SUPPORTING
TEXAS EDUCATION
AND VETERANS

TEXAS LOTTERY®
RETAILER SERVICES
7:00AM–5:30PM CT MON–FRI
800-375-6886

IGT™ HOTLINE
24 HOURS • 7 DAYS A WEEK
800-458-0884

ALTURA® & ALTURA C

Retailer Reference Guide

Effective 07/26/2019

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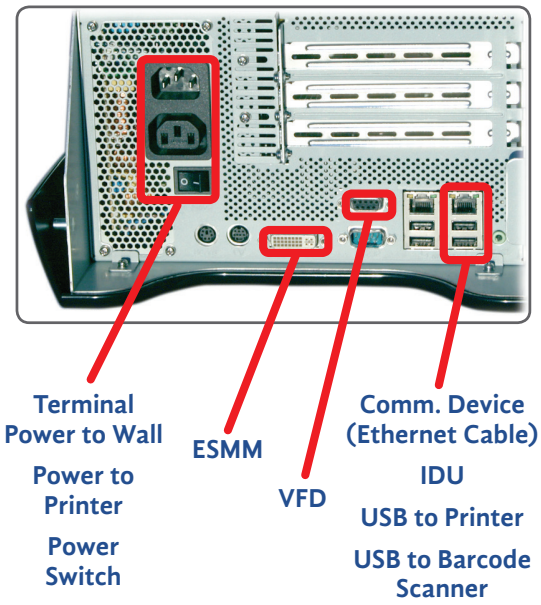
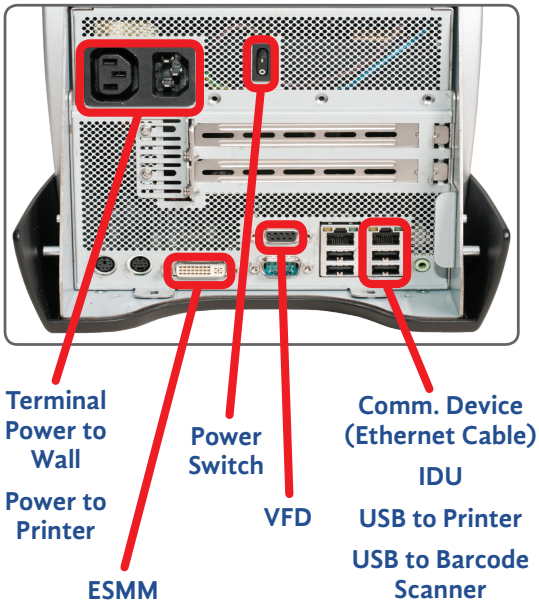
ALTURA® & ALTURA C

CONNECTIONS





CLEANING INSTRUCTIONS

To clean the Altura terminal and marketing assets, spray non-ammonia window cleaner on a soft, dry, lint-free cloth and gently wipe the components clean.

NOTE: DO NOT spray anything directly onto the touch screen.

MARKETING ASSETS

ESMM Monitor

Accutherm Ultra Printer

VFD Display

Check-A-Ticket

Large Jackpot Sign

Play Lottery Sign with Starlight

Small Jackpot Sign

Playstation

LOADING PAPER

1. To open the printer, press the **silver release 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. Close the paper cover firmly over the excess paper so that it latches securely.

6. The paper feeds automatically to align itself.

7. The printer automatically cuts the excess paper.

8. After changing the paper, run a Printer Test to ensure the paper was loaded properly. Touch **Special Functions** on the Home screen, touch **Diagnostics**, then touch **Printer Test**. A test ticket will print if the printer is loaded properly.

CLEARING JAMS

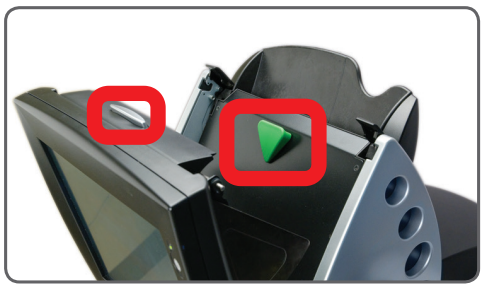
CLEARING PAPER JAMS

1. To open the printer, press in the **silver release button** and pull up on the sides of the paper cover to open.
2. Pull out the paper past the jam.
3. Close the cover and the paper re-loads.

CLEARING READER JAMS

1. To open the Reader door, press the **silver release button** on top of the touch screen and pull the touch screen forward. Then, press the **green arrow button** and open the second door the same way.
2. Gently clear away any debris.
3. Close the reader door firmly.

NOTE: Scratch tickets should never come into contact with this area of the terminal. Latex from the tickets will gum up the reader and cause failure!



TICKET STOCK REMINDERS

1. **"First In - First Out"** - Use older boxes of ticket stock **first**. The ticket stock is sturdy but over time can break down.
2. Ticket stock should be stored in a cool, dry place. To avoid damage, do not place near a heat source. The thermal paper will turn black.
3. Be sure to keep rolls of ticket stock in their plastic bags until you are ready to load them into the terminal. They are light sensitive.
4. For security reasons, ticket stock **CANNOT** be transferred between retailers, including different stores within a chain.

PLAYSLIPS & TICKETS

PLAYSLIPS & DRAW GAME TICKETS

Insert playslips and draw game tickets with the play side facing you.

DO NOT insert scratch tickets.

PLAYSLIP EDITING

If a playslip has been filled out incorrectly, or if an error message displays, you may correct the error on the screen or return the playslip to the player to be filled out correctly.

SCRATCH TICKETS

For scratch tickets, scan barcodes ***OR*** enter the ticket serial number using the **numeric touchpad**.

TEXAS LOTTERY® APP

Scan QR code on player's mobile device.

MAIN SCREEN

WELCOME

Access to Sign On, Help, Shortcut Help and Special Functions.

HOME

Access to all terminal functions.

DRAW GAMES

Access to draw games when a playslip is not being used.

FUNCTIONS

Access to main terminal functions.

HOME

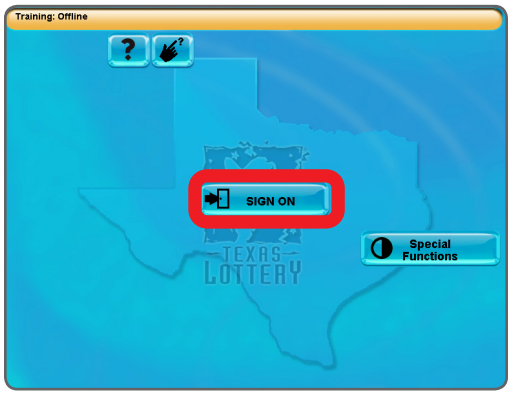
Touch the **Home** button from any screen to return to the Home screen.

STOP

Touch **STOP** to interrupt transactions that are processing multiple tickets. Wagers that have not been sent to system host will be stopped.

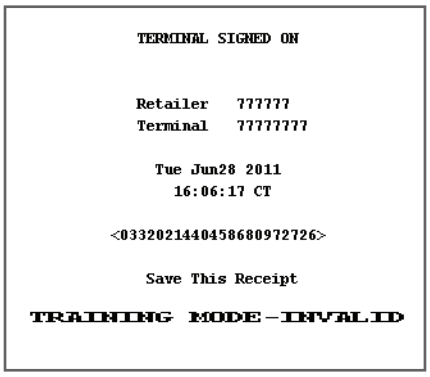
SIGN ON

1 Touch **SIGN ON** on the Welcome screen.



2 Enter your 8-digit Terminal Number and 5-digit Pass Number using the **numeric touchpad**.

3 A Sign On Confirmation receipt prints.


TERMINAL SIGNED ON

Retailer 777777
Terminal 77777777

Tue Jun28 2011
16:06:17 CT

<0332021440458680972726>

Save This Receipt

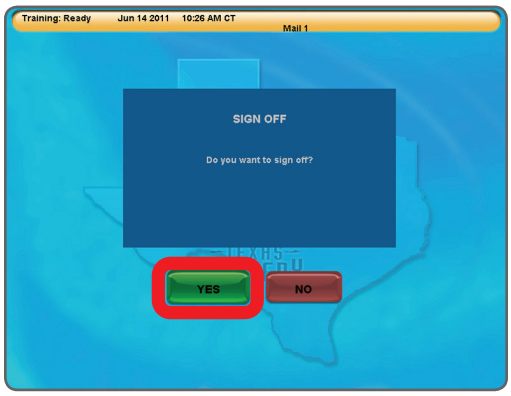
TRAINING MODE-INVALID

4 If a News message from the lottery is available, it displays automatically. Touch **Print** to print the News message ***OR*** touch **Home** to display the Home screen. Print screen allows up to 25 copies.

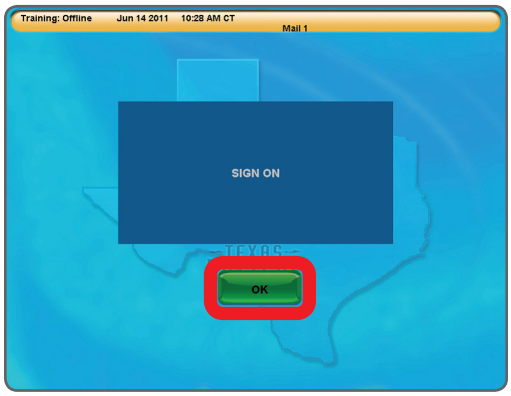
SIGN OFF

1 Touch **SIGN OFF** on the Home screen.

2 A confirmation screen displays. Touch **YES** to confirm sign off or touch **NO** to return to Home.



3 When **YES** is selected a prompt to sign on will display. Touch **OK** to sign on to the terminal.



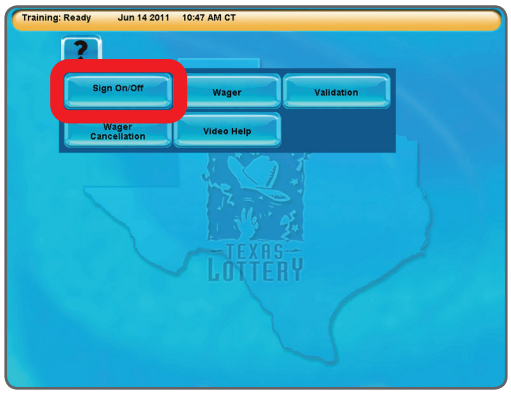
NOTE: If there is a transaction still in process or transactions have not been totaled and cleared, you are not allowed to sign off and will get an error message.

GENERAL HELP

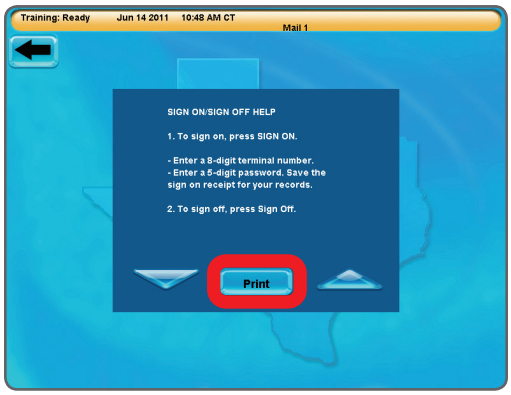
Displays a submenu of General Help topics.

1. Touch **Help** (the large **?**) on the Home screen.

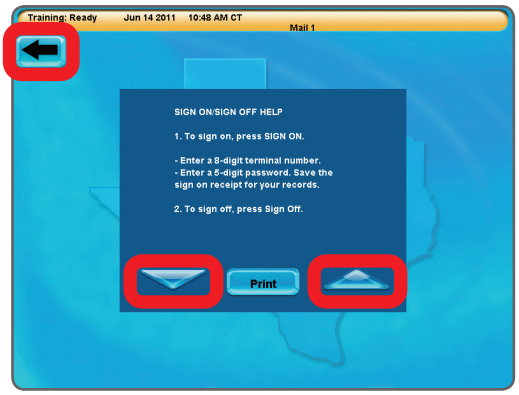
2. Touch the desired Help topic. For example, touch **Sign On/Off**.
NOTE: You may use the same procedure for Wager, Validation and Wager Cancellation.



3. Help information displays. Touch **Print** to print the information.



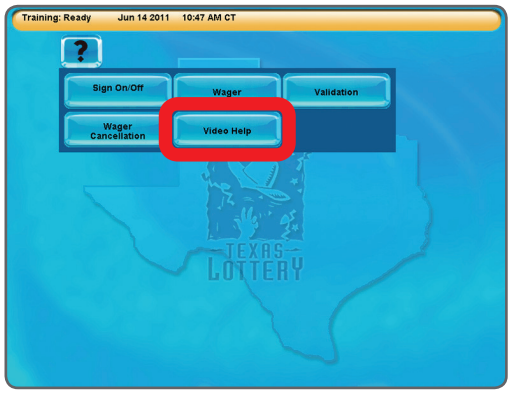
4. Use **Up** and **Down arrows** to scroll through text. Touch **Back arrow** to return to the Home screen.



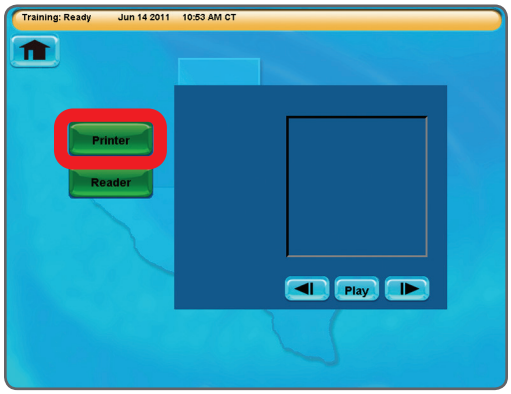
VIDEO HELP

Displays short videos on the following topics: Loading Paper into the Printer, Clearing Paper Jams from the Printer and the Reader, and Cleaning the Reader.

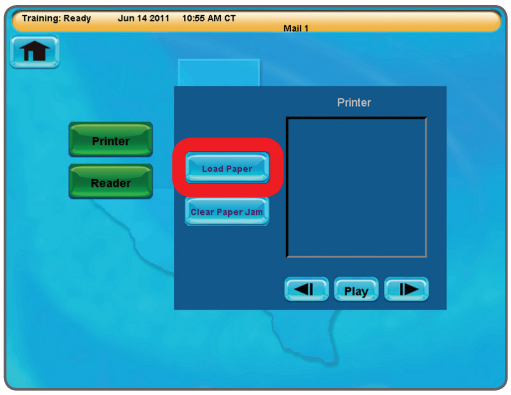
1. Touch **Help**, then touch **Video Help** on the General Help menu.



2. Touch the desired Help topic: Printer or Reader. For example, touch **Printer**.

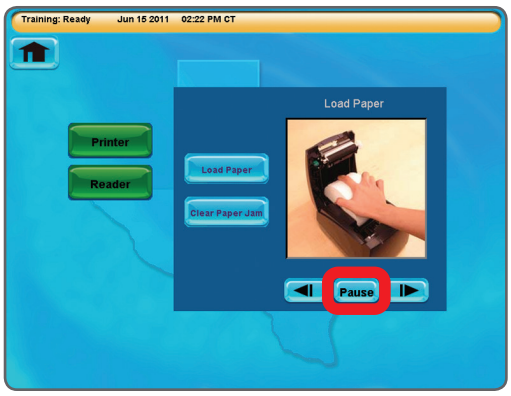


3. Touch **Load Paper**.

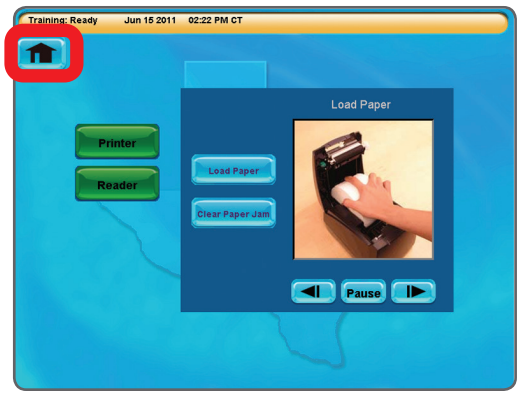


4. A video demonstrating the selected function displays.

5. Touch **Pause** to pause the video as needed. Forward and reverse the video by touching the **arrows**.



6. Touch **Home** to return to the Home screen.

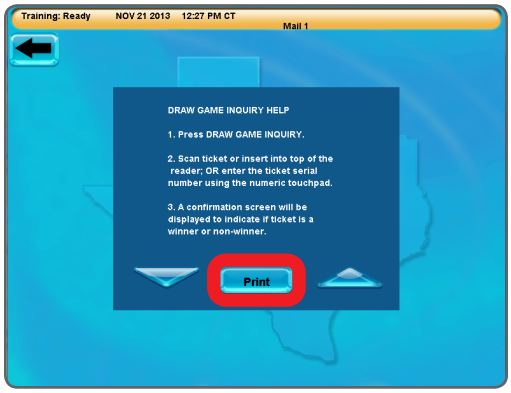


SHORTCUT HELP

1. Touch **Shortcut Help** (hand with small **?**) on the Home screen.

2. Touch the topic for which you want help. For example, touch **Draw Game Validation**.

3. Help information displays. Touch **Print** to print the information.



4. Use **Up** and **Down arrows** to scroll through text. Touch **Back arrow** to return to the Home screen.

LOCK

1. Touch **Lock** to lock the terminal without signing off.

2. The following screen displays. Enter your 5-digit Pass Number using the **numeric touchpad** to unlock the terminal. Touch the **back arrow** to delete any incorrect entry.

NOTE: If the Pass Number is entered incorrectly three (3) times, you will be required to sign on to the terminal.

SPECIAL FUNCTIONS

1 Touch **Special Functions** on the Home screen.

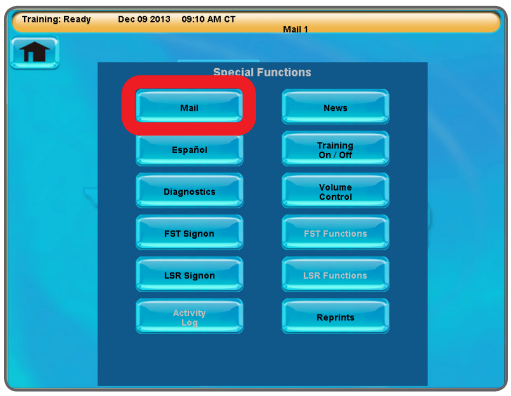
2 Touch the desired function or touch **Home** to return to the Home screen.

MAIL

Use this function to obtain Mail messages sent by the Texas Lottery to selected terminals. Messages can be prioritized as Normal or Urgent. Only 10 messages can be viewed in the list. Oldest message is replaced by an 11th message.

- **Urgent Messages:** May appear on the screen upon sign on or any time and must be read prior to proceeding to the Home screen.
- **Normal Messages:** If there is an unread message, "Mail #" will blink in the status bar at the top of the Home screen (# refers to number of messages in the inbox). These messages may be read at any time without interrupting terminal use.

1 Touch **Mail** from the Special Functions menu.



2 The Mail screen displays:

- Touch the **Number** next to the message you wish to read.
- Touch **Read** to show the full message in the bottom window.
- Touch **Delete** to delete the message.
- Touch **Print** to print the message.
- Touch **Home** to return to the Home screen.

NEWS

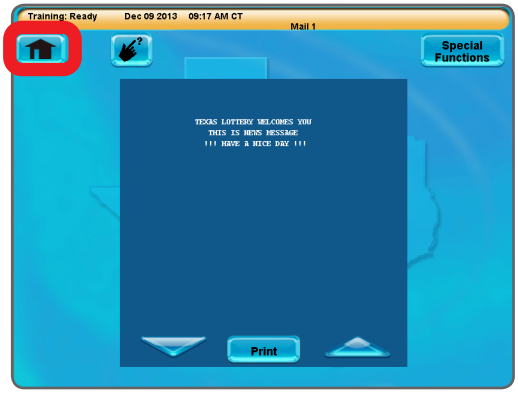
Use this service to obtain News messages sent by the Texas Lottery. These messages may be accessed any time and do not require acknowledgment.

1. Touch **News** on the Special Functions menu.

2. The screen displays the News message.

3. Touch **Print** to print the message.

4. Touch **Home** to return to the Home screen.



SPECIAL FUNCTIONS

ESPAÑOL

Use to switch languages between English and Spanish.

TRAINING ON/OFF

You must sign off from the system before entering Training Mode.

To enter Training Mode touch buttons in the following order:

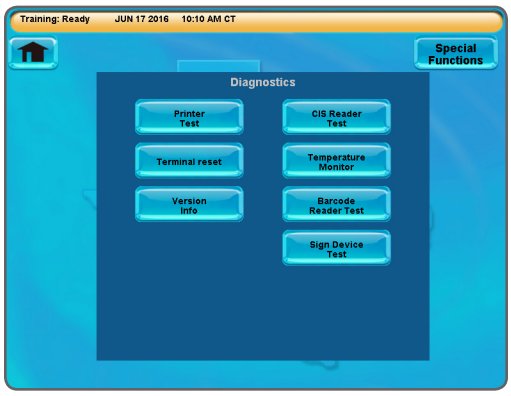
- **SIGN OFF**
- **YES**
- **OK**
- **Special Functions**
- **Training On/Off**
- **SIGN ON** then enter all 1's for Terminal ID (Retailer) and Pass Number

To exit Training Mode and return to customer transactions, touch buttons in the following order:

- **SIGN OFF**
- **YES**
- **OK**
- **Special Functions**
- **Training On/Off**
- **SIGN ON** then enter all 1's for Terminal ID (Retailer) and Pass Number

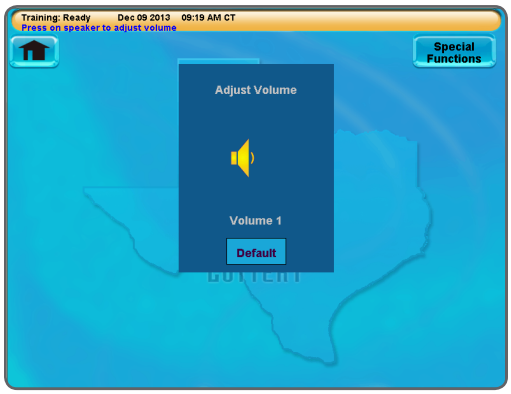
DIAGNOSTICS

Use this screen to access: Printer Test, CIS Reader Test, Terminal Reset, Temperature Monitor, Version Info, Barcode Reader Test and Sign Device Test.



VOLUME CONTROL

Use to adjust the terminal volume setting. Touch the **speaker icon** to adjust the setting. The minimum volume level is 4.

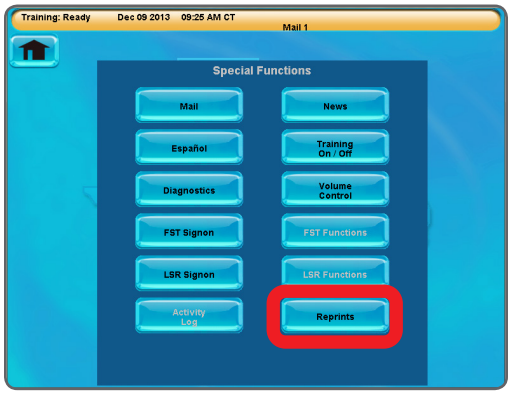


SPECIAL FUNCTIONS

REPRINTS

Reprints should only be used for in-store reconciliation and should not be given to customers. Reprints from the **Last Play** option are not valid tickets, will not contain a barcode, and are clearly branded REPRINT NOT FOR SALE.

1. Touch **Reprints** on the Special Functions screen to reprint various terminal transactions.



2. Touch the desired option and the reprint prints automatically.

LAST TRANSACTION

Prints a receipt for the most recent transaction that was processed by the terminal.

LAST PLAY

Prints a receipt for the last draw game wager processed by the terminal.

LAST VALIDATION

Prints a receipt for the most recent validation.

LAST CANCELLATION

Prints a receipt for the most recent ***Pick 3™*** or ***Daily 4™*** cancellation.

REPORTS

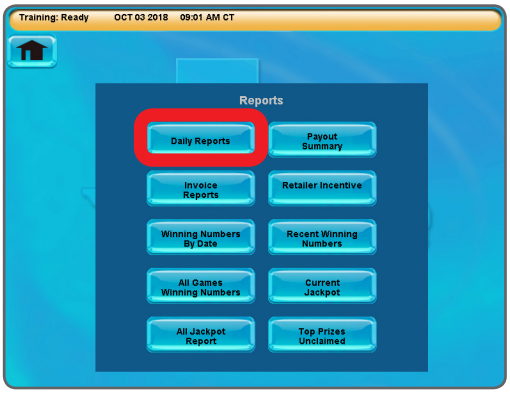
Reports available from the Altura include: Daily, Payout Summary, Invoice, Retailer Incentive, Winning Numbers By Date, Recent Winning Numbers, All Winning Numbers, Current Jackpot, All Jackpot and Top Prizes Unclaimed.

1 Touch **Reports** on the Home screen.

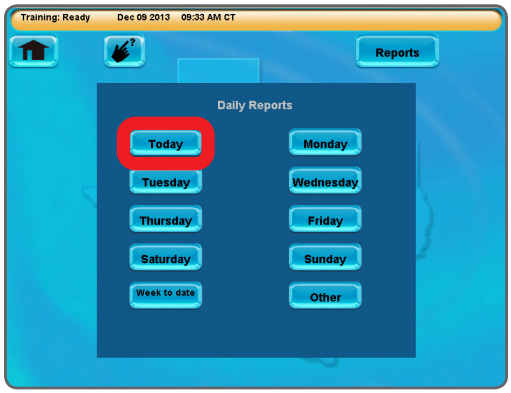
2 Touch the desired Reports option.

PRODUCING REPORTS EXAMPLE

1 Touch **Daily Reports** on the Reports screen.



2 Select and/or enter requested information as prompted, such as **Today**.



3 Select Retailer or Terminal, then enter the designated Retailer or Terminal number. Touch **Send**. The report displays on the screen.

4 Touch **Print** to print the report. Use **Up** and **Down Arrows** to scroll through text. Touch **Home** to return to the Home screen or **Reports** to return to the Reports menu.

REPORT DESCRIPTIONS

DAILY REPORT

The Daily Report lists the sales counts and amounts by game for a given terminal or retailer for today, week to date or for a given date. In addition, it displays totals of: Draw Game Gross Sales, Cancels, Draw Game Net Sales, Cashes, Settlements, Adjustments, Credits, Commissions and Balance.

INVOICE REPORTS

This report lists details of past complete invoice period including: Draw Game sales by game, Cancels, Net Draw Game Sales, Cashes, Settlements, Credits, Commissions, Adjustments, Total Due and EFT Amount. This report is available for the past 12 weeks.

WINNING NUMBERS BY DATE

This report lists game-specific winning numbers and the number of winners by prize tier. You may select results for the most recent drawing or specific date.

ALL GAMES WINNING NUMBERS

This report lists winning numbers for the most recent drawing for all games.

ALL JACKPOT REPORT

This report lists current jackpot amount by game for upcoming drawing.

PAYOUT SUMMARY

This report summarizes the scratch game and draw game tickets paid by the retailer, tickets paid that were sold by the retailer and tickets paid statewide. The report will display data from last completed Invoice period.

RETAILER INCENTIVE

This report provides information to the retailer about progress toward a retailer sales incentive goal.

RECENT WINNING NUMBERS

This report lists winning numbers for a specific game for the four most recent drawings.

CURRENT JACKPOT

This report displays current jackpot amount for a specific game.

TOP PRIZES UNCLAIMED

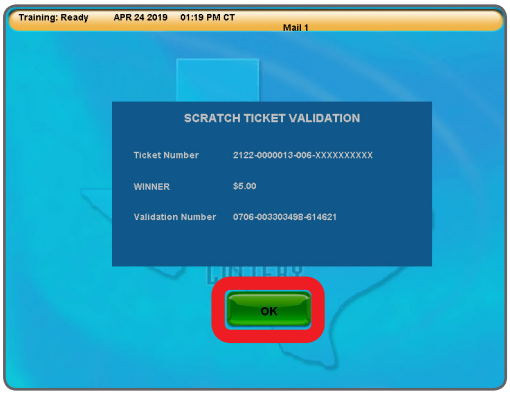
This report provides the number of top prizes unclaimed by scratch game.

SCRATCH TICKET VALIDATION

1 Touch **Scratch Ticket Validation** on the Home Screen.

2 Scan the barcode under latex ***OR*** if barcode under latex is damaged, scan barcode on back of ticket then enter the 13-digit serial number under latex on front of ticket. Scan ticket using the barcode scanner; ***OR*** enter ticket number using the **numeric touchpad**.

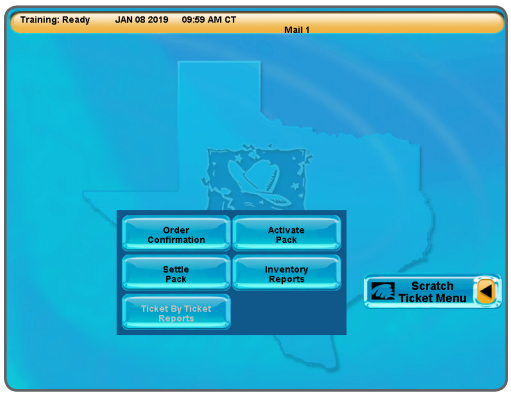
3 A confirmation screen displays a message indicating that the ticket is a winner or non-winner. Touch **OK** to return to the Scratch Ticket Validation screen. You may validate additional tickets or touch **Home** to return to the Home screen.



SCRATCH TICKET MENU

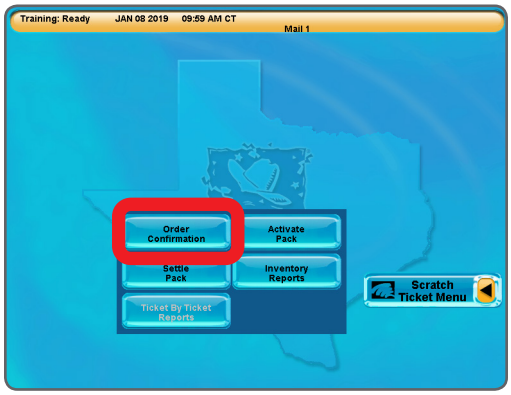
1 Touch **Scratch Ticket Menu** on the Home screen.

2 Touch the desired option.

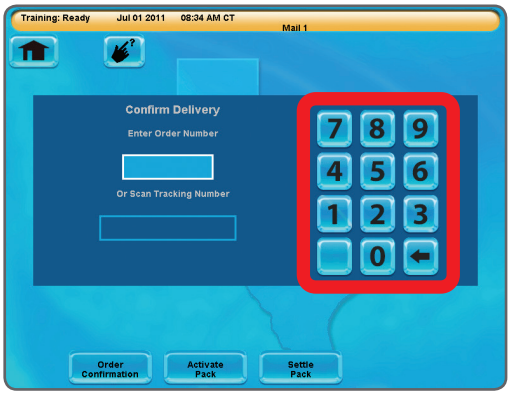


ORDER CONFIRMATION

1 Touch **Order Confirmation** on the Scratch Ticket Menu.

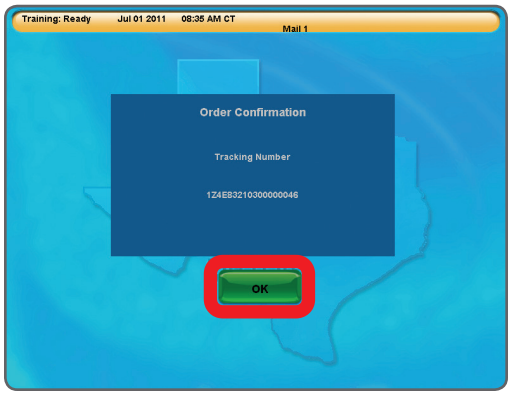


2 Scan the tracking number located above the barcode on the Packing List that came with the scratch tickets; ***OR*** enter the 12-digit Order Number using the **numeric touchpad**.



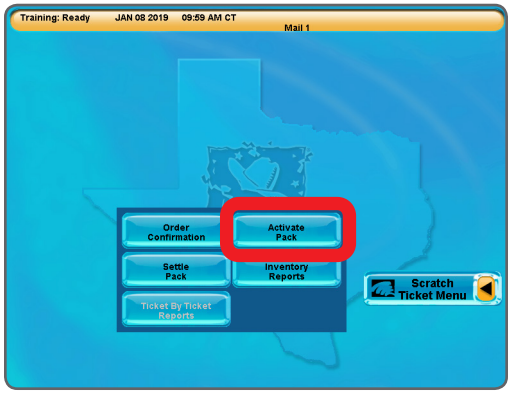
3 Touch **Send**. A receipt prints automatically.

4 The Order Confirmation screen displays. Touch **OK**. You may confirm additional orders or touch **Home** to return to the Home screen.



ACTIVATE PACK

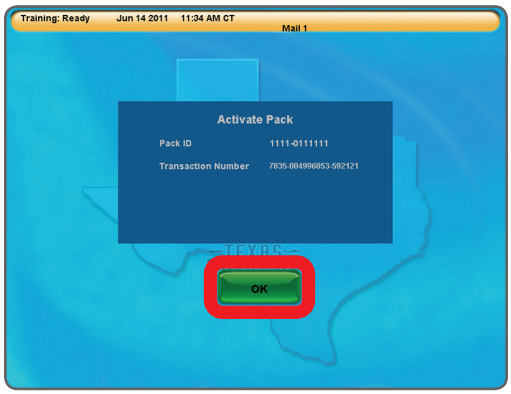
1 Touch **Activate Pack** on the Scratch Ticket Menu.



2 Scan the barcode using the barcode reader; ***OR*** enter the Game and Pack numbers using the numeric touchpad.

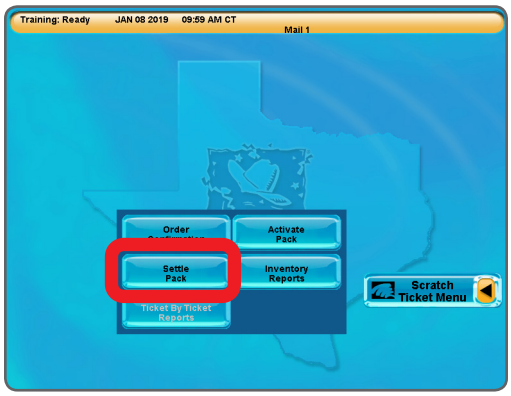
3 Touch **Send**. A receipt prints automatically and an Activate Pack confirmation screen displays.

4 Touch **OK** to return to the Activate Pack screen. You may activate additional packs or touch **Home** to return to the Home screen.



SETTLE PACK

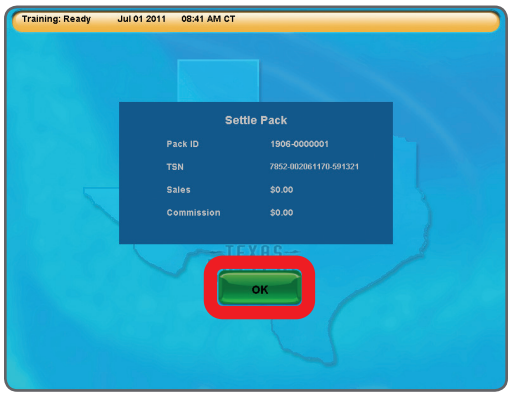
1. Touch **Settle Pack** on the Scratch Ticket Menu.



2. Scan the barcode using the barcode reader; ***OR*** enter the Game Number and Pack Number using the numeric touchpad.

3. Touch **Send**. A receipt prints automatically and a Settle Pack confirmation screen displays.

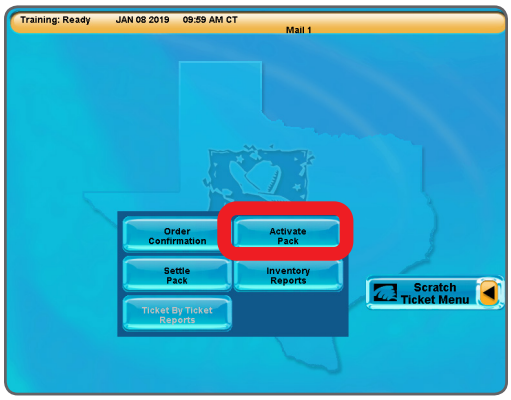
4. Touch **OK** to return to the Settle Pack screen. You may settle additional packs or touch **Home** to return to the Home screen.



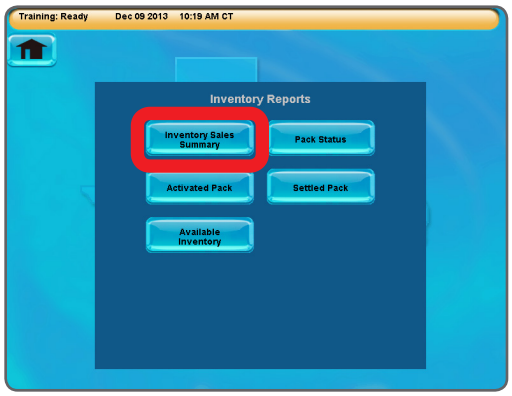
INVENTORY REPORTS

Available Inventory Reports include: Inventory Sales Summary, Pack Status, Activated Pack, Settled Pack and Available Inventory.

1. Touch **Inventory Reports** on the Scratch Ticket Menu.

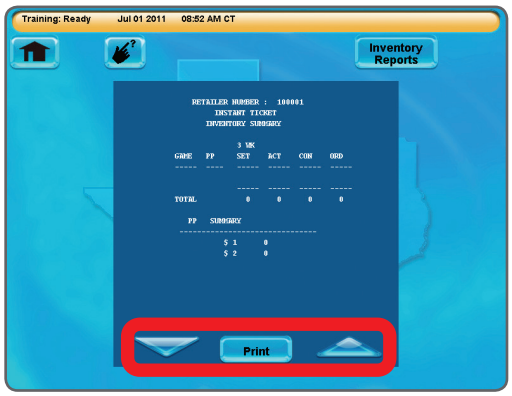


2. Touch the desired option, such as **Inventory Sales Summary**.

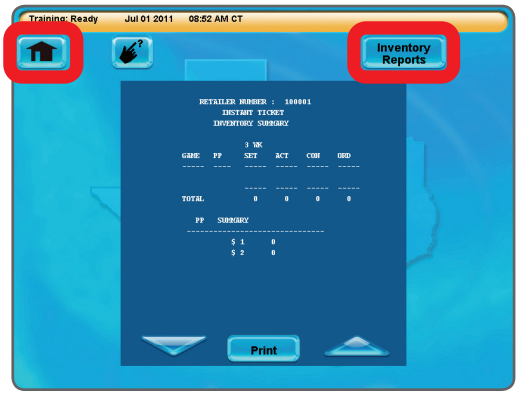


3. Enter requested information as prompted, such as the Game Number, then touch **Send**.

4. The report displays on the screen and may be printed by touching **Print**. If needed, use **Up** and **Down arrows** to scroll through text.



5. Touch **Home** to return to the Home screen or **Inventory Reports** to return to the menu.



NOTE: A wager confirmation screen displays for all Multi-Draw tickets, add-ons and features such as Number Of Tickets. Touch **YES** to place the wager or **NO** to return to the Home screen.

PLAYSLIP METHOD

The Altura terminal has been designed to allow continuous feeding of playslips, even though a transaction might not be fully processed.

- Selected boxes should be marked with a single line through each choice.
- Playslips should only be marked using blue ink, black ink or pencil.
- Playslips with areas that have been erased or white out used will be rejected by the terminal.

Producing a Ticket Using a Playslip:

- Insert a completed playslip for the desired draw game into the top of the reader, with the front of playslip facing you.
- Ticket(s) print automatically.

NOTE: If a playslip is rejected, return to the Home screen before reinserting the edited playslip. Otherwise, you may edit using the touch screen.

TEXAS LOTTERY APP

The Altura terminal barcode scanner allows for scanning of a QR code from the player's mobile device to create draw game wagers.

Producing a Ticket Using the App:

- Scan QR code on the player's mobile device.
- A Confirmation screen displays.
- Confirm the purchase with the player.
- Touch **YES** to print ticket or **NO** to cancel transaction.

SELLING DRAW GAMES

QUICK PICK METHOD

- For all games except *Pick 3™* and *Daily 4™*, touch the **QP** button for the desired game and dollar amount.
- For example, select **Lotto Texas $1 QP**.
- For *Lotto Texas®*, *Mega Millions®* and *Powerball®*, a prompt screen asks if player wants *Extra!, Megaplier®* or *Power Play®*.
- Ticket prints automatically.

NOTE: There is a Quick Pick option for all draw games after touching the main game button on the Home screen. Players can choose their options such as number of boards, draws and tickets THEN select **QUICK PICK**.

MANUAL ENTRY - TICKET BUILDER

On all manual entry screens, a ticket builder column is located on the left. As numbers are selected, they automatically display in the ticket builder column. Also, if a number is deleted, the number is removed from the ticket builder column.

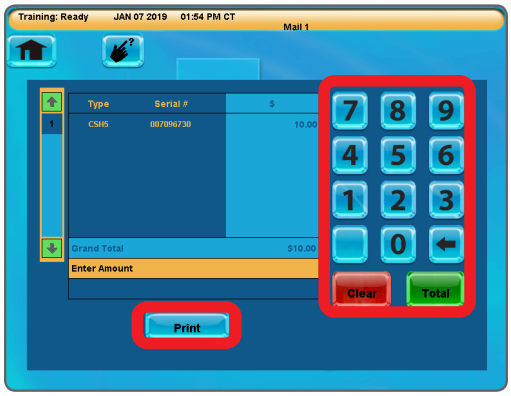
TOTAL SCREEN

As transactions are being made for the current customer they are recorded in the Total section of the Home screen at the bottom of the page. Touch **TOTAL** to view the Total screen.

The Total screen lists the last 25 transactions completed and includes Wagers, Validations and Cancellations.

The screen includes arrows to scroll through the transactions, a Grand Total line and an Enter Amount line which acts like a calculator for recording monies received.

A negative sign on the Grand Total line indicates an amount owed to the customer. A positive amount indicates an amount owed to the retailer.



Entering the cash amount received from the customer using the **numeric touchpad** and touching Total will return an “Entered Amount” and “Change Due” line on the total screen.

Touch **TOTAL** when transactions for a customer are complete.

Enter the amount paid by the customer using the **numeric touchpad**.

- Touch **Total** to complete purchase.
- Touch **Print** to print a receipt.
- Touch **Clear** to clear the transaction display and return to the Home screen for the next customer transaction.

ALL OR NOTHING™

Draw Days	Draw Breaks	Drawings
4 X Daily except Sundays	9:50 - 10:03 a.m. CT	10:00 a.m. CT
	12:17 - 12:30 p.m. CT	12:27 p.m. CT
	5:50 - 6:03 p.m. CT	6:00 p.m. CT
	10:02 - 10:15 p.m. CT	10:12 p.m. CT

All or Nothing™ information, including current and past winning numbers and links to how to play detail can be accessed through the Texas Lottery® website ***txlottery.org*** using the following link:

http://www.txlottery.org/export/sites/lottery/Games/All_or_Nothing/index.html

All or Nothing is a unique and exciting draw game with the best overall odds of any draw game in Texas! Players may choose Quick Pick or their own numbers by selecting 12 numbers from a field of 1 to 24. Each play costs $2. Up to 10 plays per ticket can be produced manually or 5 plays per ticket with a playslip. *All or Nothing* tickets cannot be canceled. Prizes range from $2 up to $250,000. Players can win $250,000 by matching all 12 numbers or none. If there are more than 20 top prize winning tickets (Match 12 and Match 0 combined) the prize divisions become pari-mutuel, dividing $5,000,000 equally by the number of top prize winning plays. Drawings are conducted at the Texas Lottery Drawings Studio in Austin, 4 times a day, Monday through Saturday.

Multi-Draw
Play up to 24 consecutive drawings by marking the appropriate box next to MULTI-DRAW. Each playboard selected costs $2 per drawing.

Winning
Overall odds are 1 in 4.5 (including break-even prizes).
Prizes must be claimed no later than 180 days after the draw date.

All or Nothing™ Prize Chart

Match	Prize	Odds of Winning
12	$250,000* (top prize)	1:2,704,156
11	$500	1:18,779
10	$50	1:621
9	$10	1:56
8	$2	1:11
4	$2	1:11
3	$10	1:56
2	$50	1:621
1	$50	1:18,779
0	$250,000* (top prize)	1:2,704,156

Overall odds: 1 in 4.5. *In any drawing where the number of top prizewinning plays is greater than twenty (20), the top prize shall be paid on a pari-mutuel rather than a fixed prize basis and a liability cap of $5 million will be divided equally by the number of top prizewinning plays. For instance, if there are 30 top prize winning plays, each winning play will be eligible for $166,666 as the Top Prize payment amount.

ALL OR NOTHING™

1 Touch **All or Nothing** on the Home Screen; ***OR*** for immediate Quick Pick use the QP buttons: $2 for 1-board play, $10 for 5-board play, or $20 for 10-board play.

2 The *All or Nothing* options screen displays.

3 Select the number of **Boards**, number of **Draws** and the **Number Of Tickets**. If the **Number Of Tickets** is more than 1, the number of **Boards** automatically changes to 10. Re-enter the number of **Boards** requested.

4 Touch **QUICK PICK** to allow the system to randomly choose the numbers; ***OR*** touch **MANUAL ENTRY** to select the player's numbers.

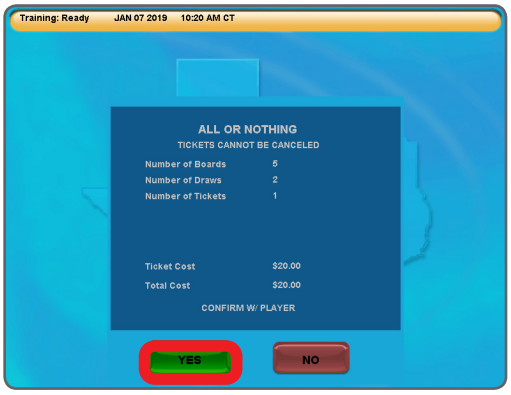
NOTE: Any manual play options, such as **Boards**, **Draws** or **Number Of Tickets**, cannot be changed once in manual entry screen. Numbers may be changed before you touch **SEND.**

5 Select 12 numbers (out of 24) for the first board ***OR*** select the **QUICK PICK** button. Selected numbers will change to black.

NOTE: Use the large **Up** and **Down arrows** to edit numbers on a different play line.

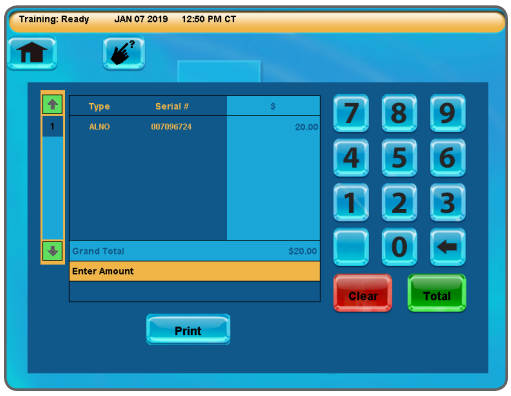
6 When all selections are made touch **SEND.**

7 A confirmation screen displays if the **Number Of Tickets** or **Draws** is more than one. Touch **YES** to place the transaction, or **NO** to cancel.



8 You are then returned to the Home screen, where you can perform other tasks. Touch **TOTAL** when transactions for a customer are complete.

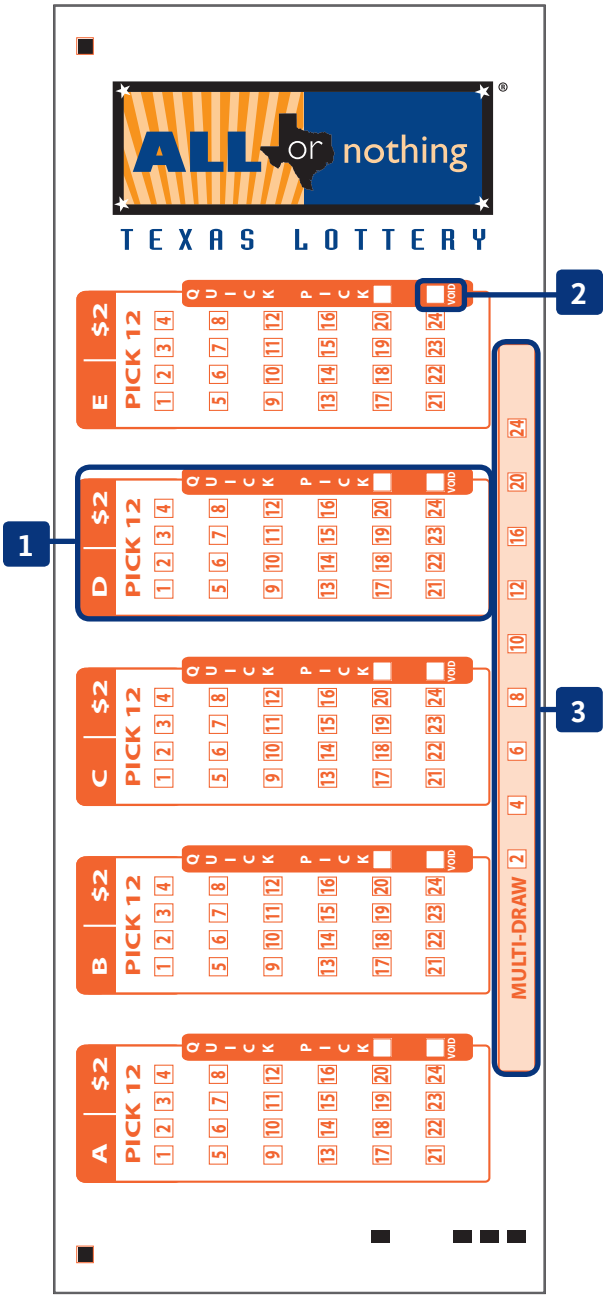
9 Use the numeric keypad to enter the amount given to you by the player, touch **Total** and the change due the player displays. Touch **Print** for a copy of the transaction and always touch **Clear** before moving on to the next transaction.



ALL OR NOTHING™

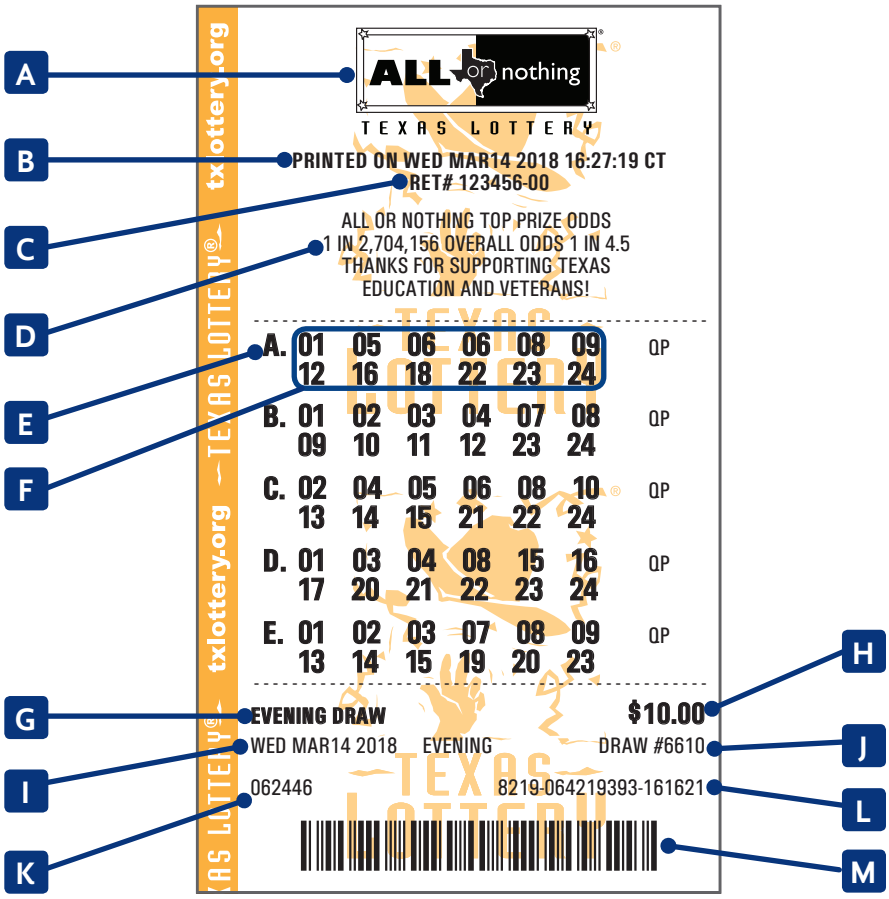
PLAYSLIP METHOD

1. Player marks twelve (12) numbers 1-24 ***OR***, to have the terminal select the numbers, player marks QUICK PICK on one or more playboards.
2. The VOID box can be marked on any playboard if the player makes a mistake on that playboard. All other playboards are usable.
3. Player can play the same numbers for 2, 4, 6, 8, 10, 12, 16, 20 or 24 consecutive draws by marking the selected box next to MULTI-DRAW.



ALL OR NOTHING™

- **A** GAME LOGO
- **B** DAY, DATE AND TIME STAMP
- **C** RETAILER NUMBER
- **D** GAME ODDS
- **E** PLAYBOARD INDICATOR(S)
- **F** PLAYER'S NUMBERS, QP INDICATOR
- **G** DRAW TIME (MORNING, DAY, EVENING, NIGHT)
- **H** TICKET PRICE
- **I** DRAW DAY, DATE, TIME
- **J** DRAW NUMBER(S)
- **K** SECURITY NUMBER
- **L** 19-DIGIT SERIAL NUMBER
- **M** BARCODE



POWERBALL®

Draw Days	Draw Breaks	Drawings
Wednesday & Saturday	9:00 - 10:15 p.m. CT	Drawing Broadcast 10:12 p.m. CT

Powerball information, including current and past winning numbers, jackpot amounts and links to how to play details can be accessed through the Texas Lottery website ***txlottery.org*** using the following link: *http://www.txlottery.org/export/sites/lottery/Games/Powerball/index.html*

Powerball has one of the biggest starting jackpots in the country and can be played in 47 jurisdictions; all offer both *Powerball* and *Mega Millions*® except Puerto Rico which does not offer *Mega Millions*. Rolling jackpots start at $40 million and if the Grand Prize is not won will grow by no less than $10 million for each drawing. *Powerball* drawings are conducted at 10:59 p.m. Eastern Time in Tallahassee, Florida, and recorded for broadcast. Each play costs $2. Players choose 5 numbers from the first field of numbers 1 to 69 and one *Powerball* number from the field of numbers 1 to 26. Players can choose Quick Pick or make their own number selection. Up to 10 plays per ticket can be produced manually or 5 plays per ticket with a playslip. The Grand Prize is pari-mutuel, the second-tier prize is set at $1 million and all other prize levels are set, predetermined amounts.
NOTE: Jackpot and Grand Prize are used interchangeably.

Power Play®
When players choose the *Power Play* feature for an extra $1 per play, they could increase their non-Grand Prize winnings by 2, 3, 4, 5 or 10 times! A 10X Multiplier is included in all *Power Play* drawings in which the initially advertised annuitized Grand Prize is $150 million or less. When the 10X multiplier IS included, the *Power Play* number will be chosen from a field of 43 numbers according to the following frequency: 24 number 2's, 13 number 3's, 3 number 4's, 2 number 5's and 1 number 10. When the 10X multiplier is NOT included, the *Power Play* number will be chosen from a field of 42 numbers with the same frequency excluding the number 10. The *Power Play* Match 5 (5+0) prize is set at $2,000,000 regardless of the *Power Play* number selected. All other non-Grand Prizes will be multiplied by the *Power Play* number selected.

Multi-Draw
Play up to 10 consecutive drawings by marking the appropriate box next to MULTI-DRAW. Each playboard selected costs $2 per drawing.

Payment Option
Players must select at the time of purchase how they want to be paid if they win the Grand Prize - either Cash Value Option or 30 Annual Payments. If no payment selection is made on a playslip, the playslip will be rejected.

ANNUAL PAYMENTS: Select "30 Annual Payments" for payment of a Grand Prize in 30 annual graduated installments that are not equal. Each payment will be greater than the previous year's payment. If this payment option is wanted, a player must select the "30 Annual Payments" option at the time of purchase. The payment option cannot be changed after purchase.

CASH VALUE: Select "Cash Value Option" for a single payment of the net present value of the Grand Prize. This amount will be less than the advertised jackpot which is based on 30 annual graduated payments. If this payment option is wanted, a player must select CVO at the time of purchase and may not change the payment option after purchase.

The Grand Prize is pari-mutuel and will be divided equally by the number of Grand Prize winning tickets. The *Powerball* Grand Prize amount that is advertised is not a guaranteed amount, it is an estimate. A Grand Prize winner may receive less than the advertised amount based on actual *Powerball* game sales and interest rates for long-term investments.

POWERBALL®

Winning

Overall odds are 1 in 24.9.

Prizes must be claimed no later than 180 days after the draw date. Grand Prize winners will receive payment no sooner than 15 calendar days after the draw date to allow the Multi-State Lottery Association (MUSL) to receive funds from other lotteries and subsequent transfer of funds to the Texas Comptroller's office. An additional 3 business days from the date the claim is made are needed to allow for Texas Lottery Office of Controller processing. If a winner claims more than 15 calendar days from the draw date, payment will be made 3 business days after the claim date. Holidays and weekends are not included in the 3-day count.

POWERBALL® PRIZE CHART			POWER PLAY® PRIZE CHART If the *Power Play* Number Drawn is:				
Match (White Balls + Red Powerball)	Powerball Prize	Powerball Odds	x 2 (Odds 1:1.79)	x 3 (Odds 1:3.31)	x 4 (Odds 1:14.33)	x 5 (Odds 1:21.5)	x 10*** (Odds 1:43)
○○○○○+●	Grand Prize*	1:292,201,338	------	------	------	------	------
○○○○○	$1,000,000	1:11,688,054	$2,000,000**	$2,000,000**	$2,000,000**	$2,000,000**	$2,000,000**
○○○○+●	$50,000	1:913,129	$100,000	$150,000	$200,000	$250,000	$500,000
○○○○	$100	1:36,525	$200	$300	$400	$500	$1,000
○○○+●	$100	1:14,494	$200	$300	$400	$500	$1,000
○○○	$7	1:580	$14	$21	$28	$35	$70
○○+●	$7	1:701	$14	$21	$28	$35	$70
○+●	$4	1:92	$8	$12	$16	$20	$40
●	$4	1:38	$8	$12	$16	$20	$40

Powerball overall odds are 1 in 24.9. All non-Grand Prizes are guaranteed prizes. If funds are insufficient to pay guaranteed prizes, non-Grand Prizes may be paid on a pari-mutuel basis and could be lower than the amounts shown. *Power Play* prizes shall be reduced if non-Grand Prizes are paid on a pari-mutuel basis.

*The Grand Prize is pari-mutuel and will be divided equally by the number of Grand Prize winners.

**A *Power Play* Match Five (5+0) prize is set at $2,000,000 regardless of the *Power Play* number selected. All other non-Grand Prizes will be multiplied by the *Power Play* number selected.

***The 10X *Power Play* multiplier will be available for drawings in which the initially advertised annuitized Grand Prize amount is $150 million or less. *Power Play* odds shown reflect the 10X being available for selection in a drawing.

Complete odds are available at **txlottery.org**.

POWERBALL®

1 Touch **Powerball** on the Home Screen.

2 The *Powerball* options screen displays.

3 Here you can select the number of **Boards**, **Draws**, **Number Of Tickets**, **Jackpot Prize** payment option and the **Power Play** option (*Power Play* option YES/NO must be selected).

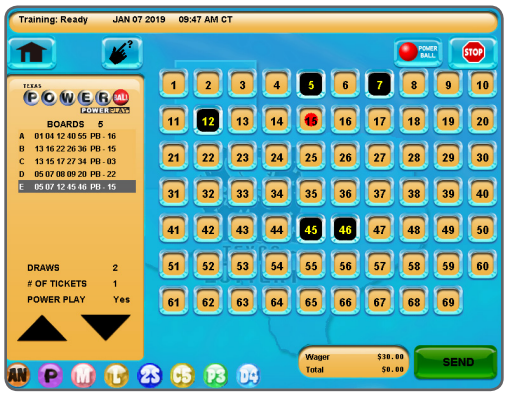
4 Touch **QUICK PICK** to allow the system to randomly choose the numbers; ***OR*** touch **MANUAL ENTRY** to select the player's numbers.

5 Select 5 numbers (out of 69) for the first panel. Selected numbers change to black.

NOTE: Use the large **Up** and **Down** arrows to edit numbers on a different play line.

6 Touch a *Powerball* number (out of 26) ***OR*** touch **POWERBALL QP** and the system will pick the number. Note that numbers 27-69 will become unavailable for *Powerball* selection.

7 The *Powerball* number will be indicated by a red circle. Any number previously selected from 1 - 26 can also be selected for the *Powerball* number.



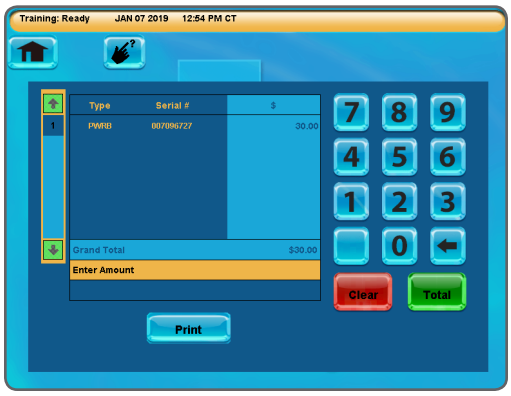
8 When all selections are made, touch **SEND**.

NOTE: Any manual play options for the game cannot be changed once in manual entry screen. Numbers may be changed before you touch **SEND.** However, QP numbers cannot be edited.

9 A confirmation screen displays for all Multi-Draw transactions. Touch **YES** to place the transaction, or touch **NO** to cancel.

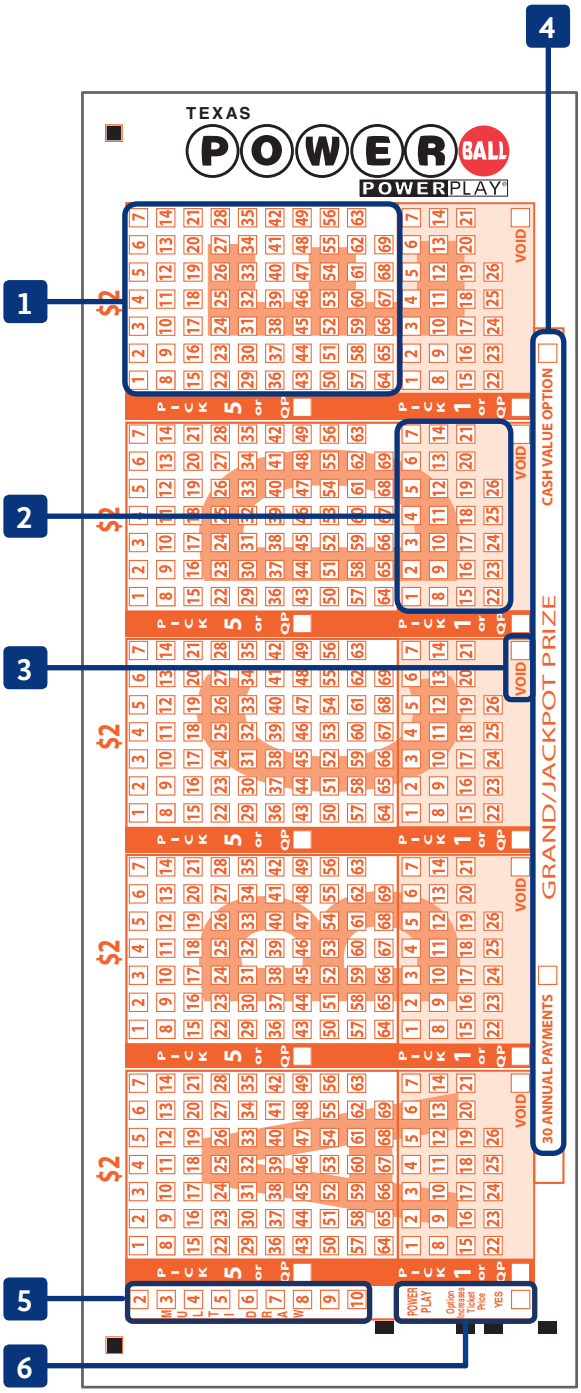
10 You are then returned to the Home screen, where you can perform other tasks. Touch **TOTAL** when transactions for a customer are complete.

11 Use the numeric keypad to enter the amount given to you by the player, touch **Total** and the change due the player displays. Touch **Print** for a copy of the transaction and always touch **Clear** before moving on to the next transaction.



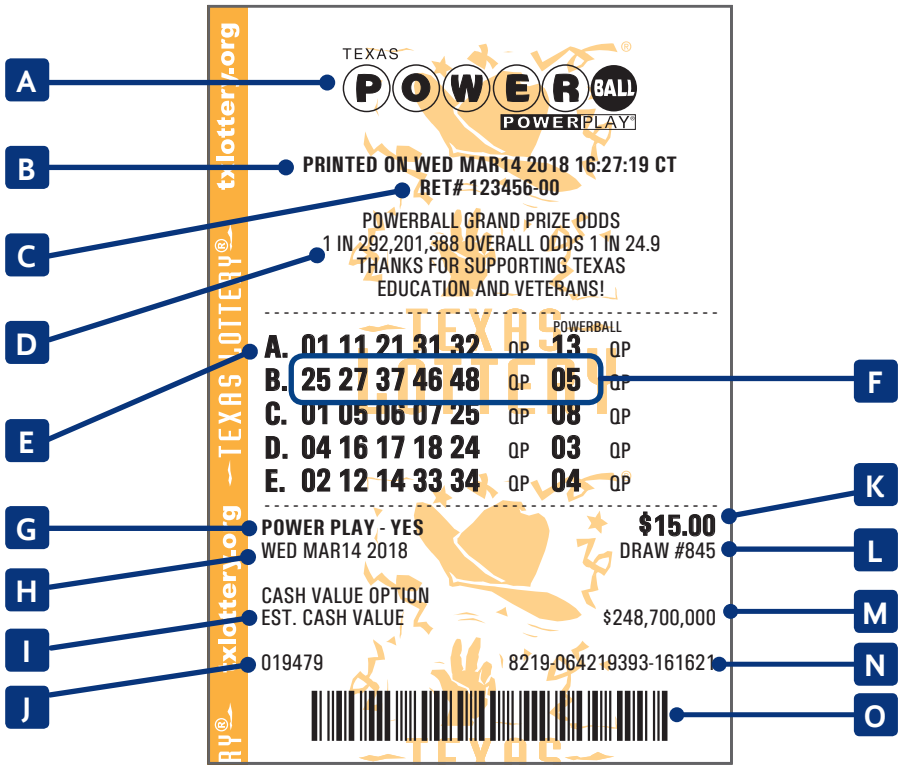
PLAYSLIP METHOD

1. Player marks five (5) numbers 1-69, ***OR*** to have the terminal select the numbers, player marks QP for Quick Pick on one or more playboards.
2. Player marks one (1) *Powerball* number 1-26 ***OR***, to have the terminal select the number, player marks QP for Quick Pick on one or more playboards.
3. The VOID box can be marked on any playboard if the player makes a mistake on that playboard. All other playboards are usable.
4. At the time of purchase, player must select a payment option of 30 ANNUAL PAYMENTS or CASH VALUE OPTION. If no selection is made, the playslip will be rejected.
5. Player can play the same numbers up to 10 consecutive draws by marking the selected box next to MULTI-DRAW.
6. Player may choose the *Power Play*® feature for an extra $1 per play and could increase the non-Grand Prize winnings by 2, 3, 4, 5 or 10 times. Mark the YES box under POWER PLAY to select the feature for all playboards used.



POWERBALL®

- **A** GAME LOGO
- **B** DAY, DATE AND TIME STAMP
- **C** RETAILER NUMBER
- **D** GAME ODDS
- **E** PLAYBOARD INDICATOR(S)
- **F** PLAYER'S NUMBERS, QP INDICATOR
- **G** POWER PLAY (YES *OR* NO)
- **H** DRAW DAY, DATE
- **I** PAYMENT OPTION SELECTED (CASH VALUE OPTION *OR* 30 ANNUAL PAYMENTS)
- **J** SECURITY NUMBER
- **K** TICKET PRICE
- **L** DRAW NUMBERS
- **M** ESTIMATED ANNUITIZED JACKPOT *OR* ESTIMATED CASH VALUE
- **N** 19-DIGIT SERIAL NUMBER
- **O** BARCODE



MEGA MILLIONS®

Draw Days	Draw Breaks	Drawings
Tuesday & Friday	9:45 - 10:15 p.m. CT	Drawing Broadcast 10:12 p.m. CT

Mega Millions information, including current and past winning numbers, jackpot amounts and links to how to play details can be accessed through the Texas Lottery website ***txlottery.org*** using the following link:

http://www.txlottery.org/export/sites/lottery/Games/Mega_Millions/index.html

Mega Millions can be played in 46 jurisdictions; with all jurisdictions offering both *Mega Millions* and *Powerball*. Drawings are conducted at 11:00 p.m. Eastern Time in Atlanta, Georgia, and recorded for broadcast. Rolling jackpots start at $40 million and if the Grand Prize is not won will grow by no less than $5 million for each drawing. Each Play costs $2. Players choose 5 numbers from the first field of numbers (1-70) and one *Mega Ball* number from the next field of numbers (1-25). Players can choose Quick Pick or make their own number selection. Up to 10 Plays per ticket can be produced manually or 5 Plays per ticket with a playslip. The jackpot/Grand Prize is pari mutuel and in Texas, prize levels 2 through 9 are guaranteed amounts.

NOTE: Jackpot and Grand Prize are used interchangeably.

Megaplier®
In Texas, players can *Megaply®* their *Mega Millions* purchase and for only $1 more per playboard, they could increase their non-Grand Prize winnings by 2, 3, 4 or 5 times. Players could win up to $5,000,000 without even hitting the Grand Prize. The *Megaplier* number is selected from a field of 15 numbers which includes: 1 number 5, 3 number 4's, 6 number 3's and 5 number 2's. Any non-Grand Prize a player wins on a *Mega Millions* Play will be multiplied by the *Megaplier* number drawn if the *Megaplier* feature is purchased.

Just the Jackpot®
In Texas, players can purchase a *Just the Jackpot* Play which gives them 2 sets of numbers for $3. Just the Jackpot wagers are eligible for the *Mega Millions* Grand Prize ONLY! Just the Jackpot wagers are not eligible to win any other prize (non-Grand Prize) in the *Mega Millions* game. *Megaplier* is not available on *Just the Jackpot* wagers. Players can purchase a *Just the Jackpot* Play using the *Just the Jackpot* playslip, Quick Pick or Texas Lottery App.

Multi-Draw
Play up to 10 drawings by marking the appropriate box next to MULTI-DRAW. Each playboard selected costs $2 per drawing.

Payment Option
Payment option must be made at time of purchase (in case the player wins the Grand Prize). Players must select 30 ANNUAL PAYMENTS or CASH VALUE OPTION (CVO). If no payment selection is indicated on the playslip, the playslip will be rejected.

ANNUAL PAYMENTS: Select "30 Annual Payments" for payment of a Grand Prize in 30 annual graduated installments that are not equal. Each payment will be greater than the previous year's payment. If this payment option is wanted, a player must select the "30 Annual Payments" option at the time of purchase. The payment option cannot be changed after purchase.

CASH VALUE: Select "Cash Value Option" for a single payment of the net present value of the Grand Prize. This amount will be less than the advertised jackpot which is based on 30 annual graduated payments. If this payment option is wanted, a player must select CVO at the time of purchase and may not change the payment option after purchase.

MEGA MILLIONS®

Winning

Overall odds are 1 in 24.0 (including break-even prizes)

Prizes must be claimed no later than 180 days after the draw date. Grand Prize winners will receive payment no sooner than 15 calendar days after the date of the draw to allow funds to be received from other lotteries and subsequent transfer to the Texas Comptroller's office. An additional 3 business days are needed for normal business processing by the Texas Lottery Office of the Controller. If a winner claims a Grand Prize more than 15 calendar days from the date of the draw, payment will be made 3 business days after the claim date. Holidays and weekends are not included in the 3-day count.

MEGA MILLIONS® PRIZE CHART / **MEGAPLIER® PRIZE CHART**** (PRIZES BELOW INCLUDE THE BASE PRIZE AMOUNT)

MATCH (White Balls + Gold *Mega Ball*)	*MEGA MILLIONS* PRIZE	ODDS OF WINNING	2X (ODDS 1:3)	3X (ODDS 1:2.5)	4X (ODDS 1:5)	5X (ODDS 1:15)
○○○○○+●	Grand Prize*	1:302,575,350	YOUR TOTAL PRIZE BECOMES:			
○○○○○	$1,000,000	1:12,607,306	$2,000,000	$3,000,000	$4,000,000	$5,000,000
○○○○+●	$10,000	1:931,001	$20,000	$30,000	$40,000	$50,000
○○○○	$500	1:38,792	$1,000	$1,500	$2,000	$2,500
○○○+●	$200	1:14,547	$400	$600	$800	$1,000
○○○	$10	1:606	$20	$30	$40	$50
○○+●	$10	1:693	$20	$30	$40	$50
○+●	$4	1:89	$8	$12	$16	$20
●	$2	1:37	$4	$6	$8	$10

Mega Millions overall odds are 1 in 24.0. All non-Grand Prizes are guaranteed prizes. If funds are insufficient to pay guaranteed prizes, some non-Grand Prizes may be paid on a pari-mutuel basis and could be lower than the amounts shown. *Megaplier* prizes shall be reduced if non-Grand Prizes are paid on a pari-mutuel basis.

*The Grand Prize is pari-mutuel and will be divided equally by the number of Grand Prize winners.

***Megaplier* does not apply to the *Mega Millions* Grand Prize or *Just the Jackpot*™ Plays.

MEGA MILLIONS®

1 Touch **Mega Millions** on the Home screen.

2 The *Mega Millions* options screen displays.

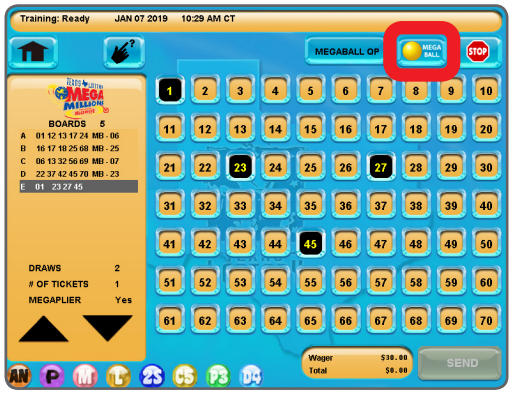
3 Here you can select the number of **Boards**, number of **Draws**, **Number Of Tickets**, **Jackpot Prize** payment option and the **Megaplier** option. (*Megaplier* option YES/NO must be selected.)

4 Touch **QUICK PICK** to allow the system to randomly choose the numbers; ***OR*** touch **MANUAL ENTRY** to select the player's numbers.

5 Select 5 numbers (out of 70) for the first panel. Selected numbers change to black.

NOTE: Use the large **Up** and **Down** arrows to edit numbers on a different play line.

6 Touch a MEGA BALL number (out of 25) **OR** touch **MEGABALL QP** and the system will pick the number. Note that numbers 26-70 will become unavailable for MEGA BALL selection.



7 The MEGA BALL number will be indicated by a yellow circle. Any number previously selected from 1-25 can also be selected for the MEGA BALL number.

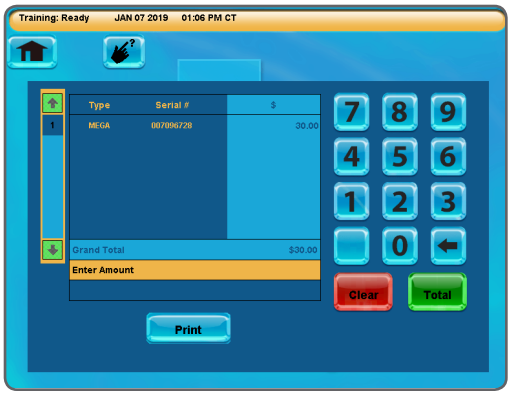
8 When all selections are made, touch **SEND**.

NOTE: Any manual play options for the game cannot be changed once in manual entry screen. Numbers may be changed before you touch **SEND.** However, QP numbers cannot be edited.

9 A confirmation screen displays for all Multi-Draw transactions. Touch **YES** to place the transaction, or touch **NO** to cancel.

10 You are then returned to the Home screen, where you can perform other tasks. Touch **TOTAL** when transactions for a customer are complete.

11 Use the numeric keypad to enter the amount given to you by the player, touch **Total** and the change due the player displays. Touch **Print** for a copy of the transaction and always touch **Clear** before moving on to the next transaction.



MEGA MILLIONS®

PLAYSLIP METHOD

1. Player marks five (5) numbers 1-70 ***OR***, to have the terminal select the numbers, player marks QP for Quick Pick on one or more playboards.

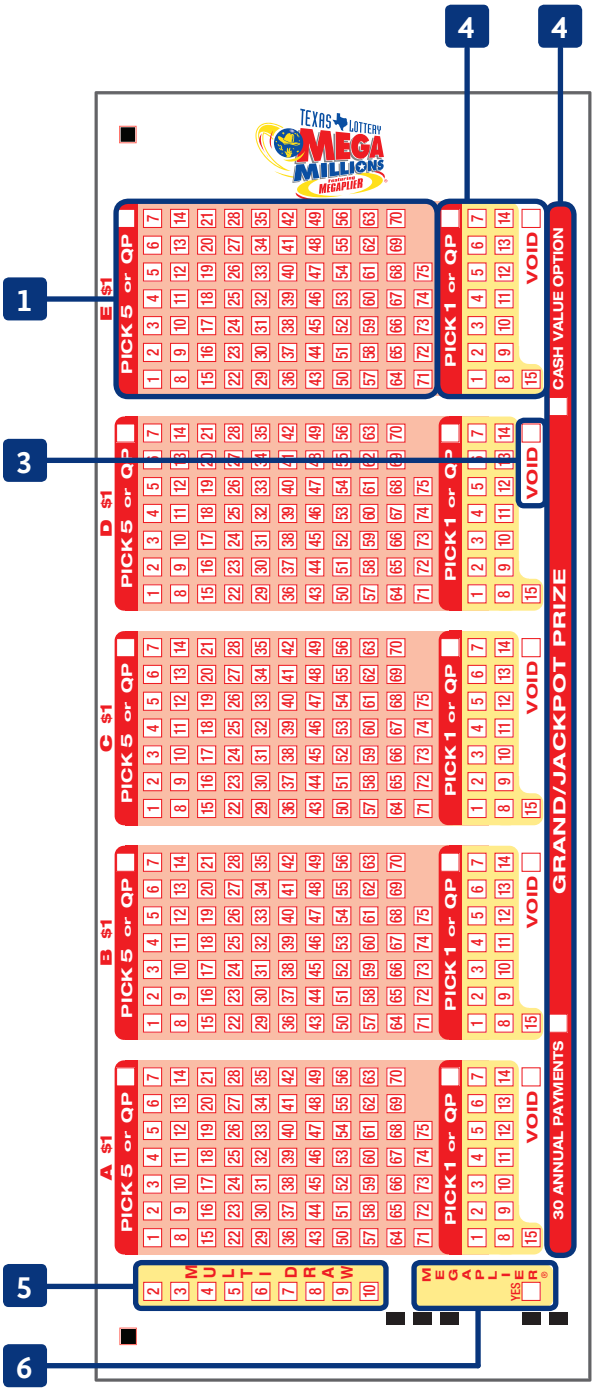
2. Player marks one (1) *Mega Ball* number 1-25 ***OR***, to have the terminal select the number, player marks QP for Quick Pick on one or more playboards.

3. The VOID box can be marked on any playboard if the player makes a mistake on that playboard. All other playboards are usable.

4. At the time of purchase, player must select a payment option of 30 ANNUAL PAYMENTS or CASH VALUE OPTION. If no selection is made, the playslip will be rejected.

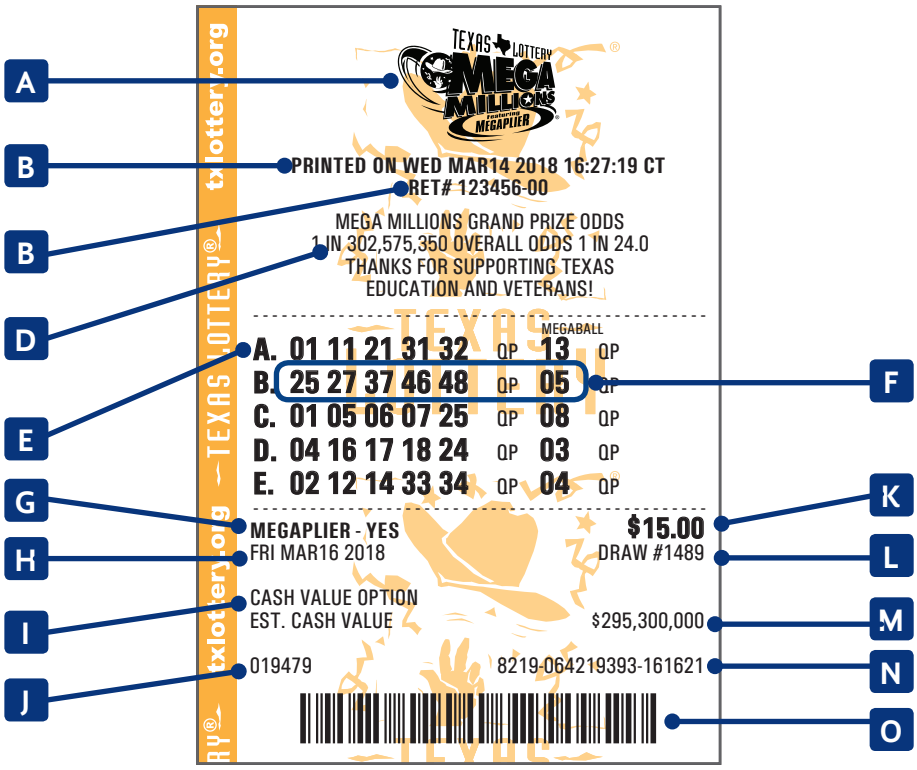
5. Player can play the same numbers up to 10 consecutive draws by marking the selected box next to MULTI-DRAW.

6. Player may choose the *Megaplier* feature for an extra $1 per play and could increase the non-Grand Prize winnings by 2, 3, 4 or 5 times. Mark the YES box under MEGAPLIER to select the feature for all playboards used.



MEGA MILLIONS®

- **A** GAME LOGO
- **B** DAY, DATE AND TIME STAMP
- **C** RETAILER NUMBER
- **D** GAME ODDS
- **E** PLAYBOARD INDICATOR(S)
- **F** PLAYER'S NUMBERS, QP INDICATOR
- **G** MEGAPLIER (YES *OR* NO)
- **H** DRAW DAY, DATE
- **I** PAYMENT OPTION SELECTED (CASH VALUE OPTION *OR* 30 ANNUAL PAYMENTS)
- **J** SECURITY NUMBER
- **K** TICKET PRICE
- **L** DRAW NUMBERS
- **M** ESTIMATED ANNUITIZED JACKPOT *OR* ESTIMATED CASH VALUE
- **N** 19-DIGIT SERIAL NUMBER
- **O** BARCODE



JUST THE JACKPOT™

PLAYSLIP METHOD

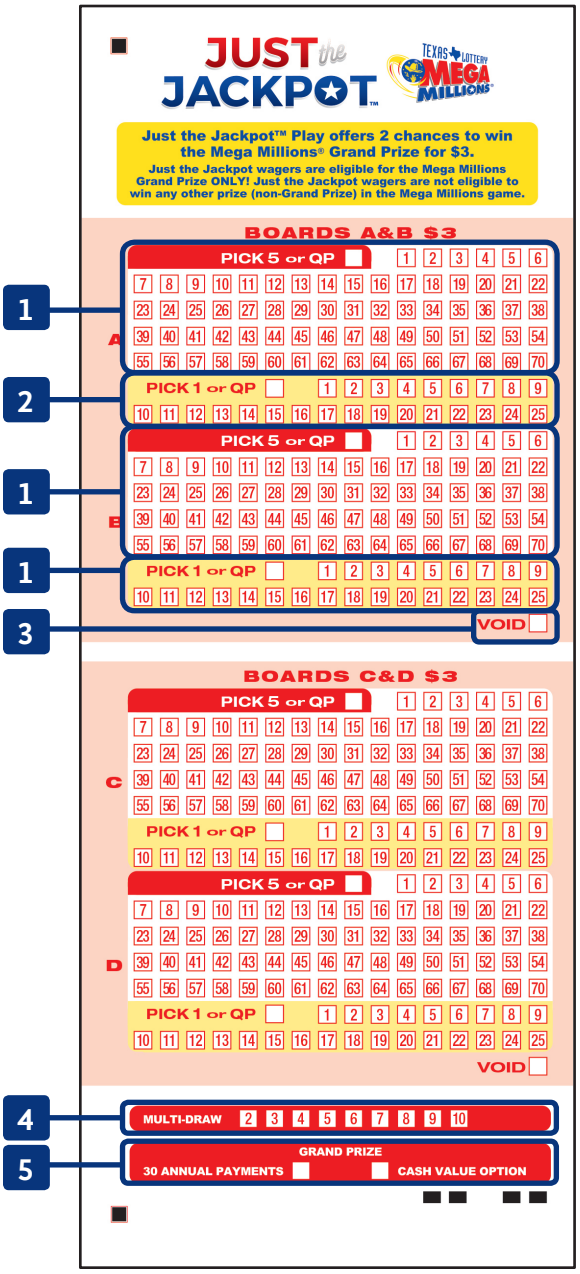
1. Player marks five (5) numbers 1-70 on boards A and B or C and D. ***OR***, to have the terminal select the numbers, player marks QP for Quick Pick on selected boards.

2. Player marks one (1) *Mega Ball* number 1-25 ***OR***, to have the terminal select the number, player marks QP for Quick Pick on one or more playboards.

3. The VOID box can be marked on any playboard if the player makes a mistake on that playboard. All other playboards are usable.

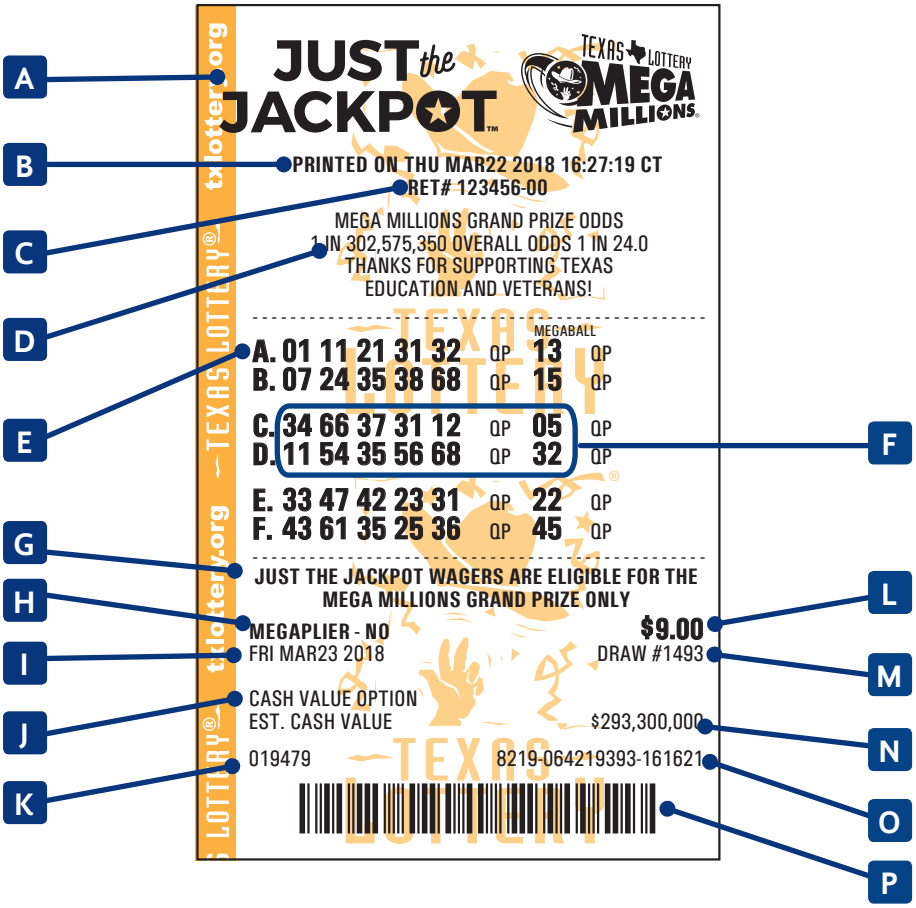
4. Player can play the same numbers up to 10 consecutive draws by marking the selected box next to MULTI-DRAW.

5. At the time of purchase, player must select a payment option of 30 ANNUAL PAYMENTS or CASH VALUE OPTION. If no selection is made, the playslip will be rejected.



MEGA MILLIONS®

- **A** GAME LOGO
- **B** DAY, DATE AND TIME STAMP
- **C** RETAILER NUMBER
- **D** GAME ODDS
- **E** PLAYBOARD INDICATOR(S)
- **F** PLAYER'S NUMBERS, QP INDICATOR
- **G** JUST THE JACKPOT GRAND PRIZE MESSAGE
- **H** MEGAPLIER (YES *OR* NO)
- **I** DRAW DAY, DATE
- **J** PAYMENT OPTION SELECTED (CASH VALUE OPTION *OR* 30 ANNUAL PAYMENTS)
- **K** SECURITY NUMBER
- **L** TICKET PRICE
- **M** DRAW NUMBERS
- **N** ESTIMATED ANNUITIZED JACKPOT *OR* ESTIMATED CASH VALUE
- **O** 19-DIGIT SERIAL NUMBER
- **P** BARCODE



LOTTO TEXAS®

Draw Days	Draw Breaks	Drawings
Wednesday & Saturday	10:02 - 10:15 p.m. CT	Drawing Broadcast 10:12 p.m. CT

Lotto Texas information, including current and past winning numbers, jackpot amounts and links to how to play detail can be accessed through the Texas Lottery website ***txlottery.org*** using the following link: *http://www.txlottery.org/export/sites/lottery/Games/Lotto_Texas/index.html*

Texas' legendary flagship game features jackpots that start at $5 million with the potential to roll in one or more increments of $250,000. Drawings are conducted at the Texas Lottery Drawings Studio in Austin, Texas. Each play costs $1. Players choose 6 numbers from a field of 1 to 54 and can choose a Quick Pick or select their own numbers. Up to 10 plays per ticket can be produced manually or 5 plays per ticket with a playslip. Players win a guaranteed set prize of $3 for matching 3 of 6 numbers. All other prize levels are pari-mutuel (jackpot, 5-of-6 and 4-of-6).

Extra!

Players can win up to $10,000 more on non-jackpot prizes when they purchase *Lotto Texas* with the add-on feature *Extra!* For an additional $1 per board played, *Extra!* allows players to add to their prize amount for matching 3, 4 or 5 of the 6 numbers drawn. Players that purchase *Lotto Texas with Extra!*® and match 2 numbers will automatically win a guaranteed $2 prize.

Multi-Draw

Play up to 10 drawings by marking the appropriate box next to MULTI-DRAW. Each playboard selected costs $1 per drawing.

Payment Option

Payment option must be made at time of purchase (in case player wins the jackpot prize). Select 30 Annual Payments or Cash Value Option (CVO). Terminal automatically defaults to Cash Value Option. If selection is not indicated on the playslip, the playslip will be rejected. If Cash Value Option is selected and player wins the jackpot, they receive a single payment of the net present cash value of the jackpot prize. This amount will be less than the advertised jackpot. The jackpot payment option cannot be changed once ticket is printed.

Winning

Lotto Texas overall odds are 1 in 71.1.
Lotto Texas with Extra! overall odds are 1 in 7.9 (including break-even prizes).
Prizes must be claimed no later than 180 days after the draw date.

Lotto Texas with Extra!® Prize Structure

LOTTO TEXAS BASE GAME

MATCH	ESTIMATED PRIZE	ODDS OF WINNING
6-of-6	Jackpot*	1 : 25,827,165
5-of-6	$2,000*^	1 : 89,678
4-of-6	$50*^	1 : 1,526
3-of-6	$3 (Guaranteed)	1 : 75

Overall odds are 1 in 71.1 for *Lotto Texas.*

*Pari-mutuel = total prize allocation divided equally among multiple winners.
^Prizes may be higher or lower than estimated depending on the number of winners at a prize level.

LOTTO TEXAS WITH EXTRA!

MATCH	PRIZE AMOUNT
6-of-6	Not Applicable
5-of-6	base game prize + $10,000
4-of-6	base game prize + $100
3-of-6	base game prize + $10
2-of-6	$2 (Guaranteed)

Overall odds are 1 in 7.9 for *Lotto Texas with Extra!.*

LOTTO TEXAS®

1 Touch **Lotto Texas** on the Home screen.

2 The *Lotto Texas* options screen displays.

3 Here you can select the number of **Boards**, number of **Draws**, **Number Of Tickets**, **Jackpot Prize** payment option, and the **Extra!** option.

4 Touch **QUICK PICK** to allow the system to randomly choose the numbers; ***OR*** touch **MANUAL ENTRY** to select the player's numbers.

5 Select 6 numbers (out of 54) for each play desired. Selected numbers change to black.

NOTE: Use the large **Up** and **Down arrows** to edit numbers on a different play line.

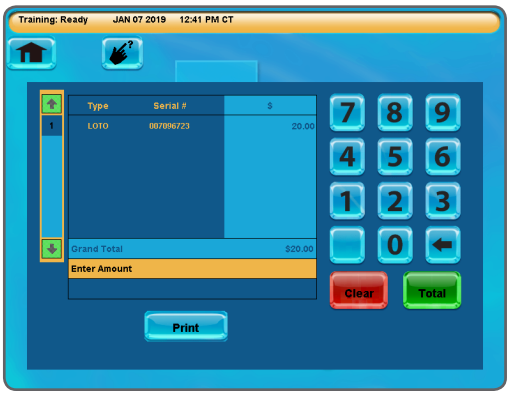
6 When all selections are made, touch **SEND**.

NOTE: Any manual play options for the game cannot be changed once in manual entry screen. Numbers may be changed before you touch **SEND.** However, QP numbers cannot be edited.

7 A confirmation screen displays for all Multi-Draw transactions. Touch **YES** to place the transaction, or touch **NO** to cancel.

8 You then return to the Home screen, where you can perform other tasks. Touch **TOTAL** when transactions for a customer are complete.

9 Use the numeric keypad to enter the amount given to you by the player, touch **Total** and the change due the player displays. Touch **Print** for a copy of the transaction and always touch **Clear** before moving on to the next transaction.



LOTTO TEXAS®

PLAYSLIP METHOD

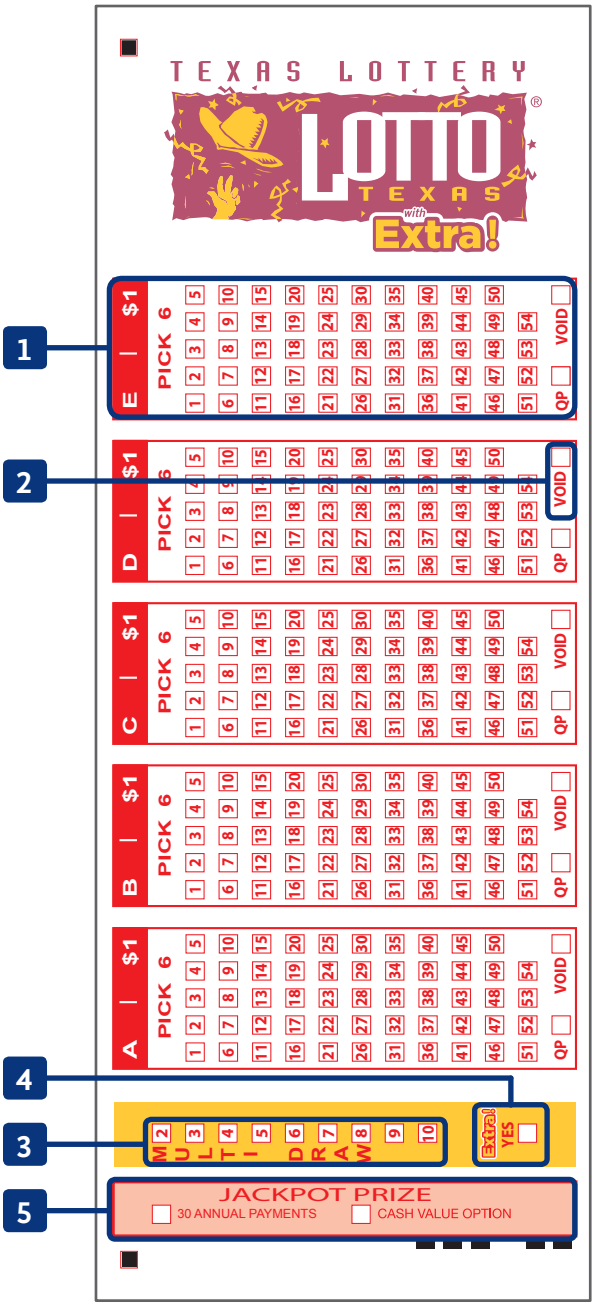
1. Player marks six (6) numbers 1-54 ***OR***, to have the terminal select the numbers, player marks QP for Quick Pick on one or more playboards.

2. The VOID box can be marked on any playboard if the player makes a mistake on that playboard. All other playboards are usable.

3. Player can play the same numbers up to 10 consecutive draws by marking the selected box next to MULTI-DRAW.

4. Player may choose the *Extra!* feature for an extra $1 per play and could win up to $10,000 more on certain non-jackpot prizes. Mark the YES box under EXTRA! to select the feature for all playboards used.

5. At the time of purchase, player must select a payment option of 30 ANNUAL PAYMENTS or CASH VALUE OPTION. If no selection is made, the playslip will be rejected.



LOTTO TEXAS®

- **A** GAME LOGO
- **B** DAY, DATE AND TIME STAMP
- **C** RETAILER NUMBER
- **D** GAME ODDS
- **E** PLAYBOARD INDICATOR(S)
- **F** PLAYER'S NUMBERS, QP INDICATOR
- **G** EXTRA! - YES/NO
- **H** DRAW DAY, DATE
- **I** PAYMENT OPTION SELECTED (CASH VALUE OPTION *OR* 30 ANNUAL PAYMENTS)
- **J** SECURITY NUMBER
- **K** TICKET PRICE
- **L** DRAW NUMBERS
- **M** ESTIMATED ANNUITIZED JACKPOT *OR* ESTIMATED CASH VALUE
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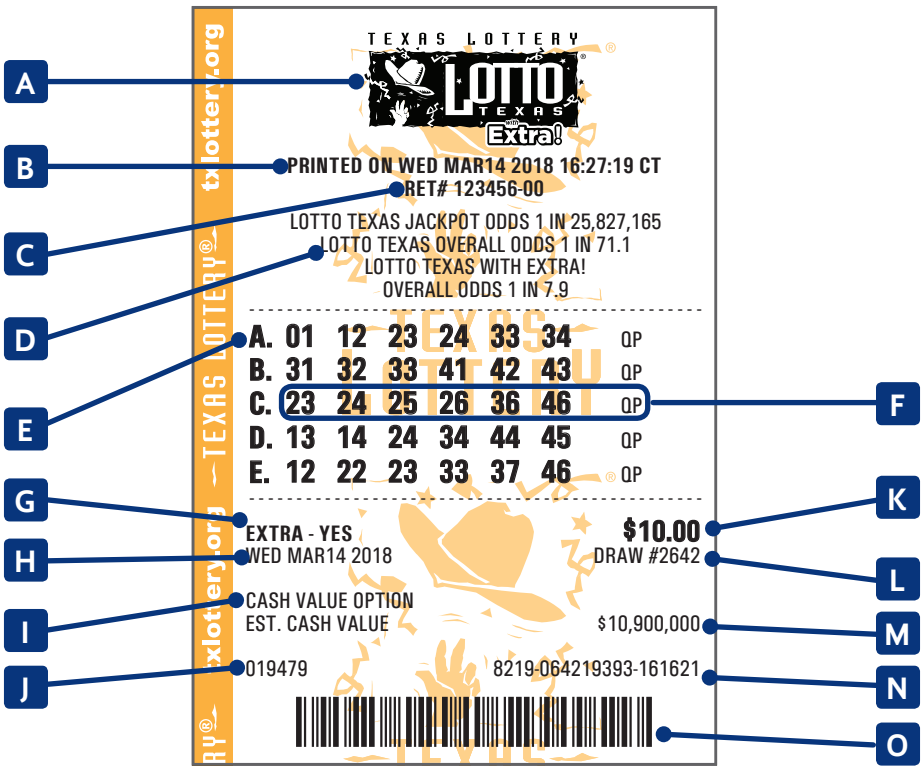


TEXAS TWO STEP®

Draw Days	Draw Breaks	Drawings
Monday & Thursday	10:02 - 10:15 p.m. CT	10:12 p.m. CT

Texas Two Step information, including current and past winning numbers, jackpot amounts and links to how to play detail can be accessed through the Texas Lottery website ***txlottery.org*** using the following link:

http://www.txlottery.org/export/sites/lottery/Games/Texas_Two_Step/index.html

Texas Two Step has a rolling jackpot prize that starts at $200,000 and is paid in one lump sum. Drawings are conducted at the Texas Lottery Drawings Studio in Austin, Texas. Each play costs $1. Players choose 4 numbers from a field of 1 to 35 and then a *Bonus Ball* number from a second field of 1 to 35. Players can choose Quick Pick or make their own number selection. Up to 10 plays per ticket can be produced manually or 5 plays per ticket with a playslip. Players win a guaranteed set prize of $5 for matching just the *Bonus Ball* and a guaranteed set prize of $7 for matching 1 of 4 and the *Bonus Ball*. Other prize levels are pari-mutuel.

Multi-Draw
Play up to 10 drawings by marking the appropriate box next to MULTI-DRAW. Each playboard selected costs $1 per drawing.

Payment
All prizes are paid in one lump sum, including the jackpot.

Winning
Overall odds are 1 in 32.4. Prizes must be claimed no later than 180 days after the draw date.

HOW TO WIN *TEXAS TWO STEP®*

MATCH WHITE BALLS ○	MATCH RED BONUS BALL ●	EXAMPLE	ESTIMATED PRIZE	ODDS OF WINNING
4	1	○○○○ + ●	Jackpot*	1 : 1,832,600
4	0	○○○○	$1501*^	1 : 53,900
3	1	○○○ + ●	$50*^	1 : 14,779
3	0	○○○	$20*^	1 : 435
2	1	○○ + ●	$20*^	1 : 657
1	1	○ + ●	$7 Guaranteed	1 : 102
0	1	●	$5 Guaranteed	1 : 58

Overall odds: 1 in 32.4.
*Pari-mutuel prize - total prize allocation divided equally among multiple winners.
^ Prizes may be higher or lower than these published prize amounts.

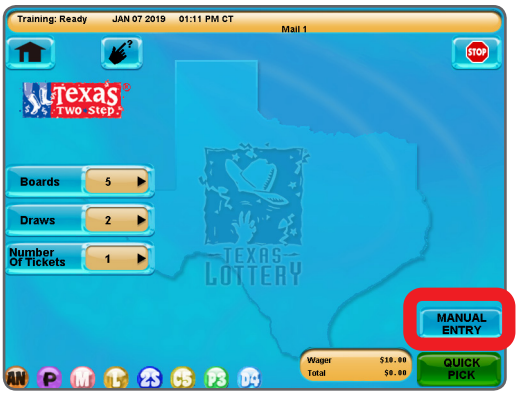
TEXAS TWO STEP®

1 Touch **Texas Two Step** on the Home screen.

2 The *Texas Two Step* options screen displays.

3 Here you can select the number of **Boards**, number of **Draws** and the **Number Of Tickets**.

4 Touch **QUICK PICK** to allow the system to randomly choose the numbers; **OR** touch **MANUAL ENTRY** to select the player's numbers.



5 Select 4 numbers (out of 35) for the first panel. Selected numbers change to black.

Note: Use the large **Up** and **Down** arrows to edit numbers on a different play line.

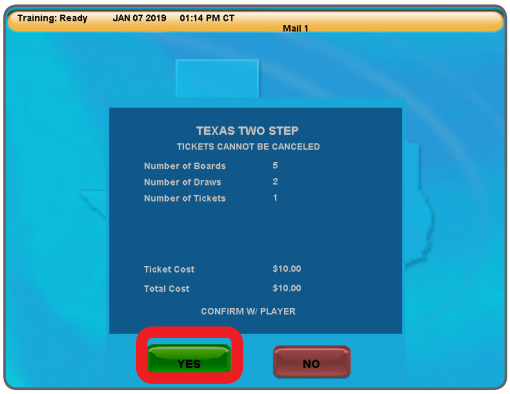
6 Touch a **Bonus Ball** number (out of 35) **OR** touch **BONUS BALL QP** and the system will pick the number.

7 The **BONUS BALL** number will be indicated by a red circle.

8 When all selections are made, touch **SEND**.

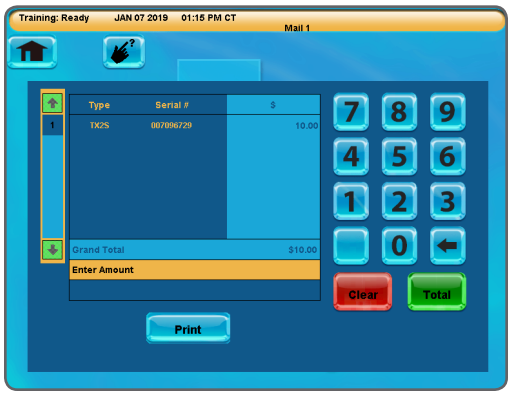
Note: Any manual play options for the game cannot be changed once in manual entry screen. Numbers may be changed before you touch **SEND.** However, QP numbers cannot be edited.

9 A confirmation screen displays for all Multi-Draw transactions. Touch **YES** to place the transaction, or touch **NO** to cancel.



10 You are then returned to the Home screen, where you can perform other tasks. Touch **TOTAL** when transactions for a customer are complete.

11 Use the numeric keypad to enter the amount given to you by the player, touch **Total** and the change due the player displays. Touch **Print** for a copy of the transaction and always touch **Clear** before moving on to the next transaction.



TEXAS TWO STEP®

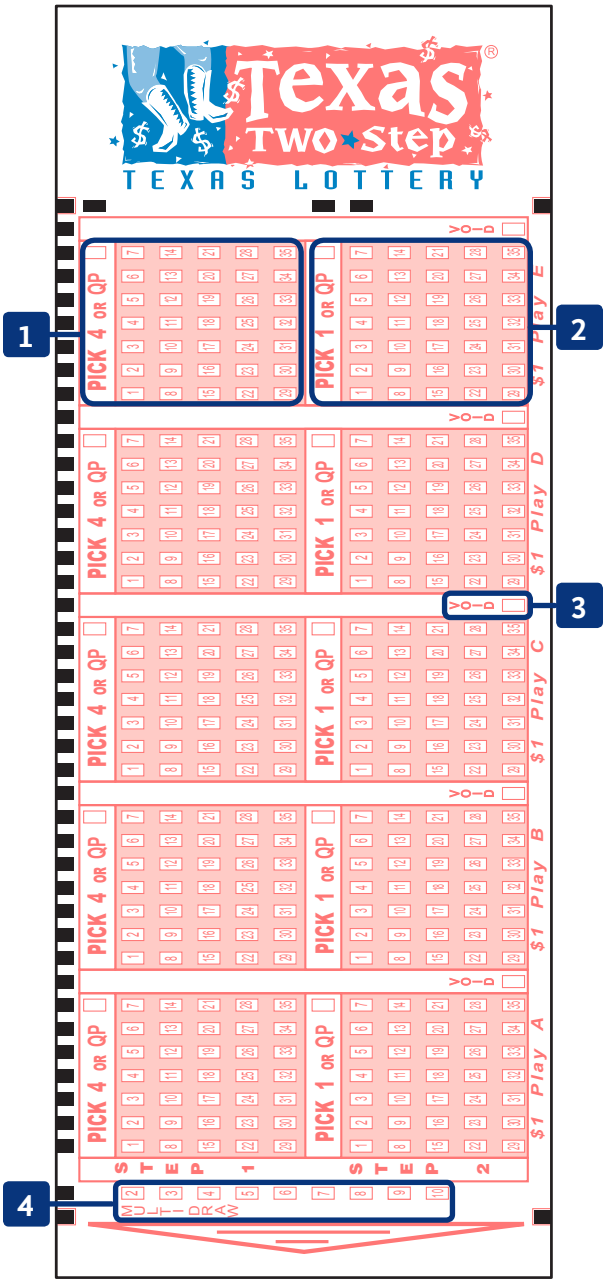
PLAYSLIP METHOD

1. In top section of playboard player marks four (4) numbers 1-35 ***OR***, to have the terminal select the numbers, player marks QP for Quick Pick on one or more playboards.

2. In bottom section of playboard player marks one (1) number 1-35 ***OR***, to have the terminal select the number, player marks QP for Quick Pick on one or more playboards.

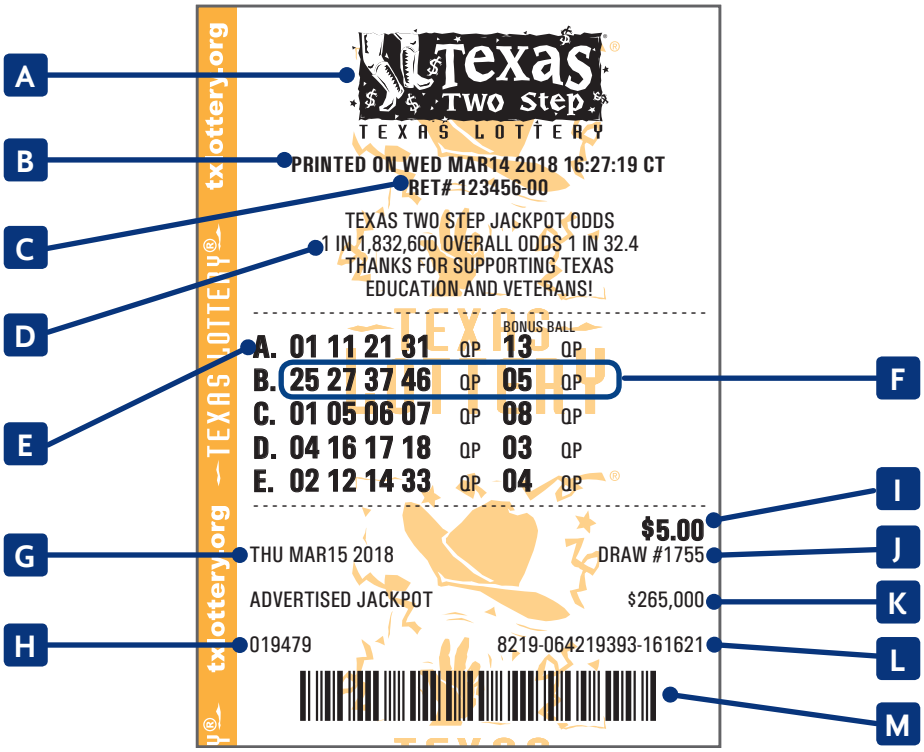
3. The VOID box can be marked on any playboard if the player makes a mistake on that playboard. All other playboards are usable.

4. Player can play the same numbers up to 10 consecutive draws by marking the selected box next to MULTI-DRAW.



TEXAS TWO STEP®

- **A** GAME LOGO
- **B** DAY, DATE AND TIME STAMP
- **C** RETAILER NUMBER
- **D** GAME ODDS
- **E** PLAYBOARD INDICATOR(S)
- **F** PLAYER'S NUMBERS, QP INDICATOR
- **G** DRAW DAY, DATE
- **H** SECURITY NUMBER
- **I** TICKET PRICE
- **J** DRAW NUMBER(S)
- **K** ADVERTISED JACKPOT AMOUNT
- **L** 19-DIGIT SERIAL NUMBER
- **M** BARCODE



CASH FIVE®

Draw Days	Draw Breaks	Drawing
Daily except Sunday	10:02 - 10:15 p.m. CT	10:12 p.m. CT

Cash Five information, including current and past winning numbers and links to how to play detail can be accessed through the Texas Lottery website ***txlottery.org*** using the following link:

http://www.txlottery.org/export/sites/lottery/Games/Cash_Five/index.html

This easy to play daily game offers a top prize of $25,000. Drawings are conducted Monday through Saturday at the Texas Lottery Drawings Studio in Austin, Texas. For $1 per play, players choose 5 numbers from a field of 1 to 35 and can choose a Quick Pick or select their own numbers. Up to 10 plays per ticket can be produced manually or 5 plays per ticket with a playslip. The Match 2-of-5 prize is a free *Cash Five* Quick Pick ticket ($1 value) for the next available draw. The Match 3-of-5 prize is a guaranteed $15. The Match 4-of 5 prize is a guaranteed $350. The top prize for matching 5 of 5 is $25,000. In any drawing where the number of top prize winning plays is greater than 3, the top prize shall be paid on a pari-mutuel rather than fixed prize basis and a liability cap of $75,000 will be divided equally by the number of top prize winning plays.

Multi-Draw
Play up to 12 drawings by marking the appropriate box next to MULTI-DRAW. Each playboard selected costs $1 per drawing.

Payment
All guaranteed prizes. In any drawing where the number of top prize winning plays is greater than three (3), the top prize shall be paid on a pari-mutuel rather than fixed prize basis and a liability cap of $75,000 will be divided equally by the number of top prize winning plays.

Winning
Overall odds are 1 in 7.2 (Including free ticket prizes).
Prizes must be claimed no later than 180 days after the draw date.

Cash Five® Prize Chart

Match	Prize Category	Prize Amount	Odds of Winning
5 of 5	First (Top) Prize	$25,000*	1:324,632
4 of 5	Second Prize	$350	1:2,164
3 of 5	Third Prize	$15	1:75
2 of 5	Fourth Prize	Free *Cash Five* Quick Pick Ticket ($1 Value)	1:8

Overall odds are 1 in 7.2.

* In any drawing where the number of top prizewinning plays is greater than three (3), the top prize shall be paid on a pari-mutuel rather than fixed prize basis and a liability cap of $75,000 will be divided equally by the number of top prizewinning plays.

CASH FIVE®

1 Touch **Cash Five** on the Home Screen.

2 The *Cash Five* options screen displays:

3 Here you can select the number of **Boards**, number of **Draws**, **Number Of Tickets** and the **Day Of Week**.

4 Touch **QUICK PICK** to allow the system to randomly choose the numbers; **OR** touch **MANUAL ENTRY** to select the player's numbers.

5 Select 5 numbers (out of 35) for each play desired. Selected numbers change to black.

Note: Use the large **Up** and **Down** arrows to edit numbers on a different play line.

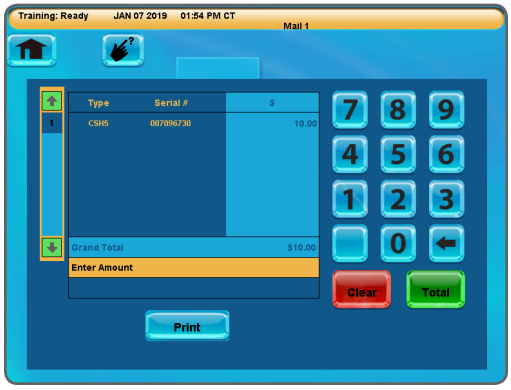
6 When all selections are made, touch **SEND**.

Note: Any manual play options for the game cannot be changed once in manual entry screen. Numbers may be changed before you touch **SEND.** However, QP numbers cannot be edited.

7 A confirmation screen displays for all Multi-Draw transactions. Touch **YES** to place the transaction, or touch **NO** to cancel.

8 You are then returned to the Home screen, where you can perform other tasks. Touch **TOTAL** when transactions for a customer are complete.

9 Use the numeric keypad to enter the amount given to you by the player, touch **Total** and the change due the player displays. Touch **Print** for a copy of the transaction and always touch **Clear** before moving on to the next transaction.

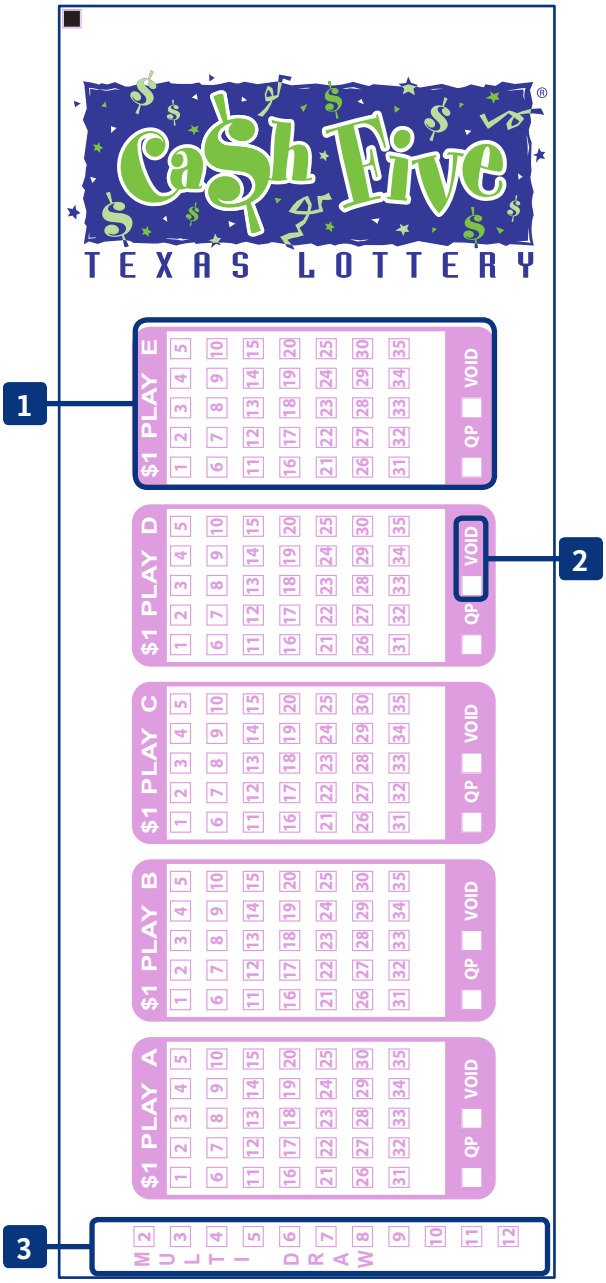


PLAYSLIP METHOD

1. Player marks five (5) numbers 1-35 ***OR***, to have the terminal select the numbers, player marks QP for Quick Pick on one or more playboards.

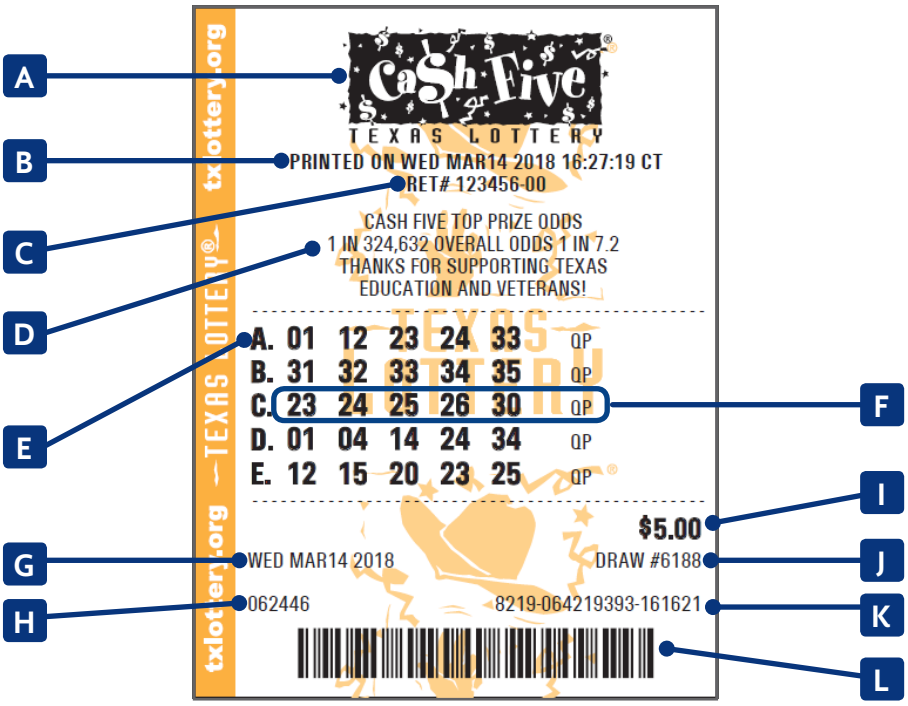
2. The VOID box can be marked on any playboard if the player makes a mistake on that playboard. All other playboards are usable.

3. Player can play the same numbers up to 12 consecutive draws by marking the selected box next to MULTI-DRAW.



CASH FIVE®

- **A** GAME LOGO
- **B** DAY, DATE AND TIME STAMP
- **C** RETAILER NUMBER
- **D** GAME ODDS
- **E** PLAYBOARD INDICATOR(S)
- **F** PLAYER'S NUMBERS, QP INDICATOR
- **G** DRAW DAY, DATE
- **H** SECURITY NUMBER
- **I** TICKET PRICE
- **J** DRAW NUMBER(S)
- **K** 19-DIGIT SERIAL NUMBER
- **L** BARCODE



PICK 3™

Draw Days	Draw Breaks	Drawings
4 X Daily except Sundays	9:50 - 10:03 a.m. CT	10:00 a.m.
	12:17 - 12:30 p.m. CT	12:27 p.m.
	5:50 - 6:03 p.m. CT	6:00 p.m.
	10:02 - 10:15 p.m. CT	10:12 p.m.

Pick 3 information, including current and past winning numbers and links to how to play detail can be accessed through the Texas Lottery website ***txlottery.org*** using the following link:

http://www.txlottery.org/export/sites/lottery/Games/Pick_3/index.html

Pick 3 is a daily game drawn 4-times-a-day offering wagers from 50-cents up to $5 per play, and a top prize of $500 on a $1 play. Drawings are conducted at the Texas Lottery Drawings Studio in Austin, Texas, Monday through Saturday.

Players pick 3 single-digit numbers from 0 to 9 or a Quick Pick, and then choose a play type. There are 2 basic ways to play *Pick 3*, Exact Order and Any Order. Exact/Any and Combo are simply variations of the 2 basic ways. Players win guaranteed set prizes if their number selection matches the numbers drawn in Exact Order or Any Order depending on play type selected.

FIREBALL

The *FIREBALL* add-on feature is selected at the time of purchase and doubles the cost of the board(s) played where *FIREBALL* is chosen. After the *Pick 3* base game drawing, the *Pick 3 FIREBALL* number will be drawn separately from a set of 10 balls (0-9). To create *FIREBALL* winning combinations, the *Pick 3 FIREBALL* number is used to replace any one of the drawn *Pick 3* numbers. Players can win a prize for matching any of the *FIREBALL* prize winning combinations, based on their selected play type and wager amount, in addition to any base game winnings. Player does not have to win the *Pick 3* base game to win *FIREBALL* prize(s).

Day of Week Feature

This Advance Play feature allows players to choose what day of the week they wish to start playing. They can choose any of the 5 days/drawings after the current day/draw. Players may choose only 1 day. This feature can only be used on manually produced *Pick 3* tickets. It is not available on the playslip or app. Multi-Draw may be combined with the Advance Play feature.

Cancel Feature

Pick 3 tickets can be canceled at the issuing terminal on the same day, within 60 minutes of printing and prior to the draw break. *Pick 3* tickets cannot be canceled: after the draw break has occurred, when generated as part of *Lone Star Lineup*®, or if they were generated from a free ticket promotion. Retailer must retain canceled receipt and ticket for 30 days.

Multi-Draw

Players can choose the number of drawings they want to play with Multi-Draw. They may play their *Pick 3* numbers for up to 24 consecutive drawings. To play consecutive morning, day, evening and night drawings, players just select the desired number of drawings. They can also play their *Pick 3* numbers for up to 24 consecutive drawings for a particular draw time. To play **only** morning, **only** day, **only** evening or **only** night drawings, mark the desired draw time (MORNING, DAY, EVENING or NIGHT) and select the desired number of drawings.

Winning

Pick 3 odds of winning range from 1 in 167 to 1 in 1,000. *FIREBALL* odds on *Pick 3* range from 1 in 69 to 1 in 10,000. Prizes must be claimed no later than 180 days after the draw date.

PICK 3™

PICK 3™ BASE GAME

Play Types	Odds	Prize Amounts	
EXACT ORDER: Match in exact order.		50¢ Play	$1 Play
3 different numbers	1:1,000	$250	$500
2 like numbers and 1 different number	1:1,000	$250	$500
3 like numbers	1:1,000	$250	$500
ANY ORDER: Match in any order.		50¢ Play	$1 Play
3-WAY 2 like numbers and 1 different number	1:333	$80	$160
6-WAY 3 different numbers	1:167	$40	$80

PLUS FIREBALL

Wins	Odds	Prize Amounts	
		$1 Play	$2 Play
1 Win	1:333	$90	$180
2 Wins	1:10,000	$180	$360
1 Win	1:357	$90	$180
3 Wins	1:10,000	$270	$540
1 Win	1:370	$90	$180
		$1 Play	$2 Play
3 Wins	1:10,000	$90	$180
2 Wins	1:1,667	$60	$120
1 Win	1:133	$30	$60
2 Wins	1:556	$30	$60
1 Win	1:69	$15	$30

FIREBALL EXAMPLES

Your Numbers	Pick 3 Numbers Drawn	FIREBALL Number Drawn
123	129	3
122	122	2
	422	1
111	111	1
	131	1
122	222	1
	112	2
	012	2
123	112	3
	013	2

Play Type	Odds	Prize Amounts	
EXACT/ANY ORDER: Match in exact order or any order. A 50¢ base play costs $1. Prize amounts shown are based on a 50¢ base play.		ANY	EXACT*
3-WAY 2 like numbers and 1 different number	1:333	$80	$330* ($250 + $80)
6-WAY 3 different numbers	1:167	$40	$290* ($250 + $40)

ANY	EXACT	Odds	Prize Amounts	Your Numbers	Pick 3 Numbers Drawn	FIREBALL Number Drawn
			$2 Play			
2 Wins	2 Wins	1:10,000	$240	122	122	2
3 Wins	1 Win	1:10,000	$180		222	1
2 Wins	1 Win	1:5,000	$150		112	2
2 Wins	0	1:3,333	$60		211	2
1 Win	1 Win	1:400	$120		022	1
1 Win	0	1:200	$30		012	2
2 Wins	1 Win	1:1,667	$120	123	113	2
1 Win	1 Win	1:417	$105		023	1
2 Wins	0	1:833	$30		112	3
1 Win	0	1:83	$15		012	3

Play Type	Odds	Prize Amounts	
COMBO: Covers all the possible Exact Order combinations of three single-digit numbers. A 50¢ base play costs $1.50 to $6 and a $1 base play costs $3 to $12 depending on the numbers you select.		50¢ Base Play	$1 Base Play
		$1.50 Play	$3 Play
3-WAY 2 like numbers and 1 different number	1:333	$250	$500
		$3 Play	$6 Play
6-WAY 3 different numbers	1:167	$250	$500

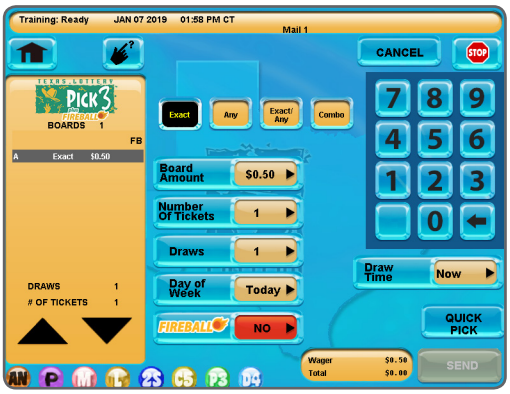
Wins	Odds	Prize Amounts		Your Numbers	Pick 3 Numbers Drawn	FIREBALL Number Drawn
		$3 Play	$6 Play			
3 Wins	1:10,000	$270	$540	122	222	1
2 Wins	1:1,667	$180	$360		112	2
1 Win	1:133	$90	$180		012	2
		$6 Play	$12 Play			
2 Wins	1:556	$180	$360	123	112	3
1 Win	1:69	$90	$180		013	2

(NOTE: Number combinations shown are for example only.)

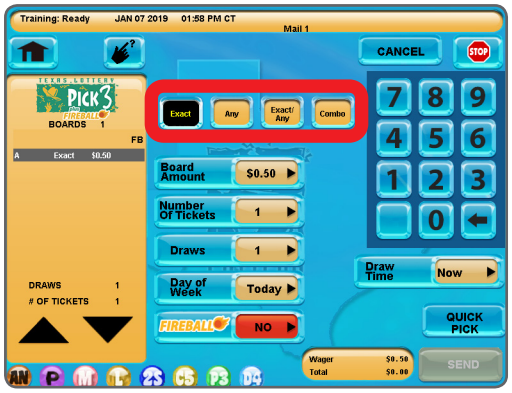
PICK 3™

1 Touch **Pick 3** on the Home screen.

2 The *Pick 3* options screen displays.



3 Here you can select the **Play Type**: Exact, Any, Exact/Any or Combo. (Default is Exact.)

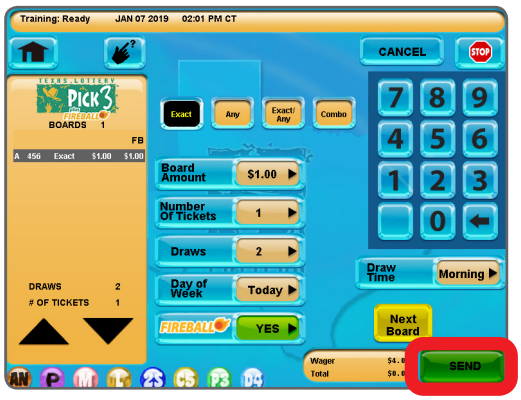


4 You can also select the **Board Amount**, **Number Of Tickets**, **Draws**, **Day of Week**, time of draw (**Now, Morning, Day, Evening, Night, All**) and **FIREBALL**.

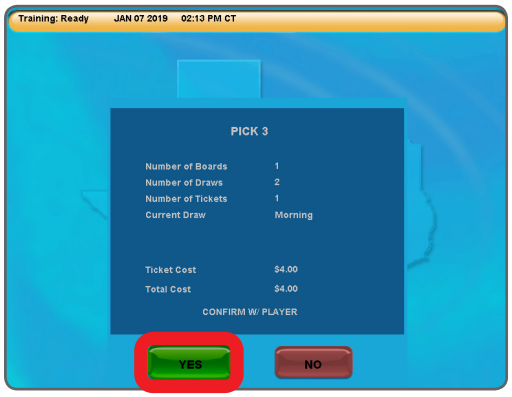
5 Touch **QUICK PICK** to allow the system to randomly choose the numbers; **OR** enter the player's three numbers (000 - 999) using the **numeric touchpad**.

6 When all selections are made, touch **SEND** or **Next Board** to add additional plays.

Note: Any manual play option may be changed before you touch **SEND** button. However, QP numbers cannot be edited.

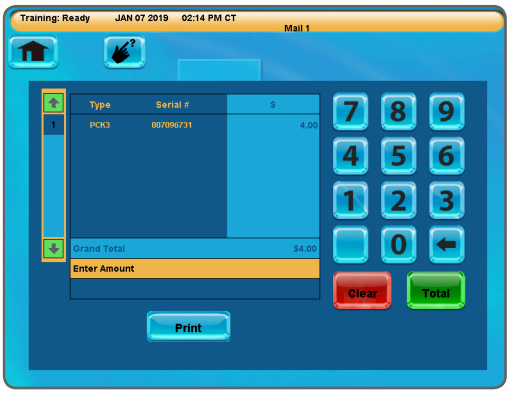


7 A confirmation screen displays for all Multi-Draw transactions. Touch **YES** to place the transaction, or touch **NO** to cancel.



8 You are then returned to the Home screen, where you can perform other tasks. Touch **TOTAL** when transactions for a customer are complete.

9 Use the numeric keypad to enter the amount given to you by the player, touch **Total** and the change due the player displays. Touch **Print** for a copy of the transaction and always touch **Clear** before moving on to the next transaction.



PLAYSLIP METHOD

1. Player marks one (1) number 0-9 in each of the 3 columns ***OR***, to have the terminal select the numbers, player marks QP for Quick Pick on one or more playboards

2. Player marks a box for play Type.

3. The VOID box can be marked on a playboard if the player makes a mistake on that playboard. All other playboards are usable.

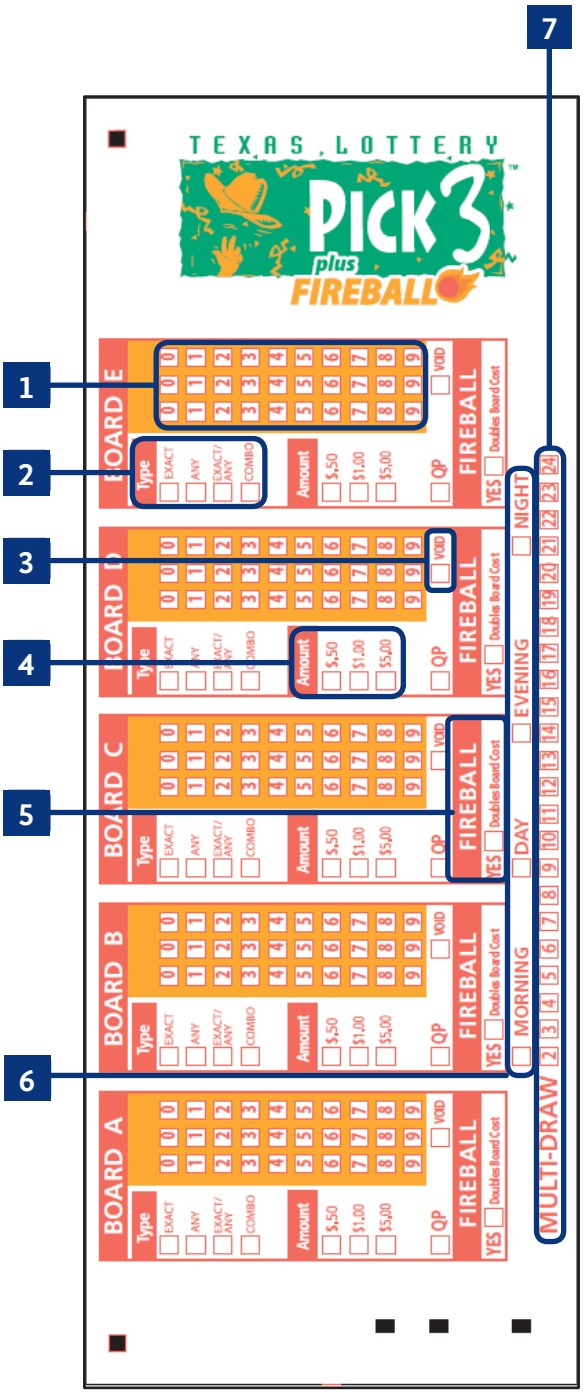
4. Player marks a box for play Amount.

5. For additional chances to win, player marks FIREBALL YES. Cost of each playboard marked YES doubles.

6. Player may choose a specific draw time by marking the MORNING, DAY, EVENING or NIGHT box.

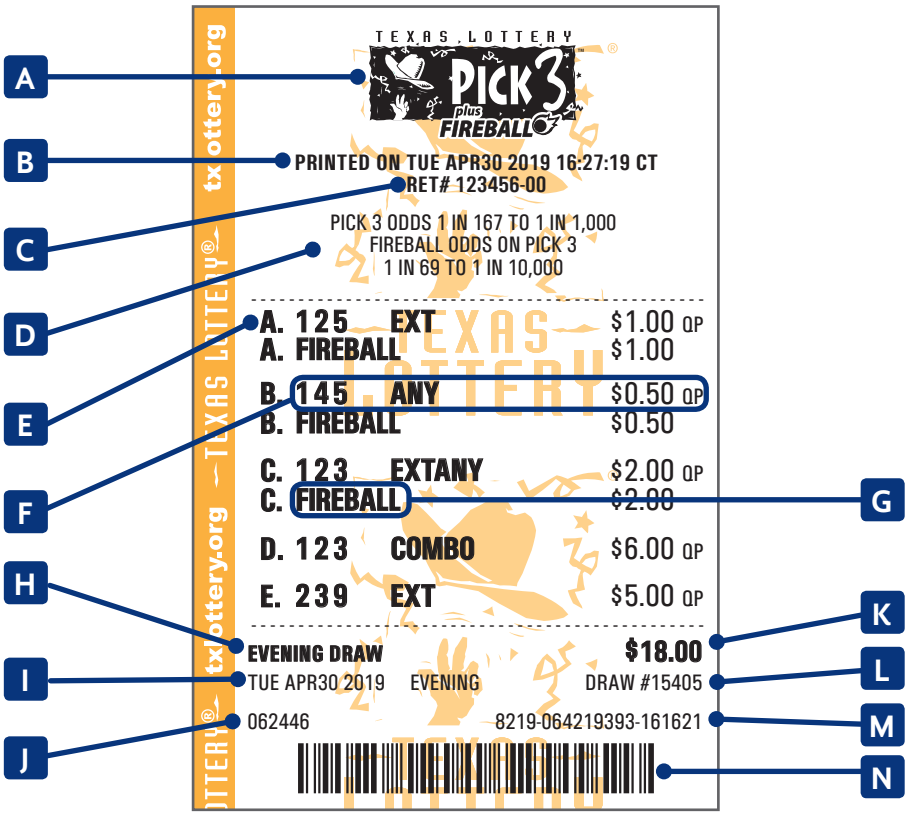
7. To play the same numbers up to 24 consecutive draws, player may mark the selected box next to MULTI-DRAW. Player can play the same numbers up to 24 consecutive MORNING, DAY, EVENING or NIGHT draws by marking the selected time of day box and the selected MULTI-DRAW box.

   Steps 1-4 must be completed for each playboard purchased.



PICK 3™

- **A** GAME LOGO
- **B** DAY, DATE AND TIME STAMP
- **C** RETAILER NUMBER
- **D** GAME ODDS
- **E** PLAYBOARD INDICATOR(S)
- **F** PLAYER'S NUMBERS, PLAY TYPE, BASE PLAY COST, QP INDICATOR
- **G** FIREBALL SELECTION, COST
- **H** DRAW TIME (MORNING, DAY, EVENING, NIGHT)
- **I** DRAW DAY, DATE, TIME
- **J** SECURITY NUMBER
- **K** TICKET PRICE
- **L** DRAW NUMBER(S)
- **M** 19-DIGIT SERIAL NUMBER
- **N** BARCODE



DAILY 4™

Draw Days	Draw Breaks	Drawings
4 X Daily except Sundays	9:50 - 10:03 a.m. CT	10:00 a.m.
	12:17 - 12:30 p.m. CT	12:27 p.m.
	5:50 - 6:03 p.m. CT	6:00 p.m.
	10:02 - 10:15 p.m. CT	10:12 p.m.

Daily 4 information, including current and past winning numbers and links to how to play detail can be accessed through the Texas Lottery website ***txlottery.org*** using the following link:

http://www.txlottery.org/export/sites/lottery/Games/Daily_4/index.html

Daily 4 is a daily game drawn 4-times-a-day offering wagers from 50-cents up to $5 per play, and several play types including Pair Play, Straight, Box, Straight/Box or Combo. With Pairs, a player can wager on the first 2, middle 2 or last 2 numbers (12XX, X12X, XX12). Up to 10 plays per ticket can be produced manually or 5 plays per ticket with a playslip. Drawings are conducted at the Texas Lottery Drawings Studio in Austin, Texas 4 times a day, Monday through Saturday.

Players pick 4 single-digit numbers, or 2 single-digit numbers if playing Pair Play, from 0 to 9 or Quick Pick. Players select how they want to play their 4 single-digit numbers for Straight (Exact Order), Box (Any Order), Straight/Box (Exact/Any Order) and Combo or 2 single-digit numbers for Front Pair, Mid Pair or Back Pair. Players win guaranteed, set prizes if their number selection matches the numbers drawn by the TLC in Exact Order or Any Order depending on play type selected.

FIREBALL

The *FIREBALL* add-on feature is selected at the time of purchase and doubles the cost of the board(s) played where *FIREBALL* is chosen. After the *Daily 4* base game drawing, the *Daily 4 FIREBALL* number will be drawn separately from a set of 10 balls (0-9). To create *FIREBALL* winning combinations, the *Daily 4 FIREBALL* number is used to replace any one of the drawn *Daily 4* numbers. Players can win a prize for matching any of the *FIREBALL* prize winning combinations, based on their selected play type and wager amount, in addition to any base game winnings. Player does not have to win the *Daily 4* base game to win *FIREBALL* prize(s).

Day of Week Feature

This Advance Play feature allows players to choose what day of the week they wish to start playing. They can choose any of the 5 days/drawings after the current day/draw. Players may choose only one day. This feature can only be used on manually produced *Daily 4* tickets. It is not available on the playslip or mobile app. Multi-Draw may be combined with the Advance Play feature.

Cancel Feature

Daily 4 tickets can be canceled at the issuing terminal on the same day, within 60 minutes of printing and prior to the draw break. *Daily 4* tickets cannot be canceled: after the draw break has occurred, when generated as part of *Lone Star Lineup*, or if they were generated from a free ticket promotion. Retailer must retain canceled receipt and ticket for 30 days.

Multi-Draw Option

Players can choose the number of drawings they want to play with Multi-Draw. They may play their *Daily 4* numbers for up to 24 consecutive drawings. To play consecutive morning, day, evening and night drawings, players just select the desired number of drawings. They can also play their *Daily 4* numbers for up to 24 consecutive drawings for a particular draw time. To play **only** morning, **only** day, **only** evening or **only** night drawings, mark the desired draw time (MORNING, DAY, EVENING or NIGHT) and select the desired number of drawings.

Winning

Daily 4 odds of winning range from 1 in 100 to 1 in 10,000. *FIREBALL* odds on *Daily 4* range from 1 in 56 to 1 in 100,000. Prizes must be claimed no later than 180 days after the draw date.

DAILY 4™

DAILY 4™ BASE GAME / PLUS FIREBALL / FIREBALL EXAMPLES

Play Types	Odds	Prize Amounts		Wins	Odds	Prize Amounts		Your Numbers	Daily 4 Numbers Drawn	FIREBALL Number Drawn
STRAIGHT: (Exact Order) Match in exact order.		50¢ Play	$1 Play			$1 Play	$2 Play			
4 like numbers	1:10,000	$2,500	$5,000	4 Wins	1:100,000	$2,700	$5,400	1111	1111	1
				1 Win	1:2,778	$675	$1,350		1411	1
2 sets of 2 like numbers	1:10,000	$2,500	$5,000	2 Wins	1:50,000	$1,350	$2,700	1212	1212	2
				1 Win	1:2,778	$675	$1,350		0212	1
3 like numbers and 1 different number	1:10,000	$2,500	$5,000	3 Wins	1:100,000	$2,025	$4,050	1222	1222	2
				1 Win	1:2,703	$675	$1,350		1272	2
4 different numbers	1:10,000	$2,500	$5,000	1 Win	1:2,500	$675	$1,350	1234	1284	3
2 like numbers and 2 different numbers	1:10,000	$2,500	$5,000	2 Wins	1:100,000	$1,350	$2,700	1224	1224	2
				1 Win	1:2,632	$675	$1,350		1324	2
BOX: (Any Order) Match in any order.		50¢ Play	$1 Play							
4-WAY 3 like numbers and 1 different number	1:2,500	$600	$1,200	4 Wins	1:100,000	$680	$1,360	1222	2222	1
				3 Wins	1:25,000	$510	$1,020		2212	2
				2 Wins	1:16,667	$340	$680		2211	2
				1 Win	1:758	$170	$340		1252	2
6-WAY 2 sets of 2 like numbers	1:1,667	$400	$800	3 Wins	1:12,500	$336	$672	1212	1112	2
				2 Wins	1:8,333	$224	$448		2121	2
				1 Win	1:521	$112	$224		9221	1
12-WAY 2 like numbers and 2 different numbers	1:833	$200	$400	3 Wins	1:12,500	$168	$336	1223	3222	1
				2 Wins	1:2,083	$112	$224		2211	3
				1 Win	1:278	$56	$112		7322	1
24-WAY 4 different numbers	1:417	$100	$200	2 Wins	1:694	$56	$112	1234	4142	3
				1 Win	1:149	$28	$56		9432	1

Play Type	Odds	Prize Amounts		BOX	STRAIGHT	Odds	Prize Amounts	Your Numbers	Daily 4 Numbers Drawn	FIREBALL Number Drawn
STRAIGHT/BOX: (Exact Order/Any Order) Match in exact order or any order. A 50¢ base play costs $1. Prize amounts shown are based on a 50¢ base play.		BOX	STRAIGHT*				$2 Play			
4-WAY 3 like numbers and 1 different number	1:2,500	$600	$3,100* ($2,500 + $600)	3 Wins	3 Wins	1:100,000	$2,535	1222	1222	2
				4 Wins	1 Win	1:100,000	$1,355		2222	1
				3 Wins	0	1:33,333	$510		2122	2
				2 Wins	1 Win	1:33,333	$1,015		1122	2
				2 Wins	0	1:33,333	$340		2112	2
				1 Win	1 Win	1:3,030	$845		0222	1
				1 Win	0	1:1,010	$170		0122	2
6-WAY 2 sets of 2 like numbers	1:1,667	$400	$2,900* ($2,500 + $400)	2 Wins	2 Wins	1:50,000	$1,574	1212	1212	1
				3 Wins	1 Win	1:25,000	$1,011		1112	2
				3 Wins	0	1:25,000	$336		1121	2
				2 Wins	0	1:10,000	$224		1122	1
				1 Win	1 Win	1:3,125	$787		0212	1
				1 Win	0	1:625	$112		0112	2
12-WAY 2 like numbers and 2 different numbers	1:833	$200	$2,700* ($2,500 + $200)	3 Wins	1 Win	1:50,000	$843	1223	1222	3
				3 Wins	0	1:16,667	$168		2122	3
				2 Wins	2 Wins	1:100,000	$1,462		1223	2
				2 Wins	1 Win	1:16,667	$787		1123	2
				1 Win	1 Win	1:3,333	$731		0223	1
				2 Wins	0	1:2,439	$112		1122	3
				1 Win	0	1:303	$56		0122	3
24-WAY 4 different numbers	1:417	$100	$2,600* ($2,500 + $100)	2 Wins	1 Win	1:8,333	$731	1234	1134	2
				1 Win	1 Win	1:3,571	$703		0234	1
				2 Wins	0	1:758	$56		1123	4
				1 Win	0	1:155	$28		0123	4

*Prize amount is greater (as shown) when the player's numbers match in Straight (Exact) order the numbers drawn. The Straight prize amount combines Box Prize and Straight Prize.

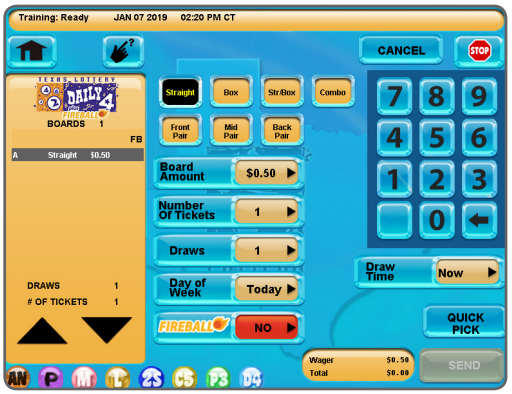
Play Types	Odds	Prize Amounts		Wins	Odds	Prize Amounts		Your Numbers	Daily 4 Numbers Drawn	FIREBALL Number Drawn
COMBO: Covers all the possible Straight (Exact Order) combinations of four single-digit numbers. A 50¢ base play costs $2 to $12 and a $1 base play costs $4 to $24 depending on the numbers you select.		50¢ Base Play	$1 Base Play							
		$2 Play	$4 Play			$4 Play	$8 Play			
4-WAY 3 like numbers and 1 different number	1:2,500	$2,500	$5,000	4 Wins	1:100,000	$2,700	$5,400	1222	2222	1
				3 Wins	1:25,000	$2,025	$4,050		2212	2
				2 Wins	1:16,667	$1,350	$2,700		2211	2
				1 Win	1:758	$675	$1,350		1252	2
		$3 Play	$6 Play			$6 Play	$12 Play			
6-WAY 2 sets of 2 like numbers	1:1,667	$2,500	$5,000	3 Wins	1:12,500	$2,025	$4,050	1212	1112	2
				2 Wins	1:8,333	$1,350	$2,700		2121	2
				1 Win	1:521	$675	$1,350		9221	1
		$6 Play	$12 Play			$12 Play	$24 Play			
12-WAY 2 like numbers and 2 different numbers	1:833	$2,500	$5,000	3 Wins	1:12,500	$2,025	$4,050	1223	3222	1
				2 Wins	1:2,083	$1,350	$2,700		2211	3
				1 Win	1:278	$675	$1,350		7322	1
		$12 Play	$24 Play			$24 Play	$48 Play			
24-WAY 4 different numbers	1:417	$2,500	$5,000	2 Wins	1:694	$1,350	$2,700	1234	4142	3
				1 Win	1:149	$675	$1,350		9432	1
PAIRS: Match two in exact order.		50¢ Play	$1 Play			$1 Play	$2 Play			
Front Pair, Mid Pair and Back Pair with 2 like numbers	1:100	$25	$50	4 Wins	1:1,000	$28	$56	11xx	1135	1
				2 Wins	1:111	$14	$28		1135	7
				1 Win	1:56	$7	$14		1694	1
Front Pair, Mid Pair and Back Pair with 2 different numbers	1:100	$25	$50	3 Wins	1:500	$21	$42	12xx	1245	1
				2 Wins	1:125	$14	$28		1210	6
				1 Win	1:56	$7	$14		1174	2

(NOTE: Number combinations shown are for example only.)

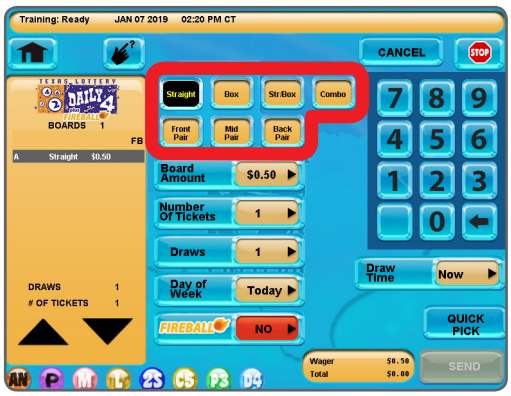
DAILY 4™

1 Touch **Daily 4** on the Home screen.

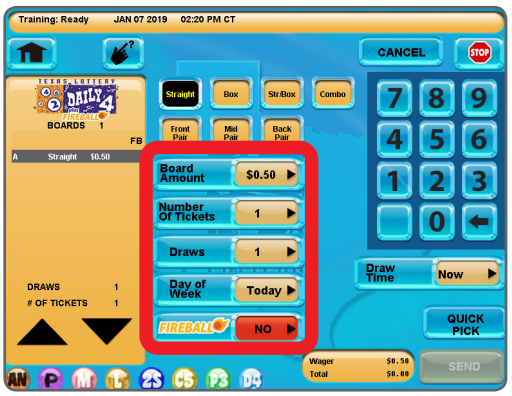
2 The *Daily 4* options screen displays.



3 Here you can select the **Wager Type**: Straight, Box, Straight/Box, Combo, Front Pair, Mid Pair, and Back Pair. (Default is Straight.)



4 You can also select the **Board Amount**, **Number Of Tickets**, **Draws**, **Day of Week**, time of draw (**Now, Morning, Day, Evening, Night, All**) and **FIREBALL**.

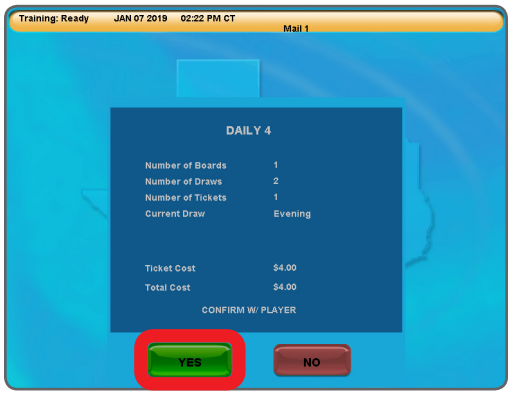


5 Touch **QUICK PICK** to allow the system to randomly choose the numbers; **OR** enter the player's four numbers (0000 - 9999) using the **numeric touchpad**.

6 When all selections are made, touch **SEND** or **Next Board** to add additional plays.

Note: Any manual play option may be changed before you touch **SEND.** However, QP numbers cannot be edited.

7 A confirmation screen displays for all Multi-Draw transactions. Touch **YES** to place the transaction, or touch **NO** to cancel.



8 You are then returned to the Home screen, where you can perform other tasks. Touch **TOTAL** when transactions for a customer are complete.

9 Use the numeric keypad to enter the amount given to you by the player, touch **Total** and the change due the player displays. Touch **Print** for a copy of the transaction and always touch **Clear** before moving on to the next transaction.

PLAYSLIP METHOD

1. Player marks one (1) number 0-9 in each of the 4 columns ***OR***, to have the terminal select the numbers, player marks QP for Quick Pick on one or more playboards.

2. Player marks a box for play Type.

3. The VOID box can be marked on a playboard if the player makes a mistake on that playboard. All other playboards are usable.

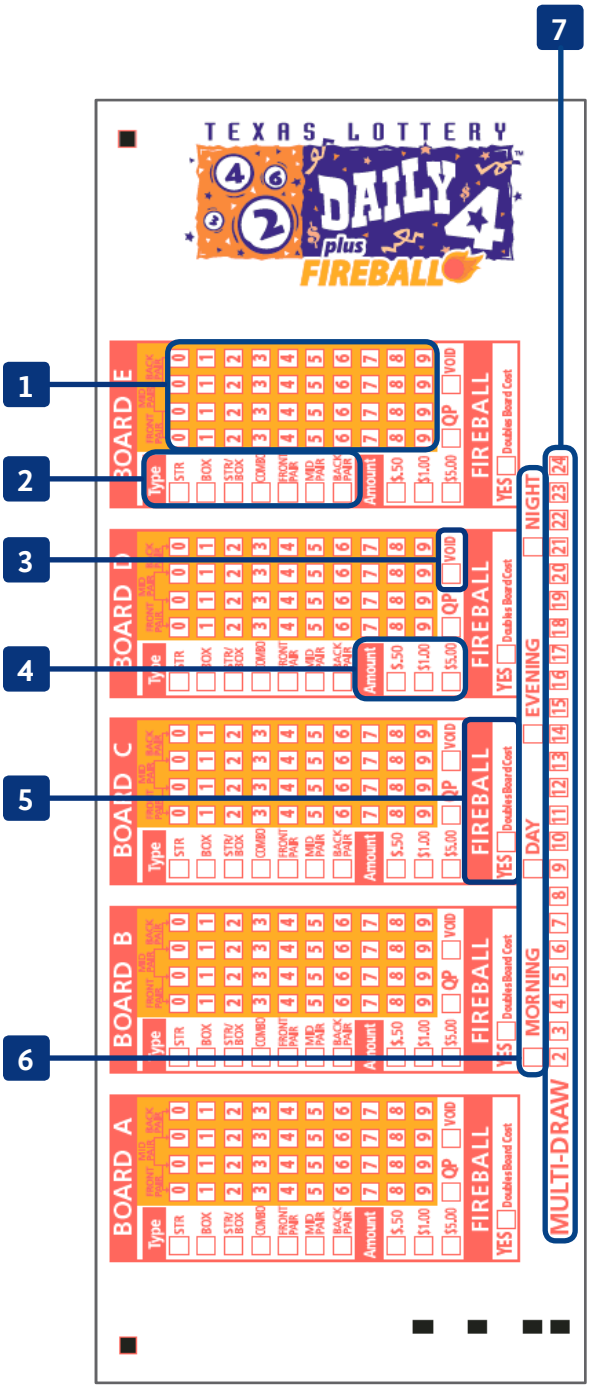
4. Player marks a box for play Amount.

5. For additional chances to win, player marks FIREBALL YES. Cost of each playboard marked YES doubles.

6. Player may choose a specific draw time by marking the MORNING, DAY, EVENING or NIGHT box.

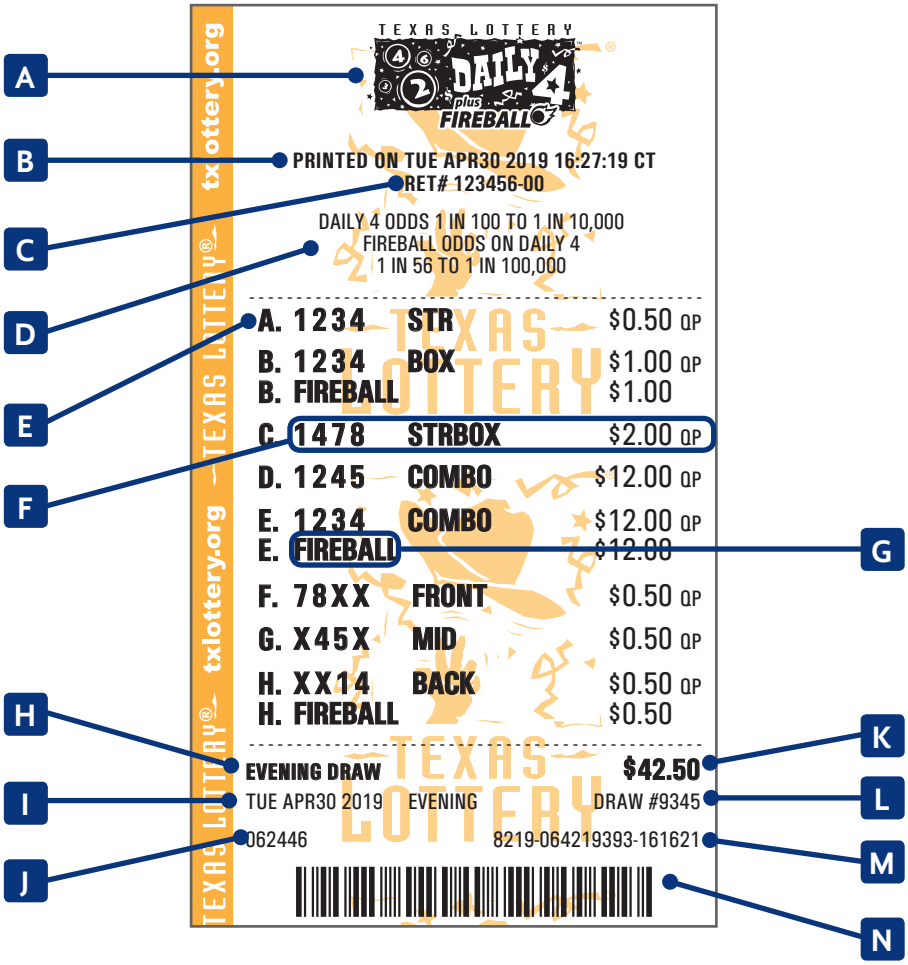
7. To play the same numbers up to 24 consecutive draws, player may mark the selected box next to MULTI-DRAW. Player can play the same numbers up to 24 consecutive MORNING, DAY, EVENING or NIGHT draws by marking the selected time of day box and the selected MULTI-DRAW box.

   Steps 1-4 must be completed for each playboard purchased.



DAILY 4™

- **A** GAME LOGO
- **B** DAY, DATE AND TIME STAMP
- **C** RETAILER NUMBER
- **D** GAME ODDS
- **E** PLAYBOARD INDICATOR(S)
- **F** PLAYER'S NUMBERS, PLAY TYPE, BASE PLAY COST, QP INDICATOR
- **G** FIREBALL SELECTION, COST
- **H** DRAW TIME (MORNING, DAY, EVENING, NIGHT)
- **I** DRAW DAY, DATE, TIME
- **J** SECURITY NUMBER
- **K** TICKET PRICE
- **L** DRAW NUMBER(S)
- **M** 19-DIGIT SERIAL NUMBER
- **N** BARCODE



LONE STAR LINEUP®

Lone Star Lineup allows retailers to sell multiple Quick Picks with just one touch of a button on the Altura home screen. Each game prints automatically on a separate ticket. It's an easy way for customers to sample a variety of draw games. The *Lone Star Lineup* promotion is a great value to players by offering multiple draw games at a discounted price.

The current *Lone Star Lineup* promotion includes the following game wagers, a $6.00 value for a cost to player of just $5.00.

- QP $2.00 *All or Nothing*
- QP $1.00 *Lotto Texas*
- QP $1.00 *Texas Two Step*
- QP $1.00 *Cash Five*
- QP $.50 *Pick 3* (6-Way Any)
- QP $.50 *Daily 4* (24-Way Box)

It's important to understand that since this group of tickets is being produced as a promotion at a discounted price none of the tickets produced from the *Lone Star Lineup* can be canceled.

If any of the *Lone Star Lineup* games is in draw break the wager will be rejected and the terminal screen will display, "Lone Star Lineup option is unavailable. Try again later." None of the tickets will be produced.

Retailers earn $.30 commission on each $5.00 *Lone Star Lineup*, a $6.00 value to players.

Players may use the Texas Lottery App to create a *Lone Star Lineup* QR code and then ask retailer to scan at terminal to produce tickets. Or, you can select the ***Lone Star Lineup*** button on the Altura home screen.

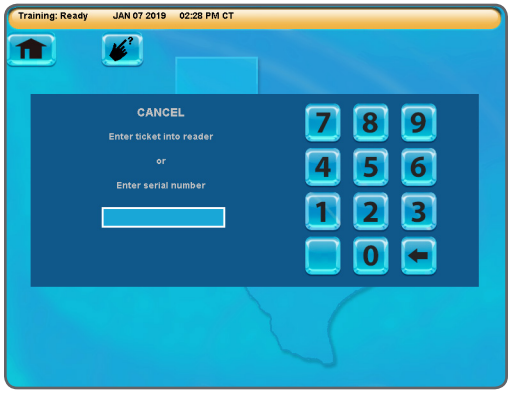
CANCEL

Only *Pick 3* and *Daily 4* tickets can be canceled, except when part of a promotion. The Cancel function is located on these game screens only.

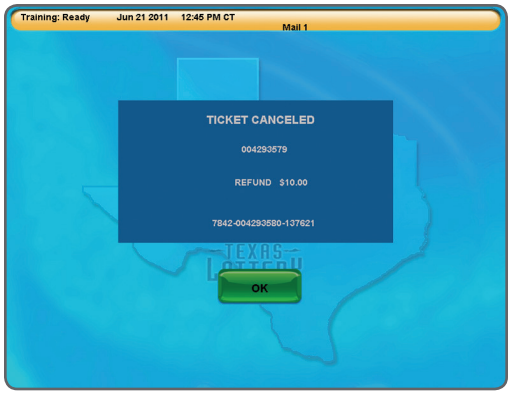
1. Touch the *Pick 3* or *Daily 4* button on the home screen.

2. Touch **CANCEL** on the *Pick 3* or *Daily 4* screen.

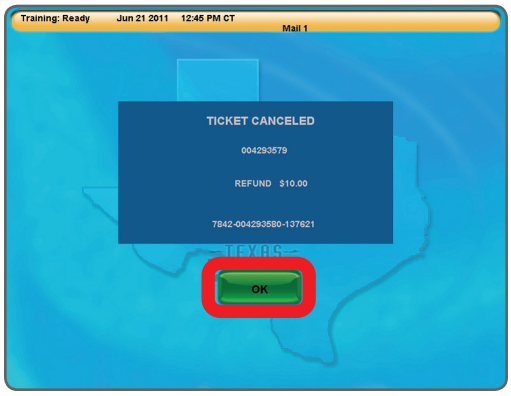
3. Scan the barcode, insert the ticket into the top of the reader or enter the serial number using the **numeric touchpad**.



4. A Ticket Canceled screen displays the refund amount and a cancellation receipt prints automatically.



5. Touch **OK** to return to the Home screen.

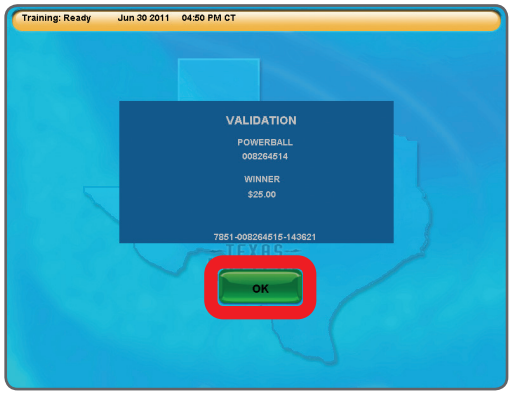


DRAW GAME INQUIRY

1 Touch **Draw Game Inquiry** on the Home screen.

2 Scan the ticket or insert it into the top of the reader; ***OR*** enter the serial number using the **numeric touchpad**.

3 A screen displays indicating whether or not the ticket is a winner. Touch **OK** to return to the Home screen.

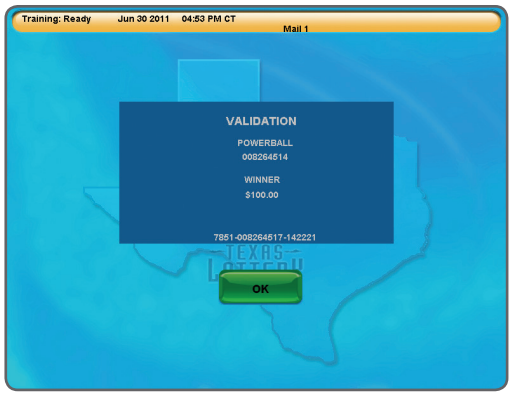


DRAW GAME VALIDATION

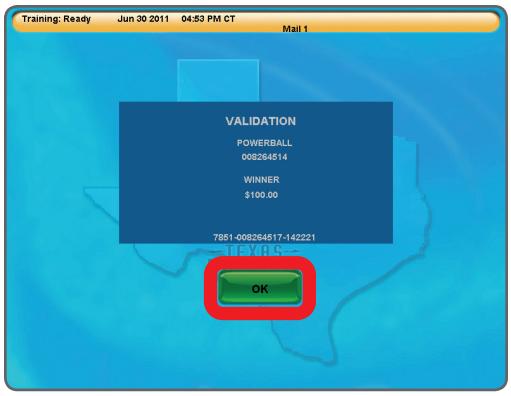
1. Scan the ticket or insert it into the top of the reader; ***OR*** touch **Draw Game Validation** on the Home screen to validate.

2. Enter the ticket number using the **numeric touchpad**.

3. A Validation Confirmation screen displays and two receipts print automatically: Player Copy and Retailer Copy. Give players their copy.



4. Touch **OK** to return to the Home screen.



TERMINAL ERROR MESSAGES

Subject	Displayed Message	Scenario Description NOTE: Give PLAYER COPY of receipt to player for all inquiries and validations.
Cancels	CANCELLATION PERIOD EXPIRED	Attempted cancellation after time limit exceeded.
Cancels	NOT THE SELLING TERMINAL	Attempted cancellation of a ticket printed at another retailer.
Cancels	CANNOT CANCEL TICKET	Attempted cancellation of a wager that does not allow Cancels (Ex. Tickets produced as part of a promotion cannot be canceled.)
Cancels	INVALID SERIAL NUMBER	Entered incorrect ticket Serial Number.
Cancels	TICKET PREVIOUSLY CANCELED CALL LOTTERY AT 1-800-375-6886.	Scan of previously-canceled draw game ticket.
Cancels	TICKET CANCELED REFUND $XXX	Ticket successfully canceled; refund player's money.
General	FUNCTION NOT AVAILABLE	Function not available due to system maintenance.
General	INVALID SIGN ON	Incorrect Retailer ID or Pass Number.
General	SIGN ON NOT AVAILABLE	Service Disabled – Sign On attempt during maintenance periods.
General	*Display of animated hourglass*	Transaction was sent to Central host, has timed out and is being transmitted again.
Lone Star Lineup	LONE STAR LINEUP NOT AVAILABLE	QR code or ticket scanned for *Lone Star Lineup* promo that is not available for sales.
Lone Star Lineup	FUNCTION NOT AVAILABLE	*Lone Star Lineup* QR code scanned or button selected when first game of the promo is not live.
Lone Star Lineup	LONE STAR LINEUP OPTION IS UNAVAILABLE TRY AGAIN LATER	*Lone Star Lineup* QR code scanned or button selected within 60 seconds of draw break for promo games OR day end OR the promo is not live.
Playslips	PLAYSLIP REJECTED BLANK BOARDS	Empty playslip or add-on feature is selected for a board without wager.
Playslips	PLAYSLIP REJECTED CHECK PLAY TYPE	More than one bet type is marked for a board or the numbers marked do not match the bet type selected on the playslip (Ex. *Pick 3* Exact/Any bet type requires one of the numbers vary).
Playslips	PLAYSLIP REJECTED INVALID WAGER AMOUNT	More than one dollar amount is marked for a board on playslip.
Playslips	PLAYSLIP REJECTED CHECK PAYMENT OPTION	More than one jackpot payment option selected.
Playslips	PLAYSLIP REJECTED CHECK MULTIDRAW OPTION	More than one number is marked for Multi-Draw option.
Playslips	PLAYSLIP REJECTED CHECK DRAW TIME OPTION	More than one option marked for Morning/Day/Evening/Night.
Playslips	SELECT PAYMENT OPTION	No selection made for jackpot prize.
Playslips	INVALID PLAYSLIP	Old playslip; no longer valid.
Playslips	PLAYSLIP REJECTED QP AND BOARD MARKS	Playslip contains marks for QP and manually-selected numbers on a board.
Playslips	PLAYSLIP REJECTED TOO FEW MARKS	Too few marks for any board on a playslip.

TERMINAL ERROR MESSAGES

Subject	Displayed Message	Scenario Description NOTE: Give PLAYER COPY of receipt to player for all inquiries and validations.
QR Code	BARCODE ERROR FUNCTION NOT AVAILABLE	QR Code scan when: terminal not signed on, paper out/paper jam, communication offline, or function suppressed for maintenance.
QR Code	INVALID BARCODE	Terminal is unable to read the QR Code on the mobile device.
Self-Service Vending	{Game Name} DRAW BREAK SEE RETAILER	Attempted transaction at self-service terminal while game in draw break.
Self-Service Vending	CANNOT PROCESS SEE RETAILER	Free Ticket sequence in progress at self-service terminal.
Self-Service Vending	PAPER JAM SEE RETAILER	Paper jam in the printer or problem in the printer cutter.
Self-Service Vending	ONLY SCRATCH TICKETS AVAILABLE Draw games bin lights turn off	Retailer not signed on or no activity on the communication line.
Self-Service Vending	MACHINE IS DISABLED SEE RETAILER FOR ASSISTANCE	Self-service terminal disabled, call Hotline 800-458-0884.
Self-Service Vending	PAPER LOW SEE RETAILER	The paper roll is low.
Self-Service Vending	PRINTER OUT OF PAPER SEE RETAILER	There is no paper roll in the printer.
Validations	BARCODE ERROR Invalid Game	Scan of a ticket that is no longer available for validation; the game is not Active.
Validations	NOT A WINNER	Scan of a non-winning ticket.
Validations	CLAIM AT LOTTERY CALL 1-800-375-6886 FOR LOCATIONS	Scan of a ticket from a pack in "Stolen" status or with a Security “Hold”.
Validations	CANNOT PROCESS CONTACT LOTTERY	Scan of a ticket from a pack in status other than Activated, Confirmed or Settled.
Validations	PREVIOUSLY PAID	Scan of a ticket previously validated at any retailer/terminal.
Validations	DRAW BREAK TRY LATER	Scan of a ticket with a draw game prize during draw break.
Validations	WINNER CLAIM AT LOTTERY CALL 1-800-375-6886 FOR LOCATIONS	Scan of a ticket with prize greater than $599 or a non-cash prize.
Validations	RESULTS NOT IN	Ticket scanned after the draw, but before the system has completed posting results.
Validations	TICKET EXPIRED	Validation deadline for game has passed.
Validations	NOT A WINNER DRAWS REMAINING	Validation of a non-winning Multi-Draw ticket and ticket is eligible for future draws.
Validations	NOT A WINNER	Validation of a non-winning ticket.
Validations	WINNER $XXX	Validation of a ticket prize less than or equal to $599.
Validations	FREE TICKET WINNER	Validation of a winning ticket with free ticket prize.
Validations	CANNOT PROCESS SEE RETAILER	Validation of a winning ticket with free ticket prize but the terminal cannot produce the free draw game Quick Pick ticket.

NOTES

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