement of all Lottery equipment in a retail location. In the event of remodeling or rebuilding that requires the terminal and sign to be deactivated for an extended period (typically more than six days), a retailer will maintain the rights to their current terminal and sign for a period of six months. After 6 months of inactivity, the Field Marketing Representative of that retailer can submit a Business Decision request to extend the right for another two months. If the terminal is shut down for 8 months or longer, the Lottery may elect to reassign the sign, based on Lottery business needs. It is the responsibility of the retailer to keep the Lottery informed of remodeling and/or rebuilding activity that could affect Lottery equipment, per the retailer contract.

## "Revision Coming Soon."

## "Revision Coming Soon."

## WISCONSIN LOTIERY

## Terminal

 Quick ReferenceRETAILER HOTLINE
1-800-242-7782

1. PLACE TICKET ORDER
2. LOST OR STOLEN TICKETS
3. EQUIPMENT ISSUES OR ORDER SUPPLIES
4. APPLICATIONS OR CONTRACTS
5. BANKING, BILLING OR ACCOUNTING
6. LOTTERY SECURITY
7. LOTTERY SERVICES PORTAL

## Sign On/Off

## SIGNING ON

1. Touch SIGN ON.
2. Enter your 2-digit Clerk Number
 and 4-digit Pass Number using the NUIMERIC TOUCHPAD.
3. A Sign On Confirmation message displays. Touch OK to display the Home Screen.
4. If a News Message is available, it displays before the Home Screen. Once you have read it, touch OK to display the Home Screen.

## SIGNING OFF

1. Touch SIGN OFF on the Home Screen.
2. Touch OK to confirm Sign Off.

Sign Off

## Home Screen



## Playslips \& Tickets

## INSERTING PLAYSLIPS

Insert playslips and Lotto game tickets on a straight angle against the rollers. The front of the playslip and Lotto game ticket must face you. DO NOT insert Instant tickets into the reader. A confirmation screen displays, touch SEND to send the wager or touch CANCEL to cancel. Ticket(s) print automatically.

## SCRATCH TICKETS

Scan Instant tickets and pack barcodes using the barcode scanner. For best results, place ticket on counter and slide beneath barcode scanner light.

## PLAYSLIP EDITING



If a playslip has been filled out incorrectly, an error message will display. You may correct the error on the screen or return the playslip to the player to be corrected.

## SCANNING DIGITAL PLAYSLIPS

Remove the scanner from the cradle and scan the QR code on the player's phone. A confirmation message will display on the terminal screen.


## Help

## GENERAL HELP

1. Touch HELP on the Home Screen.
2. Touch the desired Help topic. Help information displays for the topic.
3. Touch PRINT to print the Help screen, or touch BACKSPACE to return to the Home Screen.

## CONTEXT HELP

Touch Context Help followed by the specific function for which help is desired.


1. Touch CONTEXT HELP on the Home Screen or any Game Screens.
2. Touch the function button that corresponds to the subject matter for which you would like help (i.e. SPECIAL FUNCTIONS).
3. The screen displays text help for that item.
4. Touch PRINT to print the Help screen, or touch BACKSPACE to return to the Home Screen.

## VIDEO HELP

1. Touch HELP on the Home Screen, then touch VIDEO HELP.

2. Touch the button that corresponds to the topic for which you would like help (i.e. PRINTER).
3. Touch the function for which you need help (i.e. LOAD PAPER).
4. A video demonstrating the selected function displays.
5. Touch PAUSE to pause the video as needed; forward and reverse the video as needed by touching the ARROW BUTTONS.
6. Touch HOME to return to the Home Screen.

## Lock

Touch the LOCK button to secure the terminal to prevent unauthorized use. This feature allows the user to leave the terminal unattended without signing off. The Ticket Checker will remain operational while in "LOCK" mode. The terminal Pass Number is required to unlock the terminal.

## Special Functions

1. Touch SPECIAL FUNCTIONS on the Home Screen.
2. Touch the desired option. The Special Functions options are described on the following pages.

## TRAINING ON/OFF

1. Touch TRAINING ON/OFF on the Special Functions menu to place the terminal in Training mode. The message on the top left of the screen will change from Ready to Training: Ready. Training will display as a watermark in the background to alert that you are in training mode.
2. Training mode allows for terminal use without placing real Lotto Game wagers. No tickets will be produced while in Training mode.
NOTE: Total must be cleared before Training mode can be entered.

## REDEEM COUPON

1. Touch REDEEIM COUPON on the Special Functions menu.
2. Scan the coupon using the reader or barcode scanner, or manually enter the coupon serial number using the NUMERIC TOUCHPAD.
3. Touch SEND. A confirmation screen displays and the bonus ticket or voucher prints automatically.

## VERSION INFO

Displays current version of software.

## TERMINAL RESET

Resets the terminal quickly without powering down.

## ORDER CONFIRMATION

1. Touch ORDER CONFIRIMATION on the Special Functions menu.
2. Scan packing slip, or manually enter the order number using the NUIMERIC TOUCHPAD.
3. Touch SEND and a receipt prints automatically.
4. A confirmation screen displays. Touch PRINT to print the screen, or touch OK to return to the Home Screen.

NOTE: All orders must be confirmed upon receipt.

## PACK ACTIVATION

1. Touch PACK ACTIVATION on the Special Functions menu.
2. Scan the pack barcode, or manually enter the number using the NUMERIC TOUCHPAD.
3. Touch SEND and a receipt prints automatically.
4. A confirmation screen displays. Touch PRINT to print the screen, or touch OK to return to the Home Screen.

NOTE: Activate each pack prior to putting them out for sale.

## PRINTER TEST

Prints a sample message used to ensure paper is loaded correctly.

## DISPLAY OPTIONS

Use to switch between the terminal's Default Background and Alternate Background, and for Brightness Control.

## NEWS

1. Touch NEWS on the Special Functions menu.
2. The news message displays. Use the UP AND DOWN ARROWS to read the message as needed
3. Touch PRINT to print the message.
4. Touch OK to return to the Home Screen.

## Special Functions

## TELEPHONE LIST

Displays the phone numbers for the Retailer and Player Hotlines. The list may be printed for reference.

## VOLUME

Touch the SPEAKER ICON to control the volume of the terminal.

## FST SIGN ON

Used by IGT's Field Service Technicians.

## PASSWORD MANAGEMENT

Used to change your Pass Number.

## VIEW FLYER

Select this button to view helpful information about Lottery operations and short-term incentives.

## FMR SIGN ON

Used by Lottery Field Marketing Representatives to sign on to the terminal.

## Mail

A flashing mail message alert in the status bar indicates there are unread mail messages for the terminal.

1. Touch MIAIL on the Home Screen.
2. Touch the NUIMBER next to the message you wish to read. Use the UP AND DOWN ARROWS to advance the messages.
3. Touch READ to show the full message in the bottom of the window. Once a message has been read, touch DELETE to delete the message or touch PRINT to print the message.
4. Touch HOME to return to the Home Screen.

## Reprints

1. Touch REPRINTS on the
 Home Screen.
2. Touch the desired option: Last Transaction, Last Wager, Last Lotto Cash, or Last Instant Cash.
3. The selected Reprint option prints automatically.

NOTE: Reprints are not real tickets and are clearly branded "REPRINT DO NOT GIVE TO PLAYER." and "REPRINT NOT FOR SALE". There is no barcode printed on a Reprint. If a wager with EZ Match is reprinted, the EZ Numbers are not printed.

Jammed tickets may be sent to the Lottery with a note describing the issue to apply for credit. The Lottery provides Adjustment Request Forms for this purpose. It is the Lottery's discretion if a credit will be issued for your particular circumstance.

## Reports

1. Touch REPORTS on the
 Home Screen.
2. Touch the desired report type.
3. Select/Enter the requested information as prompted.
4. The report displays. Use the UP AND DOWN ARROWS to scroll through report.
5. If desired, touch PRINT to print a copy of the report or touch OK to return to the Home screen.

## Manual Ticket Cash

1. Touch MANUAL TICKET CASH on the Home Screen.
2. Touch the desired function.


## LOTTO CASH

1. Touch LOTTO CASH on the Manual Ticket Cash menu to validate Lotto
 tickets.
2. Process the Lotto ticket by using the handheld barcode scanner, running it through the terminal scanner or by manually entering the ticket serial number using the numeric touchpad.
3. A validation confirmation screen displays. Touch OK to return to validate additional tickets. Once all validations are complete, touch EXIT to return to the Home Screen. For winning tickets of $\$ 50$ or more, touch SEND to cash the ticket or CANCEL to return to the home screen.
4. One Cash Authorization slip prints automatically for store use for all validations.

NOTE: An exchange ticket will print for any remaining draws on multi-draw ticket validations. Give this ticket to the player.

## INSTANT CASH

1. Touch INSTANT CASH on the Manual Ticket Cash menu to validate
 Instant tickets.
2. Process the ticket by scanning the barcode under the play area on the front of the ticket and skip to step 4.
3. If the barcode on the front of the ticket is unreadable:
a. Scan the barcode on the back of the ticket with the handheld barcode scanner or enter the number manually.
b. Manually enter the 10-digit number under the play area on the front of the ticket.
4. A validation confirmation screen displays. Touch OK to return to validate additional tickets. Once all validations are complete, touch EXIT to return to the Home Screen. For winning tickets of $\$ 50$ or more, touch SEND to cash the ticket or CANCEL to return to the home screen.
5. One Cash Authorization slip prints automatically for store use for all validations.

## Paper Loading

1. Press the silver button and open the paper cover on the printer.
2. Remove the used paper roll from the printer.
3. Remove the tape from the new roll of paper and place the roll in the printer with the paper unwinding from the bottom.
4. Make sure approximately $12-18$ inches of excess paper is hanging out of the front of the printer. If loading a previously loaded roll, 2-4 inches should hang out of the front.
5. Paper must be loaded over the bar for proper operation.
6. Close the paper cover firmly over the excess paper so that it latches securely.
7. The paper feeds automatically to align itself.
8. The printer automatically cuts the excess paper.
9. After changing the paper, run a Printer Test to ensure the paper was loaded properly. Touch SPECIAL FUNCTIONS from the Home screen, then touch PRINTER TEST. A test message will


## Selling Lotto Games

## TOTAL SALES

1. Touch TOTAL on the Home Screen when transactions for a customer are complete.
2. Enter the amount given by the customer using the NUIMERIC TOUCHPAD. Touch TOTAL to complete the transaction.
3. Touch PRINT to print a receipt.
4. Touch CLEAR to clear the transaction display and return to the Home Screen for the next customer Transaction.

## RAFFLE

Raffle is only available when the button is lit.
Otherwise, the button will be grayed out.


1. Touch RAFFLE on the Home Screen.
2. Select 1 for $\$ 5$.
3. Touch SEND to print a ticket or the HOME symbol to exit.

## 10 BUCK LUCK

Use to produce a combination of individual quick pick Lotto tickets for their next drawing.


1. Touch 10 BUCK LUCK on the Home Screen.
2. A confirmation screen displays. Touch SEND to print tickets.

## POWERBALL®

1. Touch POWERBALL on the Home Screen.
2. Select the AMIOUNT PER DRAW:

[\$2, \$4, \$6, \$8, or \$10].
3. Select the number of DRAWS: [1-12].
4. Select the BIG $\$ 2$ option: [Cancel, $\$ 10, \$ 20, \$ 30, \$ 40$, or $\$ 50]$.
5. Select the BIG $\$ 10$ option: [Cancel, $\$ 10, \$ 20, \$ 30, \$ 40, \$ 50$, or $\$ 100]$.
6. Select Yes or No for the POWER PLAY option.
7. Touch IMANUAL ENTRY for manual entry, or touch SEND to allow the system to randomly choose the numbers.
8. For manual entry, touch the player's 5 numbers, then select the Powerball number; or touch QUICK PICK. Touch SEND.
9. If a confirmation screen displays, touch SEND to send the wager or touch CANCEL to cancel. Ticket(s) print automatically.

## MEGA MILLIONS ${ }^{\circledR}$

1. Touch MEGA IMILLIIONS on the Home Screen.
2. Select the AMOUNT PER DRAW: [\$2, $\$ 4, \$ 6$,
 $\$ 8$, or \$10].
3. Select the number of DRAWS: [1-8].
4. Select the BIG $\$ 2$ option: [Cancel, $\$ 10, \$ 20, \$ 30, \$ 40$, or $\$ 50]$.
5. Select the BIG $\$ 10$ option: [Cancel, $\$ 10, \$ 20, \$ 30, \$ 40, \$ 50$ or $\$ 100]$.
6. Select Yes or No for the MEGAPLIER option.
7. Touch MIANUAL ENTRY for manual entry, or touch SEND to allow the system to randomly choose the numbers.
8. For manual entry, touch the player's 5 numbers, then select the Mega Ball number; or touch QUICK PICK. Touch SEND.
9. If a confirmation screen displays, touch SEND to send the wager or touch CANCEL to cancel. Ticket(s) print automatically

## BADGER $5^{\text {TM }}$

1. Touch BADGER 5 on the Home Screen.
2. Select the AIMOUNT PER DRAW:
 [ $\$ 1, \$ 2, \$ 3, \$ 4$, or $\$ 5$ ].
3. Select the number of DRAWS: [1-7].
4. Touch MANUAL ENTRY for manual entry, or touch SEND to allow the system to randomly choose the numbers.
5. For manual entry, touch the player's 5 numbers; or touch QUICK PICK. Touch SEND.
6. If a confirmation screen displays, touch SEND to send the wager or touch CANCEL to cancel. Ticket(s) print automatically.

## Selling Lotto Games

## SUPERCASH!

1. Touch SUPERCASH! on the Home Screen.
2. Select the AMOUNT PER DRAW: [\$1, \$2, \$3, \$4, or \$5].
3. Select the number of DRAWS: [1-7].
4. Touch IMANUAL ENTRY for manual entry, or touch SEND to allow the system to randomly choose the numbers.
5. For manual entry, touch the player's 6 numbers for the first Play, then select the numbers for the second play; or touch QUICK PICK. Touch SEND.
6. If a confirmation screen displays, touch SEND to send the wager or touch CANCEL to cancel. Ticket(s) print automatically.

## MEGABUCKS ${ }^{\text {™ }}$

1. Touch MEGABUCKS on the Home Screen.
2. Select the AMOUNT PER DRAW:

[\$1, \$2, \$3, \$4, or \$5].
3. Select the number of DRAWS: [1-8].
4. Select Yes or No for the EZ MATCH option.
5. Touch MANUAL ENTRY for manual entry, or touch SEND to allow the system to randomly choose the numbers.
6. For manual entry, touch the player's 6 numbers for the first Play, then select the numbers for the second play; or touch QUICK PICK. Touch SEND.
7. If a confirmation screen displays, touch SEND to send the wager or touch CANCEL to cancel. Ticket(s) print automatically.

## ALL OR NOTHING ${ }^{\text {m }}$

1. Touch ALL OR NOTHING on the Home Screen.
2. Select the AMOUNT PER DRAW:

[\$2, \$4, \$6, \$8, or \$10].
3. Select the number of DAYS: [1-7].
4. Select MIIDDAY, EVENING or BOTH.
5. Touch IMANUAL ENTRY for manual entry, or touch SEND to allow the system to randomly choose the numbers.
6. For manual entry, touch the player's 11 numbers; or touch QUICK PICK. Touch SEND.
7. If a confirmation screen displays, touch SEND to send the wager or touch CANCEL to cancel. Ticket(s) print automatically.

## DAILY PICK $3^{\text {mw: }}$ : QUICK PICK

1. Touch DAILY PICK 3 on the Home Screen to select game options for a Quick Pick.

2. Select the number of PLAYS: [1-5].
3. Select the number of DAYS: [1-7].
4. Select the PLAY TYPE: [Straight, Box, Straight/Box].
5. Select the PLAY AMOUNT: [\$0.50 or \$1.00].
6. Select IMIDDAY, EVENING or BOTH.
7. Touch SEND.
8. If a confirmation screen displays, touch SEND to send the wager or touch CANCEL to cancel. Ticket(s) print automatically.

## Selling Lotto Games

## DAILY PICK 3T: MANUAL

1. Touch DAILY PICK 3 MANUAL on the Home Screen to select game options and enter the player's numbers.

MANUAL
. Select the number of PLAYS: [1-5].
3. Select the number of DAYS: [1-7].
4. Select the PLAY TYPE: [Straight, Box, Straight/Box].
5. Select the PLAY AMOUNT: [ $\$ 0.50$ or $\$ 1.00$ ].
6. Select IMIDDAY, EVENING or BOTH.
7. Touch PICK NEXT to add Plays.
8. Touch PLAYSLII REPEATS if a player wants additional tickets for their playslip (Limit of \$70.00).
9. Manually enter 3 numbers using the NUIMERIC TOUCHPAD, or touch QUICK PICK to allow the system to randomly choose the numbers.
10. Touch MANUAL REPEATS if a player wants multiple tickets of the same wager (Limit \$20.00).
11. If a confirmation screen displays, touch SEND to send the wager or touch CANCEL to cancel. Touch SEND and ticket(s) print automatically.

## DAILY PICK $4^{\text {TM }}$ : QUICK PICK

1. Touch DAILY PICK 4 on the Home Screen to select game options for a Quick Pick.

2. Select the number of PLAYS: $[1-5]$.
3. Select the number of DAYS: [1-7].
4. Select the PLAY TYPE: [Straight or Box].
5. Select the PLAY AMOUNT: [ $\$ 0.50$ or $\$ 1.00$ ].
6. Select MIIDDAY, EVENING or BOTH.
7. Touch SEND.
8. If a confirmation screen displays, touch SEND to send the wager or touch CANCEL to cancel. Ticket(s) print automatically.

## DAILY PICK $4^{\text {TM }: ~ M A N U A L ~}$

1. Touch DAILY PICK 4 IMANUAL on the Home Screen to select game options and enter the player's numbers.

MANUAL
2. Select the number of PLAYS: [1-5].
3. Select the number of DAYS: [1-7].
4. Select the PLAY TYPE: [Straight or Box].
5. Select the PLAY AMOUNT: [ $\$ 0.50$ or $\$ 1.00$ ].
6. Select IMIDDAY, EVENING or BOTH.
7. Touch PICK NEXT to add Plays.
8. Touch PLAYSLIP REPEATS if a player wants additional tickets for their playslip (Limit of \$70.00).
9. Manually enter 4 numbers using the NUIMERIC TOUCHPAD, or touch QUICK PICK to allow the system to randomly choose the numbers.
10. Touch MANUAL REPEATS if a player wants multiple tickets of the same wager (Limit \$20.00).
11. If a confirmation screen displays, touch SEND to send the wager or touch CANCEL to cancel. Touch SEND and ticket(s) print automatically.

## FAST PLAY ${ }^{\text {TM }}$

1. Touch FAST PLAY on the Home Screen.
2. Select the desired Fast Play Game button. Note
 that the price for each game varies.
3. Touch TICKETS to choose the number of tickets: [1, 2, 3, 5, or 10].
4. Touch SEND.
5. A confirmation screen displays for all Fast Play games. Touch SEND to send the wager or touch CANCEL to cancel. Ticket(s) print automatically.

# Lotto Games GAME INFORMATION 

Fast Play

## What is Fast Play?

- A style of lotto games featuring instant play and a progressive jackpot
- Tickets print from the terminal and can be played immediately
- There are no drawings and no playslips
- All prizes are instant wins, including the jackpot
- Each Fast Play game has its own specific name, but each ticket will have the Fast Play logo printed above the game name at the top of the ticket
- The price of tickets will vary depending on the specific game
- Fast Play prizes can be claimed up to 180 days after the ticket is generated
- After you have received payment, hand the printed ticket to player as soon as possible


## Progressive Jackpot

- All Fast Play games contribute to one progressive jackpot
- The jackpot starts at \$10,000
- Players can watch the jackpot grow in real time
- $10 \%$ of every ticket purchased goes to the progressive jackpot prize pool
- The price of the Fast Play game determines the percentage of the jackpot that game can win

| Price | Win/Share | Odds |
| :---: | :---: | :---: |
| $\$ 1$ | $10 \%$ of JACKPOT | $1: 240,000$ |
| $\$ 2$ | $20 \%$ of JACKPOT | $1: 240,000$ |
| $\$ 5$ | $50 \%$ of JACKPOT | $1: 240,000$ |
| $\$ 10$ | $100 \%$ of JACKPOT | $1: 240,000$ |

## Example:

A. If the current Fast Play jackpot is $\$ 60,000$ and a $\$ 2$ Fast Play ticket wins the jackpot, that ticket wins $\$ 12,000$ $(20 \%$ of $\$ 60,000)$. The new available jackpot for all Fast Play games then becomes $\$ 48,000(\$ 60,000$ minus $\$ 12,000$ ) and will grow from there.
B. If the current Fast Play jackpot is $\$ 15,000$ and a $\$ 5$ Fast Play ticket wins the jackpot, that ticket wins $\$ 7,500$ ( $50 \%$ of $\$ 15,000$ ). The new available jackpot for all Fast Play games will reset to the starting amount of $\$ 10,000$ since the remaining jackpot amount $(\$ 7,500)$ was less than the starting amount).

## Fast Play Game Chart*

| Game Name | Price <br> Point | Overall <br> Odds | Payout <br> Percentage | Jackpot Win <br> Percentage | Playstyle | Features |
| :--- | :--- | :---: | :---: | :---: | :---: | :--- |
| $5 X$ | $\$ 1$ | $1: 4.1$ | $59.0 \%$ | $10 \%$ | Key \# Match | Multiplier |
| $10 X^{\circledR}$ | $\$ 2$ | $1: 3.8$ | $62.0 \%$ | $20 \%$ | Key \# Match | Multiplier |
| $20 X$ | $\$ 5$ | $1: 3.7$ | $64.5 \%$ | $50 \%$ | Key \# Match | Multiplier |
| $50 X$ | $\$ 10$ | $1: 3.4$ | $70.0 \%$ | $100 \%$ | Key \# Match | Multiplier |
| Cash Stash | $\$ 2$ | $1: 4.0$ | $62.0 \%$ | $20 \%$ | Extended Play | Doubler |
| Platinum Payout | $\$ 10$ | $1: 3.4$ | $70.0 \%$ | $100 \%$ | Key \# Match | Bonus Area |

*Fast Play games may be ended and new games launched based on individual game performance.

# UPDATED TERMINA SCREENS 



Lotto Games
GAME INFORMATION
Megabucks, SuperCash!,
All or Nothing, and Badger 5*

|  | Megabucks |  | SuperCash! |  | Badger 5 |  | All or Nothing |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Drawbreaks | 9-9:05 PM |  | 9-9:05 PM |  | 9-9:05 PM |  | $\begin{gathered} \text { 1:30-1:35 PM } \\ 9-9: 05 \mathrm{PM} \end{gathered}$ |  |
| Draw Days | Wednesday \& Saturday |  | Every day |  | Every day |  | 1:30 and 9:00 PM Every day |  |
| Jackpot | \$1 Million Minimum Pari-mutuel |  | Daily Top Prize \$350,000 |  | \$10,000 <br> Minimum Pari-mutuel No Annuity |  | Drawing Top Prize \$100,000 |  |
| Pick | Pick 6/49 |  | Pick 6/39 |  | Pick 5/31 |  | Pick 11/22 |  |
| Play | \$1 for 2 Plays |  | \$1 for 2 Plays |  | \$1 per Play |  | \$2 per Play |  |
| Features | EZMatch \$1 Features Instant Win |  | Free Doubler with 1:7 Odds |  |  |  | Win the $\$ 100,000$ <br> Top Prize by matching AL of the numbers or NONE of the numbers! |  |
| Notes | Match 3 ormore to win |  | Match 3 ormore to win |  | Match 2 ormore to win |  | Match 11 or match 0 to win the top prize |  |
| Match \& Win Share | 6 of 6 <br> 5 of 6 <br> 4 of 6 <br> 3 of 6 | $\begin{aligned} & \text { JACKPOT } \\ & \$ 500 \\ & \$ 30 \\ & \$ 2 \end{aligned}$ | 6 of 6 <br> 5 of 6 <br> 4 of 6 <br> 3 of 6 | $\begin{aligned} & \$ 350,000 \\ & \$ 500 \\ & \$ 30 \\ & \$ 1 \end{aligned}$ | $\begin{aligned} & 5 \text { of } 5 \\ & 4 \text { of } 5 \\ & 3 \text { of } 5 \\ & 2 \text { of } 5 \end{aligned}$ | $\begin{aligned} & \text { JACKPOT } \\ & \$ 50 \\ & \$ 2 \\ & \$ 1 \end{aligned}$ | 11 of 11 10 of 11 9 of 11 8 of 11 2 of 11 1 of 11 0 of 11 | $\$ 100,000$ $\$ 500$ $\$ 40$ $\$ 4$ $\$ 4$ $\$ 40$ $\$ 500$ $\$ 100,000$ |

*For more information on all our Lotto games please visit our website at www.wilottery.com

## GAME INFORMATION

 Mega Millions, Powerball*|  | Mega Millions |  | Powerball |  |
| :---: | :---: | :---: | :---: | :---: |
| Drawbreaks | 9:00-9:05 PM |  | 9:00-9:05 PM |  |
| Draw Days | Tuesday \& Friday |  | Monday, Wednesday \& Saturday |  |
| J ackpot | \$20 Million Minimum Pari-mutuel |  | \$20 Million Minimum Pari-mutuel |  |
| Pick | Pick 5/70 and 1/25 Mega Ball |  | Pick 5/69 and 1/26 Powerball |  |
| Play | \$2 per Play |  | \$2 per Play |  |
| Features | Megaplier* Extra \$1 <br> Multiplies prize by that drawing's Power Play number (2-5) *Excluding J ackpot |  | Powerplay* Extra \$1 <br> Multiplies prize by that drawing's Power Play number (2-5, or $10 x$ ) *Exc luding J a ckpot |  |
| Match \& Win Share | 5/5 + <br> Mega Ball <br> 5 of 5 <br> 4 of $5+M B$ <br> 4 of 5 <br> 3 of $5+M B$ <br> 3 of 5 <br> 2 of $5+M B$ <br> 1 of $5+M B$ <br> 0 of $5+M B$ | $\begin{aligned} & \text { Jackpot } \\ & \$ 1,000,000 \\ & \$ 10,000 \\ & \$ 500 \\ & \$ 200 \\ & \$ 10 \\ & \$ 5 \\ & \$ 4 \\ & \$ 2 \end{aligned}$ | 5/5 + <br> Powerball <br> 5 of 5 <br> 4 of $5+$ PB <br> 4 of 5 <br> 3 of $5+$ PB <br> 3 of 5 <br> 2 of $5+\mathrm{PB}$ <br> 1 of $5+\mathrm{PB}$ <br> 0 of $5+\mathrm{PB}$ | WIN <br> Jackpot <br> \$1,000,000 <br> \$50,000 <br> \$100 <br> \$100 <br> \$7 <br> \$7 <br> \$4 <br> \$4 |

*For more information on all our lotto gamesplease visit our website at www.wilottery.com

# Lotto Games GAME INFORMATION Daily Pick 3 \& Pick 4* 

|  | Daily Pick 3 | Daily Pick 4 |
| :---: | :---: | :---: |
| Drawbreaks | 1:30-1:35 PM and 9-9:05 PM | 1:30-1:35 PM and 9-9:05 PM |
| Draw Days | 1:30 and 9:00 PM Every day | 1:30 and 9:00 PM Every day |
| Top Prize | \$500 | \$5,000 |
| Pick | Pick three numbers from 0 to 9 | Pick four numbers from 0 to 9 |
| Play | ```$1 or $.50 $1 for Straight/Box``` | \$1 or. 50 |
| Notes | Stra ight must match winning numbers in exact order. Boxcan match winning numbers in any order. |  |

## Match \& Win Share for Daily Pick 3

| Straight <br> Offers the highest prize per \$1 play! |  | Box <br> Offers the best odds of winning a prize perplay! |  |  |  | Straight/ Box <br> Offers both $\$ .50$ play prizes in one play! |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Match 3 numbers drawn in exact order |  | Match 3 numbers drawn in a ny order |  |  |  | A combination play to match 3 for $\$ .50$ straight and $\$ .50$ box, costs $\$ 1$ |  |  |  |
|  |  | 3-Way Box |  | 6-Way Box |  | 3-Way Box |  | 6-Way Box |  |
| \$500 | \$250 | \$160 | \$80 | \$80 | \$40 | $\begin{gathered} \$ 330 \\ (\$ 250+80) \end{gathered}$ | \$80 | $\begin{gathered} \$ 290 \\ (\$ 250+40) \end{gathered}$ | \$40 |
| PLAY |  |  |  |  |  |  |  |  |  |
| \$1 | \$. 50 | \$1 | \$. 50 | \$1 | \$. 50 | \$1 only | \$1 only | \$1 only | \$1 only |
| ODDS |  |  |  |  |  |  |  |  |  |
| 1:1,000 |  | 1:334 |  | 1:167 |  | 1:1,000 | 1:334 | 1:1,000 | 1:167 |

## Match \& Win Share for Daily Pick 4

| Str <br> Offers prize p | ht highest 1 play! | Box <br> Offers the best odds of winning a prize per play! |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Match 4 numbers drawn in exact order |  | Match 4 numbers drawn in any order |  |  |  |  |  |  |  |
|  |  | 24-Way Box |  | 12-Way Box |  | 6-Way Box |  | 4-Way Box |  |
|  |  | Match 4 different numbers in any order |  | Match 4 numbers, two digits same, in any order |  | Match 4 numbers, two sets are same, in a ny order |  | Match 4 numbers, three digits same, in a ny order |  |
|  |  | No Multiples 24-Way Box |  | Duplicate Digits 12-Way Box |  | Two Pairs 6-Way Box |  | Triplicate Digits 4-Way Box |  |
| \$2,500 | \$5,000 | \$100 | \$200 | \$200 | \$400 | \$400 | \$800 | \$600 | \$1,200 |
| PLAY |  |  |  |  |  |  |  |  |  |
| \$. 50 | \$1 | \$. 50 | \$1 | \$. 50 | \$1 | \$. 50 | \$1 | \$. 50 | \$1 |
| ODDS |  |  |  |  |  |  |  |  |  |
| 1:10,000 |  | 1:417 |  | 1:834 |  | 1:1,667 |  | 1:2,500 |  |

*For more information on all our Lotto games plea se visit our website at www.wilottery.com

## CASHING LOTTO TICKETS

## How to Cash Tickets

Your Lottery terminal will take the guesswork out of whether a ticket is a winner. You can cash winning tickets purc hased from ANY Lottery Retailer with prizes up to $\$ 599.00$.

Always scan lotto tickets AND get the Lotto Cash Authorization slip before paying out any prize. You must validate a winning ticket on yourteminal in order to receive credit forthe prize paid out

Do not attempt to validate a ticket that appears to have been altered.
To validate (cash) a lotto ticket:

- Scan barcode on the ticket or insert ticket in top reader of the Lottery terminal.
- To validate more than one ticket, continue scanning the barcodes of the additional tickets. OR
- To manually validate and cash a lotto ticket, scan the barcode on the ticket or enter the numbers manually.
- Touch EXITto complete.
- A Lotto Cash Authorization slip will print showing the total amount to pay the player.
- Retum to the player any non-winning ticket(s) along with the Lotto Cash Authorization slip showing that the ticket(s) is a non winner.

- For all winning tickets you should show the winner the Lotto Cash Authorization slip but you will need to reta in the Lotto Cash Authorization slip for your accounting purposes.
- After paying the prizes for winning tickets, tear the tickets in half through the validation barcode and attach the Lotto Cash Authorization slip to one half of the ticket. Dispose of the other half. Reta in ticket half with Lotto Cash Authorization slip for one week. After one week, dispose of or shred the second half of the ticket with the Lotto Cash Authorization slip.


## Lotto Games UNREADABLE TICKEIS

## Unreadable Ticket due to Equipment Malfunction

Retailers are not charged for Lotto tickets ("Unreadable Tickets") that are unable to be sold due to EQUIPMENTMALFUNCTIONS. An unreadable Lotto ticket is a ticket which has numbers or a barcode that are not legible or only partially printed. If the temminal or printer malfunctions, reprint the last transa ction by pressing REPRINTon the homesc reen; then call the Retailer Hotline 1-800-242-7782 to report the problem. Do notsell or give the Reprint tickets to players.
To receive credit for the unreadable Lotto Ticket:

- Print a "Reprint" ticket by pressing REPRINTon the home screen.
- Call the Reta iler Hotline 1-800-242-7782, to report the equipment problem.
- Write a brief expla nation of what happened and complete the information requested on the Adjustment Envelope.
- Mail the "Reprint," the ORIGINAL unreadable Lotto ticket a nd your expla nation to the Lottery in a completed Adjustment Envelope within 14 days. Adjustment envelopes a re provided by IGTor your Field Marketing Representative 1-800-242-7782.


The credit, if approved, will appear on the Adjustment line of your Weekly Billing Invoice Report. Please allow up to 30 days for this a djustment. If the adjustment is disallowed, you will receive a letter of explanation.
It is very importa nt to callthe Reta ilerHotline 1-800-242-7782 to report the problem. The potential adjustment may depend on this call. Send the "reprint" along with an explanation and the ORIGINAL unreadable Lotto ticket to the Lottery in an Adjustment Envelope. The ORIGINAL unreadable Lotto ticket must be sent to the Lottery. Do not use the Adjustment envelope for anything but unreadable Lotto tickets.

There is a "No Cancellation/ No Retum Policy" for any Lotto tickets produced in error.

## Lotto Games <br> DISCONTINUING SALES

## Discontinuing Sales

If you have plans to sell or close an existing Lottery location, the "Retailer's Notice of Intent to Discontinue Lottery Product Sales" form must be filled out completely and retumed to the Lottery with a projected discontinue date. This form is available on the Lottery Retailer Website, Discontinue Form or by calling the Retailer Hotline at 1-800-242-7782 to request the form.

Instant Scratch Tickets are NOT transferable to a different owner or different location.

- Complete the RETAILER'S NOTICE OF INTENT TO DISC ONTINUE LOTIERY PRODUCT SALES form. Fax (1-608-264-6644) or mail this form to: Wisc onsin Lottery, 2135 RimrockRoad, PO Box8941, Madison, Wisc onsin 53708-8941. Include a ny information regarding the new owners or status of the location following either the sale or closing.
- Two weeks notice should be given so that all necessary a rangementsc an be made to pick up equipment and Instant tickets by Lottery staff. FAILURE TO GIVE TWO WEEKS NOTICE MAY RESULT IN YOU HAVING TO MANUALLY RETURN YOUR INSTANT TICKETS AND DELAY YOUR FINAL STATEMENT!
- IMPORTANT: If the DISCONTINUE FORM is not filed prior to the time that the location changes hands, it will delay the licensing process for the new reta iler.

See "Retailer's Notice of Intent to Disc ontinue Lottery Product Sales" on the following page.

WISCONSIN LOTIERY

## Retailer's Notice of Intent <br> to Discontinue <br> Lottery Product Sales

Business Name
Retailer Number $\qquad$

Business Address $\qquad$

Name of Requestor $\qquad$ Title $\qquad$

Forwarding Address $\qquad$
(For Final Credit/Statement)
Email Address

Phone Number ( )
Fax Number ( )

Reason for Discontinuing Sales $\qquad$
*** I hereby notify the Wisconsin Lottery that I intend to discontinue selling Lottery products on:
("EFFECTIVE DATE"). The terminal will be deactivated the morning of the effective date.
The effective date may be changed if notification is received by the Wisconsin Lottery prior to the terminal being deactivated.

1. Beginning on the effective date I must cease selling Lottery products, and (if applicable) the Lotto terminal(s) will be deactivated. Unsold instant scratch tickets in saleable condition may be returned for credit. (As stated in my Retailer Contract, no credit will be received for unsold pull-tab tickets.)
2. I must promptly surrender all Lottery property to the Lottery, including Lottery point of sale materials, player education materials, banners, ticket dispensers and my Certificate of Authority.
3. After the effective date, I will continue to be contractually obligated to maintain sufficient funds in my electronic funds transfer (EFT) account to cover any balance owed or which becomes owed to the Wisconsin Lottery.

AUTHORITY TO EXECUTE THIS NOTICE AND BIND THE RETAILER: The individual who signs below and executes this Notice, warrants and represents to the Wisconsin Lottery, that he or she has the full right, power and authority to execute this Notice on behalf of the Retailer and to fully bind the Retailer to the terms of this Notice.

Signature of party authorized to bind retailer

Date

## Reports

How to Get Balancing and Billing Reports
Balancing Report
Instant Tic ket Tra cking Form
Explanation of Temminology
Weekly Billing Report
Instant Billing Liability Report
Instant Billing Sta tement Report Retailer Performance Program Report

Ea mings Sta tement Report
No Top Prize Report
Packing Slip

## REPORTS

- Touch REPORTS on the Home Screen.
- Touch the desired report type.
- Select/Enter the requested information as prompted.
- The report displays. Use the SCROLL BAR to scroll through the report as needed.
- If desired, touch PRINT to print a copy of the report or touch OK to return to the Home screen.



## REPORT DESCRIPTIONS

## WINNING NUMBERS

Provides game specific number of winners, estimated Jackpot and additional sets/divisions information for last closed draws. Use to display game specific winner distribution to Retailers.

## JACKPOTS

Provides current Jackpot information.
Use to display current Jackpot information for Jackpot enabled games.

## BADGER 5 JACKPOTS

Provides current Jackpot information for Badger 5 Lotto Game.

WEEKLY BILLING INVOICE
Provides financial data within an invoice period for specified retailer.

## INSTANT BILLING

## STATEMENT

Provides a detailed list of the packs that have billed each week, grouped by Instant Order.

INSTANT BILLING LIABILITY
Provides detailed list all packs that have been issued to a retailer, but have not yet billed. The information is grouped by Instant Order number and EFT Due Date.

## BALANCING

Provides the sales counts and amounts by game for a given terminal for today, from the week start to the current day. The report also includes totals of lotto gross sales, lotto commission, and net lotto sales along with a cashing summary from lotto and instants validations. This report is useful for balancing sales and validation activity for a specific terminal.

## EARNINGS STATEMENT

Provides total commission earned from Lotto and Instant sales and earnings from Retailer Performance Program (RPP) incentives for a given Retailer, for the current or specific year. The Earnings Statement report is available for the current year plus seven (7) additional years.

## RPP STATEMENT

Provides quarterly sales at a retailer location and the incentives earned from the Retailer Performance Program.

## NO TOP PRIZES

Provides a listing of instant games that have no top prizes remaining. This report is useful for identifying instant games that have sold out of top prizes.

## GAME CALENDAR

Provides a listing of the Instant games available for order.

## GAME ENDS

Provides the game end date for all active Instant games.

NOTE: All Reports can be printed for your convenience.

## Reports BALANCING REPORT



## LOTTO TICKETS SOLD

Number and dollar amount of Lotto tickets sold.

Total Lotto tickets sold.
Credit for the Lotto commission.
Net for Lotto tickets.

## TICKETS CASHED

Lotto tickets cashed.
Instant tickets cashed $\geq \$ 50$ prize.
Instant tickets cashed $<\$ 50$ prize.

## How to Balance

The Balancing Report does not show how many Instant Scratch tickets you've sold. Most retailers use an Instant Ticket Tracking Form to keep a count each day (or each shift) of the Instant Scratch tickets that they have sold. The next page shows a full size Instant Ticket Tracking Form. See our website https://wilottery.com/CommonForms for more options.

24 Game Wisconsin Lottery Instant Ticket Tracking
Date

| Game Name | Game \# | Pack \# | End \# |  | Start \# |  | Total \# Sold |  | Ticket Price |  | Total Value Sold |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | = |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | = |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
|  |  |  |  | - |  | $=$ |  | x |  | $=$ |  |
| Total Instant Sales |  |  |  |  |  |  |  |  |  |  |  |



WL-405 (R. 11-18)

| Totals |  |
| :--- | :--- |
| Instant Sales |  |
| Lotto Sales |  |
| Payouts |  |
| Deposit |  |

## Reports <br> EXPLANATION OF TERMINOLOGY

The Lottery billing period is Sunday through Saturday. The Weekly Billing Invoice Report, a rollup of all terminal sales, prints out automatic ally every Sunday moming. You may also go to REPORTS, BIШING at any time to get any of the last 52 weeks of Billing Reports. Here is an explanation of terms on the Weekly Billing Invoice to assist you with your Lottery accounting.

## Lotto Sales, Total Lotto Sales

This amount should equal your cash regiter Lotto sales. You may want to use two separate cash register keys, one to ring up Lotto sales and one for Instant Scratch tic ket sales.

## Lotto Sales, Lotto Commission 5.5\%

You receive $5.5 \%$ commission on the total Lotto sales.

## Lotto Sales, Net امtto

Net Lotto is sales less your commission. 94.5 cents of each $\$ 1$ ticket sold goes to Lottery prizes, administration and for property tax relief.

## Instant Packs Billed

Pull-tabsand Instant Scratch packs due in that week's billing period.

## Retail Value:

## Instant Scratch tickets

Retail value is the actual cost of the Instant Scratch tickets before commission is deducted. The Lottery will credit your account for all prizes $\$ 599$ or less that you pay out.

## Traditional pull-tab tickets

Retail value is the actual cost of the tickets before commission and the value of all prizes you will pay out. The value of the prizes to be paid out is identified as GLEPS (gua ranteed low end prizes). You a re responsible forpaying out all prizeson traditional pull-tab tickets. Commission and the value of all prizes have been deducted from the cost of the pack. Players must cash traditional pull-tab tickets at the location where they were purchased.

## Instant Orders, Instant Commission 6.25\%

You receive $6.25 \%$ commission on the retail value of all tic kets you order.
Net Instant Orders Billed amount less your commission.

## Reports <br> EXPLANATION OF TERMINOLOGY

## Instant Retums

Instant retums is a c redit (cost before commission) issued for retumed packs of Instant Scratch tickets. Full unopened packsmay be retumed at any time. Partial packs may be retumed during a Game End or when discontinuing Lottery sales. Opened packs of traditional pull-tabs a re notretumable.

## Cashes, Lotto Game Cashes

C a shesa re credit forprizespaid on Lotto tic kets. Thisinc ludesprizesup to \$599. Retailers are a sked to cash prizes up to $\$ 599$. If circumsta nces prevent you from cashing prizes to this level, please post your payment polic y for players.

## Cashes, Instant Cashes - High Tier

This credit is for Instant Scratch tickets cashed by you from $\$ 50$ to $\$ 599$. These tickets could be tickets you sold or sold by a nother retailer. The Lottery credits your a c count for all prizes paid out regardless of where they were purchased.

## Cashes, Instant Cashes - Low Tier

This is a credit for Instant Scratch tickets cashed by you when the prize is under $\$ 50$. The Lottery credits your account for all prizes paid out regardless of where they were purchased.

## Cashes, Net Cashes

This is the net of all Lotto and Insta nt Scratch tickets cashed.

## RPP - Winning Tic ket

This is a credit line. You receive an incentive payment of $2 \%$ of a ny tic ket you sell with a prize of $\$ 600$ or greater. Subject to Retailer Performance Program guidelines.

## Adjustments

This is a ny ma nual adjustment made to yourac count by the Lottery, which may include unreadable ticket credit and the $\$ 25$ every three year licensing renewal fee.

## Total ETAmount

This is the a mount that will be withdrawn or deposited to your bank account the Friday after the billing week.

## EFTPayment Date

This is the date the EFTpayment will be withdrawn ordeposited to your bank account.

## Reports WEEKLY BILLING REPORT



| Lotto Sales |  |
| :---: | :---: |
| debit | Powerball ticket sales |
| debit | Supercash! ticket sales |
| debit | Megabucks ticket sales |
| debit | Da ily Pick 3 Midday ticket sales |
| debit | Da ily Pick 3 Evening ticket sales |
| debit | Da ily Pick 4 Midday ticket sales |
| debit | Da ily Pick 4 Evening ticket sales |
| debit | Badger 5 tic ket sales |
| debit | Raffle ticket sales |
| debit | Mega Millionssales |
| debit | All or Nothing Midday sales |
| debit | All or Nothing Evening sales |
| credit | Disc ount |
| debit | Subtotal of ticket sales |
| credit | 5.5\% Lotto (Lotto) Commission |
| net | Net total of Lotto sales |
| Instant Game Sales to Retailer |  |
| debit | Pack costs |
| credit | 6.25\% Commission |
| net | Net subtotal of packs billed |
| Instant Game Retums from Retailer |  |
| credit | Pack cost |
| debit | 6.25\% Insta nt Commission |
| net | Net subtotal of tic kets retumed |
| net | Net total of billed \& retumed |
| Tickets Cashed |  |
| credit | Lotto tic kets you cashed |
| credit | Instant prize paid out $\geq$ \$50 |
| credit | Instant prizes paid out < ${ }^{\text {50 }}$ |
| net | Net total paid out |
| credit | 2\% of \$600 or greater prize |
| Adjustments |  |
| credit | ma nual adjustments |
| debt | GRAND TOTAL - EFT amount |



## Reports INSTANT BILLING LIABILITY REPORT

## This report updates daily.

This report provides a detailed list of all instant ticket packsthat have been issued to a retailer, but have not yet been billed. The information is grouped by billing week ending date and includes the date on which funds will be swept. Refer to the "Billing Report" for the total a mount swept in the current week.

## Reports INSTANT BILLING STATEMENT REPORT



This report provides a list of instant tic ket packs billed in the current week grouped by order number. The net cost on this report will match the "Net Instant Packs Billed" on the Weekly Billing Invoice.

Reports

## RETAILER PERFORMANCE PROGRAM REPORT

This report provides the quarterly and annual sales at a retail location and incentives eamed from the Retailer Performance Program.


## Reports EARNINGS STATEMENT REPORT

This report provides the total commission eamed from Lotto and Instant tic ket sales a nd earnings from the Retailer Performance Program for a current or specific year.


## How to Get the No Top Prizes Report

The No Top Prize Report, which is updated weekly, shows which Instant Scratch games no longer have top prizes available. This report prints automatically at signon every Tuesday moming. To print additional reports go to the Main Menu of your Lottery terminal, touch REPORTS and then NO TOP PRIZE. The report is displayed. Touch PRINT to print the report. Touch OK to return to the Main Menu.

The Lottery provides a point-of-sale piece forthe No Top Prize Report. Please update it weekly.


## Reports PACKNG SUP

## Packing Slip - Instant Sc ratch Ticket Delivery Invoice

A packing slip is included in every shipment of Instant Scratch tickets. Verify that the pack numbers on the packing slip match the pack numbers on the tickets delivered. Each game name and number are listed, as well as number of each pack ordered per game. The "Retail Value" column shows the total cost of each pack of tickets. The "Comm" column shows your commission on each pack. The "Net Cost" column shows the cost at delivery (retail value - commission.) The "Net Cost" line shows the total cost of all packs in that shipment. The Price Point Summary is the total number of tic kets in the shipment by price point and total retail value. A sample packing slip is on the next page.

Confirm Order (see screen shots on page $7 \& 8$ )
Orders should be confirmed upon delivery. When tickets are delivered, you should immediately use the Packing Slip to confirm your order:

- Touch SPECIAL FUNCTIONS
- Touch ORDER CONFIRMATION
- Scan the barcode on the packing slip ormanually enter the barcode number.
- Touch SEND and a receipt prints automatic ally.


## Available Instant Games

Game information such as start dates, ticket cost, game numbers and names, UPC numbers, play description and pack size can be found on our website athttps://www.wilottery.com/games/instant-games/scratch-games. A Game Calendar listing current games for sale, is available on your terminal under the Reports Tab.

## Activate New Tickets (see screen shots on page 9 \& 10)

You must ACTIVATE new tickets before you begin to sell them. To activate your new tic kets:

- Touch SPECIAL FUNCTIONS
- Touch PACK ACTIVATION
- Scan the barcode on the ticket back using the scanner, or manually enter the tic ket pack barcode number.
- Touch SEND and a confirmation screen is displayed.
- Touch OK or PRINT


## INSTANT TICKET ORDER Packing Slip

SHIP FROM:
WISCONSIN LOTTERY
3001 DAIRY DRIVE
MADISON WI 53718
(800) 242-7792

SHIP TO:
RETAILER NAME
ADDRESS
CITY, STATE \& ZIP
Delivery Date: $83 /|3 / 28| 8$

## ORDER NUMBER

0282313301


## RETAILER MUST CONFIRM DELIVERY ON TERMINAL

| GAME | PACKS | RETAIL VALUE | $\begin{aligned} & \text { TICKE } \\ & \text { PER } \\ & \text { PACK } \\ & \hline \end{aligned}$ | G1.EPS | COMM | $\begin{aligned} & \text { NET } \\ & \text { COST } \end{aligned}$ | PRICE POINT |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| \$10,000 | CASH |  | 20 |  |  |  | [30.00] |
| 655 | ${ }^{2}$ | 1,200.00 |  | 0.00 | -75.00 | 1,125.00 |  |
| 2055 | 13500 S | 300.00 | 30 | 0.00 | -18.75 | 281.25 | [10.00] |
| 777 |  |  | 100 |  |  |  | [5.00] |
| 2061 | 2 | 1,000.00 |  | 0.00 | -62.50 | 937.50 |  |

Price Point Summary
$\$ 5.00 \times 200=\$ 1,000.00$
$\$ 10.00 \times 30=\$ 300.00$
$\$ 30.00 \times 40=\$ 1,200.00$
TOTAL $=\$ 2,500.00$


INVENTORY SHIPPED

```
655-116730 655-116731 2055-1027202061-102577 2061-102558
```


## ATTENTION RETAILER

Thank you

# Retailer Performance Program 

Quarterly \& Annual Sales Incentives - Part 1

Short-Term Incentives-Part 2
Winning Tic ket Incentives - Part 3

## Retailer Performance Program QUARTERLY \& ANNUAL SALES INCENTIVES

The Retailer Perfomance Program is designed for retailers to eam incentives for increasing their Lottery sales. You now have the ability to increase income generated for your Lottery efforts. To participate in the Retailer Performance Program, you must be a retailer in good standing. The Retailer Perfomance Program has three parts. Part One pays four quarterly sales incentive payments and a fifth annual payment. Part Two pays retailers for participating in short term incentives. Part Three pays an incentive forthe sale of winning tic kets valued at \$600 orgreater. For more information on this exciting program, talk to your Field Marketing Representative.

## Part 1 - Quarterly \& Annual Sales Incentives

There are fourquarterly sales inc rease payments. On a quarterly basis the Lottery may pay up to $2 \%$ on incremental sales increases ascompared to your location's previous quarter's sales on instant and daily Lotto games. There will be a fifth (annual) payment up to $10 \%$ on incremental sales inc reases as compared to your location's last year's sales by selling category: Instant, Daily Lotto, and Jackpot. Eam up to $12 \%$ of sales increase a nnually!

There are four payments, each paid on a quarterly basis. Eam up to $2 \%$ on sales increases:

- INSTANT SALES: Each quarter you may be paid up to $2 \%$ on any inc rease of instant tic ket sales compared to your last quarter's sales.
- DAILY LOTTO SALES: Each qua rter you may be paid up to $2 \%$ on a ny increase of daily Lotto sales compared to your last quarter's sales.

There is a fifth payment on an annual basis. Earn up to $10 \%$ of the sales increase as follows:

- INSTANT SALES: Eam up to $10 \%$ a nnually on any increase of instant ticket sales as compared to your last year's sales.
- DAILY LOTTO SALES: Eam up to $10 \%$ a nnually on a ny increase of daily Lotto sales as compared to your last year's sales.
- JACKPOT SALES: Earn up to $10 \%$ annually on an increase of jackpot sales as compared to your last year's sales.

Chain locations will be viewed as one entity for the annual payment. The annual incentive will be adjusted to the proportion of their locations that had an increase in sales a ga inst the total number of loc ations in the chain.

## Retailer Performance Program SHORT-TERM AND WINNING TICKET INCENTIVES

## Part 2 - Short-Term Incentives

The Lottery will introduce multiple short-term incentives each year. Retailers will be notified by a terminal message, through informational materials and/or by Field Marketing Representatives. Each short-term incentive, per Wisc onsin Administrative Code, cannot exceed a total of $\$ 300,000$.

## Part 3 - Winning Ticket Incentives

The Lottery paysa $2 \%$ incentive of the prize a mount for the sale of winning tickets with prizes $\$ 600$ or greater. There is a maximum $\$ 100,000$ payment on any winning ticket perdraw.

Complete details on the Retailer Performance Program can be obtained from your Field Marketing Representative.

All Retailer Performance Payments are subject to the administrative guidelines of the Retail Performance Program and contract compliance.

# Vending Machine 

Gemini Placement Criteria
Gemini Specifications
GT20 Specifications

# Vending Machine GEMINI PLACEMENTCRITERIA 

Wisconsin Lottery Vending Placement Policy

```
WISCONSIN LOTTERV
    2135 Rimrack Road
        RO Box 9941
Madisun(WI EJ70日-9941
        5 H00 242.7782
    FAX (605) 264-5644
```

Quailfyng vending locations must have a valid Wisconsin Lottery retailer contract, meet all criteria for one of the following categories, carry all scratch ticket price points, and be approved for placement by the Lottery Administrator

## Category 1: Minimum Sales

- The location must have sold a minimum of $\$ 200,000$ in scratch tickets in the last year ( 52 weeks).
- The location agrees to maintain a minimum of sixteen (16) facings, representing all scratch ficket price points, at a non-vending point of sale.


## Category 2: Mass Merchandise Retailer

- The location is considered a regional mass merchandise retailer.
- The location agrees to maintain a minimum of twenty (20) facings, representing all scratch ticket price points at a non-vonding point of sale.


## Category 3: Discretionary or Test Marketing

- Wisconsin Lottery Vending Machine Committee recommends placement.
- The location may be required to maintairi a minimum number of scratch ticket facings and price points at a non-vending point of sale, to be determined by the Lettery Vending Machine Committee.
- The location may be required to maintain a loftery terminal af a location on-site.


## Category 4: Multi-state Lottery Agreement

- The location is a part of a national muti-stata Lottery agreement.
- The lociation will maintain lettery a terminal at a secondary/alternative location.
- The location may be required to maintain a minimum number of scratch ficket facings and price paints at a non-vending point of sale.

New locations will be considered upon a review of a market analysis, chain or group affiliation, or previous location sales history by location ID.

The Lottery reserves the right to amend these criteria at any time and to establish minimum sales criteria for each category.

## Vending Machine GEMINI SPECIFICATIONS

## WISCONSIN LOTTERY

## The Wisc onsin Lottery GEMINI Vending Machine



- Lottoview monitor drives impulse sales
- Lotto ticket sales reduce lines at the counter
- Instant tickets remain safe and secure
- Push button windows are brightly lit $4 " \times 4$ " to showcase the latest game
- LED price point displays under each window
- Barcode scanner makes ticket loading easy
- Accounting reports available at the touch of a button
- 7.21 square feet of floor space
- Standard grounded 110V 3-prong outlet is necessary
- 825 pounds
- Separate keys for loading tickets and cash box


## Remember, keeping it full means GREATER LOTTERY SALES!

## A Closer Look at the GT20

## WISCONSIN LOTIERY

This dynamic, free-standing machine showcases instant games and lotto games

32 " wide information banner provides multiple channels of content

Lotto games available for quick pick or choose your own numbers

Sharp, clear 32" touchscreen display for lotto games and instant games

20 instant games are displayed with colorful, $\qquad$ eye-catching graphics

| 20 Game |  |  |  |
| :---: | :---: | :---: | :---: |
| Vending Plan-O-Gram |  |  |  |
| $\$ 50$ | $\mathbf{\$ 3 0}$ | $\mathbf{\$ 3 0}$ | $\mathbf{\$ 2 0}$ |
| $\$ 20$ | $\mathbf{\$ 2 0}$ | $\mathbf{\$ 1 0}$ | $\mathbf{\$ 1 0}$ |
| $\$ 10$ | $\mathbf{\$ 1 0}$ | $\mathbf{\$ 5}$ | $\mathbf{\$ 5}$ |
| $\mathbf{\$ 5}$ | $\mathbf{\$ 5}$ | $\mathbf{\$ 3}$ | $\mathbf{\$ 3}$ |
| $\mathbf{\$ 2}$ | $\mathbf{\$ 2}$ | $\mathbf{\$ 1}$ | $\mathbf{\$ 1}$ |



# Lottery Services 

Lottery Validation \& Redemption Offices
Lottery App
New Game Initial Distribution
Suggested Ordering
Lotto Combo
Winner Awareness
Special Events
Super 2 ${ }^{\text {nd }}$ Chance Drawing
FAQs

## Lottery Offices

Lottery offices are open Monday through Friday, 8 a.m. to 4 p.m. except on state holidays. Call ahead to confirm location hours.

The Madison Validation office is authorized to cash ALL WINNING TICKETS.

- MADISON

2135 Rimrock Rd, Madison, WI 53713

The Milwa ukee Redemption Centerisa uthorized to cash winning ticketsup to $\$ 199,999$.

- MILWAUKEE

819 N. $6^{\text {th }}$ St, $4^{\text {th }}$ Floor Service C ounter, Milwa ukee, WI 53203

To claim a prize by mail, mail the signed ticket and claim form to:

## Prizes

PO Box 777
Madison, WI 53774
Claim forms are a vailable on our website at wilottery.com, or at most Lottery retailers.

We recommend you utilize a mailing method that provides you with proof of mailing. Please keep copies of your submissions.

## By law, the ticket is the only valid receipt for prize claims.

## Wisconsin Lottery Mobile App

## Check Tickets

- Scan scratch tickets and lotto tickets directly from the app to see if the ticket is a winner.


## Save Time with Electronic Playslips

- Players can create and save digital playslips on the app for all their favorites games.
- Players no longer have to carry paper playslips!
- Retailers can scan the QR code directly from a player's mobile device to produce their ticket.
- Players can produce their own tickets at lottery vending machines by scanning their mobile device.


## How to Produce a Ticket with a Mobile Playslip at the Counter

- Retailers may remove the scanner wand from the terminal cradle and scan the player's QR code directly from the players mobile device.
- After the QR code has been scanned, a confirmation screen will appear on the terminal. Once the transaction is confirmed, the ticket will be printed. Always verify the cost with the player and collect payment before confirming.


## How to Produce a Ticket with a Digital Playslip on a Vending Machine

- Player must insert money into the vending machine.
- Place mobile device with desired QR code facing up, directly under the scanner.
- A confirmation screen will appear. Once the player confirms the transaction, the ticket will be printed.


## Multiple Playslips

- Players may create multiple playslips for all their favorite Lotto games. Each saved playslip will have its own unique QR code.
- Digital playslips can be saved as Favorites in the app.
- To generate multiple tickets, each digital playslip must be scanned individually.


## How do I Download the New Mobile App?

- Players can download the new FREE mobile app from the App Store or Google Play and search "Wisconsin Lottery".



## Lottery Services NEW GAME INITIAL DISTRIBUTION

The Wisconsin Lottery offers retailers the opportunity to receive our newest tickets via an Initial Distribution program, which delivers our new game(s) the Friday ON the official launch date the following week.

Retailers that do not participate in the Initial Distribution program will be offered the new game(s) on their regularcall day following the Initial Distribution date.

Retailers can participate at any price point and at any quantity.*
To find out how to participate in the Initial Distribution program please consult with your Field Marketing or Telemarketing Representative.
*The Lottery can reserve the right to limit quantities of certain games depending on sea sona lity and a vailability.

Lottery Senvic es SUGGESTED ORDERING

The Wisconsin Lottery's Telemarketing department is now using upgraded software which calculates when a retailer will sell through a game by tracking the validation history of each game. This allows the Lottery to work with retailers to increase sales by assisting in ordering precisely what is needed for each location.

## Based on the number of game facings the software will:

- Estimate sell through of a pack by tracking the validation percentage of each game.
- Indicate when a pack has reached a validation threshold so the game orprice point should be reordered.
- Identify games that may experience a shortage before your next call.
- Provide predictive ordering information according to an established price point game mix.
- Calculate based on game mix a nd use six weeks of sales history to detemine a suggested order.


## Benefits of using the suggested ordering:

- Increased sales by providing detailed information about your inventory levels.
- Reduced out-of-stock situations.
- Tailored weekly telemarketing calls to your specific selling location.
- Focused on games that sell well in your store to recommend an optimal weekly order.

This software helps the Lottery assist retailers in achieving their sales potential. To leam more aboutsuggested ordering please consult with your Telemarketing Representative.

Lottery Senvic es LотtO Сомво

## Looking for a way to boost sales? Offer 10 Buck Luck!



10 Buck Luck is an easy way to play all of the Lotto games a vailable in Wisconsin with one push of a button.

10 Buck Luck - A powerful sales option for those who play the Lotto daily, or for those who play Lotto games frequently.

An easy sale at the push of one button!
Be sure all your Lotto customers a re aware of 10 Buck Luck!

- Eight lotto games for $\$ 10$.
- It'sa quick pick for the next draw.
- Includes: \$2 Powerball, \$2 Mega Millions, \$2 All or Nothing, \$1 Megabucks, \$1 SuperCash! and \$1 Badger 5 tickets, and $\$ .50$ /ea boxtickets for Pick 3 and Pick 4 . The 10 Buck Luck lotto combo button is on the terminal Home Screen.



## Lottery Senvices WNNER AWARENESS

Satisfying Lottery players and retailers, is the key to the Lottery's success. The goal of the Winner Awareness Program is to reinforce the integrity of the games by public izing the winners and create Lottery excitement.

Lottery posters of the winners are mailed to the retailers that sell the winning tic ket over $\$ 599$. We strongly suggest you display these posters. Your players will assoc iate buying WINNING tickets with your store.

When a J ackpot winner has purchased a ticket from your store, the Lottery will often send a news release to the local media (radio, TV, newspaper) for publicity. It is suggested you include Lottery winners in your advertising, display pictures of winners, or request additional signage, to inform customers of the winner at your loc ation.

Signage has proven to increase sales and is available at no charge from the Lottery. Please call 1-800-242-7782 or talk to your Field Marketing Representative for more information on ways to help increase your Lottery profits.


## Large Poster

## Learning Wizard

Wisconsin's Lottery Learning Link

/ ELCOME


Go To:
https://learningwizard.lotteryservices.net/wis

The username is you 6 digit retailer number

The password is: welcome (all lower case)

## Learning Wizard

Wisconsin's Lottery Learning Link

Using a PC is the preferred method for accessing Lottery Learning Link

Sign Up for the Wisconsin Lottery Services Portal Sign up now to enjoy these benefits, anytime, anywhere:

Know exactly how much money is due on the next sweep (EFT Amount)
Always be on top of your Retailer Performance Program earnings and trends Get real-time alerts about situations occurring in your store, including some that may be costing you sales (such as unactivated or expiring games)

Easily spread the good news about high jackpots and winners in your location
Receive detailed reports on your business without being tied to
your lottery terminal
And much, much more!


Sign Up Is Simple:
1.) Ask your Field Marketing Representative for your unique four digit code
2.) Visit wi-lsp.lotteryservices. com, then click "Sign Up"
3.) Enter your Retailer Number or Chain ID, unique code, and click Submit
a.) Fill in required information on the registration page

Note Only owners of Independent locations and franchises, managers of Chain Subcordinate locations, and one user from each Chain Headquarters can self-register. You can add as many secondary users as you wish.

Access Anytime, Anywhere
All lottery data and tools are available instantly via desktop, laptop, tablet, and smartphone - from anywhere with a web connection - whenever and wherever you choose.


Everything You Need to Manage and Grow Your Lottery Business is Just a Click Away
Personalized dashboards, with data graphics specific to your own business; interactive training; and detailed but easy-to-read reports give you at-a-glance access to all the information and tools you need, without being tied to - or tying up - your lottery terminal.
Access to your EFT
amount, due date,
and settlement details,
anytime, anywhere


Owners of muitiple locations can link the accounts under one sign-in

## Lottery Servic es SPECIALEVENTS

Throughout the year, the Wisconsin Lottery participates in several statewide events to enhance player awareness. These events include: the Wisconsin State Fair, Country Fest, Art Fair on the Square, Northwood's League baseball games, and many others. Often times, we are accompanied by our Moola Sister Mascots to generate excitement with players.

The Moola Sisters can make an appearance at your event too! If you're interested in receiving the costumes, call us at 608-261-4916 to check their availability. We will send them to you via Spee-Dee Delivery as needed.

Your responsibilities include:

- Staffing the mascot.
- Dry cleaning the costumes after use.
- Return to Wisconsin Lottery via Spee-Dee Delivery in a timely manner.

Visit the Special Events page at https://wilottery.com/about/events to see if we are in your area next!


## Lottery Senvic es SUPER $2^{\text {nd }}$ CHANCE DRAWNG

## How to Enter

Players enter the SUPER $2^{\text {nd }}$ CHANCE DRAWING by collecting at least $\$ 5.00$ worth of eligible non-winning instant and/or Lotto game tickets forwhich the prize claim period has not expired. On at least one ticket you must place your name, address, and phone number, mailing labels are acceptable. Players must place their $\$ 5.00$ worth of eligible tic kets in an envelope no largerthan 4.5 inches by 9.5 inches, and mail it to:

SUPER 2 ${ }^{\text {nd }}$ CHANCE<br>PO Box 77006<br>Madison, WI 53707-1006

Each envelope isone entry, and each entry iseligible foronly one dra wing. Playersmay enter as many times as they choose, but they may only win once per week. Weekly, on Thursdays, unless Thursday is a holiday, ten eligible winners are drawn. Each of the ten winners will receive $\$ 1,000$. Odds of winning depend on the number of entries rec eived (approximately 50,000 each week). Entries not selected are destroyed after each week's drawing.

Winners are notified and provided with claim information via the U.S. Mail the week following the draw. Upon receipt, winners should complete and mail back the claim information to the Lottery. The Lottery will then process the claim and issue a check.

See SUPER $2^{\text {nd }}$ CHANCE DRAWING Features and Procedures for details. The Lottery reserves the right to cancel the SUPER $2^{\text {nd }}$ CHANCEDRAWING at a ny time.


FREQUENTLY ASKED QUESTIONS

1. My terminal is not printing tic kets corectly. The paper is jamming and sometimes the selected numbers are not printed corectly. What should I do?
Call the Retailer Hotline 1-800-242-7782 and report the problem. Immediately produce a reprint ticket. Attach the Reprint Tic ket to the questionable Lotto ticket and send with an explanation in the "adjustment envelope" (provided by IGT) to the Lottery. The Lottery will make the determination as to the adjustment of your a c count. Watch your BILLNG STATEMENTfor this a djustment. It will be for the a mount of the "unreadable ticket" minus your commission.
2. Can I sell a reprint tic ket?

NO. Reprint Tickets cannot be sold or used to collect winnings. The Reprint Ticket should never be given to a player.
3. I produced a Lotto ticket in error and would like to cancel the ticket and receive credit What can I do?
There isa "No Cancellation/ No Retum Policy"fora ny Lotto tic ketsp roduced in error. We recommend selling the ticket to a nother player. As a good business practice, always verify tic ket requests with player, get the money, a nd then press SEND.

- Verify the name of the game.
- Verify the number of dollars a nd number of days.
- Collect the money.
- When all above has been completed; press SEND.

4. I am remodeling the store and need to reloc ate the terminal. Whatisthe procedure?

Call the Lottery at least 13 business daysin a dva nce to coordinate the inside wiring move. Call the Retailer Hotline (1-800-242-7782) before unplugging the Terminal. The Lottery Terminal must be plugged into a dedicated electrical outlet.

## 5. What is dedicated electric and why it is necessary?

The Lottery Temminal requiresa dedic ated electric circ uit. This is a n electric al circ uit that has nothing else plugged into it, except the Temminal and Lottoview. If other equip ment is plugged into this circuit, it c ould adversely affect your teminal with down time a nd lost sa les. You may jeopa rdize your Lottery lic ense if the dedic ated electric regulation is abused.
6. Do I need to leave the terminal plugged in all the time?

YES. Power to the teminal must remain ON at all times. DO NOT UNPLUG. The central computer system communic ates important information to the terminal during off hours. The teminal should only be unplugged upon instructions from a Retailer Hotline operator. If you have terminal problems, call the Retailer Hotline 1-800-242-7782.

## 7. When do Lotto and Instant Scratch games expire?

180 DAYS. Instant Scratch games expire 180 days following the declared game ending date. Lotto game tickets expire 180 days from date of the draw for which the ticket was purchased.
8. When validating an Instant Tic ketand I getthe message "previously paid by other," what do Ido?
DO NOTPAY. Credit cannot be given as the tic ket has been previously paid by a nother retailer location. The previous retailer did not tear the ticket and the player is trying to cash again. Do not confront the player. Suggest he/she send the ticket to the Lottery for payment. Always remember to scan the ticket to validate, then tear winning tickets in half through the validation barcode, and staple one half to the Instant Ticket Cash Slip.
9. Where do the Lottery funds go?

Since 1988, the Wisc onsin Lottery has managed the Lottery fund with the following results*:

Over $\$ 10.2$ Billion Prizes Paid
(56.9\% of revenue)

Over \$5.4 Billion Funding for Property Tax Credits
(30.2\% of revenue)

Over \$1.1 Billion Retailer Compensation Paid
(6.4\% of revenue)

## Over \$1.1 Billion Operational Expenses

(6.4\% of revenue)

Since 1988, the Wisconsin Lottery has generated more than $\$ 18$ billion in total revenue. Nearly $93 \%$ of that revenue has gone back to winners, retailers and Wisc onsin homeowners.
*Figures are from inception through Fiscal Year (FY) 2022. Amounts from FY2022 are preliminary as of J anuary 2023, and subject to change until completion of the audit. Percentages may not sum to $100 \%$ due to rounding.
10. What is an annuity prize?

An annuity is a sum of money payable annually or at regular intervals. Powerball, Mega Millions and Megabucks have top prizes that provide an annual annuity option. The Lottery uses the money in the prize pool to purchase zero-coupon bonds. Each of the bonds matures annually so the winner receives a checkeach year. By buying bonds the Lottery can offer larger prizes than a single, lump sum

## Lottery Senvices FREQUENTLY ASKED QUESTIONS

cash payment. The jackpot prize is paid in 25 annual installments for Megabucks and 30 a nnual installmentsforPowerballand Mega Millions. The estimated jackpot is the approximate value of the 25 or 30 -year a nnuity prize.

## 11. What is a cash option?

The cash option jackpot prize is paid in one lump sum cash payment equal to the a mount of cash a vailable to the Lottery in the jackpot prize pool, which will be less than the estimated jackpot. This cash payment may be approximately one-half of the estimated a nnuitized jackpot as advertised by the Lottery.
12. What if I am presented an Instant Scratch tic ket that cannot be scanned?

You may manually enter the ticket serial number. Touch INSTANT CASH, then manually enter the numbers on the back of the ticket, followed by the numbers on the front of the ticket.

Do not redeem tickets that you suspect have been tampered with or that are mutilated. Give the player a Claim Form and instruct them to send the ticket to the Lottery.

## 13. What reports are available from the terminal?

- Balancing Report, which summarizes a day or week's activities.
- Billing Report, which is your weekly billing invoice (last 52 weeks available).
- Winning Numbers Report, which provides the winning numbers of all games or a specific game and date.
- Jackpot Report for Powerball, Mega Millions, Megabucksand Badger 5 .
- No Top Prize Report, which lists games with no remaining top prizes.
- Additional reports and other information is available on the Reports menu and the Special Functions menu.


## 14. Am I required to pay out prizes up to $\$ 599$ ?

According to your contract you shall validate and pay, when reasonable, all winning tickets up to $\$ 599$. Winners tend to tell friends where they won and will spend some, or, all of their winnings in your store. If circumstances prohibit you from cashing tickets up to $\$ 599$, please post this information for players.

## 15. May I retum unopened packs of Instant Scratch tic kets at any time?

YES, as long as they are active games and in clean, saleable condition. See your Lottery Field Marketing Representative or call the Retailer Hotline (1-800-242-7782) to request a Ticket Retum form or obtain a Ticket Retum form on the Retailer Website, Ticket Retum Form.

## Lottery Services FREQUENTLY ASKED QUESTIONS

16. How do I get the In-C ounter Instant Tic ket Dispenser, Play Center or other point of sale items?
Please see your Lottery Field Marketing Representative orcall the Lottery Retailer Hotline at 1-800-242-7782.
17. Can a customer use a credit card to pay for a lottery tic ket?

NO. Credit cards cannot be used to purchase lottery tickets. Wisconsin Statues allow for only cash purchases of lottery tic kets.
18. What happens if I don't have enough money in the bank account for the EFT (Electronic Funds Transfer)?
Insufficient funds in a retailer bank account at the scheduled time of an EFT results in a Non-Transfer of Funds (NFT). NFTs that occur within a 12-month period, other than those caused by Lottery error, will result in the following actions:
1st and 2nd with no previous NFTBalance - $\$ 25$ service fee (suppression of instant ordering and Lotto wagering may be performed at the disc retion of the Lottery).
2nd with a previous NFTbalance - $\$ 25$ service fee and suppression of insta nt tic ket ordering and Lotto wagering until the NFT is paid in full.
3rd NFT - \$50 service fee and suppression of instant ticket ordering and Lotto wa gering until the NFT is paid in full.
4th or more NFTs - $\$ 75$ service fee and suppression of instant ticket ordering and lotto wagering. Contract termination review will be performed. Instant ticket ordering and Lottery wagering suppression remains intact until review results are complete.

The Lottery reserves the right to teminate the contract of any retailer who incurs three or more NFTs within a 12 -month period. This policy reflects the results of improvementsma de to the NFTcollection processnow being used by the Wisc onsin Lottery. The policy ensures that service fees and suspensions are administered uniformly. Please call the Retailer Hotline 1-800-242-7782 with any questions.
19. Can players buy tic kets through a subscription, by mail or by using a computer? NO, Wisconsin Lottery tickets may only be purchased with cash and only at partic ipating Wisconsin Lottery retailer. Tickets for future draws can be purchased from retailers as well.
20. How can players find out the winning numbers?

You may print and post Winning Number Reports from your terminal. Players may look on the Lottery's website orcall the Lottery Player Hotline 1-800-266-7777. They may read the numbers in the local newsmedia oraccess winning numbers via the Wisconsin Lottery App. All past historic al numbers may be obtained by sending a request and self-addressed, stamped envelope to: Wisconsin Lottery, attention Player Relations, PO Box 8941, Ma dison, Wisc onsin 53708-8941.

## Lottery Senvices FREQUENTLY ASKED QUESTIONS

21. How old do you have to be to buy a Wisconsin Lottery ticket?

Ticketsc an only be sold to personsat least 18 yearsof age, but minorsmay receive tickets as gifts.

## 22. How do players collect a big prize?

Winning tickets of $\$ 600$ or more must be claimed at a Lottery office or by mail. Winners must sign the back of the ticket in the space provided. A winner can claim any prize up to $\$ 599$ at a Lottery Retailer* or Lottery office (claim forms are available at the Lottery office or most Lottery Retailers or may be downloaded from WinnerClaim Form). Please direct big prize winners to https:// wilottery.com for current information about Lottery offices including hours, locations, and contact information.

To claim by mail**, send the signed ticket and claim form to:

## Prizes <br> PO Box 777 <br> Madison, WI 53774

By law, the ticket is the only valid receipt forprize claims. Players can contact uson our Player Hotline (608) 261-4916, or use our online contact form at wilottery.com to send us a note.

* Subject to the retailer's practices.
** We recommend that you utilize a mailing method that provides you with proof of mailing. Please keep copies of your submissions.


## 23. Can winners remain anonymous?

By Wisconsin state law, any information state about govemment produces, or controls, is available to any person requesting. The statues are specific in determining what individual information may be subject to this law. Only information "in the public 's interest" may be released by a govemment agency. For Lottery winners this means that it has (1) been determined that it is in the public 's interest to know there have been Lottery winners (as the proceeds of the Lottery are for public use, i.e, Property Tax Relief) and (2) the Lottery must, upon request, release the name and hometown of winners. Any other information about the winner, their future plans or any background information will only be released with the winner's consent. The winner may or may not speak to the media. It is not required, norcan it be prevented.

## 24. Do winners have to pay taxes on their winnings?

All lottery winnings a re taxable. The Lottery a uto matic ally deducts federal inc ome tax withholding for winners $\$ 5,001$ or greater and state income tax withholding for winners over $\$ 1,999$. These are deducted following current state and federal guidelines.
25. If the overall odds of winning a prize on an Instant Scratch ticket are $\mathbf{1}$ in 10, how come someone bought ten tic kets and didn't win?
The odds are calculated by taking the total number of tic kets printed divided by the total number of prizes available. Where the prizes end up when the tickets are printed is determined by random, computer generated formulas. Although any partic ularstring of ten tickets may not produce a winner, there is just as much possibility that a nother string of ten tic kets could produce several winning tic kets.
26. If a player wins a jackpot prize, but dies before getting all of the scheduled payments, what happens to the remaining payments?
The remaining paymentsare given to the estate of the winner(Wis. Stats. 565.30 (1).)
27. What happens to prizes that are not claimed?

The value of unclaimed prizes is credited to the Lottery Funding for Property Tax Credits.
28. Can I cash tickets for more than $\$ 49$ ?

YES. You may cash winning tickets up to $\$ 599$. Be sure to scan the tic ket and verity that it is a winner.

