

**For Game Odds, Game Closing Dates  
and Prize Information visit  
[www.hoosierlottery.com](http://www.hoosierlottery.com)**



**Hoosier Lottery Customer Service  
(800) 955-6886**

**Scientific Games Call Center  
(877) 294-4639**

**WAVE TERMINAL QUICK START GUIDE**



# **SG Documentation Policy**

**Document Name:** IN WAVE Quick Start Guide  
**Document Code:** IN WAVE QSG V0.11  
**Date:** April 1, 2010

This document contains information confidential and proprietary to Scientific Games International, Inc. (SGI), a wholly owned subsidiary of Scientific Games Corporation (SGC) and may be protected by other forms of intellectual property. The information contained herein may not be reproduced, paraphrased, translated into another language, or otherwise disclosed or duplicated by any means without the prior written consent of SGI. Violators may be prosecuted.

Due to the confidentiality of the subject matter, revisions or alterations are undertaken only by written agreement with SGI. The information contained in this document is subject to change by SGI without notice. Distribution of this document or any portion thereof may only be conducted by SGI or through its designated officials.

The software / systems described in this document are protected by copyright law.

**Unauthorized duplication or use of any software described herein is prohibited.**

Software features may be described herein which are not implemented in every system.

Similarly, ongoing enhancements to this system may result in the presence of features on a particular system, which are not included in this edition of the document. Authorized users will be notified of software / systems modifications through the release of new editions of this documentation.

© 2010 by Scientific Games International

All rights reserved.

# Contents

<b>SECTION 1</b>	<b>1</b>
The WAVE Terminal	1
Touch Screen Display	1
Document Scanner	2
Barcode Reader	3
Wireless Ticket Checker	4
Player Transaction Display	4
Player Advertising Display (PAD)	5
Scrolling LED Sign	6
Equipment Responsibility	6
Signing On	7
Signing on to the Terminal:	7
Signing on to Training Mode:	7
Signing Off	8
<b>SECTION 2</b>	<b>10</b>
The GAMES Screens	10
Play Cost Warnings	11
Placing a Wager with a Playslip	12
Selling Draw Games	13
Powerball®	13
Win More with Power Play®	14
Mega Millions®	16
Win More with Megaplier®	17
Hoosier Lotto	19
Quick Draw	21
mix & match	23
Lucky 5	26
Daily 3	28
Daily 4	30
Closing Out the Sale—Customer Close Out Button	33
Closing Out the Sale—Customer History Screen	34
<b>SECTION 3</b>	<b>35</b>
Paying Winning Draw Game Tickets	35
Cashing Draw Game Tickets Using the Wireless Barcode Reader or Document Scanner	36
Cashing Draw Game Tickets Manually	37
Cancelling Draw Game Tickets	38
Validating Instant Tickets Using the Wireless Barcode Reader	39
Validating Instant Tickets Manually	40
<b>SECTION 4</b>	<b>42</b>
The Instant Management Screen	42
Activating a Pack of Scratch-off Tickets	43

Creating Instant Ticket Reports .....44

**SECTION 5.....45**

Creating Reports from the Main Report Menu .....45

Available Reports .....46

    Daily Reports .....46

    Weekly Reports.....46

    Report Last .....47

    Winning Numbers Reports.....47

    Daily Winning Numbers Reports.....48

    Retailer ID Report .....49

    Retailer Specific Messages.....49

    Cutoff Numbers Reports .....49

**SECTION 6.....50**

The Special Functions Screen.....50

    Print Test Ticket.....50

    Scanner Eject.....50

    Play Cost Warning .....51

    Page Barcode Reader .....51

    Draw Coupon .....52

    Scratch-Off Coupon .....52

    Video .....53

    Deliver.....54

    Promotions.....55

**SECTION 7 .....56**

Cleaning the Terminal .....56

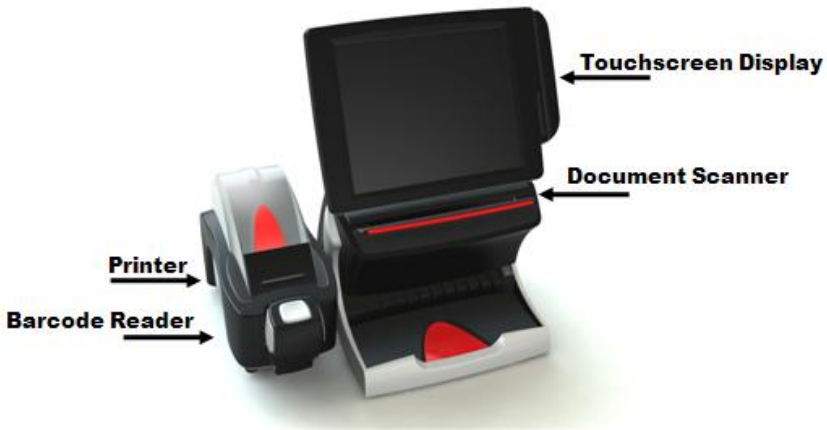
    Scanner Reader Head .....56

    Touch Screen and Flat Panel Display .....56

Changing and Loading Paper.....57

## **SECTION 1**

### **The WAVE Terminal**



#### **Touch Screen Display**

The WAVE terminal screen size is roughly 7" x 9".

All selections are made by touching the screen with either a finger or a pencil eraser. The touch screen allows for easy use to guide store associates through all the necessary steps to complete Hoosier Lottery transactions which include selling, validating, and reporting. The tilting monitor allows for several positions from 25 degrees to 90 degrees. Benefits include:

- Easy access to the document scanner
- Adjustment for different heights and lighting.

## **Document Scanner**

The Document Scanner reads:

- Playslips – Playslips can be placed in the scanner vertically. Always make sure that the playslip is face-down. Since the Document Scanner can process over 40 playslips per minute, draw tickets are produced at a faster rate of speed.
- Draw tickets – Insert draw tickets, either vertically or horizontally, face-down with the barcode inserted first on the left side of the document scanner.

*NOTE: The scanner does not read pull-tab or scratch-off tickets.*

## Barcode Reader

The wireless Barcode Reader is located on the front of the printer and reads:

- Pack activation cards
- All game tickets
- Coupons

The Barcode Reader can scan while remaining in the cradle of the printer, but since it is wireless, it can be used by hand.

The wireless readers are not interchangeable. They are assigned to a specific terminal.

*NOTE: The Barcode Reader can be activated by motion detection. The red target will shine to assist in correct placement of the barcode beneath the Barcode Reader.*

Remember – Since the wireless Barcode Reader is powered by a rechargeable battery, it should remain in the cradle as much as possible to charge. If a dead Barcode Reader is placed in its cradle, it will not work immediately, and it will need time to charge. When the wireless Barcode Reader is out of range and running low on power, the Barcode Reader will alert you by an audible beeping sound.



# Wireless Ticket Checker

Customers can check their own draw game ticket to see if it is a winning ticket without retailer assistance. The player scans the barcode on the draw game ticket, and the Ticket Checker tells the player if the ticket is a winner. If the amount is \$599 or less, the winning amount displays on the Ticket Checker.

*NOTE: The Ticket Checkers will be programmed to read instant games at a later date.*

*NOTE: Place the Ticket Checker away from the WAVE terminal (but within 100 feet) in a highly visible area – possibly near the playslips, the coffee station, or other self-check devices (for example, the reward card checking). This will allow for customers to check their tickets somewhere other than the counter and leave the counter free for sales. You may need to test each area to see which one optimizes traffic flow. The Ticket Checkers are wireless; however, they need a power source. The power cord for the Ticket Checker is 10 feet long.*



## Player Transaction Display

The Player Transaction Display shows the customer balance and notifies the player that the ticket is a winner. If the amount is \$599 or less, the winning amount displays on the Player Transaction Display.

The display has one 6' data cable connected to the WAVE terminal and a 6' A/C power cable, and the display window can angle back to allow for optimum viewing.

## Player Advertising Display (PAD)



*NOTE: Not all retailers will receive a PAD.*

The Player Advertising Display shows the current jackpots, Hoosier Lottery messaging, and promotional information (Example: New scratch-off games). The PAD should be positioned on the front counter to allow for maximum visibility. The PAD has a 6 foot cord which allows for flexibility of positioning near the WAVE terminal.

The 17" Player Advertising Display will be facing the customer to deliver centrally controlled digital messaging in four sections:

- **Area 1:** The largest part of the screen features promotional messaging (for example, new products).
- **Area 2:** The right side of the screen displays current estimated jackpot amounts and top prizes for draw games.
- **Area 3:** The bottom of the screen displays winner awareness.
- **Area 4:** Hoosier Lottery brand messaging.

## Scrolling LED Sign

*NOTE: Not all retailers will receive a Scrolling LED sign.*

Customers can easily see estimated jackpot amounts on the Scrolling LED sign.



*NOTE: The Scrolling LED sign is connected to the WAVE terminal with a 14' data cable and a 10' A/C power cable. The Scrolling LED sign can be placed on a counter or mounted on a wall.*

## Equipment Responsibility

Please remember that it is your responsibility to safeguard your Hoosier Lottery equipment from loss and damage. This requirement includes the:

- WAVE Terminal
- Player Advertising Display (PAD)
- Wireless Barcode Reader
- Wireless Ticket Checker
- Player Transaction Display Unit
- Scrolling LED Sign

If you lose or damage this equipment, you will be invoiced for the repair or replacement costs.

# Signing On



## Signing on to the Terminal:

1. If necessary, touch **[Enter Normal Selling Mode]**.
2. Touch **[TOUCH TO SIGN ON]** to sign on to the live system.
3. Enter your Retailer ID and touch **[OK]**.
4. Enter your Password and touch **[OK]**.
5. A sign on ticket will print and you may now operate the terminal.

## Signing on to Training Mode:

1. Touch **[Enter Training Mode]**.
2. Touch **[TOUCH TO SIGN ON]** to sign on to training mode.
3. Enter "999999". Touch **[OK]**.
4. Enter "1234", and then touch **[OK]**.
5. A sign on ticket will print and you may now operate the terminal in training mode.

# Signing Off



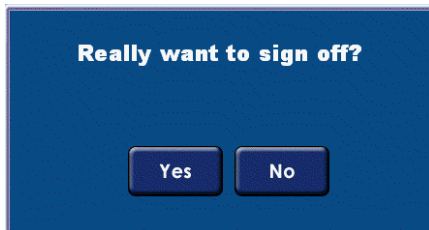
1. Touch **[SIGN OFF]** in the top left corner of the screen.

*NOTE: You cannot sign off if a customer balance is displayed at the top of the screen.*



You must close out the customer first. Refer to the section “*Closing Out the Sale*” on pages 33-34 for more information.

2. The **Confirmation Sign Off** pop-up asks if you “Really Want To Sign Off?”



3. Touch **[YES]** to sign off or **[NO]** to cancel the sign off process.

## SECTION 2

### The GAMES Screens

Game logos for Hoosier Lottery draw games are located on two **GAMES** screens - **[GAMES Page 1 of 2]** and **[GAMES Page 2 of 2]**. To toggle between the two screens, touch the **[GAMES]** tab.

The screenshot displays the 'GAMES Page 1 of 2' interface. At the top, a status bar shows 'SIGN OFF 9:05:23 AM', a balance of '\$1.25.486', a '\$0.00' amount, and buttons for 'CUSTOMER CLOSE OUT', 'CASH DRAWER', and 'Feb 16 2010 HELP'. Below this is a navigation bar with tabs: 'GAMES Page 1 of 2' (selected), 'INSTANT-MGMT', 'CASH/CANCEL', 'SPECIAL FUNCTIONS', 'REPORTS', and 'CUSTOMER HISTORY'. The main area features the 'HOOSIER LOTTERY' logo and 'POWERBALL POWERPLAY' branding. On the left, a vertical sidebar lists game logos: 'POWERBALL', 'MEGA MALLIN', 'HOOSIER LOTTO', 'Quick Draw', and 'mix match'. The central area contains three sections for ticket configuration: 'NUMBER OF TICKETS' (buttons: 1, 2, 3, 4, 5, 10, 20, Other), 'NUMBER OF BOARDS' (buttons: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10), and 'DRAWS' (buttons: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10). On the right, there are buttons for 'Manual Entry' and 'Last', a summary box showing '1Tkt 02/17 \$1.00 1 Dr', a red 'STOP' button, and a green 'SEND \$1.00' button. The screen is framed by 'Training Mode' labels on the left and right sides.

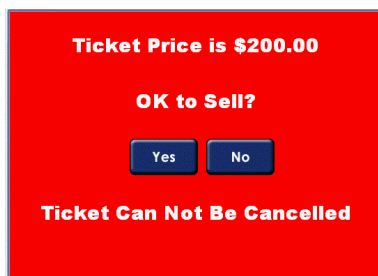
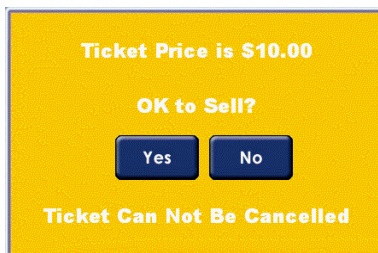
Draw games can be played by using a playslip, by manually entering the numbers and play options, or by generating a **Quick Pick** play from the desired game screen. To manually enter the play information, or to produce a **Quick Pick** play, touch the logo that corresponds to the game the customer would like to play.

## Play Cost Warnings

A **Yellow Play Cost** pop-up will display when a customer's ticket cost exceeds the designated threshold (refer to the "*Special Functions section – Play Cost Warning*" on page 51 for additional information).

If a customer's ticket cost exceeds \$100, a **Red Play Cost** pop-up will display:

Touch **[YES]** to continue with the sale or **[NO]** to cancel.





## Placing a Wager with a Playslip



Insert a completed playslip into the terminal's document scanner.

The updated playslips can be placed into the document scanner vertically or horizontally. Current playslips can only be placed into the document scanner vertically. Make sure that the playslip is always FACE DOWN.

The terminal generates a ticket with the selected numbers. The playslip can be inserted from any game screen except for the manual entry game screen or when a pop-up is displayed.

*NOTE: If a playslip has too few or too many numbers, you will be prompted to make the appropriate changes on the screen. The playslip will be ejected and the ticket will automatically print once the changes have been made.*

# Selling Draw Games

## Powerball®



**Cost:** Tickets cost \$1 per board. Power Play option is an additional \$1 per board. There are 5 boards per playslip.

**Drawings:** Every Wednesday and Saturday at approximately 10:59 PM ET

**Maximum Number of Tickets:** 99

### How to Play:

Players choose five numbers from 1 to 59 from the first set of numbers, and pick one number (Powerball number) from 1 to 39 from a second set of numbers. Players can choose their own numbers, have the computer select them via Quick Pick, or a combination of the two (partial Quick Pick).

Multi-draw can be selected for 2, 3, 4, 5, 6, 7, 8, 9 or 10 draws.

**POWERBALL TICKETS CANNOT BE CANCELLED.**

## Powerball Prize Levels:

### How to Win

<u>Match</u>	<u>Payout*</u>	<u>Odds</u>
5 of 5 + PB	Jackpot**	1:195,249,054
5 of 5	\$200,000	1:5,138,133
4 of 5 + PB	\$10,000	1:723,145
4 of 5	\$100	1:19,030
3 of 5 + PB	\$100	1:13,644
3 of 5	\$7	1:359
2 of 5 + PB	\$7	1:787
1 of 5 + PB	\$4	1:123
Powerball Only	\$3	1:62

### Overall odds of winning a prize 1:35

\*All Powerball and Power Play prizes may be paid on a pari-mutuel basis under certain circumstances.

\*\*Jackpot winners will be paid in 30 annual installments or in a single present value cash payment.

## Win More with Power Play®

Selecting Power Play gives the player an opportunity to multiply their non-jackpot level prizes by the Power Play number (2, 3, 4 or 5). This number is randomly selected at the time of the drawing.

A Powerball with Power Play ticket that matches 5 of 5 white balls will multiply the prize by 5, regardless of the Power Play number selected.

## Selling a Powerball® Ticket on the WAVE Terminal



1. Touch the **[Powerball]** logo on the **GAMES** screen.
2. If the customer requests a Quick Pick, select the customer's play options and touch **[SEND]**.

OR

Touch **[MANUAL ENTRY]** to select the numbers the customer wants to play.

*NOTE: If you need to change numbers you have entered, touch **[CLEAR]** to remove those numbers and start over or touch the number again to de-select.*

3. Select the customer's play options.
4. Touch **[SEND]**. The terminal prints the ticket(s).

*NOTE: Powerball tickets cannot be cancelled. Powerball tickets can only be cashed in the state that they are purchased.*

# Mega Millions®



**Cost:** Tickets cost \$1 per board. The Megaplier option is an additional \$1 per board. There are 5 boards per playslip.

**Drawings:** Every Tuesday and Friday at approximately 11 PM ET

**Maximum Number of Tickets:** 99

## How to Play:

Players choose five numbers from 1 to 56 from the first set of numbers, and pick one number (Mega Ball Number) from 1 to 46 from a second set of numbers. Players can choose their own numbers, have the computer select them via Quick Pick, or a combination of the two (partial Quick Pick).

Multi-draw can be selected for 2, 3, 4, 5, 6, 7, 8, 9 or 10 draws.

**MEGA MILLIONS TICKETS CANNOT BE CANCELLED.**

## **Mega Millions Prize Levels:**

### **How to Win**

<b><u>Match</u></b>	<b><u>Payout*</u></b>	<b><u>Odds</u></b>
5 of 5 + MB	Jackpot**	1:175,711,536
5 of 5	\$250,000	1:3,904,701
4 of 5 + MB	\$10,000	1:689,065
4 of 5	\$150	1:15,313
3 of 5 + MB	\$150	1:13,781
3 of 5	\$7	1:306
2 of 5 + MB	\$10	1:844
1 of 5 + MB	\$3	1:141
0 of 5 + MB	\$2	1:75

### **Overall odds of winning a prize 1:40**

\*All Mega Millions and Megaplier prizes may be paid pari-mutuel under certain circumstances.

\*\*Jackpot winners will be paid in 26 annual installments or in a single present value cash payment.

## **Win More with Megaplier®**

Selecting Megaplier gives players an opportunity to multiply non-jackpot level prizes by the Megaplier number (2, 3 or 4). This number is randomly selected at the time of the drawing.

## Selling a Mega Millions® Ticket on the WAVE Terminal



1. Touch the **[Mega Millions]** logo on the **GAMES** screen.
2. If the customer requests a Quick Pick, select the customer's play options and touch **[SEND]**.

OR

Touch **[MANUAL ENTRY]** to select the numbers the customer wants to play.

*NOTE: If you need to change numbers you have entered, touch **[CLEAR]** to remove those numbers and start over or touch the number again to de-select.*

3. Select the customer's play options.
4. Touch **[SEND]**. The terminal prints the ticket(s).

*NOTE: Mega Millions tickets cannot be cancelled. Mega Millions tickets can only be cashed in the state that they are purchased.*

# Hoosier Lotto



**Cost:** \$1.00 per board

**Drawings:** Every Wednesday and Saturday at approximately 10:50 PM ET

**Maximum Number of Tickets:** 99

## How to Play:

Players choose six numbers from 1 to 48. Players can choose their own numbers, have the computer select them via Quick Pick, or a combination of the two (partial Quick Pick).

## Hoosier Lotto Prize Levels:

### How to Win

#### Match

6 of 6  
5 of 6  
4 of 6  
3 of 6  
2 of 6

#### Payout

Jackpot\*  
Pari-mutuel\*\*  
Pari-mutuel\*\*  
\$3  
Free Quick Pick

#### Odds

1:12,271,512  
1:48,696  
1:950  
1:53  
1:7

## Overall odds of winning a prize 1:6

\*Jackpot winners will be paid in 30 annual installments or in a single present value cash payment.

\*\*Pari-mutuel prizes are based on sales and number of winners.



## Selling a Hoosier Lotto Ticket on the WAVE Terminal



1. Touch the **[Hoosier Lotto]** logo on the **GAMES** screen.
2. If the customer requests a Quick Pick, select the customer's play options and touch **[SEND]**.

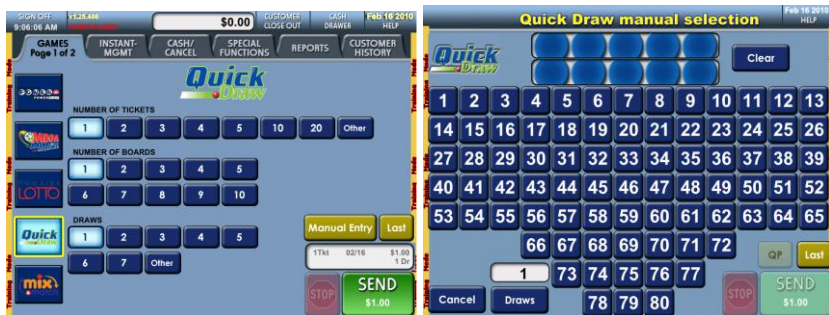
OR

Touch **[MANUAL ENTRY]** to select the numbers the customer wants to play.

*NOTE: If you need to change numbers you have entered, touch **[CLEAR]** to remove those numbers and start over or touch the number again to de-select.*

3. Select the customer's play options.
4. Touch **[SEND]**. The terminal prints the ticket(s).

## Quick Draw



**Cost:** \$1.00 per board

**Drawings:** Daily, at approximately 10:49 PM ET

**Maximum Number of Tickets:** 99

### How to Play:

Players choose ten numbers from 1 to 80. Players can choose their own numbers, have the computer select them via Quick Pick, or a combination of the two (partial Quick Pick).

Multi-draw can be selected for 2, 3, 4, 5, 6, 7, 14, 21 or 28 draws.

### Quick Draw Prize Levels:

#### How to Win

<u>Match</u>	<u>Payout</u>	<u>Odds</u>
10 of 20	\$300,000*	1:8,911,711
9 of 20	\$5,000	1:163,381
8 of 20	\$500	1:7,385
7 of 20	\$50	1:621
6 of 20	\$15	1:87
5 of 20	\$5	1:19

**Overall odds of winning a prize 1:15.5**

\*If 3 or more tickets match 10 of the 20 numbers drawn for any single drawing, \$600,000 will be divided evenly among those winning tickets.

## Selling a Quick Draw Ticket on the WAVE Terminal



1. Touch the **[Quick Draw]** logo on the **GAMES** screen.
2. If the customer requests a **Quick Pick**, select the customer's play options and touch **[SEND]**.

OR

Touch **[MANUAL ENTRY]** to select the numbers the customer wants to play.

*NOTE: If you need to change numbers you have entered, touch **[CLEAR]** to remove those numbers and start over or touch the number again to de-select.*

3. Select the customer's play options.
4. Touch **[SEND]**. The terminal prints the ticket(s).

# mix & match



**Cost:** \$2.00 per board, which is 3 sets of 5 numbers

**Drawings:** Every Tuesday and Friday at approximately 10:49 PM ET

**Maximum Number of Tickets:** 99

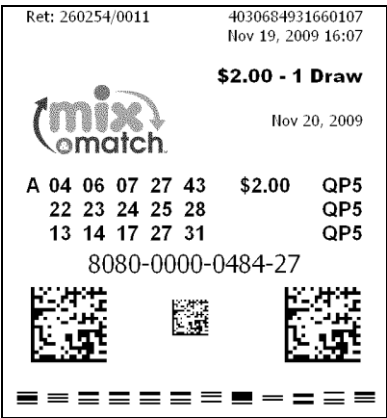
## How to Play:

Players choose five numbers from 1 to 50. Players can choose their own numbers, have the computer select them via Quick Pick, or a combination of the two (partial Quick Pick). Players will receive two bonus Quick Picks for each board.

Multi-draw can be selected for 2, 3, 4, 5, 6, 7, 8, 9 or 10 draws.

**MIX & MATCH TICKETS CANNOT BE CANCELLED.**

**Example of a mix & match ticket:**



## **mix & match Prize Levels:**

### **How to Win**

#### **Match**

#### **Payout**

#### **Odds**

#### **Single Line:**

5 of 5	\$200,000*	1:2,118,760
4 of 5	\$500	1:9,417
3 of 5	\$10	1:214

#### **3 Combined Lines:**

8+ of 15	\$5,000	1:137,153
7 of 15	\$350	1:9,717
6 of 15	\$50	1:941
5 of 15	\$25	1:130
4 of 15	\$5	1:26
3 of 15	Free Ticket	1:8

### **Overall odds of winning a prize 1:6**

\* If 3 or more single lines match all 5 numbers drawn for any single drawing, \$400,000 will be divided equally among those winning lines.

## Selling a mix & match Ticket on the WAVE Terminal



1. Touch the **[mix & match]** logo on the GAMES screen.
2. If the customer requests a **Quick Pick**, select the customer's play options and touch **[SEND]**.

OR

Touch **[MANUAL ENTRY]** to select the numbers the customer wants to play.

**NOTE:** If you need to change numbers you have entered, touch **[CLEAR]** to remove those numbers and start over or touch the number again to de-select.

3. Select the customer's play options.
4. Touch **[SEND]**. The terminal prints the ticket(s).

# Lucky 5



**Cost:** \$1.00 per play. Each play consists of 2 boards.

**Drawings:** Twice daily, at approximately 1:20 PM and 10:50 PM ET

*NOTE: There is no Midday draw on Sunday.*

**Maximum Number of Tickets:** 99

## How to Play:

Players choose five numbers from 1 to 36. Players can choose their own numbers, have the computer select them via Quick Pick, or a combination of the two (partial Quick Pick).

Multi-draw can be selected for 2, 3, 4, 5, 6, 7, 14, 21 or 28 draws.

## Lucky 5 Prize Levels:

### How to Win

<u>Match</u>	<u>Payout</u>	<u>Odds*</u>
5 of 5	\$50,000**	1:376,992
4 of 5	\$200	1:2,432
3 of 5	\$3	1:81

**Overall odds of winning a prize 1:78**

\* Odds listed above are for a single board.

\*\* If 6 or more boards match all 5 numbers drawn for any single drawing, a Jackpot of \$250,000 shall be divided equally among the winning boards.

## Selling a Lucky 5 Ticket on the WAVE Terminal



1. Touch the **[Lucky 5]** logo on the **GAMES** screen.
2. If the customer requests a **Quick Pick**, select the customer's play options and touch **[SEND]**.

OR

Touch **[MANUAL ENTRY]** to select the numbers the customer wants to play.

*NOTE: If you need to change numbers you have entered, touch **[CLEAR]** to remove those numbers and start over or touch the number again to de-select.*

3. Select the customer's play options.
4. Touch **[SEND]**. The terminal prints the ticket(s).



## Daily 3

The screenshot shows a lottery terminal interface for the 'Daily 3' game. At the top, it displays 'SIGN OFF 9:05:30 AM', a balance of '\$125,486', a current bet of '\$0.00', and the date 'Feb 16 2010'. Navigation tabs include 'GAMES', 'INSTANT-MGMT', 'CASH/CANCEL', 'SPECIAL FUNCTIONS', 'REPORTS', and 'CUSTOMER HISTORY'. The 'GAMES' tab is active, showing 'Page 2 of 2'. On the left, there are icons for 'DAILY 3', 'DAILY 4', and 'LUCKY 5'. The main interface is divided into sections: 'DRAW TYPE' with buttons for 'Mid', 'Eve', and 'Both'; 'DRAWS' with buttons for '1', '2', '3', '4', '5', '6', '7/week', and 'Other'; 'FIRST DRAW DAY' with buttons for 'Sun', 'Mon', 'Tue', 'Wed', 'Thu', 'Fri', and 'Sat'; 'PLAY AMOUNT' with buttons for '\$1.00', '\$2.00', '\$3.00', '\$4.00', '\$5.00', and 'Other'; 'PLAY TYPE' with buttons for 'Str', 'Box', and 'Combo'; and 'NUMBER OF TICKETS' with buttons for '1', '5', '10', '20', and 'Other'. On the right, there is a numeric keypad (1-9, 0, C), a 'QP' (Quick Pick) button, a 'Last' button, and a summary box showing '1 Dr TUE 1Tkt \$1.00 Straight Eve'. At the bottom right, there are 'STOP' and 'SEND \$1.00' buttons.

**Cost:** \$1.00 per board

**Drawings:** Twice daily, at approximately 1:20 PM and 10:49 PM ET  
*NOTE: There is no Midday draw on Sunday.*

**Maximum Number of Tickets:** 99

### How to Play:

Players choose three numbers. The player can choose their play as an exact match (Straight), as any combination (Box), or as a combined exact and combination (Straight and Boxed) wager amount. Players can choose their own numbers, have the computer select them via Quick Pick, or a combination of the two (partial Quick Pick).

Players should mark the "BOTH" box on the playslip to play their selected numbers and selected options for both the Midday and Evening drawings.

Multi-draw can be selected for 2, 3, 4, 5, 6, 7, 14, 21 or 28 draws.

## Daily 3 Prize Levels:

### How to Win

<u>Bet Type</u>	<u>Example #'s</u>	<u>Payout*</u>	<u>Odds**</u>
Straight	1-2-3	\$500	1:1,000
Box	1-2-3	\$80	1:167
Box	1-1-2	\$160	1:333
Combo	1-2-3	Straight \$290	1:1,000
Combo	1-2-3	Box only \$40	1:200
Combo	1-1-2	Straight \$330	1:1,000
Combo	1-1-2	Box only \$80	1:500

\*All prizes listed above are based on a \$1 wager.

\*\*The availability and odds of winning a specific prize is dependent upon the play options selected by the player.

## Selling a Daily 3 Ticket on the WAVE Terminal



1. Touch the **[Daily 3]** logo on the **GAMES** screen.
2. If the customer requests a Quick Pick option, touch **[QP]**.

OR

Enter the three numbers the customer wants to play.

3. Select the customer's play options.
4. Touch **[SEND]**.
5. The terminal prints the ticket(s).

## Daily 4

**Cost:** \$1.00 per board

**Drawings:** Twice daily, at approximately 1:20 PM and 10:49 PM ET  
**NOTE:** *There is no Midday draw on Sunday.*

**Maximum Number of Tickets:** 99

### How to Play:

Players choose four numbers. The player can choose their play as an exact match (Straight), as any combination (Box), or as a combined exact and combination (Straight and Boxed) wager amount. Or, players can choose three numbers and play the Front 3 and Back 3 numbers. Players can choose their own numbers, have the computer select them via Quick Pick, or a combination of the two (partial Quick Pick).

Players should mark the “BOTH” box on the playslip to play their selected numbers and selected options for both the Midday and Evening drawings.

Multi-draw can be selected for 2, 3, 4, 5, 6, 7, 14, 21 or 28 draws.

## Daily 4 Prize Levels:

### How to Win

<u>Daily 4</u>	<u>Example #'s</u>	<u>Payout*</u>	<u>Odds**</u>
Straight	1-2-3-4	\$5,000	1:10,000
Box	1-1-1-2	\$1,200	1:2,500
Box	1-1-2-2	\$800	1:1,667
Box	1-1-2-3	\$400	1:833
Box	1-2-3-4	\$200	1:417
Combo	1-1-1-2	Straight \$3,100	1:10,000
Combo	1-1-1-2	Box only \$600	1:3,333
Combo	1-1-2-2	Straight \$2,900	1:10,000
Combo	1-1-2-2	Box only \$400	1:2,000
Combo	1-1-2-3	Straight \$2,700	1:10,000
Combo	1-1-2-3	Box only \$200	1:909
Combo	1-2-3-4	Straight \$2,600	1:10,000
Combo	1-2-3-4	Box only \$100	1:200

### Front 3 or Back 3

Straight	123X or X123	\$500	1:1,000
Box	112X or X112	\$160	1:333
Box	123X or X123	\$80	1:167
Combo	112X or X112	Straight \$330	1:1,000
Combo	112X or X112	Box only \$80	1:500
Combo	123X or X123	Straight \$290	1:1,000
Combo	123X or X123	Box only \$40	1:200

\*All prizes listed above are based on a \$1 wager.

\*\*The availability and odds of winning a specific prize is dependent upon the play options selected by the player.

## Selling a Daily 4 Ticket on the WAVE Terminal



1. Touch the **[Daily 4]** logo on the **GAMES** screen.
2. If the customer requests a Quick Pick option, touch **[QP]**.

OR

Enter the four numbers the customer wants to play.

3. Select the customer's play options.
4. Touch **[SEND]**.
5. The terminal prints the ticket(s).

# Closing Out the Sale—Customer Close Out Button



Touch **[CUSTOMER CLOSE OUT]** at the top of any screen to close out the transaction and zero-out the balance. Use this process before each new customer to clear the total at the top of your screen and to ensure that the customer display indicates the correct total at the conclusion of each customer transaction.

# Closing Out the Sale—Customer History Screen

The screenshot displays the 'CUSTOMER HISTORY' screen. At the top, there is a status bar with 'SIGN OFF 9:07:23 AM', a balance of '\$1,254.86', a 'CASH TOTAL \$0.00', and a date of 'Feb 16 2010'. Below this is a navigation bar with tabs: 'GAMES', 'INSTANT-MGMT', 'CASH/CANCEL', 'SPECIAL FUNCTIONS', 'REPORTS', and 'CUSTOMER HISTORY'. The main area shows a summary of sales and cashes:

Draw Sales:	0	\$0.00
Credits:	0	\$0.00
Draw Cashes:	0	\$0.00
Instant Cashes:	0	\$0.00
Draw Cancels:	0	\$0.00
<b>Customer Owes</b>		<b>\$0.00</b>

Below the summary are two buttons: 'Open Cash Drawer' and 'Customer Closeout'. At the bottom, there is a list of transactions:

02/16/10	09:05	C	Close	\$0.00
02/16/10	09:05	C	Signon	999999

At the bottom center is a 'Print History' button. On the right side, there are up and down arrow buttons. The screen is framed by a yellow border with 'Training Mode' text on the left and right sides.

1. Touch the **[CUSTOMER HISTORY]** tab to open the **Customer History** screen.
2. When the transaction is complete, touch **[CUSTOMER CLOSEOUT]** to zero-out the customer balance.

## **SECTION 3**

### **Paying Winning Draw Game Tickets**

#### **Prizes Less Than \$600**

Prizes \$599 and under can be redeemed at participating Hoosier Lottery retailers, any Hoosier Lottery regional office, Hoosier Lottery Headquarters, or by mail.

#### **Prizes \$600 - \$49,999**

Prizes less than \$50,000 can be redeemed at any Hoosier Lottery regional office, Hoosier Lottery Headquarters, or by mail.

#### **Prizes \$50,000 +**

Prizes greater than or equal to \$50,000 must be redeemed at Hoosier Lottery Headquarters.

If claiming the prize by mail and the prize is greater than \$25, a Hoosier Lottery claim form must be used. Claim forms can be found on the Hoosier Lottery website at [www.hoosierlottery.com](http://www.hoosierlottery.com). All claims should be mailed to:

Hoosier Lottery  
P.O. Box 6126  
Indianapolis, IN 46206-6126

*NOTE: All prizes must be claimed within 180 days after the drawing.*



## Cashing Draw Game Tickets Using the Wireless Barcode Reader or Document Scanner

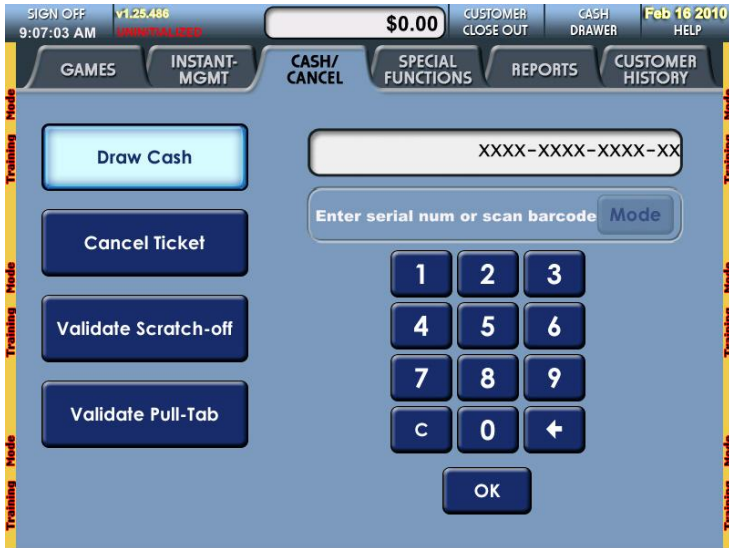


1. From any game screen, scan the barcode on the draw game ticket using the wireless barcode reader or insert the draw game ticket into the document scanner slot.

*NOTE: Make sure the ticket is face-down and placed along the left edge of the document scanner slot.*

2. A receipt will print when a winning ticket is successfully cashed.

# Cashing Draw Game Tickets Manually

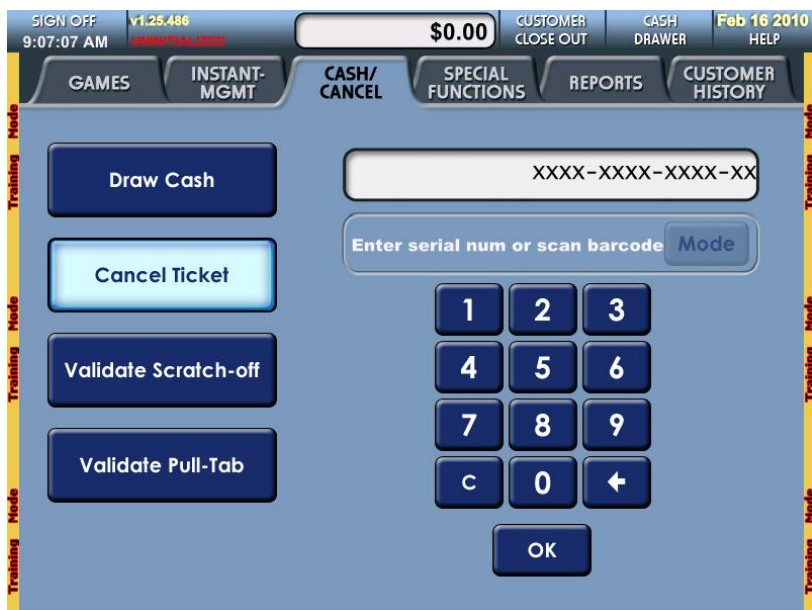


1. Touch the **[CASH/CANCEL]** tab.
2. Touch **[DRAW CASH]**.
3. Manually enter the numbers using the keypad. The serial number displays in the keypad display window.
4. Touch **[OK]** to accept the displayed number, or touch **[C]** to re-enter the serial number.
5. A receipt will print when a winning ticket is successfully cashed.

# Cancelling Draw Game Tickets

Certain draw game tickets can be cancelled. A ticket can only be cancelled from the same terminal where it was purchased, within 60 minutes of the time it was purchased and before the drawing.

*NOTE: Mega Millions, Powerball and mix & match tickets cannot be cancelled.*



1. Touch the **[CASH/CANCEL]** tab to cancel tickets. The **CASH/CANCEL** screen displays.
2. Touch **[CANCEL TICKET]**.
3. Scan the ticket or manually enter the ticket number and touch **[OK]**.
4. A receipt will print when the ticket is successfully cancelled.

## **Validating Instant Tickets Using the Wireless Barcode Reader**

1. From any game screen, scan the barcode on the instant ticket using the wireless barcode reader.

*NOTE: When you put a ticket under the barcode reader, the red light will light up to indicate that the barcode is being read. Align the barcode under the red target (+).*

*NOTE: Instant tickets CANNOT be cashed using the document scanner.*

2. A receipt will print when a winning ticket is successfully cashed.

# Validating Instant Tickets Manually

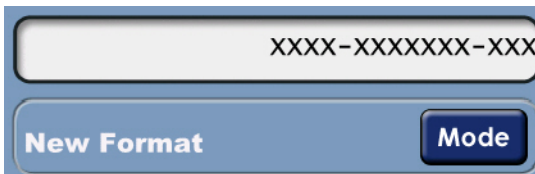


1. Touch the **[CASH/CANCEL]** tab.
2. Touch **[VALIDATE SCRATCH-OFF]** or **[VALIDATE PULL-TAB]**.
3. Touch **[MODE]** to choose **Old Format** or **New Format** ticket number.

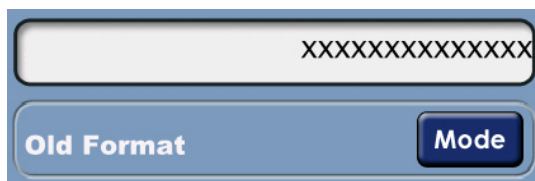
Scratch-off - Old Format:



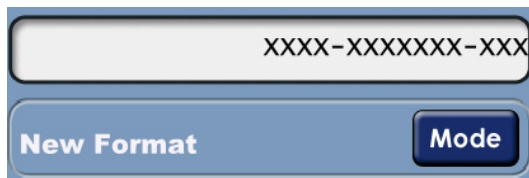
Scratch-off - New Format



#### Pull-Tab - Old Format:



#### Pull-Tab - New Format



4. Manually enter the serial number from the instant ticket using the keypad. The serial number displays in the keypad display window.
5. Touch **[OK]** to accept the displayed number, or touch **[C]** to re-enter the serial number.
6. A receipt will print when a ticket is successfully cashed.

# SECTION 4

## The Instant Management Screen



To access the Instant Management functions, touch the **[INSTANT-MGMT]** tab. From this screen, Retailers can activate instant ticket packs and create reports.

**NOTE:** *LSR Menu functionality is for Lottery Sales Representatives only.*

## Activating a Pack of Scratch-off Tickets

Scratch-off ticket packs must be activated before they can be sold or validated.

1. From the **Instant Management** screen, touch **[Activations]** to display the **Scan or Key Pack Information** pop-up.

The image displays two versions of the 'Scan or Key Pack Information' pop-up screen. The left version is for 'Old Tickets' and shows a text input field with the placeholder 'XXX-XXXXXX-X'. The right version is for 'New Tickets' and shows a text input field with the placeholder 'XXXX-XXXXXXXX-XXX'. Both screens include a numeric keypad with digits 1-9, 0, and a backspace arrow, along with 'OK' and 'Cancel' buttons at the bottom. A 'Mode' button is located next to the text input field on each screen.

2. Scan the pack activation card barcode using the wireless barcode reader.

OR

Touch **[MODE]** to select **Old Ticket** format or **New Ticket** format and manually enter the pack information using the keypad. Touch **[OK]**.

3. After the pack is successfully activated, a confirmation pop-up will display acknowledging that the pack was activated and an activation receipt is printed.
4. Touch **[OK]** to exit the pop-up.



# Creating Instant Ticket Reports



From the **Instant Management** screen, touch the **[REPORT]** button. A screen will then display the following available reports:

## **[TODAY]**

Lists instant ticket validation and cashes information for the current day

## **[PRIOR DAY]**

Lists instant ticket validation and cashes information for the previous day

## **[LAST BILL]**

Lists details of the last billing statement

## **[TODAY'S RETURNS]**

Lists instant ticket pack return information for the current day and includes total dollar amount returned

## **[PRIOR DAY RETURNS]**

Lists instant ticket pack return information for the previous day and includes total dollar amount returned

## SECTION 5

### Creating Reports from the Main Report Menu



#### To create any report:

1. Touch the **[REPORTS]** tab.
2. From the **Main Report Menu** screen, touch the tab for the type of report you want to create.

*NOTE: Common reports are provided in the table that follows.*

3. Touch the button for the report you want to create.
4. Follow the directions on the screen.

# Available Reports

Name	Description
<b>Daily Reports</b>	
Daily Sales	Provides details of draw game and instant business for the current day (tickets validated and packs received, activated and settled)
Hoosier Lotto Jackpot	Lists the current jackpot for the Hoosier Lotto game
Powerball® Jackpot	Lists the current jackpot for the Powerball game
Raffle Jackpot (when available)	Lists the current jackpot for the Raffle game
Mega Millions® Jackpot	Lists the current jackpot for the Mega Millions game
Draw Game Sales	Provides details of draw game sales information for the current day
<b>Weekly Reports</b>	
Weekly Sales	Provides details of instant and draw game business for the current accounting week to date
Weekly Settlement	Combines draw game and instant ticket weekly settlement activity
Advances and Adjustments	Lists both draw game and instant total advances and adjustments for both the current and previous accounting weeks
Clerk Reports	Week to date report that provides the average net sales by clerk online games, and contains validations/cancellations
Draw Game Sales	Provides sales information for all draw games for the previous week <i>NOTE: Select an individual game by touching the button for that game.</i>

Name	Description
<b>Report Last</b>	
Shows the last transaction that was printed	
<b>Winning Numbers Reports</b>	
Daily 3 MIDDAY	Lists the winning numbers for the Daily 3 MIDDAY game for the previous week
Daily 3 Evening	Lists the winning numbers for the Daily 3 Evening game for the previous week
Quick Draw	Lists the winning numbers for the Quick Draw game for the previous week
Daily 4 MIDDAY	Lists the winning numbers for the Daily 4 MIDDAY game for the previous week
Daily 4 Evening	Lists the winning numbers for the Daily 4 Evening game for the previous week
Hoosier Lotto	Lists the winning numbers for the Hoosier Lotto game for the previous week
Lucky 5 MIDDAY	Lists the winning numbers for the Lucky 5 MIDDAY game for the previous week
Lucky 5 Evening	Lists the winning numbers for the Lucky 5 Evening game for the previous week
mix & match	Lists the winning numbers for the mix & match game for the previous week
Powerball	Lists the winning numbers for the Powerball game for the previous week
Power Play	Lists the winning numbers for Power Play for the previous week
Raffle (when available)	Lists the winning numbers for the Raffle game for the previous week

<b>Name</b>	<b>Description</b>
Mega Millions	Lists the winning numbers for the Mega Millions game for the previous week
Megaplier	Lists the winning numbers for the Megaplier for the previous week
<b>Daily Winning Numbers Reports</b>	
Daily 3 Midday	Lists the winning numbers for the Daily 3 Midday game for a specified day
Daily 3 Evening	Lists the winning numbers for the Daily 3 Evening game for a specified day
Quick Draw	Lists the winning numbers for the Quick Draw game for a specified day
Daily 4 Midday	Lists the winning numbers for the Daily 4 Midday game for a specified day
Daily 4 Evening	Lists the winning numbers for the Daily 4 Evening game for a specified day
Hoosier Lotto	Lists the winning numbers for the Hoosier Lotto game for a specified day
Lucky 5 Midday	Lists the winning numbers for the Lucky 5 Midday game for a specified day
Lucky 5 Evening	Lists the winning numbers for the Lucky 5 Evening game for a specified day
mix & match	Lists the winning numbers for the mix & match game for a specified day
Powerball	Lists the winning numbers for the Powerball game for a specified day
Power Play	Lists the winning numbers for Power Play for a specified day
All Daily Winning Numbers	Lists the winning numbers for all draw games for a specified day

<b>Name</b>	<b>Description</b>
Mega Millions	Lists the winning numbers for the Mega Millions game for a specified day
Megaplier	Lists the winning numbers for the Megaplier for a specified day
<b>Retailer ID Report</b>	
Lists retailer information	
<b>Retailer Specific Messages</b>	
Provides news messages for the retailer	
<b>Cutoff Numbers Reports</b>	
Daily 3 Evening	Provides number cutoff information for the Daily 3 Evening game for a specified day
Daily 3 Midday	Provides number cutoff information for the Daily 3 Midday game for a specified day
Daily 4 Evening	Provides number cutoff information for the Daily 4 Evening game for a specified day
Daily 4 Midday	Provides number cutoff information for the Daily 4 Midday game for a specified day

# SECTION 6

## The Special Functions Screen



The **Special Functions** menu allows you to select and perform specific terminal functions at any time during the day. To access special functions, touch the **[SPECIAL FUNCTIONS]** tab.

### Print Test Ticket

The Print Test Ticket function prints a test ticket. Touch **[PRINT TEST TICKET]** to print a test ticket.

### Scanner Eject

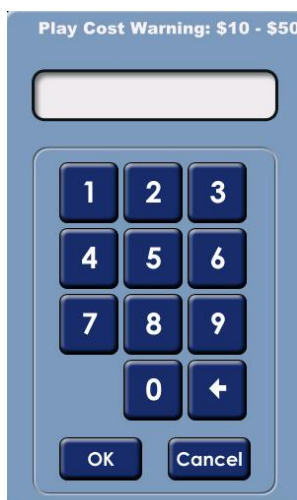
The Scanner Eject function is used to eject playslips or tickets that are stuck in the document scanner. Touch **[SCANNER EJECT]** to eject the playslip or ticket.

## Play Cost Warning

The Play Cost Warning function is used to set a ticket-cost threshold. If that threshold is met or exceeded, a pop-up will display. The threshold may be set from \$10 to \$50. The default setting is \$30.

*NOTE: Once the Play Cost Warning is set, it will remain in the system until it is changed via the Play Cost Warning function.*

1. Touch **[PLAY COST WARNING]** to display the **Play Cost Warning** keypad pop-up.



2. Enter a play cost threshold between 10 and 50 and touch **[OK]**.

## Page Barcode Reader

The Page Barcode Reader function is used to locate the wireless barcode reader when it is not in its cradle.

1. Touch **[PAGE BARCODE READER]** to have the wireless barcode reader to emit a series of beeps.
2. The beeping sound will stop when the barcode reader is returned to the cradle located on the front of the thermal printer.



## Draw Coupon

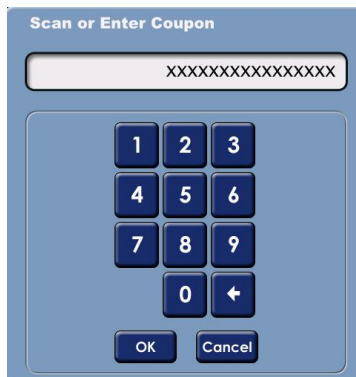
The Draw Coupon function is used to activate a draw game coupon.

1. Touch **[DRAW COUPON]** to display the **Scan or Enter Coupon** pop-up.

2. Scan the coupon barcode using the wireless barcode reader.

OR

Manually enter the numbers using the keypad. The serial number displays in the keypad display window. Touch **[OK]**.



The image shows a blue-tinted pop-up window titled "Scan or Enter Coupon". At the top, there is a white text input field containing a string of 14 'X' characters. Below this field is a numeric keypad with buttons for digits 1 through 9, 0, and a left arrow key. At the bottom of the keypad area are two buttons labeled "OK" and "Cancel".

## Scratch-Off Coupon

The Scratch-off Coupon function is used to activate a scratch-off coupon.

1. Touch **[SCRATCH-OFF COUPON]** to display the **Scan or Enter Scratch-Off Coupon** pop-up.

2. Scan the coupon barcode using the wireless barcode reader.

OR

Manually enter the numbers using the keypad. The serial number displays in the keypad display window. Touch **[OK]**.



The image shows a blue-tinted pop-up window titled "Scan or Enter Scratch-Off Coupon". At the top, there is a white text input field containing a serial number format: "XXX-XXXXXX-X-XXX". Below this field is a numeric keypad with buttons for digits 1 through 9, 0, and a left arrow key. At the bottom of the keypad area are two buttons labeled "OK" and "Cancel".

# Video

The Video function offers the following videos for viewing:

- Paper Change
- Paper Jams



1. From the **Video Menu** screen, touch the button for the video that you want to view. The video viewing pop-up will display.



2. Touch **[PLAY VIDEO]** to view the video, touch **[STOP VIDEO]** to pause the video, or touch **[CANCEL]** to return to the **Video Menu** screen.

## Deliver

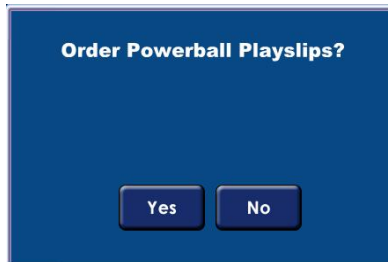
The Deliver function is used to order paper stock and playslips.

*NOTE: For orders placed via the Deliver function, one roll of paper stock and/or one pack of playslips per game will be delivered.*

1. Touch **[DELIVER]** to display the **Order Entry Menu** screen.



2. Touch the button for the stock that you want to order. A confirmation pop-up displays.

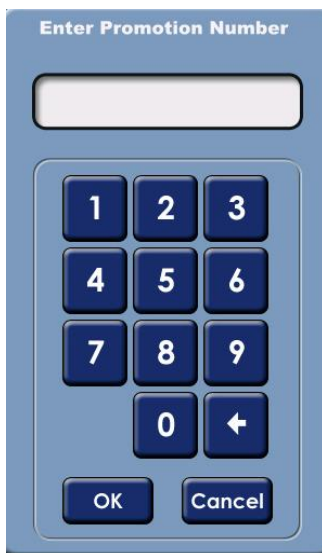


3. Touch **[YES]** to order stock, touch **[NO]** to cancel the order.
4. A receipt will print confirming stock order.

## Promotions

The Promotions function is used to activate a promotion by entering the promotion number.

1. Touch **[PROMOTIONS]** to display the **Enter Promotion Number** keypad.



2. Manually enter the promotion number using the keypad. The number displays in the keypad display window.
3. Touch **[OK]**.

## SECTION 7

### Cleaning the Terminal

*NOTE: Before performing any cleaning procedures, verify that:*

- *The terminal is turned off.*
- *The power source to the terminal is disconnected.*

### Scanner Reader Head

Clean the scanner reader head at least once a week.

1. Pull down the scanner cover.
2. Remove any debris from inside the terminal.
3. With a soft, lint-free cloth, clean the scanner lid and chassis area.  
This includes the read head, the areas around the drive, and the idler rollers.
4. Close the scanner cover.

**CAUTION!** Never use liquids or sprays on the terminal.

**CAUTION!** Never use anything sharp or abrasive, such as a screwdriver, fingernail, or Velcro, to clean the scanner.

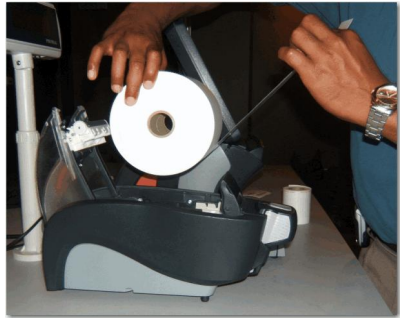
### Touch Screen and Flat Panel Display

Acceptable ways to access the touch screen include your fingertip or a pencil eraser.

**CAUTION!** Never use sharp objects or abrasives to clean the terminal touch screen or flat panel monitor.

## Changing and Loading Paper

1. Open the printer cover located on the top of the printer.
2. A message displays on the screen that the paper is out. Touch **[OK]**.
3. Remove the remaining paper by lifting the roll out of the printer compartment and discard.
4. Place the new roll of ticket stock in the printer compartment and roll out a couple of inches of paper from the bottom of the roll.
5. Extend the paper past the printer compartment.
6. Close the printer cover and push back the black lever.





# Need Help?



**For terminal assistance:  
Scientific Games  
Call Center  
(877) 294-4639**



hoosier lottery™

**For all other customer  
service inquiries:  
Hoosier Lottery  
Customer Service  
(800) 955-6886**