AMENDMENT OF SOLICITATION / MODIFICATION OF CONTRACT		1. Contract Number CFOPD-19-C-041		Page of Pages	
			1	Attachment A & B	

2. Amendment/Modification Number 8	3. Effective Date See 16 C below	4. Requisition/Purchase Request No.	5. Solicitation/Contract Caption Sports Wagering, Lottery Gaming Systems and Related Services

6. Issued by: Code	7. Administered by (If other than line 6)
Office of the Chief Financial Officer Office of Contracts 1100 4th Street, S.W. Suite E620 Washington, D.C. 20024	Office of Lottery and Gaming 2235 Shannon Place, SE Washington, DC 20020

8. Name and Address of Contractor (No. street, city, county, state and zip code) Intralot, Inc. 11360 Technology Circle Duluth, GA 30097 Contact: Terry Patterson - COO email: Terry.Patterson@Intralot.us Tel: 678-473-7200		9A. Amendment of Solicitation No.
		9B. Dated (See Item 11)
	X	10A. Modification of Contract/Order No. CFOPD-19-C-041
Code Facility		10B. Dated (See Item 13) July 16, 2019

11. THIS ITEM ONLY APPLIES TO AMENDMENTS OF SOLICITATIONS

☐ The above numbered solicitation is amended as set forth in item 14. The hour and date specified for receipt of Offers ☐ is extended. ☐ is not extended. Offers must acknowledge receipt of this amendment prior to the hour and date specified in the solicitation or as amended, by one of the following methods: (a) By completing Items 8 and 15, and returning _____ copies of the amendment: (b) By acknowledging receipt of this amendment on each copy of the offer submitted; or (c) BY separate letter or fax which includes a reference to the solicitation and amendment number. FAILURE OF YOUR ACKNOWLEDGMENT TO BE RECEIVED AT THE PLACE DESIGNATED FOR THE RECEIPT OF OFFERS PRIOR TO THE HOUR AND DATE SPECIFIED MAY RESULT IN REJECTION OF YOUR OFFER. If by virtue of this amendment you desire to change an offer already submitted, such may be made by letter or fax, provided each letter or telegram makes reference to the solicitation and this amendment, and is received prior to the opening hour and date specified.

12. Accounting and Appropriation Data (If Required)

13. THIS ITEM APPLIES ONLY TO MODIFICATIONS OF CONTRACTS/ORDERS, IT MODIFIES THE CONTRACT/ORDER NO. AS DESCRIBED IN ITEM 14

X	A. This change order is issued pursuant to (Specify Authority): 27 DCMR Section 3601.2(c) and Section I.8 of the Contract
	B. The above numbered contract/order is modified to reflect the administrative changes (such as changes in paying office, appropriation data etc.) set forth in item 14, pursuant to the DC Financial Responsibility and Management Assistance Authority.
	C. This supplemental agreement is entered into pursuant to authority of:
	D. Other (Specify type of modification and authority)

E. IMPORTANT: Contractor ☐ is not   ☒ is required to sign this document and return _____1__ copies to the issuing office.

14. Description of Amendment/Modification (Organized by UCF Section headings, including solicitation/contract subject matter where feasible.)

The Contract is hereby modified as reflected on Attachment A and Attachment B:

All other terms and conditions shall remain unchanged.

Except as provided herein, all terms and conditions of the document is referenced in Item 9A or 10A remain unchanged and in full force and effect.

15A. Name and Title of Signer (Type or print) Nikos Nikolakopoulos Chairman	16A. Name of Contracting Officer Drakus Wiggins
15B. Name of Contractor DocuSigned by: [signature] E9B3A01FB2F1488... (Signature of person authorized to sign)	15C. Date Signed 9/16/2023	16B. District of Columbia *Drakus Wiggins* (Signature of Contracting Officer)	16C. Date Signed 09/27/2023

ATTACHMENT A

MODIFICATION NO. 8 OF CONTRACT NO. CFOPD-19-C-041 SPORTS BETTING, LOTTERY GAMING SYSTEMS AND RELATED SERVICES

Contract NO. CFOPD-19-C-041, Sports Betting, Lottery Gaming Systems and Related Services (Contract) is modified as follows:

Item 1. Section B.4.4 (Kiosk Terminals) is amended to read as follows:

Contractor shall supply, install, and maintain thirty-six (36) new Dreamtouch Smart self-service terminals included in the base price of the Contract. The Dreamtouch Smart self-service terminals shall conform to the requirements contained in DC DREAMTOUCH SMART FUNCTIONAL SPECIFICATION DOCUMENT, version 2.8 (attached hereto as Attachment B). Additionally, the Dreamtouch Smart self-service terminals shall include reporting functionality capable of producing all reports that are available through Winstation self-service terminals used in the District of Columbia at the time of this modification.

Item 2: Section B.4.8, numbered paragraph 6, is deleted.

Item 3. Section B.4.9 Additional Elements is amended to read as follows:

B.4.9.1 At no additional cost to OLG, Contractor shall provide instant ticket warehousing space and services to OLG beginning on October 1, 2023, and continuing through the primary period of the contract and any option periods extended to Contractor. The space shall meet the following specifications:

A. **Building Exterior**

1. Surveillance

   a. Two (2) IP Luma Bullet Cameras for the front side of the building.

   b. One (1) IP Luma Bullet Camera for the back side of the building.

2. Controlled Access

   a. One (1) Prodata Rugged Card Reader.

   b. One (1) Electric Strike.

B. **Building Interior**

1. Surveillance

   a. One (1) IP Luma Bullet Camera in Entry Room.

   b. One (1) IP Luma Bullet Camera in the Photon repair area.

   c. One (1) IP Luma Bullet Camera in the main area to the left of the OLG Room.

    d.   One (1) IP Luma Bullet Camera in the Intralot Cage.

C. Surveillance Support

    1.   Wireless Network.

    2. Data Cabling.

D. OLG Interior Space

    1.   OLG Enclosure: Roll-Up Door to accommodate for forklift access.

    2.   OLG Enclosure: Standard Entry Door and Hardware.

    3.   14-gage Structural Steel Studded Walls.

    4.   Data Access to BOS PC's.

    5.   Industrial Shelving.

    6.   One (1) OLG staff workstation, with internet access to BOS, Pick N Pack, and telephone access.

    7.   Surveillance

        a.   OLG 'view access,' for One (1) IP Luma Bullet Camera above Pick N Pack worker station.

        b.   One (1) IP Luma Bullet Camera facing entry door.

        c.   Two (2) IP Luma Bullet Cameras on adjacent walls overlooking Roll-up door and instant ticket shelves.

Item 4. Except as expressly amended or modified hereby, all terms, conditions and provisions of the Contract are and shall remain in full force and effect and all references therein to such Contract shall henceforth refer to the Contract as modified by this Amendment. This Amendment shall be deemed incorporated into, and made a part of, the Contract.

ATTACHMENT B

intralot
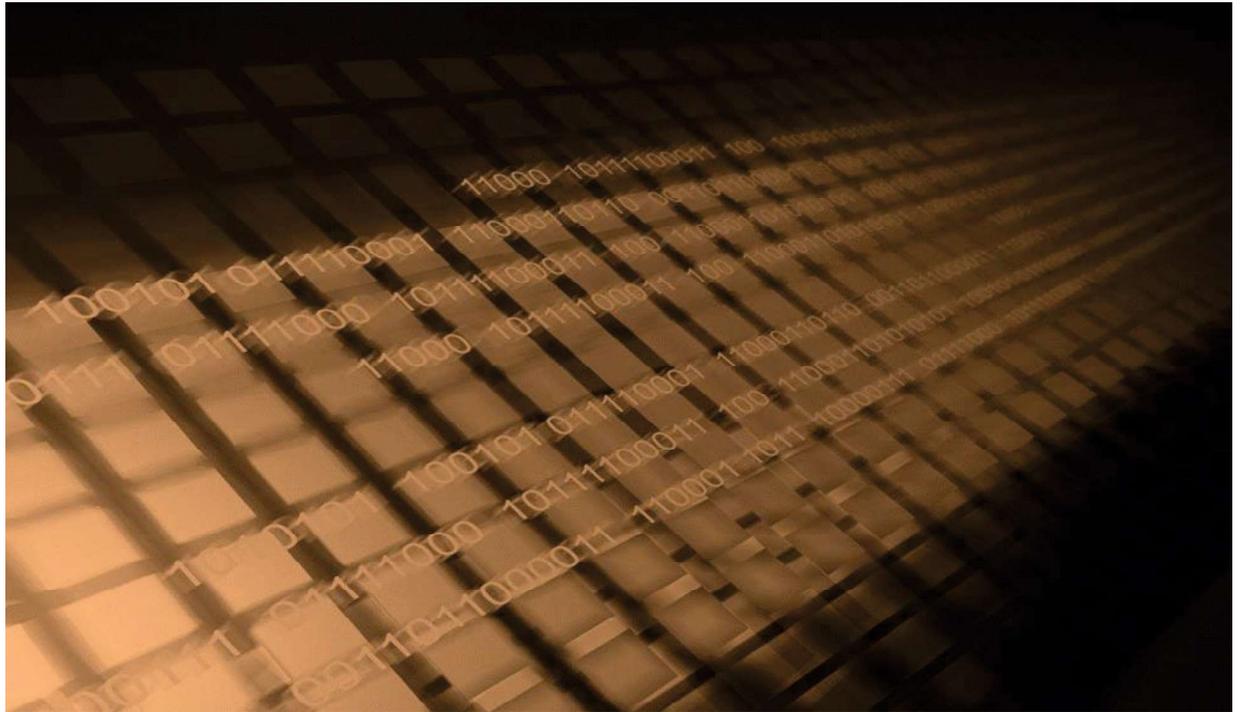
DC Office of Lottery and Gaming (DC Lottery)

DC DreamTouch Smart

FUNCTIONAL REQUIREMENTS SPECIFICATION DOCUMENT

Version 2.8

Confidential | External

FUNCTIONAL REQUIREMENTS SPECIFICATION
DC DreamTouch Smart

					QA Review		
Version	Date	Author(s)	Content Reviewer(s)	Information Owner		Approved for Release by	Comments
0.1	6/20/2021	L.Sambolu	L.Sambolu	L.Sambolu		George Mermigas	Initial Version
0.2	7/20/2021	L.Sambolu	Dev Team	L. Sambolu		George Mermigas	Formatting Changes
0.3	08/01/2021	L. Sambolu	Dev Team	L.Sambolu		George Mermigas	Updated based on internal comments
0.4	08/04/2021	L. Sambolu	Dev Team	L. Samoblu		George Mermigas	Updated based on internal comments
0.5	08/17/2021	L. Sambolu	Dev Team	L. Sambolu		George Mermigas	Updated based on internal comments
0.6	09/16/2021	L. Sambolu	Dev Team	L. Sambolu		George Mermigas	Updated based on internal comments
0.7	09/23/2021	L. Sambolu	Dev Team	L. Sambolu		George Mermigas	Updated based on internal comments
0.8	11/16/2021	L. Sambolu	Lottery	L. Sambolu		George Mermigas	Updated based on the lottery's comments
0.9	12/2/2021	L. Sambolu	Internal	L. Sambolu		George Mermigas	Updated based on internal feedback

1.0	12/14/2021	L. Sambolu	Internal	L. Sambolu	George Mermigas	Removed non-serialized promotion type.
1.1	12/17/2021	L. Sambolu	Internal	L. Sambolu	George Mermigas	Updated based on internal comments
1.2	01/31/2022	K.Montes	Internal			-Updated figure 1. -6.1 added BOS Spec reference. -
1.3	02/14/2022	K. Case	Intralot tech team	George Mermigas		Addressed lottery questions based on 2nd page turn
1.4	02/16/2022	K. Case	Intralot tech team	George Mermigas		Updated sections 2.1- Fast play games adding figures 5-5.1 and description
1.5	03/30/2022	K. Case	Intralot tech team	George Mermigas		Updated FRS based on QA comments/Dev feedback
1.6	04/06/2022	K. Case	Intralot tech team	George Mermigas		Updated Section 7.9-7.11. Updated FRS structure
1.7	04/12/2022	K. Case	Intralot tech team	George Mermigas		Updated table 5 User/fun. Closed all final comments by QA
1.8	4/22/2022	K. Case	Intralot tech team		George Mermigas	Update Tech comments on pg. 146 and pg. 26.
1.9	5/06/2022	K. Case	Intralot tech team		George Mermigas	-Updated Table of contents -Updated section 8 - terminal report images -Updated all images to include DC branding. -Updated figure list and terminal messages
2.0	6/22/2022	K. Case	Intralot tech team		George Mermigas	-Update figure13 and table 3, provided an updated

							description for QP options/games -added all requested updates from the tech team -Updated the DC FP game list
2.1	6/24/2022	K. Case	Intralot tech team				-Updated section 2.7With QR code description -removed the WOW promotion from available promotions - Updated the FP game list - Update section 2.2 message elements
2.2	6/28/2022	K. Case	Intralot tech team				-Updated figure 9 Bin out status "Sold Out" -Updated table 3 with a new gameplay description and image -Updated figures 4 and 13 with new QP buttons layout
2.3	6/29/2022	K. Case	Intralot tech team				Updated table 3 extended based on internal feedback
2.4	07/07/2022	K. Case	Intralot tech team				-(table 3) New QP price points for MM and PB ($2, $10 Pick Your Numbers **With Megaplier/Power play: $3, $6**) -Removal of DC2 and the lucky one

							-Removal of all promotions -Removal of the Spanish translation from the messaging doc -Terminal message description for messing doc added (6.3 ticket checking and terminal messages) -Updated DTS main screen and QP mockups (figure 3,4 and Table 3) -Reduced the FP games down to 13
2.5	07/07/2022	K. Case	Intralot tech team			George Mermigas	- Updated QP button scenarios (pg.46-47) - Updated terminal messages in the Excel doc (section 1.3 and 6.3) to include all messages on the DTS - Updated price points for MM and PP game description(pg.46-47)
2.6	7/21/20221	K. Case	Intralot tech team				Updated the excel terminal message doc based on internal feedback.
2.7	7/26/20221	K. Case	Intralot tech team			George Mermigas	Updated DTS FRS based on provided comments from Jennifer Thomas (OLG) in v2.5

2.8	08/08/2022	K. Case	Intralot tech team			Updated excel messages doc: removed alarm codes from the excel message doc Section 1.3-6.3 DC_DTS_v2.7 OLG messages (2).xlsx

Code: 4.930.311

Distribution List: DC Lottery, INTRALOT S.A.

Table of Contents

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1 Introduction

1.1 Purpose

This Functional Requirements Specification (FRS) Document tracks and documents the necessary information required to effectively define functional specifications and requirements for the DreamTouch Smart. It provides the stakeholders with a clear statement of the intended functionality for the equipment. The functionality features, tools, and resources are in described as 'tasks' and/or 'functions'. This FRS document is used by Intralot Software engineers to enable them to review, understand and develop the functional capabilities required from the DC Office of Lottery and Gaming's (DC Lottery) DreamTouch Smart. Supplemental FRS documents will be created to address additional functionality or modifications, if required.

Please note that this document is not a project plan. It is a guide for system architecture and development, not for phasing, timelines, or deliverables. This FRS will be used to produce the DC Lottery's DreamTouch Smart. OLG will require final approval on add additional prior development.

All DreamTouch Smart screenshots and images provided are indicative mock-ups . The final delivered format may vary slightly depending on modifications requested by DCL and development requirements. Please note that data stored in the central system will not be affected, in any manner, due to functionalities that result from this FRS.

1.2 Intended Audience

This document is intended for the software engineer to review, understand, and develop all the functional capabilities, It shall also be used by the Quality assurance team to verify the delivered software meets the of the standards specified in this document The document presumes familiarity with concepts and terminology of terminal application software features. This document is also intended for users and other parties interested in gaining a functional understanding of the interface. The Audience is limited to Intralot and DC Lottery.

1.3   List of Reference Documents

References	Document Title
1.	DC New Photon Specification v 2.9
2.	Promotions FRS Addendum_v0.2_fullyexecuted
3.	US-WDC- Promotions Specifications v0.8_fullyexecuted
4.	DC_DTS_v2.7 OLG messages (2). xlsx

Table 1: Reference Documents

1.4 Acronyms and Abbreviations

Acronyms / Abbrev.	Definition
ICON™	Digital Imaging Technology
C/S	**C**entral **S**ystem
CSIM	**C**entral **S**ystem **I**nformation **M**essage
CST	**C**ustomer **S**ervice **T**echnician
CSV	**C**omma **S**eparated **V**alue
DTS	**DreamTouch Smart** Terminal
FTP	**F**ile **T**ransfer **P**rotocol. FTP server stores all terminal-related software such as Terminal S/W, Terminal S/W updates etc.
GUI	**G**raphical **U**ser **I**nterface
ICS	**I**nternal **C**ontrol **S**ystem
LCP	**L**OTOS™ **C**ommunication **P**rocessor. The interface of the system towards the retailer terminal
LOTOS™ O/S BOS	**Lot**tery **O**perating **S**ystem – **O**pen **S**ystem **B**ack **O**ffice
Online	**Terminal generated games**
LSR	**L**ottery **S**ales **R**epresentative
PAT	**P**layer **A**ctivated **T**erminal
PAD	**P**layer **A**dvertisement **D**isplay
QP	**Q**uick **P**ick
S/W	Software running on Terminal
THR	**T**ransaction **H**istory **R**eport
TNP	**T**ap-**N**-**P**lay

2 Map of Areas

2.1 Normal Mode
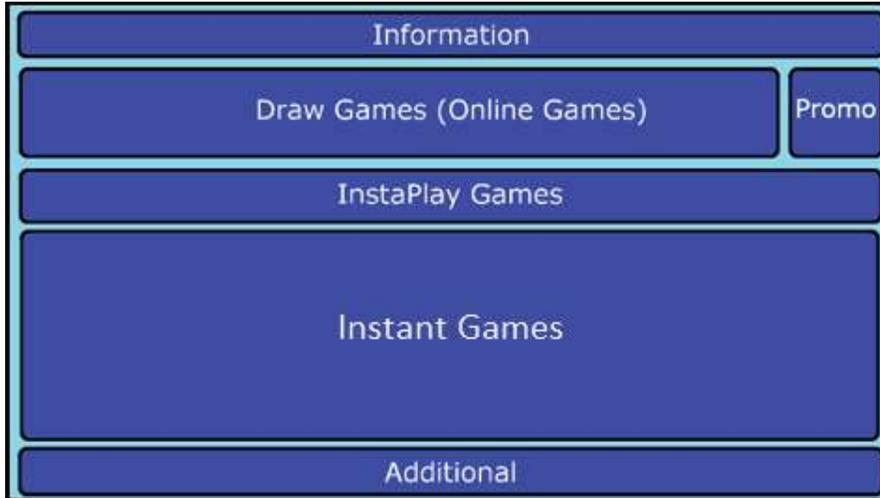
Figure 1: DreamTouch Smart Terminal Overview: Default Content
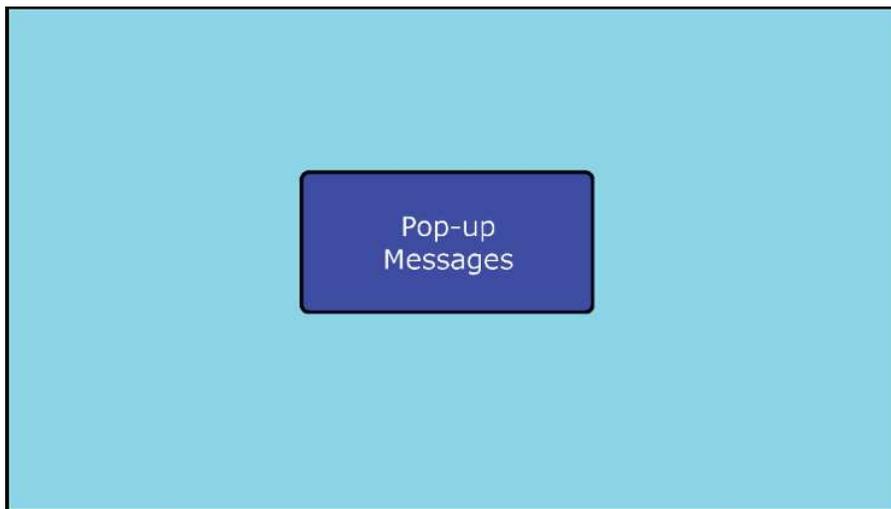
Figure 2: DreamTouch Smart Terminal Overview: Messages

Upon about 60 (sixty) seconds of no response to the pop-up by the user, pop-up messages will be disappeared.

Main Menu Screen

The Main menu screen layout will be as per below:

Figure 3: Indicative DreamTouch Smart Main Menu Screen* (To be updated)

*NOTE – Games not included in this screenshot which belongs either to the Draw Games or to the Fast Play panels, will be accessible using the arrows to scroll left and right.

A detailed description of the elements included per area is provided in the sections below.

Information

- Contents: Balance with two decimal points and Jackpot amounts for Powerball, Mega Millions, DC 3, DC 4, DC 5, and Lucky for Life.
- The Jackpot Information for Fast Play games will be displayed below the game button on the home screen.
- For Fast Play Games when a jackpot winner is produced, the ticket will have a "CONGRATULATIONS! JACKPOT WINNER! Please sign your ticket." message to draw attention to the fact that they have won the jackpot.

- In idle mode, Horizon will display content in full screen. If this area is to be utilized in customer mode, it will be handled by the DreamTouch Smart application.
- The Horizon content will be displayed in a full-screen mode. No information other than the Horizon content will be displayed.

Draw Games

Figure 4: Indicative Draw Game Button (To be updated)

Pressing on the game logo will bring up the Game Information screen and display it. By pressing any Price Point button of the ones available, a respective Quick Pick Draw ticket will be issued.

- By pressing the "Pick your Numbers" icon the full manual number selection screen will appear.
- MUSL Games QP values: Two rows. Upper row 3 buttons. Lower row 2 buttons.
- Min 3 fixed price buttons + one Pick your Numbers button
- All current DBG (Draw Based Games) games can have a 5 (five) -button configuration, 3 (three) QP buttons and 1 (one) Pick your Numbers button.
- Another option to buy tickets, Participation with a play slip.

Fast Play Games

Pressing on the game logo will bring up a Game screen. This will allow the player to select how many tickets (from 1 to 10) they want for the specified game and purchase the tickets by pressing the buy button. Fast Play games, with progressive jackpots, will indicate the jackpot amount below the logo button on the main screen except for "123 CASH", which will display the remaining tickets.

For Fast Play "DC Jackpot", three (3) separate buttons will exist; one for each price point. The user will be able to press the button of a price point and then select the number of tickets to play. The jackpot amount for each price point will be displayed below the corresponding button on the main screen.

Figure 5: **INDICTIVE MOCK-UP OF DTS FAST PLAY HELP AND INFORMATION SCREEN**
(Fast Play+ Help Screen to be delivered at later date by OLG)

Within the Fast Play games screen (Ex. Red Hot Numbers), are four interactive buttons located in the bottom right corner to assist with the player's experience. The (?) [Help] icon displays a help screen for Fast Play games providing generic game information. (Exit) allows players to go back to the Home Game Screen where they began and discard any selections made restarting their selection process. (X) [Clear] clears player's selection. The green [Buy] button confirms the ticket selections and instantly subtracts the total amount due and prints the tickets individually.
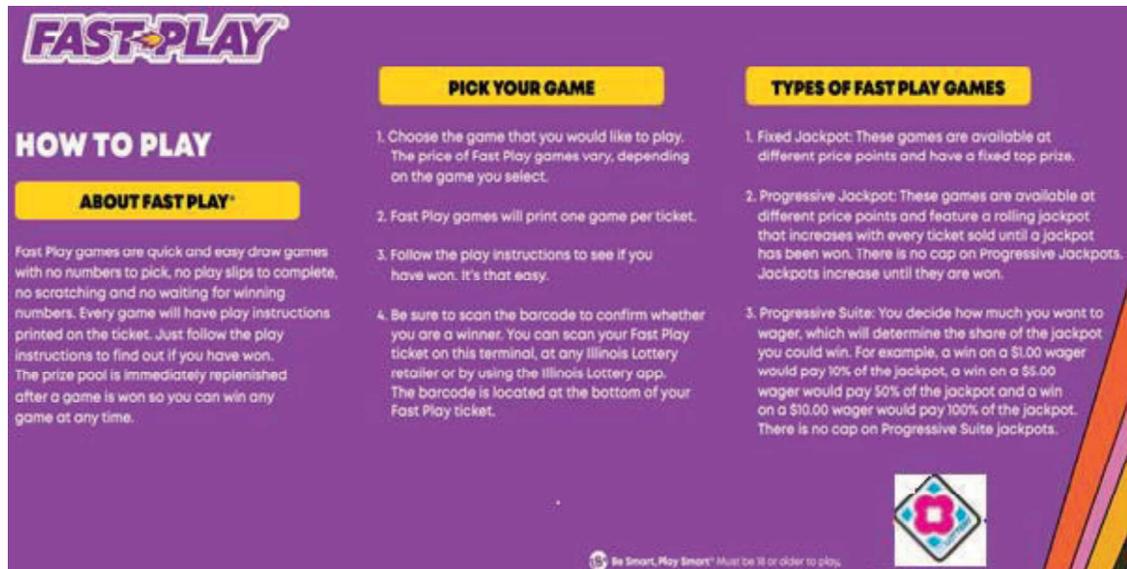
Figure 5.1 – INDICATIVE MOCK-UP OF DTS FAST PLAY HELP AND INFORMATION SCREEN
(Fast Play+ Help Screen to be delivered at later date by OLG)

The Fast Play container will display a list of the current seasonal and new Fast Play Games offered in DC for the phase 1 release:

- Capital Cash
- DC $2, Jackpot
- DC $5 Jackpot
- DC $10 Jackpot

- DC Keno

- Rolling Jackpot Flamin Hot Dice

- Twenty 20's

- Fast Numbers

- Blackjack

- Bingo

- Ultimate Diamonds Multiplier

- DC MU$IC

- Ca$h Blowout

Instant Games

Figure 6: Instant Game Button Example

The Graphics area can contain either a 3D shadow or a flat Instant Game image. Images should be 240x240 pixels and saved as "Scratch <GAME_ID>". Each time there is a new Instant game, an image should also be provided by DCL.

Instant games can have a Price Point bubble which highlights the cost of a ticket. This will be displayed on the top right corner of the Image on the home screen of the DTS.

Additional

This area will display status messages such as "Feeling lucky? Select a game to purchase. Machine does not give change" or Responsible Gaming messages, etc.

Plan-o-gram layout

ITEM	GEOMETRY
Draw Games and Bundle Buttons (i.e. Bundle Promotions)	- 1 row by max number of Draw games. - Dedicated section/column at top right for Bundle Buttons. ~ 10 Draw games visible in the available space each time - The row can be scrolled horizontally from left to right by using a hand gesture or arrows on the game screen
Fast Play Games	- 1 row by max number of Fast Play games. ~ 13 games visible in the available space each time - The row can be scrolled horizontally from left to right by using a hand gesture or arrows on the game screen
Instant Games	- 3 rows 2x 9 Games and 1x 7 Games

Table 2: Normal Plan-o-gram layout

2.2 Elements Location

Activation Elements

- Plan-o-gram will be defined upon load

Navigation Elements

- Will consist of arrows
- Visual image (to be added)
- Placed accordingly close to activation elements.

Message Elements

- **Informational**

Figure 7: Indictive image of the Balance Information Panel

- o The Information panel on the top area will be used to display amount in the balance along with current jackpot amounts of draw games. The amount in the balance should support 2-digit decimals. The maximum balance on the machine should be set to $600.00. Any changes in the maximum limits on the terminal will require a S/W version update.
  Note: The player may use any number of bills or may validate any number of tickets to reach the $600.00 limit.

- o The Jackpot amount will display amounts in Thousands However, when the amount crosses $999,000 the term will update to 1.00 million, accurate to the second digit. The term will update to 1.00 billion once the jackpot amount crosses 999 million.

Figure 8: Bottom Information Panel (To be updated)

- o The information panel on the bottom area will be used to display:

- Welcome messages like: "Feeling lucky? Select a game to purchase. Machine does not give change"
- Progress messages like: "We are dispensing your Tickets" or "Your ticket is Printing" etc.
- Completion Messages like: "Ticket Dispensed" or "Your Ticket is ready, don't forget to sign the back!"
- Responsible Gaming messages (Any change to the message will need a new Software version)
- Other Lottery messages (Any change to the message will need a new Software version)
- The information on the bottom panel will change based on the Status of the terminal.

  o English will be the default language.

- **Warning**
  o If it is related to a peripheral a pop-up message will inform the player.
    Note: The peripheral related warning may also be indicated at the bottom of the information panel.

- **Critical**
  o This message will display in the Bottom Information Area, "Terminal is Unavailable."
  o DTS will not dispense any tickets if there is no connection to C/S.

- **Advertisement & Signage Elements**
  o Advertisement Videos shall display full screen.
  o Upon a user interacts (touches) the screen, it will revert to normal (Consumer) mode (i.e., touch, press, money in, play slip, scanning, etc.).
  o More in the respective Chapter, "Advertisements".

Note: All terminal messages that are provided in the DTS FRS are available in the excel messaging doc (DC_DTS_v2.7 OLG messages (2). xlsx) located in the reference section 1.3.

2.3   Ticket Dispenser Assembly

The DreamTouch Smart Instant Ticket Assembly consists of 25 (twenty-five) Instant ticket bins (5 (five) drawers and 5 (five) bins per drawer), capable of dispensing Instant tickets up to 4 inches wide and from 2.2 inches up to 12 inches in length. Instant Game details for each active Instant game are contained on the DreamTouch Smart local storage. Among the game parameters maintained by the DreamTouch Smart are the ticket length, pack size, and ticket price point.

The Bottom row of the DreamTouch Smart will only support games with ticket length of 6" or less. All the other bursters support any size from 2''-12'' so, any tickets 6" or below can be placed anywhere and are not limited to the last burster row.

When loading a pack, the software automatically sets the ticket length of the pack being loaded into the bin. This eliminates the need to set ticket length by the retailer when a bin is loaded with a pack of tickets. The ticket length is being retrieved by the CS upon sign on. There is an option to re-acquire them under Diagnostics->Update Instant Ticket Database.

Bin Out Status

Each bin contains a ticket-out sensor that is capable of being detected by software. A 'bin out' message will be sent to the central site when the last ticket has been vended. The message is recorded at the central site. The Lottery can view/query in out messages, service error messages, etc. when these occur on the DreamTouch Smart through the BOS reporting system – Retailer Alarms Report. When the Bin Out status is reported, we have an option to set up an auto generate email on BOS to notify the contacts that are part of the notification group regarding the "Bin Out" alert. When the Instant tickets are disabled, the image on the DreamTouch should be disabled but

visible (Greyed out). When the instant tickets are out, then the image on the DTS should be disabled and an "Sold Out" label should be displayed over the Instant game.

Figure 9: Sold out status for Instant Games
Note: Indictive screenshot, to be updated with DCL games and branding.

Bin Low Status

Bin Low status is determined by software. The software keeps track of the number of tickets sold from the pack and can determine how many tickets are left. The default bin low threshold in the DreamTouch Smart is set to a parametrical terminal configuration value (e.g., Low Threshold = 5; (5) tickets). In case the ticket parametrical terminal configuration value must be changed/updated, it will require a new S/W version release.

The LED beacon is the only way the bin low status is identifiable by the user.
Once the bin low threshold has been reached, the DreamTouch Smart notifies the central site of the condition.

When a bin low status is detected, a service message is sent to the central site and recorded.

2.4 System Status Color Codes

The DreamTouch Smart has beacon LED light located on the top of the terminal as it is depicted on the image. This beacon is used to display different situations by lighting up with different colors in response to the specific situation.

Figure 10: Beacon LED Light

- Red Solid
    - The vending machine is deactivated and cannot process transactions
- Red Flashing
    - The Burster: ticket jam.
    - The Printer: low or out of paper, or jam
    - The bill acceptor: a cash jam, cash cassette full, cash cassette not installed correctly
    - Door unlocked

- - o Terminal not connected to the network, and other hard down conditions.
  - Yellow Flashing
    - o Out on any scratch ticket bin
  - Green Solid
    - o No issues
  - Green Flashing
    - o Low on any scratch ticket bin

2.5   Barcode Reader

The DreamTouch Smart barcode reader can read 2-D barcodes in addition to 1D barcodes and QR barcodes. The barcode scanner performs three functions on the DreamTouch Smart in DC. It reads barcodes for the purpose of validating Instant, Draw and Fast Play tickets and it reads barcodes on Instant tickets for the purposes of loading them into bins and activating and settling packs. For ticket checker and validation functions the DreamTouch Smart will process 2D barcodes scanned by the barcode reader.

- New Instant Game Introduction

Introduction of New Content

- Generate Content (Advertisement, Attraction or Promotions)
  - o Who
    - ▪ Lottery according to specifications provided by Intralot.
  - o Video formats:
    - ▪ MPEG-4 AVC (H.264), resolution 720p, Aspect ratio 16:9, Frame rate 30fps, Bit rate at 1500Kbps
  - o Image formats:
    - ▪ JPEG images, RGB mode, of high quality (larger than 85) and no transparency, resolution 1920 X 1080.
    - ▪ PNG images with transparency, resolution 1920 X 1080.

Introducing a New Game

- New Game is created
  - For Instant, the graphic (Master) can be:
    - Provided by the game supplier in original graphics file.
    - Alternative method is that it will be scanned by the Lottery or ILOT Operations.
    - Resolution should be 240 x 240 pixels at 250dpi.
  - Graphic must contain the Game ID on its filename
  - All Instant graphic files should include the following game descriptions:
    - Game Location (plan-o-gram)
    - Price
    - Introduction date
    - Ticket Length
  - For Draw game graphics
    - Provided by the lottery or ILOT Operations
    - Same specs as for Instant
  - For Fast Play game graphics
    - Provided by the lottery or ILOT Operations
  - Video formats:
    - MPEG-4 AVC (H.264), resolution 720p, Aspect ratio 16:9, Frame rate 30fps, Bit rate at 1500Kbps
  - Image formats:
    - JPEG images, RGB mode, of high quality (larger than 85) and no transparency, resolution 1920 X 1080.
    - PNG images with transparency, resolution 1920 X 1080.

2.6   Retailer Role

- Use Cases and Scenarios
  - Load Machine with Tickets
  - Load Printer Paper
- GUI Elements

- o Big Display
- o Small Display
- System Functions
  - o Component Version
  - o Device Status
  - o Security Report

Retailer Expectations

- Central control
  - o Will follow the Plan-o-Gram.
  - o Allow to load and unload Instant tickets.
  - o Remove money
  - o Resolve minor service issues.
  - o Instant pack receiving, activation and settlement

Retailer: Load Machine

- Retailer will be required to login to the terminal functions.
  - o The grid of bins displays. From the grid of the available bins (existing feature) selects the bin to load.

Figure 11: Load Machine

- The grid displays all bins that are available.

- Retailer will be able to click on the bins with the button with an 'X' and PID: 0 marked on the bin to load a pack. If PID is not at 0, then the retailer will need to unload the bin prior to loading a pack for the stored data to be cleared.

  Note: The 'X' on a bin button signifies that the bin is empty and available for pack loading.

- Partial and Multiple packs can be loaded from the Maintenance Operations menu.

- Scan the Instant ticket pack bar code using the Bar Code Reader.

- Ticket Length, Price and Tickets per pack are prefilled from the corresponding descriptors. If the game does not exist in the Instant Ticket Database, the retailer should not be able to load such a pack on the machine. If the game does exist, the retailer will not be able to change the game parameters.

- Once confirmed, the tickets are physically loaded to the burster.
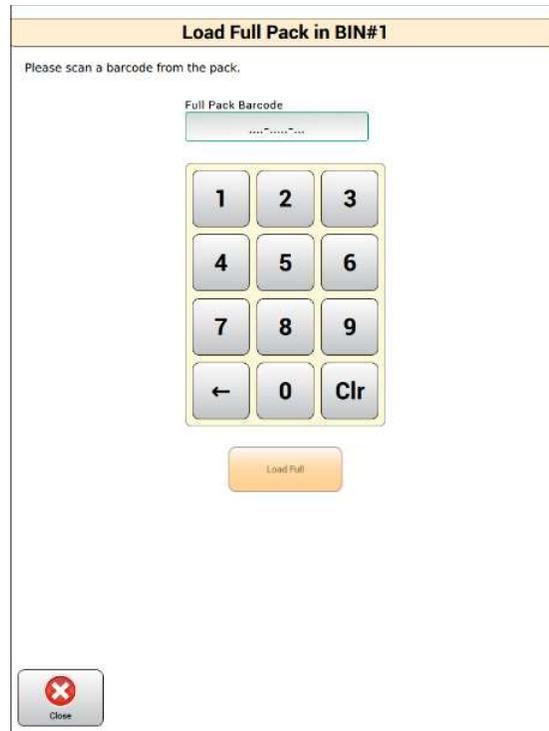
Figure 12: Load Full Pack

- The ticket appears
  - At the corresponding location denoted by its descriptor.
  - Image is also taken from the games folder

- The menu of the available bins is shown so another bin can be loaded.

- The system should Prevent the user from loading a pack with tickets longer than 6" in the bottom row on the DTS.

  Note: Tickets 6" and below are suggested to be loaded in the bottom bins but that does not restrict the retailer from loading the packs in other bins that accept ticket sizes from 2" to 12".

Retailer: Ticket Activation and Settlement Orders

- Retailer enters the maintenance menu.
- Selects ticket for pack Operations.
- The retailer scans the pack's first ticket bar code.
- The terminal requests the activation from the central system.
- Central system accepts activation only if the pack has been confirmed as "Received". If the pack is not in the received status, then, the system will reject the activation and an error message will be displayed.
- Retailer is notified that the pack is activated.
- The pack is ready to load.
- Retailer selects Pack Settlement.
- The retailer scans the pack.
- The terminal requests the settlement from the central system.
- Central system accepts settlement.
- Retailer is notified that the pack is settled.

Retailer: Instant Pack Receiving

When tickets are delivered, the shipment must be "received" by the retailer. After selecting Receive Pack from the Pack Operations Menu, perform one of the following:

- Scan the barcode on the invoice to receive all of the packs in the shipment, or
- Scan any individual barcode from the pack.

2.7 Player Role

- Use Cases and Scenarios
  - Play an Instant Game
  - Play a Draw Game or Bundle/Promotion
  - Play a Fast Play Game
  - Play multiple Games
  - Play with a Play Slip
  - GUI Elements

- o Reinvest credits
- o Check winning numbers
- o Check tickets

Player: Play Instant

- Player inserts money into Bill Acceptor (BA) or through Reinvestments (credit from a winning ticket) and will be presented with a confirmation screen asking if the players wish to credit the winning ticket to the terminal.
  - o Information bar displays credits in a player's wallet on the right-hand side top informational panel
- Player inserts more money into the BA (Bill Acceptor), system then accepts any type/denomination of bills and any number of bills until the set limit of $600.00 is reached. There is no limit set for the number of bills and should accept any type/denomination ($5, $10, $20). The set limit is only for Bills placed in for initial game play and not based on reinvestments (credit from a winning ticket) to play additional games.
  - o Information bar updates credits
- Player selects an Instant ticket
- Player selects "Yes"
  - o Information bar displays "We're Dispensing your Tickets".
  - o Note: 'Yes' Confirmation button only exists if it is enabled.

- As the first ticket is dispensed (Exit sensor clear),
  - o The system starts an animation from the selected ticket down, towards the output tray showing a spinning ticket falling.
  - o Tray lamp is flashing
  - o Information bar displays "Scratch Ticket 1/1 Dispensed"
- The second ticket falls accordingly with the same process.
- When the ticket bin is out of tickets, the ticket icon is grayed out and the "Sold Out" indicator appears over the ticket graphic.
- Only games that have available tickets will be available for purchase.
- The Funds in wallet are finished, the player gathers their selection and leaves.

Note: If there is an error or an issue dispensing an Instant ticket, then, ticket value will be added to the player's balance. There is also the event of the balance is deducted and a pending scratch ticket is made available. The system automatically recognizes the issue, rolls-back the transaction, and credits the player's temporary wallet in case a deduction is initiated. If there are steps that need to be performed by the clerk, such as opening the machine to clear the error or troubleshoot the error, then, there will be an error message displayed to direct the player to the clerk.

Player: Fast Play Games

- Player inserts money into Bill Acceptor (BA), scans a winning ticket or scans a QR code for game play
    - Information bar displays the credits in a player's wallet on the right-hand side top informational panel
    Note: If a player scans a ticket for reinvestments (credit from a winning ticket) then, they will be presented with a confirmation screen asking if the players wish to credit the winning ticket to the terminal.
- The Player may decide to play a game using game buttons.
- Player selects a Fast Play game of their choice
    - A new window appears that has a "number of tickets" selection
    - The player selects how many tickets for the game they want
    - The player presses the "Buy" button
    - Tray lamp is flashing
- Player uses the rest of the credits to play another Fast Play game
    - A new window appears that has a "number of tickets" selection
    - The player selects how many tickets for the game they want
    - The player presses the "Buy" button
    - As above the ticket(s) are dispensed
- Once the credits in the machine have been depleted the player can either re-invest by inserting additional funds, or by scanning a winning ticket to replenish the wallet.

Player: Draw Games

- Player inserts money into Bill Acceptor (BA) or scans a winning ticket.
    - Information bar displays the credits in a player's wallet on the right-hand side top informational panel
      Note: If a player scans a ticket for reinvestments (credit from a winning ticket) then, they will be presented with a confirmation screen asking if the players wish to credit the winning ticket to the terminal.
- Player may insert a play slip into the play slip scanner
    - If the play slip has errors on it.
        - The error categories have been mentioned in the DTS unified messages and play slip error document.
- The Player may decide to play a game using quick pick.
- Player selects a quick pick game of their choice
    - The Information bar displays "Your Ticket is Printing"
    - Tray lamp is flashing
- Player uses the rest of the credits to play a Pick your Numbers game
    - A new window appears that have all the numbers and the possible selections
    - The player selects his numbers
    - The player presses the "Buy" button
    - As above the ticket is dispensed
- The credits are finished, the player gathers their ticket selection and leaves.

Player: Multiple Games

- Player inserts money into Bill Acceptor (BA) or scans a winning ticket.
    - Information bar displays the credits in a player's wallet on the right-hand side top informational panel

Note: If a player scans a ticket for reinvestments (credit from a winning ticket) then, they will be presented with a confirmation screen asking if the players wish to credit the winning ticket to the terminal.

- Player inserts a play slip at the play slip scanner
    - Play slip is recognized.
    - Information bar displays "Your Ticket is Printing"
    - Tray lamp is flashing
- Player at the same time selects an Instant ticket
    - Information bar displays "Scratch Ticket 1/1 Dispensed"
- The credits are finished, the player gathers their selections and leaves

Note: All terminal messages that are provided in the DTS FRS are available in the excel messaging doc (DC_DTS_v2.7 OLG messages (2). xlsx) located in the reference section 1.3.

3 Advertisements

Advertisement content will be stored in the Central System and downloaded in off-peak hours to the DTS terminals. The advertisements will occupy DreamTouch Smart full screen. At the touch of the screen the Advertisement will stop playing and normal display will be restored. Advertisements are played at a predefined interval, so that there would be time showing the normal customer menu. If a touch is detected while advertisements are displaying on screen, the advertisements will stop displaying and normal display will be restored.

Advertisements will resume:

- After one (1) minute of inactivity (no action) from the player since the last touch of the screen. This only happens when the balance on the terminal is $0.00.
- After approximately two (2) minutes of inactivity (no action) from the player since the age verification pop-up, the play session will terminate. This only happens when the balance on the terminal is $0.00.
- The play session will be active and will remain active till the credits on the machine is not $0.00.
- After one (1) minutes of inactivity (no action) from the player since credit is exhausted (balance is zero).

Advertisement content:

- Will be managed by the Horizon platform
- ILOT along with DC Lottery will be responsible for content creation based on specifications provided by Intralot.
- Content downloaded via Horizon to terminals based on groups defined in the Horizon platform.
    - Horizon should support different groups and content to separate Photon PADs and DTS.

Advertisement content shall consist of:

- Videos
- Images
- Other content requested by DC Lottery: PAD-like dynamic information (online game numbers/jackpots, progressive jackpot updates, etc.)

Video and Audio Specs:

- Format: MPEG-4 H.264 (AVC, Base Media / Version 2, Advanced Video Codec, High@L3.1)
- Width x Height: 1280 pixels x 720 pixels
- Frame Rate: 29.970 fps (Constant frame rate Mode)
- Display aspect ratio: 16:9
- Bit Rate: Variable bit rate of 1500 kbps (Nominal bit rate)-1600 kbps (Maximum bit rate)
- Video ending with at least 5 (five) black frames
- Audio streams will not be supported

Image formats supported:

- JPEG images, RGB mode, of high quality (larger than 85) and no transparency, resolution 1920 X 1080
- PNG images with transparency, resolution 1920 X 1080

NOTES:

The content displayed during the DTS idle time is managed by the Horizon platform and has the same capabilities as we have with the photon/PAD and MPNG.

If it's a video or image, the adv agency or lottery should produce it based on the specs. There is no limit on length, however, bigger files are not suggested as they take longer to download, and the players may not view all the content.

If it's a playlist with videos, images, and dynamic info pages (jackpots, winnings numbers, etc.), then OPS can add/remove specific items upon lottery's request. There is no limit on the number of items on a playlist.

4 Consumer Mode Operations

The DreamTouch Smart will perform an automatic sign-on each day configured in BOS and place itself into consumer mode so that it will be able to sell Draw game tickets. In cases where the central site is running 24 hours per day, the DreamTouch Smart will always be signed on. The central site will monitor the DreamTouch Smart and report to operations any DreamTouch Smart terminals not signed on and in consumer mode.

There will be a timer functionality that will automatically put the vending machine into a sleep mode. The timer would "Wake" the machine at a programmed time. The default sleep time will be set to 12 a.m. to 6 a.m. This timeframe can be modified by a field service tech or sales rep in case of exception/time variance for a store. While in sleep mode the DreamTouch Smart will not allow any transaction, (ticket validations, sales or money in) to take place. The bill acceptor will also be disabled in this time. 12am to 6am (or the time setting for that store, this will be done locally on the machine).

5 CONSUMER INTERFACE – BUYING INSTANT, Fast Play AND DRAW TICKETS

This section describes the interface the player uses to purchase Draw, Fast Play, and Instant products. When the player first approaches the DreamTouch Smart they will see the following message in Information Area: 'Feeling lucky? Select a game to purchase. Machine does not give change.' The DreamTouch Smart will not allow the player to still buy instant ticket while there is no communication with the central system!

5.1   The Ticket Purchase Process

The process begins when the player inserts money, scans a winning ticket to add credit, or scans a coupon to add credit. The player will be presented with an age verification pop-up as soon as any action on the terminal is performed. No activity is available to the player until the age has been confirmed and money has been inserted into the bill acceptor, a winning ticket is scanned, or a coupon is scanned that gives money to the terminal. A player may purchase a combination of Instant, Fast Play and Draw products after money has been inserted.

If the player attempts to make a purchase greater than the balance currently in the machine, a respective error message will be displayed in area message box: 'You have insufficient funds for this game. Please scan your ticket or insert funds to add credit.'.

5.2   Inserting Money

The bill acceptor accepts $1, $5, $10, $20, $50, and $100 bills in an approx. 1000 (one thousand) bill cassette. The maximum balance on the DreamTouch Smart at any point of time in DC will be $600.00 by money in.

The balance is updated in the Information Area every time a bill is successfully processed by the bill acceptor. If the bill inserted, goes over the balance, the bill will be rejected. The inserted bill may remain to the bill acceptor up to 10 seconds, awaiting confirmation from CS. If this time expires, the bill will be returned to the customer. Bills may be inserted in any direction, with either side up. The DreamTouch Smart will not give change. All money inserted must be used to purchase product.

5.3   Buying Instant Tickets

Once the desired amount of money has been inserted, the player may purchase Instant products. The player may select the Instant product of their choice by pressing the button of the desired game. All Instant tickets in DC will be supported on the DreamTouch Smart.

The screen indicates the ticket is in the process of dispensing after the button has been pressed. The text 'Scratch Ticket 1/1 Dispensed' is displayed in the Information area and the balance is decremented when the ticket is cut by the price of the ticket. The Balance amount is decremented as each ticket is vended.

If there is an error dispensing an Instant ticket, the player's balance is incremented by the cost of the ticket that was requested. In the event of a pending scratch ticket that player's balance is not incremented. The following message is displayed in Information Area if i.e., there was a problem in bin 4: 'Sorry, ticket error. Please see the clerk.' Depending on the error type, either the bin or the full row (burster) is disabled.

Note: If there is an error or an issue with dispensing an instant ticket (e.g.: A ticket jam or a bill jam) then the ticket value should be added to the player's balance.

Immediately after tickets are sold out, the product icon should be disabled but visible. A bin that is out of tickets will not be able to be selected. The Instant ticket in the screen of the terminal will be grayed out and would be depicted with an "Sold out" label.

6 Games Functions

All Draw Games supported by the Winstation will be supported on the DreamTouch Smart unless specified otherwise. The DreamTouch Smart will print an iSecure number and unique barcode for each Draw ticket. All Online Game windows will have the Clear, Exit, and Buy buttons as it does on the photon.

6.1   Draw / Fast Play Games Manual Play

The Player will be able to place wagers for the following Draw games. All games should be able to be disabled / enabled through BOS.

The DreamTouch Smart will support, at minimum, the following draw games:

- Powerball/Powerplay
- Mega Million/ Megaplier
- Lucky for Life
- DC 3
- DC 4
- DC 5
- DC Keno
- R2R
- Fast Play

The DTS will have individual game buttons for each of the games. The Activation/Deacivation of the games will be done through BOS. (This can be found in the BOS spec under the Fast Play configuration)

Game buttons can be situated in the main screen. The rest of the game button(s) will be reached through Swiping the screen on the DreamTouch Smart (like mobile phones) or by selecting the arrows on the side of the screen in the Games section.

Fast Play Game Buttons

Each game button consists of the individual game logo. Selecting the game logo will bring up a screen where the player can select the number of tickets they want to purchase and click the buy button. Tapping on the 'Buy' button will complete the purchase. Progressive Jackpot Fast Play games current Jackpot will be displayed below the game logo button at the main screen. Non-Progressive games should display the "win up to $X.00", where X is the highest amount that can be won on the game.

Draw Game Buttons

Each game button consists mainly of 3 parts:

- The one touch QP buttons are preconfigured sales buttons. These will be determined by the DC Lottery and can be different for each game.
- The Logo: Displays the game info screen.
- On the bottom is the 'Pick your Numbers' button. This will bring up a screen that allows the player to manually pick their numbers, enter/select draws, plays, and to select 'Yes' or 'No' for the game's multiplier (if applicable). A Quick Pick option will also be available on this page. Each game will be described in greater detail in the sections that follow.

Figure 13: Indicative Draw Games Button examples

Image	Name	Function
	Game Logo	Display the game info screen.
	One Touch QP	Displays one touch quick pick sales of specific game. Five buttons will be available. Games with multipliers will include the multiplier selection similar to the current terminals.
	Pick Your Numbers	Displays full Game screen. Allows Player to select draws, plays, and multiplier (if applicable).

Table 3: Indicative Draw Games Button

Game Name	Quick Pick Options	Outcome description for each option
Mega Millions	$2, $10 Pick Your Numbers **With Megaplier: $3, $6**	• $2 – One Ticket, One game, no Megaplier, One Draw • $3 – One Ticket, One Game, with Megaplier, One Draw • $10 – One Ticket, Five Games, no Megaplier, One Draw • $6 – One Ticket, Two Games, with megaplier, One Draw • Pick Your Numbers
Power Ball	$2, $10 Pick Your Numbers **With PowerPlay: $3, $6**	• $2 –One Ticket, One Game, no PowerPlay, One Draw • $3 – One Ticket, One Game, with PowerPlay, One Draw

		• $10 – One Ticket, Five Games, no PowerPlay, One Draw • $6 – One Ticket, Two Games, with PowerPlay, One Draw • Pick Your Numbers
Lucky For Life	$2, $6 $10, $20 Pick Your Numbers	• $2 – One ticket, One Game, One Draw • $6 – One ticket, Three Games, One Draw • $10 – One ticket, Five Games, One Draw • $20– Two Tickets, Five Games,One Draw • Pick Your Numbers
DC3	$1, $5, $10, $20 Pick Your Numbers	• $1 – One ticket, One Games, Striaght/One Draw • $5 – One ticket, Five Games, Straight/One Draws • $10 – Two tickets, Five Games, Straight/One Draw • $20 – Four tickets, Five Games, Straight/One Draw Pick Your Numbers
DC4	$1, $5, $10, $20 Pick Your Numbers	• $1 – One ticket, One Games, Striaght/One Draw • $5 – One ticket, Five Games, Straight/One Draws • $10 – Two tickets, Five Games, Straight/One Draw • $20 – Four tickets, Five Games, Straight/One Draw Pick Your Numbers
DC5	$1, $5, $10, $20 Pick Your Numbers	• $1 – One ticket, One Games, Striaght/One Draw • $5 – One ticket, Five Games, Straight/One Draws • $10 – Two tickets, Five Games, Straight/One Draw • $20 – Four tickets, Five Games, Straight/One Draw • Pick Your Numbers

Table 3 extended: Quick Pick Options Per game

Powerball

System should go back to the main lobby screen after a purchase is complete

Powerball One Touch Quick Play (Main Screen)

The player can press the One Touch QP buttons to produce pre-defined Quick Pick ticket combinations defined by the DC Lottery (i.e. One Touch QP Play buttons can be customized (with software development) to the following values: $2,$3,$6,$10, ' resulting in a Quick Pick with 1 play with Power Play, a Quick Pick with 2 plays with Power Play and 1 play, 2 or 5 plays respectively). When one of the buttons is pressed the wager will be sent to the C/S for processing and the respective Quick Pick ticket will be produced.

The 'Pick your Numbers' Button

By pressing the 'Pick your Numbers' button, the below screen appears, where the player can select five (5) numbers ranging from 1 through 69 in the section labeled White Balls. The player will select one (1) Powerball number ranging from 1 through 26 in the section labeled Powerball. If the QP button is selected on this, the white ball(s) and/or Powerball number will be Quick Picked by the DreamTouch Smart.

Game

There will be 5 game areas one for each group labeled from A to E. In each game area the player can select their own 5 numbers or select the QP button. The player can select their own Powerball number or select QP button resulting in a random generated Powerball number.

Multi-Draw

There will be a section to the left labeled Multi-Draw that will display a panel and the maximum number of draws allowed will be 20. The player will be able to wager in 1 to 20 draws depending on button selection.

Number of Tickets

There will be a section to the left labeled Number of Tickets that will display a keypad and the maximum number of Tickets allowed will be twenty (20). The player will be able to select the number of Powerball tickets to purchase depending on button selection.

Power Play

Below the Multi-Draw area will be a section containing a 'Yes' or 'No' button in a section labeled Power Play. If 'No' is selected when the Buy button is pressed the player will receive a pop-up asking if they wish to add Power Play with a 'Yes' or 'No' option. Ticket will automatically be sent to CS for verification after acknowledging the pop-up 'Yes' or 'No' options. The default selection will be 'No'.

If the player chooses a QP option that does not already have Power Play added, the player will receive a pop-up asking if they wish to add Power Play with a 'Yes' or 'No' option.
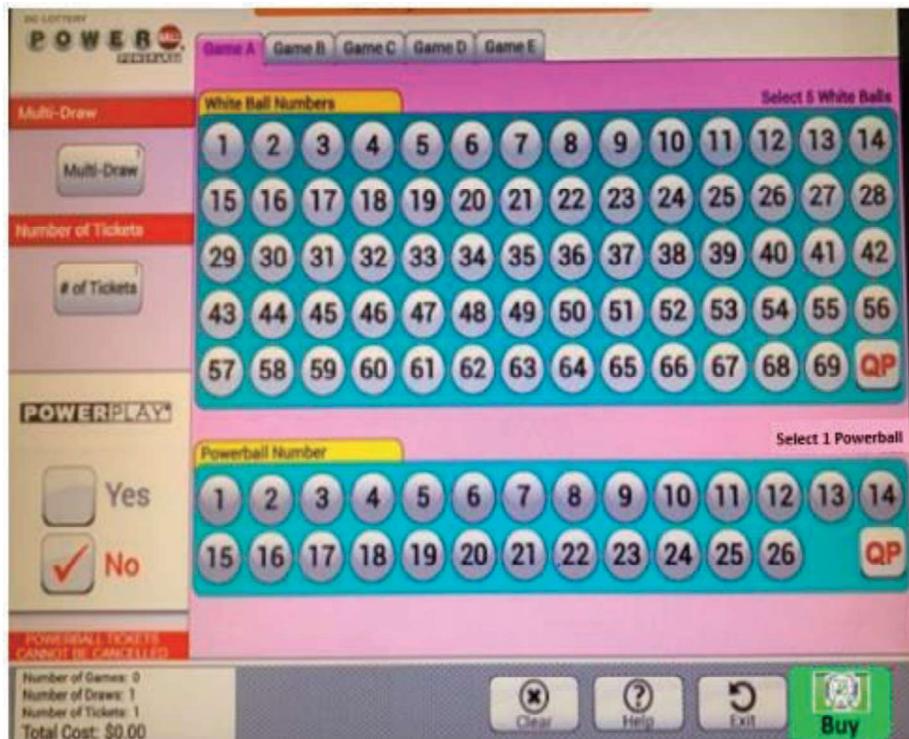
Figure 14: Indicative Powerball Manual Entry Screen

Game Processing Buttons

There will be a 'Clear' button that will clear the selections for all plays and the current area when pressed. The player will be presented with a confirmation pop-up asking the player if they want to clear all their selections.

There will be an Exit button that will exit out of the Powerball manual entry screen and take the user back to the Main lobby Screen. The player will be presented with a confirmation pop-up asking the player if they want to clear all their selections.

There will be a Buy button that will send the wager to the C/S for verification. When the player presses the 'Buy' button, the player will be presented with a confirmation pop-up asking them to confirm their purchase.

Note: The price confirmation pop-up will only be displayed in case there is price notification threshold.

Ticket Summary

There will be a Total Cost section at the bottom of the GUI. In this section there will be number of Draws, number of Tickets, number of Games and a Total Cost that will summarize the order.

Clear Button

Displays a Pop-up stating "Would you like to clear the entire ticket or just the current Play" with 3 available options: 'Current play', 'Entire ticket', and 'Exit'. When the player selects Current play, all selections made within a single game tab (ex. Game A) will be cleared from the game screen. If a player decides he/she would like clear all available game tabs that have entries (ex. Game A-E), he/she will select 'Entire ticket'. Lastly if the player would like to disregard any of the two choices provided he/she will select 'Exit' to remain on the current game tab with selections that were made.

Mega Millions

Central System should go back to the lobby screen after a purchase is complete.

Mega Millions One Touch Quick Play (Main Screen)

The player can press the One Touch QP to produce pre-defined Quick Pick ticket combinations defined by the DC Lottery (i.e., One Touch QP Play buttons can be customized to the following values: $2, $3, $6, $10 resulting in a Quick Pick with 1 game and Megaplier and a Quick Pick with 5 games and Megaplier, and 1 game, 2 games or 5 games respectively). When one of the buttons is pressed the wager will be sent to the C/S for processing and a Quick Pick ticket will be produced.

The 'Pick your Numbers' Button

By pressing the 'Pick your Numbers' button, the below screen appears, where the player can select five (5) numbers ranging from 1 through 70 in the section labeled White Balls. The player will select one (1) Mega Millions number ranging from 1 through 25 in the section labeled Mega Ball. If the QP button is selected on this, the white ball and/or Mega Ball number(s) will be Quick-Picked by the DreamTouch Smart.
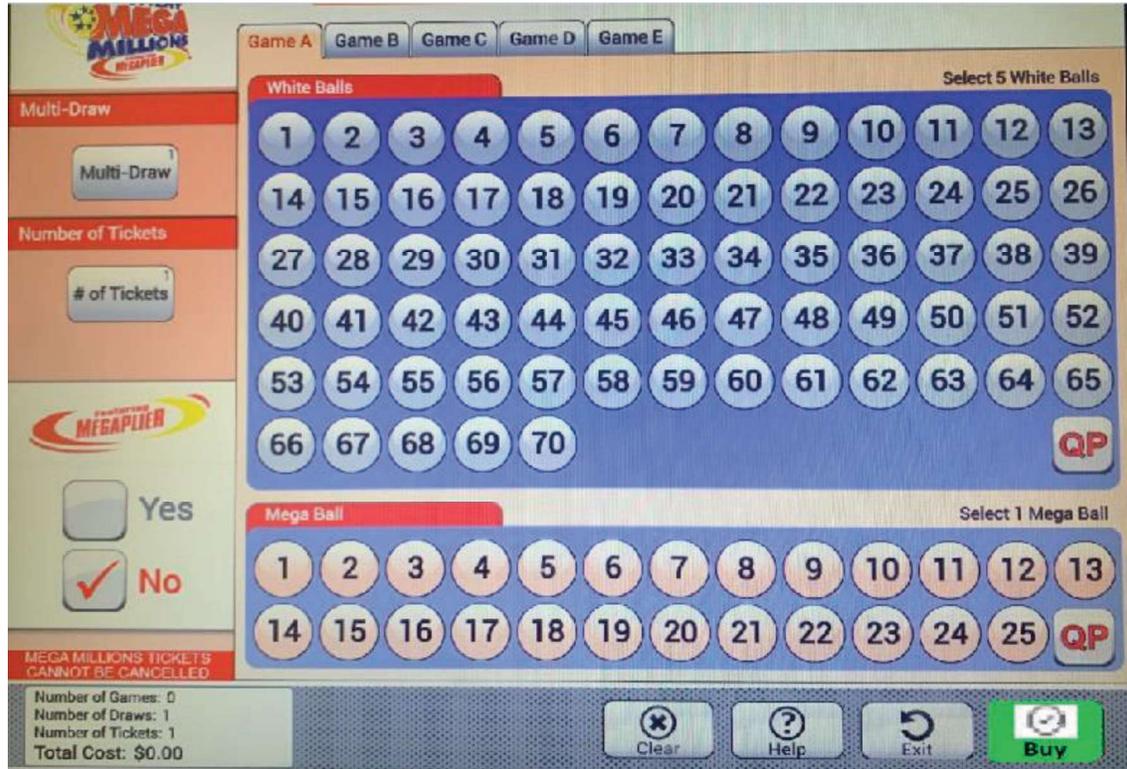
Figure 15: Indicative Mega Millions Manual Entry Screen

Game

There will be 5 games area one for each group labeled from A to E. In each game area the player can select their own 5 numbers or select the QP button. The player can select their own Mega Ball number or select QP button resulting in a random generated Mega Ball number.

Multi-Draw

There will be a section to the left labeled Multi-Draw that will display a panel and the maximum number of draws allowed will be twenty (20). The player will be able to wager in 1 to 20 draws depending on button selection.

Number of Tickets

There will be a section to the left labeled Number of Tickets that will display a keypad and the maximum number of Tickets allowed will be twenty (20). The player will be

able to select the number of Mega Million tickets to purchase depending on button selection.

Megaplier

Below the Multi-Draw area will be a section containing 'Yes' or 'No' buttons in a section labeled Megaplier. If 'No' is selected when the 'Buy' button is pressed the player will receive a pop-up asking if they wish to add Megaplier with a 'Yes' or 'No' option. Default selection will be No.

If the player chooses a QP option that does not already have Megaplier added, the player will receive a pop-up asking if they wish to add Megaplier with a yes or no option.

Game Processing Buttons

There will be a 'Clear' button that will clear the selections for all plays and the current area when pressed. The player will be presented with a confirmation pop-up asking the player if they want to clear all their selections.

There will be an 'Exit' button that will exit out of the Megaplier manual entry screen and take the user back to the Main lobby Screen. The player will be presented with a confirmation pop-up asking the player if they want to clear all their selections.

There will be a 'Buy' button that will send the wager to the C/S for verification. When the player presses the 'Buy' button, the player will be presented with a confirmation pop-up asking them to confirm their purchase.

Note: The price confirmation pop-up will only be displayed in case there is price notification threshold.

Clear Button

Displays a Pop-up stating, "Would you like to clear the entire ticket or just the current Play" with 3 available options: 'Current play', 'Entire ticket', and 'Exit'. When the player selects Current play, all selections made within a single game tab (ex. Game A) will

be cleared from the game screen. If a player decides he/she would like clear all available game tabs that have entries (ex. Game A-E), he/she will select 'Entire ticket'. Lastly if the player would like to disregard any of the two choices provided, he/she will select 'Exit' to remain on the current game tab with selections that were made.

Ticket Summary

There will be a Total Cost section at the bottom of the GUI. In this section there will be number of Draws, number of Tickets, number of Games and a Total Cost that will summarize the order.

Lucky for Life

System should go back to the main lobby screen after a purchase is complete.

Lucky for Life One Touch Quick Play (Main Screen)

The player can press the One Touch QP to produce pre-defined Quick Pick ticket options defined by the DC Lottery (i.e. One Touch QP Play buttons can be customized to the following values: $2, $6,$10 and $20, resulting in a Quick Pick with 1 game, 2 game , 3 game , 4 game or 5 game respectively). When one of the buttons is pressed the wager will be sent to the C/S for processing and a Quick Pick ticket will be produced.

The 'Pick your Numbers' Button

By pressing the 'Pick your Numbers' button, the below screen appears, where the player can select five (5) numbers ranging from 1 through 48 in the section labeled White Ball Numbers. The player will select one (1) Lucky Ball number ranging from 1 through 18 in the section labeled Lucky Ball Number. If the QP button is selected on this, the white ball and/or Lucky Ball number(s) will be Quick-Picked by the DreamTouch Smart.

Figure 16: Indicative Lucky for Life Manual Entry Screen

Game area

There will be 5 game areas one for each group labeled from A to E. In each game area the player can select their own 5 numbers or select the QP button. The player can select their own Lucky ball number or select QP button resulting in a random generated Lucky ball number.

Multi-Draw

There will be a section to the left labeled Multi-Draw that will display a panel and the maximum number of draws allowed will be twenty (20). The player will be able to wager in 1 to 20 draws depending on button selection.

Number of Tickets

There will be a section to the left labeled Number of Tickets that will display a keypad and the maximum number of Tickets allowed will be twenty (20). The player will be

able to select the number of Lucky for Life tickets to purchase depending on button selection.

Game Processing Buttons

There will be a 'Clear' button that will clear the selections for all plays and the current area when pressed. The player will be presented with a confirmation pop-up asking the player if they want to clear all their selections.

There will be an Exit button that will exit out of the lucky for life manual entry screen and take the user back to the Main lobby Screen. The player will be presented with a confirmation pop-up asking the player if they want to clear all their selections.

There will be a Buy button that will send the wager to the C/S for verification. When the player presses the 'Buy' button, the player will be presented with a confirmation pop-up asking them to confirm their purchase.

Note: The price confirmation pop-up will only be displayed in case there is price notification threshold.

Clear Button

Displays a Pop-up stating, "Would you like to clear the entire ticket or just the current Play" with 3 available options: 'Current play', 'Entire ticket', and 'Exit'. When the player selects Current play, all selections made within a single game tab (ex. Game A) will be cleared from the game screen. If a player decides he/she would like clear all available game tabs that have entries (ex. Game A-E), he/she will select 'Entire ticket'. Lastly if the player would like to disregard any of the two choices provided he/she will select 'Exit' to remain on the current game tab with selections that were made.

Ticket Summary

There will be a Total Cost section at the bottom of the GUI. In this section there will be number of Draws, number of Tickets, number of Games and a Total Cost that will summarize the order.

DC KENO

System should go back to the main lobby screen after a purchase is complete.

KENO Touch Quick Play (Main Screen)

The player can press the One Touch QP to produce pre-defined Quick Pick ticket options defined by the DC Lottery (i.e., One Touch QP Play buttons can be customized to the following values: $2, $4, $6, $8, and $10 resulting in a Quick Pick with 1 play, 2 plays, 3 plays, 4 plays or 5 plays respectively). When one of the buttons is pressed the wager will be sent to the C/S for processing and a Quick Pick ticket will be produced.

The 'Pick your Numbers' Button

By pressing the 'Pick your Numbers' button, the below screen appears, where the player can select Keno sports and the wager amount. The player will select one (1) spot ranging from 1 through 10 in the section labeled Spots.
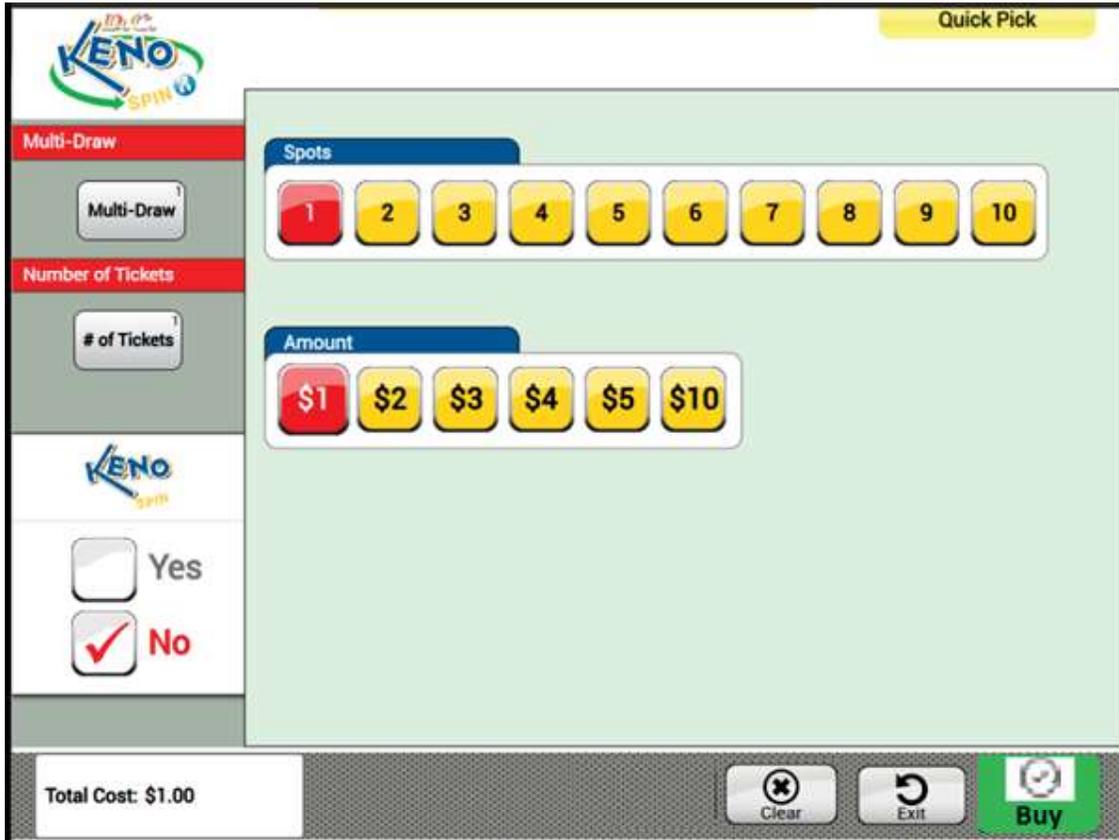
Figure 18: Indicative Keno Manual Entry Screen

Game area

There will be single screen game area where the player can select their Keno spot and wager amount. The player must select their own options.

Multi-Draw

There will be a section to the left labeled Multi-Draw that will display a panel and the maximum number of draws allowed will be twenty (20). The player will be able to wager in 1 to 20 draws depending on button selection.

Number of Tickets

There will be a section to the left labeled Number of Tickets that will display a keypad and the maximum number of Tickets allowed will be twenty (20). The player will be able to select the number of Keno tickets to purchase depending on button selection.

Game Processing Buttons

There will be a 'Clear' button that will clear the selections for all plays and the current area when pressed. The player will be presented with a confirmation pop-up asking the player if they want to clear all their selections.

There will be an Exit button that will exit out of the DC Keno manual entry screen and take the user back to the Main lobby Screen. The player will be presented with a confirmation pop-up asking the player if they want to clear all their selections.

There will be a Buy button that will send the wager to the C/S for verification. When the player presses the 'Buy' button, the player will be presented with a confirmation pop-up asking them to confirm their purchase.

Note: The price confirmation pop-up will only be displayed in case there is price notification threshold.

Clear Button

Displays a Pop-up stating, "Would you like to clear the entire ticket or just the current Play" with 3 available options: 'Current play', 'Entire ticket', and 'Exit'. When the player selects Current play, all selections made within a single game tab (ex. Game A) will be cleared from the game screen. If a player decides he/she would like clear all available game tabs that have entries (ex. Game A-E), he/she will select 'Entire ticket'. Lastly if the player would like to disregard any of the two choices provided he/she will select 'Exit' to remain on the current game tab with selections that were made.

Ticket Summary

There will be a Total Cost section at the bottom left corner of the GUI.

DC 3

System should go back to the main lobby screen after a purchase is complete.

DC 3 One Touch Quick Play (Main Screen)

The player can press the One Touch QP button to produce pre-defined Quick Pick ticket combinations (i.e., One Touch QP Play buttons can be customized to the following values: $1 STR, $1 BOX, $1 STR/BOX resulting in a Quick Pick with 1 game). When one of the buttons is pressed the wager will be sent to the C/S for processing and a Quick Pick ticket will be produced.

The 'Pick your Numbers' Button

By pressing the 'Pick your Numbers' button, the below screen appears. The player will fill out their numbers by selecting 3 numbers from the keypad.

NOTE: If the Wager Type selection is Front Pair, only the first two numbers will be able to be selected and the last number must remain blank. If the Wager Type selection is Back Pair, only the last two numbers will be able to be selected and the first number must remain blank.

Figure 20: Indicative DC 3 Manual Entry Screen

If the QP button is selected on this, the DC 3 numbers will be Quick Picked by the DreamTouch Smart.

Games

There will be 5 game areas one for each group labeled from A to E. In each game area the player can select their own three (3) numbers or select the QP button.

Game Style

One the left of the number selection the player can select the Game Style for the current selected play. The wager types are Straight, Box, Straight/Box, Combo, Front Pair and Back Pair. Only one wager type can be selected.

Wager Amount

On the left of the number selection screen the retailer can select the Wager amount for the current selected play. The wager amount can be $.50, or $1. Only one wager amount can be selected.

Multi-Draw

There will be a section to the left labeled Multi-Draw that will display a panel and the maximum number of draws allowed will be seven (7.) The player will be able to wager in 1 to 14 draws depending on button selection.

Lucky Sum

Below the Bet Type area will be a section containing a 'Yes' or 'No' button in a section labeled Lucky Sum. If no is selected when the Buy button is pressed the player will receive a pop-up asking if they wish to add Lucky Sum with a 'Yes' or 'No' option. Ticket will automatically be sent to CS for verification after acknowledging the pop-up 'Yes' or 'No' options. Default selection will be No.

Draw Time

Below the Lucky Sum area will be a section containing the draw time selections (Day, Night, or Both) with the section labeled Draw Time. The player will be responsible for selecting the draw time they wish to play.

Advance Play

Below the Draw Time area will be a section options for advance play. The player will have the opportunity to select a future day/date if they choose to play for an advanced day. The selections available will be Sun, Mon, Tue, Wed, Thu, Friday, Sat or Today.

Number of Tickets

There will be a section to the left labeled No of Tickets that will display a keypad and the maximum number allowed will be ninety nine (99). The player will be able to purchase any number of tickets between 1 and 99 based on the credits available on the machine. The user will be responsible to enter a valid selection based on the credits present on the machine.

Game Processing Buttons

There will be a 'Clear' button that will clear the selections for all plays and the current area when pressed. The player will be presented with a confirmation pop-up asking the player if they want to clear all their selections.

There will be an Exit button that will exit out of the DC-3 manual entry screen and take the user back to the Main lobby Screen. The player will be presented with a confirmation pop-up asking the player if they want to clear all their selections.

There will be a Buy button that will send the wager to the C/S for verification. When the player presses the 'Buy' button, the player will be presented with a confirmation pop-up asking them to confirm their purchase.

Note: The price confirmation pop-up will only be displayed in case there is price notification threshold.

Clear Button

Displays a Pop-up stating, "Would you like to clear the entire ticket or just the current Play" with 3 available options: 'Current play', 'Entire ticket', and 'Exit'. When the player selects Current play, all selections made within a single game tab (ex. Game A) will be cleared from the game screen. If a player decides he/she would like clear all available game tabs that have entries (ex. Game A-E), he/she will select 'Entire ticket'. Lastly if the player would like to disregard any of the two choices provided he/she will select 'Exit' to remain on the current game tab with selections that were made.

Ticket Summary

There will be a Total Cost section at the bottom of the GUI. In this section there will be Number of Draws, Advance Play, Number of Tickets and Total Cost that will summarize the order.

DC 4

System should back to the main lobby screen after a purchase is complete.

DC 4 One Touch Quick Play (Main Screen)

The player can press the One Touch QP button to produce pre-defined Quick Pick ticket combinations (i.e., One Touch QP game buttons can be customized to the following values: $1 STR, $1 BOX, $1 STR/BOX resulting in a Quick Pick with 1 game). When one of the buttons is pressed the wager will be sent to the C/S for processing and a Quick Pick ticket will be produced.

The 'Pick your Numbers' Button

By pressing the 'Pick your Numbers' button, the below screen appears. The player will fill out their numbers by selecting four (4) numbers from the keypad.

NOTE: If the Wager Type selection is Front Three, only the first three numbers will be able to be selected and the last number must remain blank. If the Wager Type selection is Back Three, only the last three numbers will be able to be selected and the first number must remain blank.

Figure 21: Indicative DC 4 Manual Entry Screen

If the QP button is selected on this, the DC 4 numbers will be Quick Picked by the DreamTouch Smart.

Games

There will be 5 game areas one for each group labeled from A to E. In each game area the player can select their own four (4) numbers or select the QP button.

Game Style

On the left of the number selection the player can select the Game Style for the current selected play. The wager types are Straight, Box, Straight/Box, Front Three and Back Three. Only one wager type can be selected.

Wager Amount

On the left of the number selection screen the retailer can select the Wager amount for the current selected play. The wager amount can be $.50, or $1. Only one wager amount can be selected.

Multi-Draw

There will be a section to the left labeled Multi-Draw that will display a panel and the maximum number of draws allowed will be seven (7). The player will be able to wager in 1 to 14 draws depending on button selection.

Lucky Sum

Below the Bet Type area will be a section containing a 'Yes' or 'No' button in a section labeled Lucky Sum. If no is selected when the Buy button is pressed the player will receive a pop-up asking if they wish to add Lucky Sum with a 'Yes' or 'No' option. Ticket will automatically be sent to CS for verification after acknowledging the pop-up 'Yes' or 'No' options. Default selection will be No.

Draw Time

Below the Lucky Sum area will be a section containing the draw time selections (Day, Night, or Both) with the section labeled Draw Time. The player will be responsible for selecting the draw time they wish to play.

Advance Play

Below the Draw Time area will be a section options for advance play. The player will have the opportunity to select a future day/date if they choose to play for an advanced day. The selections available will be Sun, Mon, Tue, Wed, Thu, Friday, Sat or Today.

Number of Tickets

There will be a section to the left labeled No of Tickets that will display a keypad and the maximum number allowed will be ninety-nine (99). The player will be able to purchase any number of tickets between 1 and 99 based on the credits available on the machine. The user will be responsible to enter a valid selection based on the credits present on the machine.

Game Processing Buttons

There will be a 'Clear' button that will clear the selections for all plays and the current area when pressed. The player will be presented with a confirmation pop-up asking the player if they want to clear all their selections.

There will be an Exit button that will exit out of the DC-4 manual entry screen and take the user back to the Main lobby Screen. The player will be presented with a confirmation pop-up asking the player if they want to clear all their selections.

There will be a Buy button that will send the wager to the C/S for verification. When the player presses the 'Buy' button, the player will be presented with a confirmation pop-up asking them to confirm their purchase.

Note: The price confirmation pop-up will only be displayed in case there is price notification threshold.

Clear Button

Displays a Pop-up stating, "Would you like to clear the entire ticket or just the current Play" with 3 available options: 'Current play', 'Entire ticket', and 'Exit'. When the player selects Current play, all selections made within a single game tab (ex. Game A) will be cleared from the game screen. If a player decides he/she would like clear all available game tabs that have entries (ex. Game A-E), he/she will select 'Entire ticket'. Lastly if the player would like to disregard any of the two choices provided he/she will select 'Exit' to remain on the current game tab with selections that were made.

Ticket Summary

There will be a Total Cost section at the bottom of the GUI. In this section there will be Number of Draws, Advance Play, Number of Tickets and Total Cost that will summarize the order.

DC 5

System should go back to the main lobby screen after a purchase is complete.

DC 5 One Touch Quick Play (Main Screen)

The player can press the One Touch QP button to produce pre-defined Quick Pick ticket combinations (i.e., One Touch QP Play buttons can be customized to the following values: $1 STR, $1 BOX, $1 STR/BOX resulting in a Quick Pick with 1 play). When one of the buttons is pressed the wager will be sent to the C/S for processing and a Quick Pick ticket will be produced.

The 'Pick your Numbers' Button

By pressing the 'Pick your Numbers' button, the below screen appears. The player will fill out their numbers by selecting five (5) numbers from the keypad.

NOTE: If the Wager Type selection is Front Pair, only the first two numbers will be able to be selected and the last three numbers must remain blank. If the Wager Type selection is Back Pair, only the last two numbers will be able to be selected and the first three must remain blank.

If the Wager Type selection is Front Three, only the first three numbers will be able to be selected and the last two numbers must remain blank. If the Wager Type selection is Back Three, only the last three numbers will be able to be selected and the first two must remain blank.

If the Wager Type selection is Front Four, only the first four numbers will be able to be selected and the last number must remain blank. If the Wager Type selection is Back Four, only the last four numbers will be able to be selected and the first number must remain blank.

Figure 22: Indicative DC 5 Manual Entry Screen

If the QP button is selected on this, the DC 5 numbers will be Quick Picked by the DreamTouch Smart.

Games

There will be 5 game areas one for each group labeled from A to E. In each game area the player can select their own five (5) numbers or select the QP button.

Game Style

One the left of the number selection the player can select the Game Style for the current selected play. The wager types are Straight, Box, Straight/Box, Front Pair, Front Three, Front Four, Back Pair, Back Three, and Back Four. Only one wager type can be selected.

Wager Amount

On the left of the number selection screen the retailer can select the Wager amount for the current selected play. The wager amount can be $.50, or $1. Only one wager amount can be selected.

Multi-Draw

There will be a section to the left labeled Multi-Draw that will display a panel and the maximum number of draws allowed will be seven (7). The player will be able to wager in 1 to 14 draws depending on button selection.

Draw Time

Below the Bet Type area will be a section containing the draw time selections (Day, Night, or Both) with the section labeled Draw Time. The player will be responsible for selecting the draw time they wish to play.

Advance Play

Below the Draw Time area will be a section options for advance play. The player will have the opportunity to select a future day/date if they choose to play for an advanced day. The selections available will be Sun, Mon, Tue, Wed, Thu, Friday, Sat or Today.

Number of Tickets

There will be a section to the left labeled No of Tickets that will display a keypad and the maximum number allowed will be ninety nine (99). The player will be able to purchase any number of tickets between 1 and 99 based on the credits available on the machine. The user will be responsible to enter a valid selection based on the credits present on the machine.

Game Processing Buttons

There will be a 'Clear' button that will clear the selections for all plays and the current area when pressed. The player will be presented with a confirmation pop-up asking the player if they want to clear all their selections.

There will be an Exit button that will exit out of the DC-5 manual entry screen and take the user back to the Main lobby Screen. The player will be presented with a confirmation pop-up asking the player if they want to clear all their selections.

There will be a Buy button that will send the wager to the C/S for verification. When the player presses the 'Buy' button, the player will be presented with a confirmation pop-up asking them to confirm their purchase.

Note: The price confirmation pop-up will only be displayed in case there is price notification threshold.

Clear Button

Displays a Pop-up stating, "Would you like to clear the entire ticket or just the current Play" with 3 available options: 'Current play', 'Entire ticket', and 'Exit'. When the player selects Current play, all selections made within a single game tab (ex. Game A) will be cleared from the game screen. If a player decides he/she would like clear all available game tabs that have entries (ex. Game A-E), he/she will select 'Entire ticket'. Lastly if the player would like to disregard any of the two choices provided he/she will select 'Exit' to remain on the current game tab with selections that were made.

Ticket Summary

There will be a Total Cost section at the bottom of the GUI. In this section there will be Number of Draws, Advance Play, Number of Tickets and Total Cost that will summarize the order.

Race to Riches

System should go back to the main lobby screen after a purchase is complete.

Race to Riches (Main Screen)

The player can press the R2R "Pick your Numbers" button in the main screen which will direct the player to the R2R quick pick selections screen where the user can select

'Bet Type', 'Bet Amount', 'Number of Races' and 'BONUS'. The Manual option is not available on the DTS.

The 'Pick your Numbers' Button

By pressing the 'Pick your Numbers' button, the below screen appears. The player will fill out their selections by selecting the Bet Type, Bet Amount, and Number of Races.
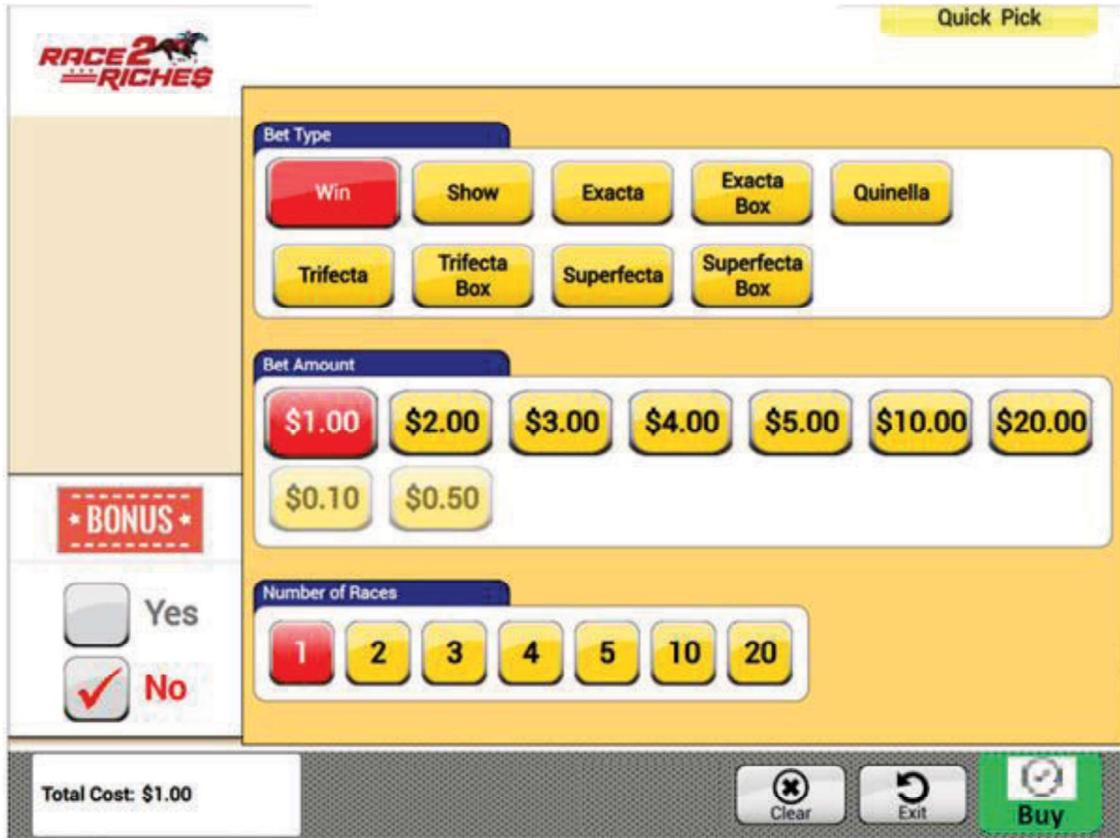
Figure 23: Indicative Race to Riches Manual Entry Screen

Bet Type

On the bet selection screen, the retailer can select one of the following Bet Types: Win, Show, Exacta, Exacta Box, Quinella, Trifecta, Trifecta Box, Superfecta, and Superfecta Box.

NOTE: There will be a BONUS option on the left-hand side of the screen with a 'Yes' or 'No' option. If 'No' is selected for R2R 'BONUS', when the 'Buy' button is pressed, the retailer will receive a pop-up asking if they wish to add R2R 'BONUS' with a 'Yes' or 'No' option.

Wager Amount

On the bet selection screen, the retailer can select the Wager amount for the current selected play. The wager amount can be $1.00, $2.00, $3.00, $4.00, $5.00, $10.00, $20.00 and in certain cases $0.50 and $0.10. Only one wager amount can be selected.

Number of Races

There will be a section to the below the wager amount, the player will be able to purchase any number of races between 1 and 20 in the order 1, 2, 3, 4, 5, 10 and 20 based on the credits available on the machine. The user will be responsible to enter a valid selection based on the credits present on the machine.

Game Processing Buttons

There will be a 'Clear' button that will clear the selections for all plays and the current area when pressed. The player will be presented with a confirmation pop-up asking the player if they want to clear all their selections.

There will be an Exit button that will exit out of the Races 2 Riches manual entry screen and take the user back to the Main lobby Screen. The player will be presented with a confirmation pop-up asking the player if they want to clear all their selections.

There will be a Buy button that will send the wager to the C/S for verification. When the player presses the 'Buy' button, the player will be presented with a confirmation pop-up asking them to confirm their purchase.

Note: The price confirmation pop-up will only be displayed in case there is price notification threshold.

Clear Button

Displays a Pop-up stating, "Would you like to clear the entire ticket or just the current Play" with 3 available options: 'Current play', 'Entire ticket', and 'Exit'. When the player selects Current play, all selections made within a single game tab (ex. Game A) will be cleared from the game screen. If a player decides he/she would like clear all available game tabs that have entries (ex. Game A-E), he/she will select 'Entire ticket'. Lastly if the player would like to disregard any of the two choices provided, he/she will select 'Exit' to remain on the current game tab with selections that were made.

Ticket Summary

There will be a Total Cost section at the bottom of the GUI. In this section there will be and Total Cost that will summarize the order.

6.2   Draw Games Play via Play Slip

A player may pick their own numbers by using a play slip for the appropriate games. The player inserts a play slip face up into the play slip reader.

If an error occurs in reading a play slip, the player is advised via a pop-up message on the screen. They may then correct the play slip and retry the purchase, mark the panel void, or choose another product. The Player will not have the option to edit the play slip in a DreamTouch Smart edit screen.

Below is a list of indicative play slip errors and associated pop-up message text that may be encountered.

The messages to be displayed on the terminal when there are errors with the play slips are available below:

Powerball Errors	
Too many marks in one of the panels	Too many marks in game {A-E}.
Too few marks in one of the panels	Too few marks in game {A-E}.
Too many Powerball numbers marked	Too many Powerball marks in game {A-E}.
No Powerball number marked	No Powerball selected in game {A-E}.

Mega Millions Errors	
Too many marks in one of the panels	Too many marks in game {A-E}.
Too few marks in one of the panels	Too few marks in game {A-E}.
Too many Mega Ball numbers marked	Too many Mega Ball marks in game {A-E}.
No Mega Ball number marked	No Mega Ball selected in game {A-E}.
There is a Megaplier option error	Megaplier option error.

DC-5 Errors	
Too many numbers marked in panel	Too many marks in game {A-E}.
Too few numbers marked in panel	Too few marks in game {A-E}.
Too many play types marked in panel	Too many play types in game {A-E}.
No play type marked	No play type selected in game {A-E}.
No play cost marked in panel	No wager amount marked in game {A-E}
Invalid number combination for play type	Invalid number combination in game {A-E}
Number combination sold out	Number combination sold out in game {A-E}.

DC-4 Errors	
Too many numbers marked in panel	Too many marks in game {A-E}.
Too few numbers marked in panel	Too few marks in game {A-E}.
Too many play types marked in panel	Too many play types in game {A-E}.
No play type marked	No play type selected in game {A-E}.
No play cost marked in panel	No wager amount marked in game {A-E}
Invalid number combination for play type	Invalid number combination in game {A-E}
Number combination sold out	Number combination sold out in game {A-E}.

DC-3 Errors	
Too many numbers marked in panel	Too many marks in game {A-E}.
Too few numbers marked in panel	Too few marks in game {A-E}.
Multiple play types marked in panel	Too many play types in game {A-E}.
No play type marked in panel	No play type selected in game {A-E}.
No play cost marked in panel	No wager amount marked in game {A-E}
Invalid number combination for play type	Invalid number combination in game {A-E}.
Number combination sold out	Number combination sold out in game {A-E}.

Keno Errors	
Too many marks in one of the panels	Too many marks in game 2.
Too few marks in one of the panels	Too few marks in area 1.
No play type in one of the panels	No play type selected in area 3.
Too many wagers in the wager panel	Too many wagers marked in area 3.
No wager selection in the wager panel	No wager marked in area 3.

R2R Errors	
Too many bet types in the bet type panel	Too many bet types selected in area 1.
No bet type in the bet type panel	No bet type selected in area1.
Too many horses in the horses panel	Too many horses selected in area 2.
No selection in the horses panel	Too few horses selected in area 2.
Too many wagers in the wager panel	Too many wagers selected in area 3.
No wager in the wager panel	No wager selected in area 3.
Too many races in the race panel	Too many races selected in area 4.
No race in the race panel	No race selected in area 4

Lucky For Life Errors	
Too many marks in one of the panels	Too many marks in game {A-E}.
Too few marks in one of the panels	Too few marks in game {A-E}.
Too many Lucky Ball numbers marked	Too many Lucky Ball marks in game {A-E}.
No Lucky Ball number marked	No Lucky Ball selected in game {A-E}.

Note: All terminal messages that are provided in the DTS FRS are available in the excel messaging doc (DC_DTS_v2.7 OLG messages (2). xlsx) located in the reference section 1.3.

6.3   Ticket Checking and Terminal Messages

The DreamTouch Smart can perform Check-a-ticket functions and optionally apply credits to the machine if the player wishes to do so. Players may check their Draw,

Fast Play, or Instant tickets to see if they are winners any time the machine has connectivity to the central system. Money need not be inserted.

Instant, Fast Play and Draw game tickets may be checked by placing the ticket's barcode under the barcode reader. The DreamTouch Smart will read and interpret 2D barcode symbols for ticket checking. Vouchers will also be able to be checked on the terminal.
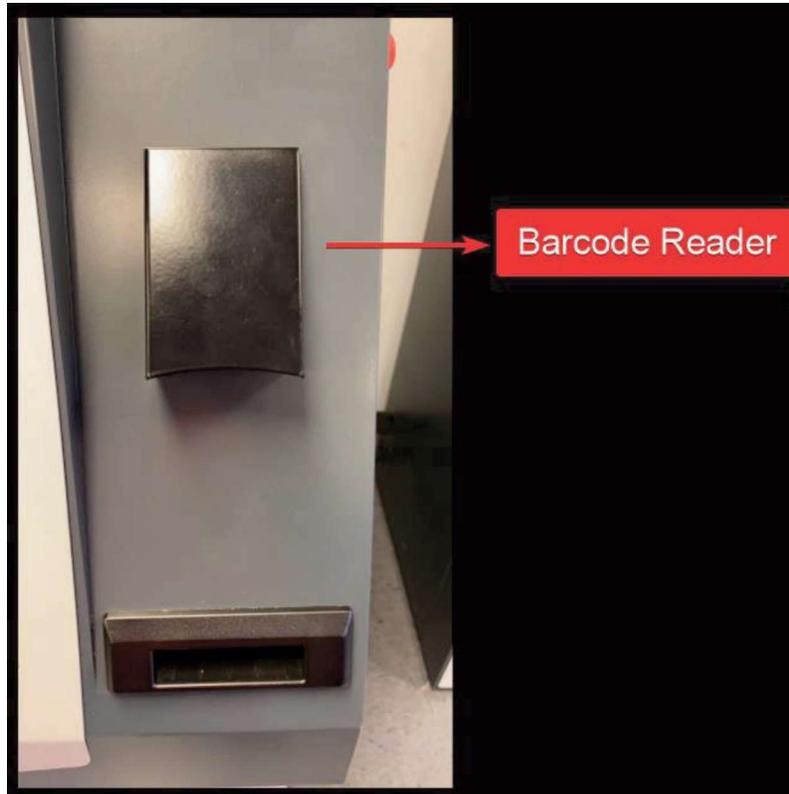
Figure 24: Barcode Reader

A ticket inquiry (i.e., ticket checker transaction) is sent to the central system. The following excel document shows the various messages that will be displayed and the conditions under which they will appear. If no response is received from the C/S within 15 seconds, the "Sorry! System out of service." or related message will be displayed in a pop-up message. The pop-up message will be removed if the player presses 'OK' on the pop up or after a predefined timeout elapse.

The messages to be displayed on the DTS terminal are listed in the excel document below:

DC_DTS_v2.7 OLG
messages (2).xlsx

The DC_DTS terminal messages provided is the excel document consists of all terminal messages that will be displayed on the DreamTouch Smart. All messages located within the DTS terminal will be displayed in the English language. Each message located within the excel document corresponds to an equivalent scenario that would be displayed on the DTS terminal when a player is actively using the terminal.

The DreamTouch Smart must be able to check and validate Lottery tickets verified only by LOTOS that exist in the Central System. DreamTouch Smart must be able to validate Draw, Fast Play, TNP, and Instant tickets generated from all traditional DC terminal types, and coupons.

Note: All terminal messages that are provided in the DTS FRS are available in the excel messaging doc (DC_DTS_v2.7 OLG messages (2). xlsx) located in the reference section 1.3.

6.4   Ticket Validation

The Player may also choose to validate Draw, Fast Play, TNP, and Instant tickets winning at or below $600.00. If the player tries to validate a winning ticket of $600.01, it will say "Funds cannot be added to your balance. your balance cannot exceed $600.00. Please retry once your balance has been lowered.". Winnings from $600.01 to $5,000.00 can be validated at an Agent Plus retailer and anything above $5,001.00 must be claimed at the DCL Prize Center.

Any ticket that has additional draws left on it will produce an exchange ticket.

Ticket validation from the play slip scanner will be disabled.

6.5   Peripheral Specific Handling

Bill Acceptor Handling

All bill acceptor errors, (stacker jam, stacker full, acceptor jam, etc.) will cause an alarm to be sent to the central system. The bill acceptor may notify the application for the error type.

For bills rejected by the bill acceptor, the following handling is used:

- If the error is "Insertion Error" a respective message will be shown to the screen, saying "Please reinsert the bill correctly" to the player.
- If the bill is not recognized by the bill acceptor (validation failure), display a message "Please check your bill is not dirty or wrinkled" to the customer.
- If there was a communication error with the CS wallet, the display "Communication Error, please try again later" to the player.
- When the stacker is full or open, display a message "Error! Please see Clerk" to the player. A relevant notification should be shown on the Device Status Report.
- If the cheated status is returned, stop accepting bills for 10 seconds. Display a message "Bills handled too fast." to the player. Example: - A cheated status is returned when a player tries to insert a bill and immediately tries to withdraw the bill by pulling it out manually in an intention to cheat the system.
- For the rest of the rejections, only an alarm is sent to the CS.

For bills that are not returned to the player:

- If there was a jam, display a message "Please see clerk." to the player.
- If the bill was valid but there was an error prohibiting giving back the bill (Jam), the bill value should be added to the credits by the system.

Software upgrades to allow acceptance of new bills and enhancement of security features will be downloadable.

Note: All terminal messages that are provided in the DTS FRS are available in the excel messaging doc (DC_DTS_v2.7 OLG messages (2). xlsx) located in the reference section 1.3.

Printer Handling

The paper low status will result in an alarm being sent to the central site. The buttons on the Draw or Fast Play purchase panel will be disabled after the current player (if the event happened during a session) completes his transactions. It will be impossible to purchase Draw products until a new roll of paper has been inserted, however, it will still be possible to purchase Instant products. In the bottom Information Area "Sorry we can only Dispense Instant Tickets at this time" message will be displayed, indicating to the consumer that only Instant products may be purchased. The Lottery can view/query reports/data when a disabling printer error occurs on the DreamTouch Smart, through BOS reporting system– Retailer Alarms Report.

If the print head is detected to be open, then an alarm should be sent to the central site and the behavior should be as for "Paper Low" – disable on-line tickets.

The printer error status (Paper Low, Paper Out, Head Up) should be depicted in the Device Status Report screen.

Scanner Handling

If the game ID is recognized but the marks are not proper, notify the player which section of the play slip is not correct and the reason.

Burster Handling

The bursters have been designed for high reliability and availability of the system. However, jams or errors can happen as the media used has large variations or they deform due to environmental reasons, which will prohibit a normal dispense.

The most common problems are jams; Other errors might mean a defective unit which should be replaced by a technician. There are two main types of jams. The ones that affect a single bin and the ones that the jam affect the operation for the complete row of five bins.

The first type of jam occurs usually at the burster inlet, where the tickets somehow got stack during the initial feed process. In this case an unload operation is performed. If this fails, the full burster is blocked to avoid affecting other adjacent channels. If the unload operation succeeds the failed bin will be blocked.

The second type of jams related with the knife or the exit path, can happen if for example a ticket is curled and binds at the exit. In general, if the knife moved but it is not in a terminal position and the exit is blocked, the whole burster should be disabled. If the knife did move to a terminal position while the exit is blocked, the ticket is charged and only that bin will be disabled.

Jam cases and corresponding handling is described below:

Test Case #	Description
1	Successful Dispense
2	Previous Failure – Exit Blocked
3	Previous Failure – No Tickets
4	Previous Failure – Blade Position
5	Dispense Fail, Feed Jams
6	Dispense Fail – Exit Blocked
7	Dispense Fail on Exit – Unload Success
8	Dispense Fail – Exit Blocked, Blade out of Position
9	Dispense Fail – Cut Ok

The next table summarizes the expected behavior.

Test Case #	Display	Balance	State	Pending Ticket	State Clear Action
1	Price	Decrease	OK	No	NA
2	Bin Jam	No Change	Blocked-Bin	No	UnLoad
3	Bin Out	No Change	UnLoaded	No	UnLoad
4	Burster Jam	No Change	Blocked-Burster	No	Park Blade
5	Bin Jam	No Change	Blocked-Bin	No	UnLoad
6	Burster Jam	No Change	Blocked-Burster	No	UnLoad
7	Bin Jam	No Change	Blocked-Bin	No	UnLoad
8	Burster Jam	No Change	Blocked-Burster	No	Park Blade & UnLoad
9	Bin Jam	Decrease	Blocked-Bin	Yes	Maintenance Tab & Exit Sensor Unblock

Table 4: V1xx Jam Cases Summary

Power Failure

The UPS (Uninterruptible Power Supply) has the capacity of supporting the DreamTouch Smart for a period of three (3) to ten (10) minutes at full load, which is more than adequate time for an orderly shutdown of the machine. The beacon will be updated in case of Power Failure.

The terminal shall operate for a few minutes, allowing a transaction to complete and afterwards should not further accept credits after the balance clears (0), till power recovers.

If the power is not returned and the battery falls under a certain level, the terminal should perform a graceful shutdown.

Note: Battery support after a power outage is about three (3) to ten (10) minutes of operation at full load. Battery life is not fixed and depends on many parameters like frequency and duration of outages, operating temperature etc.

The DreamTouch Smart will record all power failures locally and at the central site. Power loss entries are logged when they occur and can be found in the Security and Logged events reports. Power restoration entries are also logged as they occur and can be found in the Security and Logged events reports.

Alarm Codes

Attached below is a comprehensive list of Alarms which may trigger on DTS. The document features the Alarm, Description, Code, and Action.

Alarm	Description	Code	Action
BV_STACKERFULL	Bill Validator is Full	1004	Empty Bill Validator
BV_STACKEROPEN	Bill Validator is Open	1005	Close the Bill Validator
BV_JAM	Bill Validator has a Jam	1006	Clear Jam
BV_CHEATED	Bill Validator detected potential tampering	1007	Restart/Reset the bill Validator
BV_DEVICEFAILURE	Bill Validator has failed	1008	CST to replace the Validator
BV_COMMERROR	Bill Validator has a communication error	1009	Check Cables and connections
PRINTER_NOCONNECTION	Printer Not connected to	1011	Check Physical Connection/Cables
PRINTER_PAPEROUT	Printer out of paper	1015	Load new roll
PRINTER_PRINTERERROR	Printer Error	1018	Restart Printer/Call CST
PRINTER_NEAREND	Printer Running low on paper	1019	Load new roll
MONEY_IN	Money Inserted	9001	No action
BIN_LOW	Bin Running Low on tickets	9003	Load new Pack

BIN_OUT	Bin Has no tickets left	9004	Load new Pack
BIN_JAM	Bin has a Jam	9005	Clear Jam/Call CST
BIN_LOAD	Bin loaded	9010	No action
MAIN DOOR CLOSED	Main Door Closed	9108	No action
MAIN DOOR OPENED	Main Door Opened	9109	No action

Note: All terminal messages that are provided in the DTS FRS are available in the excel messaging doc (DC_DTS_v2.7 OLG messages (2). xlsx) located in the reference section 1.3.

7 Service Mode

The Service Mode interface will be designed in a manner that allows efficient function selection and data input. The interface will make full use of the touch screens capabilities to provide the retailer with an easy to navigate interface.

The Service Mode is entered when the door has been opened. The user is presented with the Service Mode Sign on screen after pressing 'Sign On' button in Terminal tab. 'Sign On' and 'Training Mode' will be the only buttons available in sign off status.

There are 5 levels of access available when logging into the Service Mode. The access to each function available on the DreamTouch Smart is configurable based on the level of login.

The first is Administrative and provides access to all the functions in the DreamTouch Smart.

The second, is that of a Customer Service Technician. This level provides field service personnel with the appropriate tools to diagnose problems within the DreamTouch Smart.

The third is that of a Lottery Service Representative. This level provides the LSR with the functions needed relative to pack movements and settlements. LSR has also access to other functions, options, reports.

The fourth is Retail Manager and provides access to functions normally performed by the Owner/Manager, such as removing cash, taking reports, running diagnostics, and modifying machine settings.

The fifth is that of a Retail Clerk. This level provides access to functions such as loading inventory and taking certain reports.

After successful user Sign on, 'Sign On' button will change description to 'Sign Off' button and have the respective functionality described later in Terminal tab section.

7.1   User/Function Accessibility

The table below defines the functions that are accessible for each user level. No function will be available unless a user has been successfully signed on the DreamTouch Smart.

Function	Admin (Ops)	CST (Field Service Tech)	LSR/LSR Coordinator	Retail manager	Retail clerk	Reason	
Terminal	**ALL**	**Some**	**Some**	**Some**	**Some**		**X= has ability**
Password Change	X						
Sign On	X	X	X	X	X		
Field Settings	X	X					
Resend Failed Messages	X	X					
Maintenance	**ALL**	**Some**	**ALL**	**ALL**	**Some**		
Select Bin #	X		X	X	X		
Load Full Pack	X		X	X	X		
Load Full Pack (Smart Load)	X		X	X	X		
Load Partial Pack	X		X	X	X		
Load Combined Packs (Partial+Full)	X		X	X	X		
Unload Pack	X		X	X	X		
Close Shift	X		X	X	X		
Important Telephone Numbers	X		X	X	X		
Clear Customer Credits	X		x	X	X		
Reprint last ticket	X		X	X	X		
Cashbox Verification	X		X	X	X		
Pack Operations	**ALL**	**N/A**	**ALL**	**ALL**	**ALL**		
Receive Shipment	X		X	X	X		

Activate Pack	X		X	X	X		
Settle Pack	X		X	X	X		
Financial Reports	**ALL**	**N/A**	**ALL**	**ALL**	**ALL**		
Pack Settlements	X		X	X	X		
Instant Validations	X		X	X	X		
Current Weekly Statement	X		X	X	X		
DTS Shift report interim	X		X	X	X		
DTS Shift report closed	X		X	X	X		
Sales today	X		X	X	X		
Inventory report	X		X	X	X		
Transaction history report	X		X	X	X		
Sale report with calendar	X		X	X	X		
Collected funds	X		X	X	X		
Cash reconciliation report	X		X	X	X		
Lost sales report	X		X	X	X		
System reports	**ALL**	**Some**	**Some**	**N/A**	**N/A**		
Component version reports	X	X					
Status report	X	X					
Configuration report	X	X					
Logged events report	X	X					
Security report	X		X				
Diagnostics	**ALL**	**ALL**	**Some**	**N/A**	**N/A**		
Setup device	X	X					
Test Bill Validator	X	X					
Send part malfunction alarm	X	X	X				
Clear Software State and Restart Software	X	X					
Copy Debug Logs to USB Drive	X	X					
Burster	**ALL**	**ALL**	**N/A**	**N/A**	**N/A**		

Drive burster outwards	X	X					
Park bursting blade	X	X					
Clean Burster Rollers	X	X					
IT Database	**ALL**	**ALL**	**ALL**	**Some**	**Some**		
Update Instant Ticket Database	X	X	X	X	X		
View Instant Ticket Database	X	X	X	X	X		
Delete Current Instant Ticket Database	X	X	X				
Peripheral Tests	**ALL**	**ALL**	**N/A**	**N/A**	**N/A**		
Bill Validator	X	X					
Firmware	X	X					
Calibration	X	X					
Scanner	X	X					
Check Scans	X	X					
Read Coupon	X	X					
Calibration	X	X					
Printer	X	X					
Check Status	X	X					
Print Test Page	X	X					
Barcode Reader	X	X					
Firmware	X	X					
Memory	X	X					
Available memory size	X	X					
CPU Memory	X	X					
Load test	X	X					
Network Card	X	X					
Loop test	X	X					
USB	X	X					
Read / Write test	X	X					
Sound	X	X					
Play a Sound	X	X					
Serial Port	X	X					
Loop test	X	X					
General Functionalities	**ALL**	**ALL**	**Some**	**Some**	**Some**		
Shutdown/Restart	X	X	X	X	X		

Shut Down Machine	X	X	X	X	X		
Shut Down Software	X	X					
Restart Machine	X	X	X	X	X		
Restart Software	X	X	X	X	X		

Table 5: User/Function Accessibility with Door Closed

7.2   Username/Password Entry

When the front door is opened and 'Sign On' button is pressed the user is presented with the following screen.
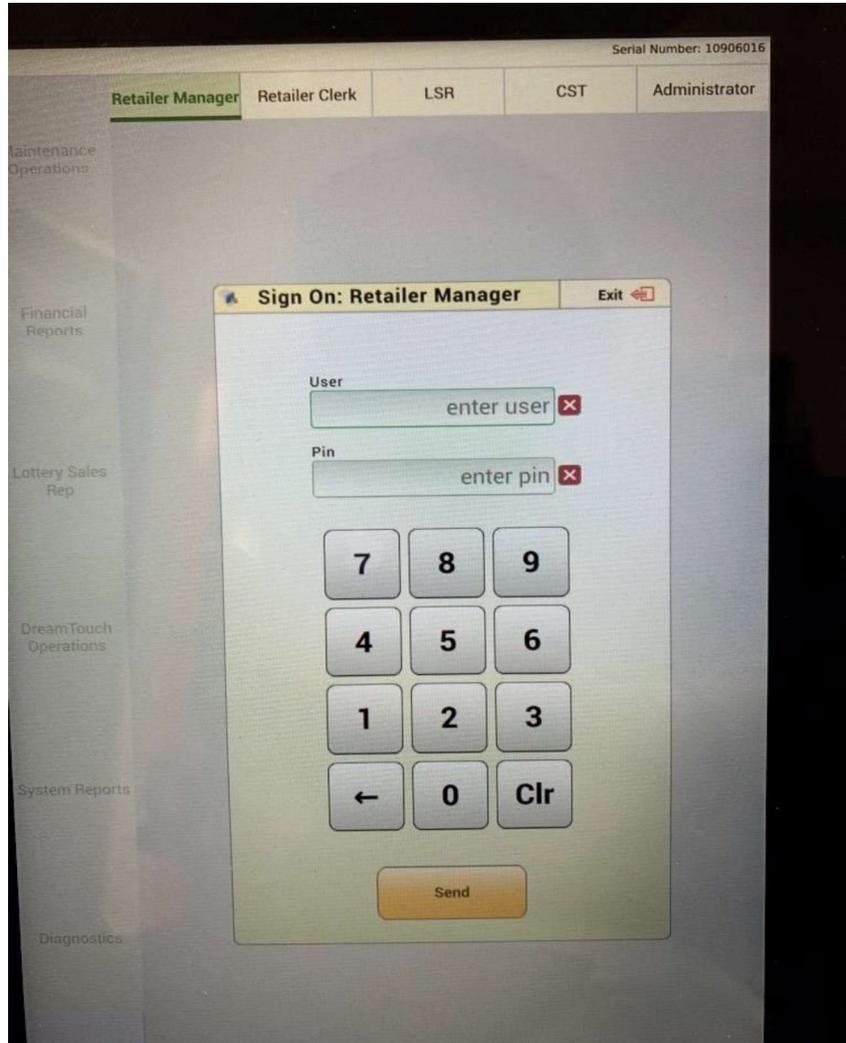
Figure 26: Service Mode Login

The user may then enter their 2–4-digit username and unique 4-digit password. Depending on the username entered a customized menu will be displayed for that user. Each password can be unique and can be changed making each user's login unique. Each machine is uniquely keyed, and the touch screen is not accessible without a key thus adding an additional layer of security. All activities performed on the DreamTouch Smart are also captured in the security log.

7.3   Menu Navigation

Upon successful user sign on, the following Tabs will be available on the left side of the screen:

- Maintenance Operations
- Financial reports
- DreamTouch Operations
- System Reports
- Diagnostics
- Terminal

When a Tab is selected by the user it will be highlighted and the available buttons and functionalities within the selected Tab will be visible.

The following sections describe the functions under each of the Tabs shown on the menu.
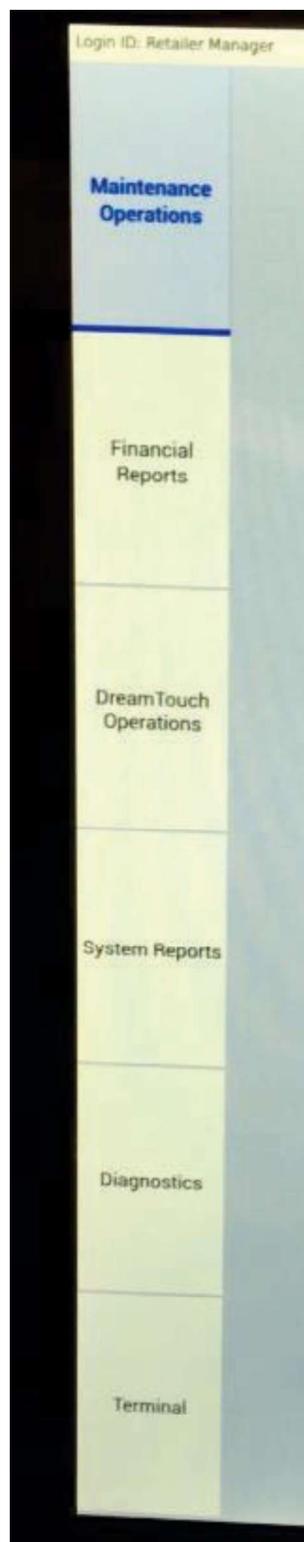
Figure 27: Menu Navigation

7.4   Maintenance

Maintenance functions will be used most by retail personnel and involve loading and unloading tickets and removing cash from the bill acceptor. The Retail Manager will have three additional functions, receive shipment, pack Activation and pack Settlement. The following buttons will be available in Maintenance Tab providing access to the respective functions:

- Load Full pack
- Load Partial pack
- Load Combined pack (Partial + Full)
- Unload Pack
- Close Shift
- Important Telephone Numbers (allow this to be printable)
- Clear Customer Credits
- Pack Operations
- View/Print Last Transaction
- Pending Instant Ticket
- Last 10 Transactions.
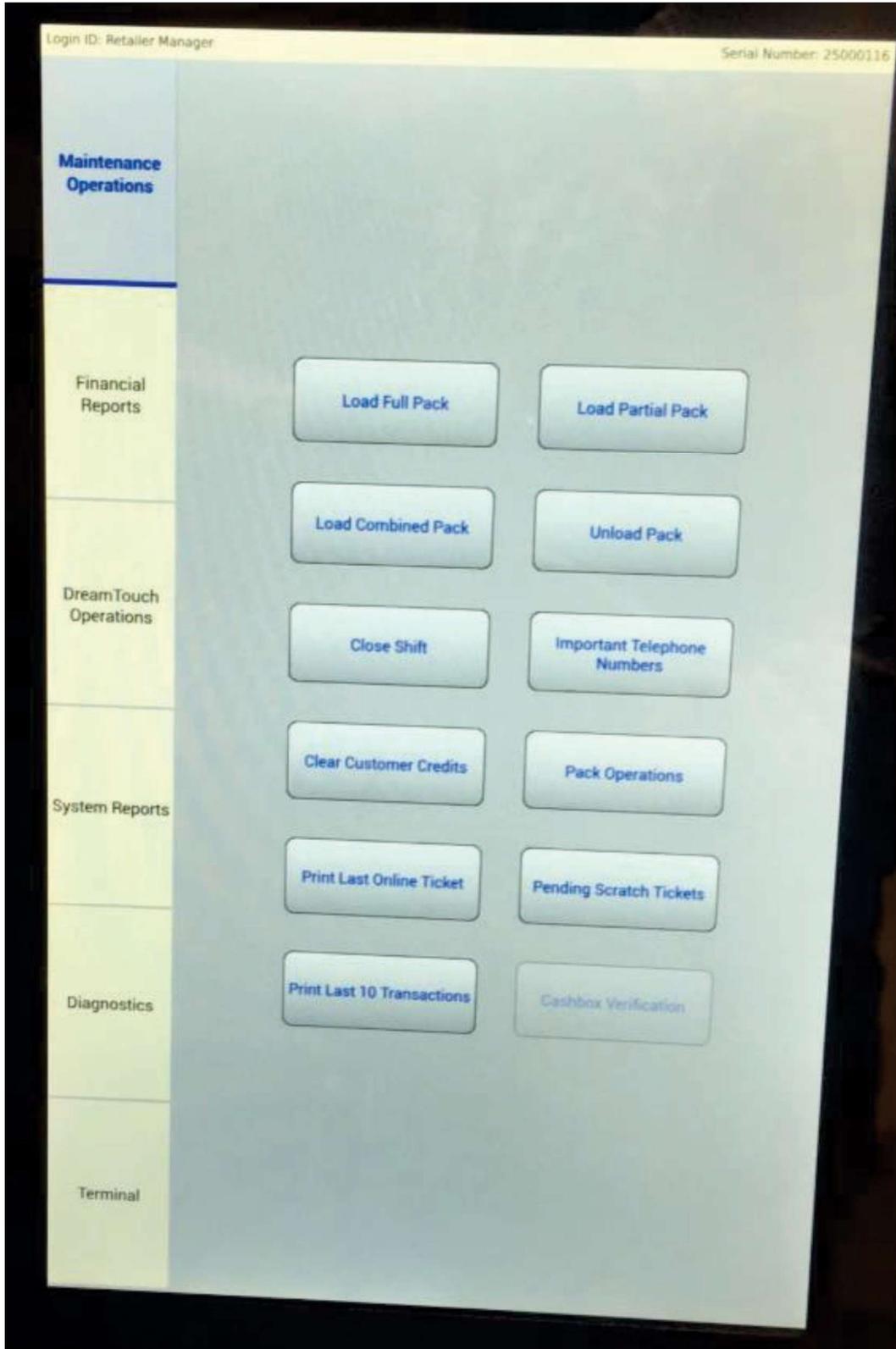
Figure 28: Indicative Maintenance Menu

Load Full Pack

NOTE: Pack must be activated and or settled by the retailer prior to loading them into the DreamTouch Smart.

Tickets may be loaded into the DreamTouch Smart by using the barcode reader, and manually entering information on the touch screen via a numeric keypad. Full packs of tickets may be loaded. The procedures below show how full packs may be loaded either using the barcode reader or by manually entering the information using the numeric keypad on the touch screen.

The retailer activates the Load Full pack function by touching the Load Full pack button in the Maintenance menu. The retailer will select the bin number from the menu where the tickets are to be inserted.

If the system detects tickets in the burster throat at the beginning of the load process, the following pop-up error message will appear: 'Error. Ticket Bin # Sensors Show Ticket Present. Bin Must Be Empty With Exit Path Clear.' The user will have to press 'OK' on the pop up and resolve the error to continue.

The user can scan any ticket in the pack of tickets to be loaded for a full pack. The barcode field on the touch screen will be populated. Button 'Load' will be activated only after both the game and pack have been entered.

All data may also be manually entered, bypassing the use of the barcode reader. The retailer can enter the value using the touchscreen numeric keypad. The clear button will clear the selected field.

After pressing 'Load' button the screen will prompt the retailer to load the pack.

Packs are loaded by feeding the ticket over the roller and under the ticket guide until the leading edge touches the feed rollers. This will activate the ticket sensor switch and the tickets will load automatically. There is approximately a 3 second delay

between the time the ticket present sensor is tripped, and the leading ticket is drawn into its feed position.

Once the pack has been loaded, the touch screen indicates with a pop-up message that the process has been completed successfully and displays the following fields.

- Game number and Game Name
- Ticket price
- Ticket length
- Number of tickets in a full pack

Figure 29: Pack Loaded Pop-Up

The retailer presses the 'OK' button to return to the Maintenance Menu.

Loading a Partial Pack

Loading a partial pack of tickets is like loading a full pack with the exception that the beginning and ending ticket numbers must be scanned or manually entered.

The load process continues as for a full pack of tickets.

Feed the ticket over the roller and under the ticket guide until the leading edge touches the feed rollers. This will activate the ticket sensor switch and the tickets will load automatically.

Once the pack has been loaded, the touch screen indicates with a pop-up message that the process has been completed successfully and displays the following fields.

- Game number and Game Name
- Ticket price
- Ticket length
- Number of tickets loaded

The retailer presses the 'OK' button to return to the Maintenance Menu.

Loading Combined Packs

Full packs may be taped to partial or full packs if multiple packs are to be loaded via the Load Combined pack menu. In this case, after selecting the desired bin, the user scans a ticket of the full pack. The user can also manually enter game-pack-ticket of the full pack. The user will then scan the first and last tickets of the partial pack. These values can be manually entered by the retailer as well.

Once the pack has been loaded, the touch screen indicates with a pop-up message that the process has been completed successfully and displays the following fields.

- Game number and Game Name
- Ticket price
- Ticket length
- Number of tickets being loaded

The total number of tickets being loaded is calculated by the DreamTouch Smart and the user physically loads the combined packs into the DreamTouch Smart. Note that the function supports combining one partial pack with only one full pack.

If packs are to be taped together, retailers should only use the special perforated tape supplied by INTRALOT to join packs together.

Unloading Tickets

Partial or full packs may be unloaded from a bin by selecting 'Unload Pack' from the Maintenance Menu.

The retailer will select the bin number from the menu where the tickets to be unloaded are located and press the 'Unload' button. The following pop-up message will appear on screen: 'Please Unload the Tickets from Bin #. Ensure the tickets are fully withdrawn from the dispensing mechanism.' The burster will reverse so that the tickets may be removed.

Once the tickets have been removed the following message displays: 'Tickets Successfully Unloaded'.

Close Shift

This function allows the retailer to collect cash from the bill acceptor and start a new reporting period (or shift). This is a three-step process that involves printing a Shift Report, removing the cash from the bill acceptor, and printing a duplicate Shift Report. The function places an entry in the security and events logs, identifying the user that closed the shift. Note that the Shift closure will not be available if C/S communication is down. The shift report will be modified to show a date time stamp of the previous shift change or closing. The shift report will include a QR code at the bottom that includes the data on the shift report so it can be scanned into the Walmart POS.

The following pop-up message displays after 'Close Shift' is selected from the menu: 'Current Cash Collection Interval Started at <time><date>. Printing Shift Report. Please Collect the Cash and Press OK When Done.'
At this point the current Shift Report is printed. The retailer will then press 'OK' when the report has completed generating the following pop-up message to display: 'Have You Collected the Cash? New Shift Will Start and The Machine Will Print a Duplicate Shift Report After You Click YES.'

The pop-up message will have three options: 'Yes', 'No' and 'Cancel'.

Touching 'CANCEL' returns the retailer to the previous screen.

Touching 'NO' will return the retailer to the previous screen.

The retailer removes the cash from the bill acceptor and touches 'YES' to proceed and the following pop-up will display with an 'OK' button.

'Duplicate Report Printed. Old Shift Ended, New Shift Started.'

A second Shift report will be printed, which is a duplicate of the first one but characterized as 'Closed'.

Note: All terminal messages that are provided in the DTS FRS are available in the excel messaging doc (DC_DTS_v2.7 OLG messages (2). xlsx) located in the reference section 1.3.

```
                 DC  LOTTERY

AGENCY No...: 00000000
TERMINAL S/N: 00000000
REPORT No...: 12
PRINTED.....: 03/30/2022 13:56:09

*************************************

         DTS SHIFT REPORT (CLOSED)
From:  00:00:00 GMT-04  Tue  10/06/2017
MDY
To:    13:55:51 GMT-04  Tue  10/06/2017
MDY
*************************************
Current Date:        Tue  10/06/2017
MDY
Current Time:             13:55:52 GMT-
04
Login ID:                        Admin
*************************************
            --INVENTORY--
-B01:          $0.00    0     $0.00
+B02: PID #831 $0.00    0     $0.00
+B03: PID #696 $0.00    0     $0.00
+B04: PID #761 $0.00    0     $0.00
+B05: PID #886 $0.00    0     $0.00
+B06: PID #811 $0.00    0     $0.00
+B07: PID #574 $0.00    0     $0.00
+B08: PID #794 $0.00    0     $0.00
+B09: PID #571 $0.00    0     $0.00
+B10: PID #577 $0.00    0     $0.00
+B11: PID #738 $0.00    0     $0.00
+B12: PID #833 $0.00    0     $0.00
+B13: PID #680 $0.00    0     $0.00
+B14: PID #658 $0.00    0     $0.00
+B15: PID #694 $0.00    0     $0.00
+B16: PID #800 $0.00    0     $0.00
+B17: PID #566 $0.00    0     $0.00
+B18: PID #686 $0.00    0     $0.00
+B134 PID #718 $0.00    0     $0.00
+B20: PID #737 $0.00    0     $0.00
+B21: PID #716 $0.00    0     $0.00
+B22: PID #689 $0.00    0     $0.00
+B23: PID #678 $0.00    0     $0.00
+B24: PID #600 $0.00    0     $0.00
+B25: PID #568 $0.00    0     $0.00
                   -----  ----------
--
Totals ->           2048     $0.00
            --SALES BY BIN--
 B01:                 0       $0.00
 B02:                 0       $0.00
 B03:                 0       $0.00
 B04:                 0       $0.00
 B05:                 0       $0.00
 B06:                 0       $0.00
 B07:                 0       $0.00
 B08:                 0       $0.00
 B09:                 0       $0.00
 B10:                 0       $0.00
 B11:                 0       $0.00
 B12:                 0       $0.00
 B13:                 0       $0.00
 B14:                 0       $0.00
 B15:                 0       $0.00
 B16:                 0       $0.00
 B17: PID #566 $2.00  1       $2.00
 B18: PID #686 $2.00  1       $1.00
 B19:                 0       $0.00
 B20:                 0       $0.00
 B21:                 0       $0.00
 B22:                 0       $0.00
 B23:                 0       $0.00
```

```
 B24:                 0       $0.00
 B25:                 0       $0.00
 Betslip/Replay       0       $0.00

                   -----  ------------
 Totals ->            0       $0.00

         --SALES BY GAME--
PID        #566  $2.00   1       $2.00
PID        #568  $1.00   1       $1.00
Game 1                   3       $3.00
Game 2                  12      $12.00
Powerball                2       $4.00
MegaMillions             7      $31.00
                       -----  -----------
Totals ->               26      $53.00


*************************************
         --CASH COLLECTED--
Bills:
          $1:        1       $1.00
          $5:        1       $5.00
         $10:        2      $20.00
         $20:        1      $20.00
         $50:        0       $0.00
        $100:        0       $0.00
                   -----  ------------
Total Bills-->       5      $56.00
Cleared Credits→     0       $0.00
Total Cash→          5      $56.00

         --Sales Summary--

Instant Tick. Cashed-→   0       $0.00
Online Tick. Cashed-→    0       $0.00
Fast Play Tick. Cashed→  0       $0.00
Promo Coupon Credits-→   0       $0.00
Current Credits-→                $0.00
Total Instant ->         2       $0.00
Total Online ->         24      $50.00
                       -----  -----------
Overall Total→                  $56.00
*************************************



             <End of Report>
```

Figure 30: Sample Close Shift Report

Important Telephone Numbers

This menu selection displays a static informational window that lists all the telephone numbers that the retailer might need to use.

The screen will allow the user to scroll up or down to view the entire screen. The Important numbers may be printed for future reference by touching the 'Print' button.
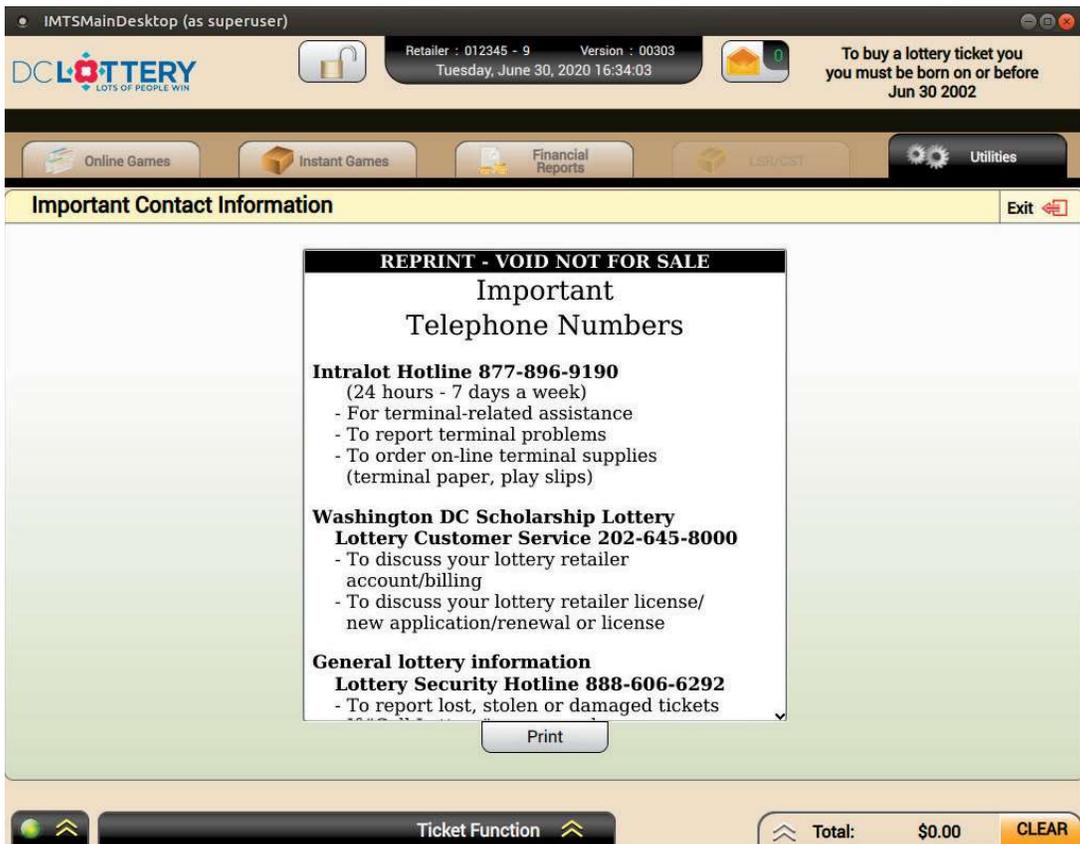
Delete Washington DC Scholarship Lottery in Reprint above

Figure 31: Indicative Contact Information (information might need to be adjusted)

Pay Voucher (Clear Credits)

If communication is lost between the DreamTouch Smart and C/S, a pop-up message will appear on the DTS screen. The message can be found in the bottom Information Area informing the player that the terminal is offline. When the DTS is offline, the player

can still get a pay voucher by contacting the retailer. The retailer will login into the DTS as Retailer Manager, go to the DTS 'Maintenance Menu', and select 'Clear Credits'. When the user selects 'Clear Credits', a pay voucher will be generated with a barcode issued by C/S when the session was created, the pay voucher will not display the balance amount. The balance amount cannot be displayed since there is no connection to the C/S. When the terminal regains communications to the C/S, the terminal sends an alarm to the C/S notifying the C/S that a pay voucher has been created. The pay voucher created with the Clear Credits function will be good for the entire balance of the session.

NOTE: The barcode was provided to the DTS terminal when the session was created. The player can redeem the pay voucher on another terminal that has communication prior to the pay voucher generating terminal regaining communication. When the pay voucher is scanned for redemption on a terminal with communication to the C/S, the pay voucher amount will be for the balance displayed on the terminal prior to the communication loss. The Pay Voucher will be limited to $600 and can be redeemed on a DreamTouch Smart connected to C/S at the same retailer.

Security and transaction log entries will show the user's type, allowing the manager to identify the person who removed cash from the cash box.

The "Pay Voucher (Clear Credits)" function will produce a line-item entry on the shift report.

```
                        www.dclottery.com


                   DC LOTTERY
                      LOTS OF PEOPLE WIN


                         VOUCHER
                 PRINTED ON 12/21/2021 15:21:21


              SIGN PAY VOUCHER IMMEDIATELY


          It cannot be redeemed for cash.
     Vouchers can only be used to purchase
                  a lottery game.
        It can be used on any DC Lottery
                    terminal.
         This voucher is valid for 180 days only


         FOR MORE INFORMATION, GO TO WWW.DCLOTTERY.COM
         023456-023456 01 00000020003* TR:00000000170


           12345 12345 12345 12345 12345 12345
             12345 12345 12345 12345
```

Figure 32–Comms Loss Pay Voucher Example (Above receipt will be all black and white)

Pack Operations

The following pack operations will be available in the Pack Operations menu:

- Receive Shipment
- Activate pack
- Settle pack

Receive Shipment

Shipments can be received by first pressing the 'Receive Shipment' button. Once in the Receive Shipment menu the clerk can receive the shipment by either scanning or manually entering the order number or the Game and Pack #. The user is allowed multiple copies of the same receipt.

Activate Packs

Pack activations can be performed by first pressing the 'Activate' button. Once in the activate menu the clerk can scan the barcode with the barcode reader or by manually entering the game and pack number. The user can have multiple copies of the same receipt.

Settle Packs

Pack can be settled by first pressing the 'Settle' button. Once in the Settle menu the clerk can either scan the barcode with the barcode reader or manually enter the game and pack number. The user is allowed multiple copies of the same receipt.

7.5   DreamTouch Financial Reports

The user will be able to retrieve the financial reports via the 'Financial' Tab. There are going to be 3 options:

- Settle Packs Report
- Instant Validations Report
- Current Settlement Report

Figure 33 - Financial Options (This is just a sample screenshot, and it will be updated based on DC)

Settle Packs Report

The Settled Packs report will display all Instant Ticket Packs that were settled. When the report is selected, the preview window will be empty and it will display three options to specify the timeframe for the report: Daily, Week to Date and Weekly. Packs are able to be viewed up to 2 weeks prior to the packs being dropped off for new circulation.

- Daily
- Week To Date
- Weekly

Figure 34: Settled Packs (This is just a sample screenshot, and it will be updated based on DC)

```
               DC  LOTTERY
             Fri 02/16/2021 09:47:59
    ----------------------------------------------

         WEEK-To-Date Settled Packs Report
                     LSR:---
                 Retailer 123456

    ************************************************
    Game        Book       Name       Date      Amt
    ------      ------      ----      -----      -----
    Game 1       17      Game Name   11/12/21   $13.00


    Total=                                      $13.00
```

Figure 35: Sample Settled Packs Report

Instant Validations Report

The Instant Validations report will display all Instant Ticket validations that occurred. When the report is selected, the preview window will be empty displaying three options to specify the timeframe for the report: Daily, Week to Date and Weekly. (Example is indicative, retailer name will not be present on the actual report)

- Daily
- Week To Date
- Weekly

Figure 36: Instant Validations (This is just a sample screenshot and it will be updated based on DC)

Figure 37 – Sample Instant Validations Report

Current Settlement Report

When the 'Current Settlement' button is selected, the buttons located to the right of the preview window will not be present. The report will display information for the last complete financial week (Wed– Tues). regarding terminal instant sales.

Figure 38: Current Settlement Report Options (This is just a sample screenshot and it will be updated based on DC)


```
          DC  LOTTERY
      Fri 10/27/2017 16:35:54
  --------------------------------------
      CURRENT SETTLEMENT REPORT
       10/31/2017 - 11/06/2017
          Retailer: 123456

          ONLINE SUMMARY
  21 Powerball      SALES     113.00
  21 Mega Millions  SALES     106.00
  20 Game 1         SALES      72.00
  34 Game 2         SALES      54.00
 141 DC 3           SALES     144.50
 114 DC 4           SALES      69.50
   0 Raffle         SALES       0.00

 351 Total                    554.00

   2 Cancels                   10.00C
  16 Validations               32.00C
   0 Adjustments                0.00
```

```
   0 Promotions                 0.00
     Sales Comms               29.74C
           Validation Comms
              0.32C
   0 Sales Comms                0.00
     Service                   10.00

   Net Due                    481.94

         INSTANT SUMMARY
   0 Settled                    0.00
   0 Returns                    0.00
  20 Validations              232.00C
   0 Adjustments                0.00
   0 Promotions                 0.00
     Sales Comms                0.00C
     Validation Comms           2.32C


   Net Due                    229.32C

   EFT AMT                    252.62

    123456-123456 01 @ TR:00000007538
```

Figure 39: Current Settlements Report

7.6   DreamTouch Operations Reports

The contents of this tab are as follows:

- Shift Report (Interim)

- Shift Report (Closed)

- Inventory Report

- Transaction History Report

- Sales Report with Calendar
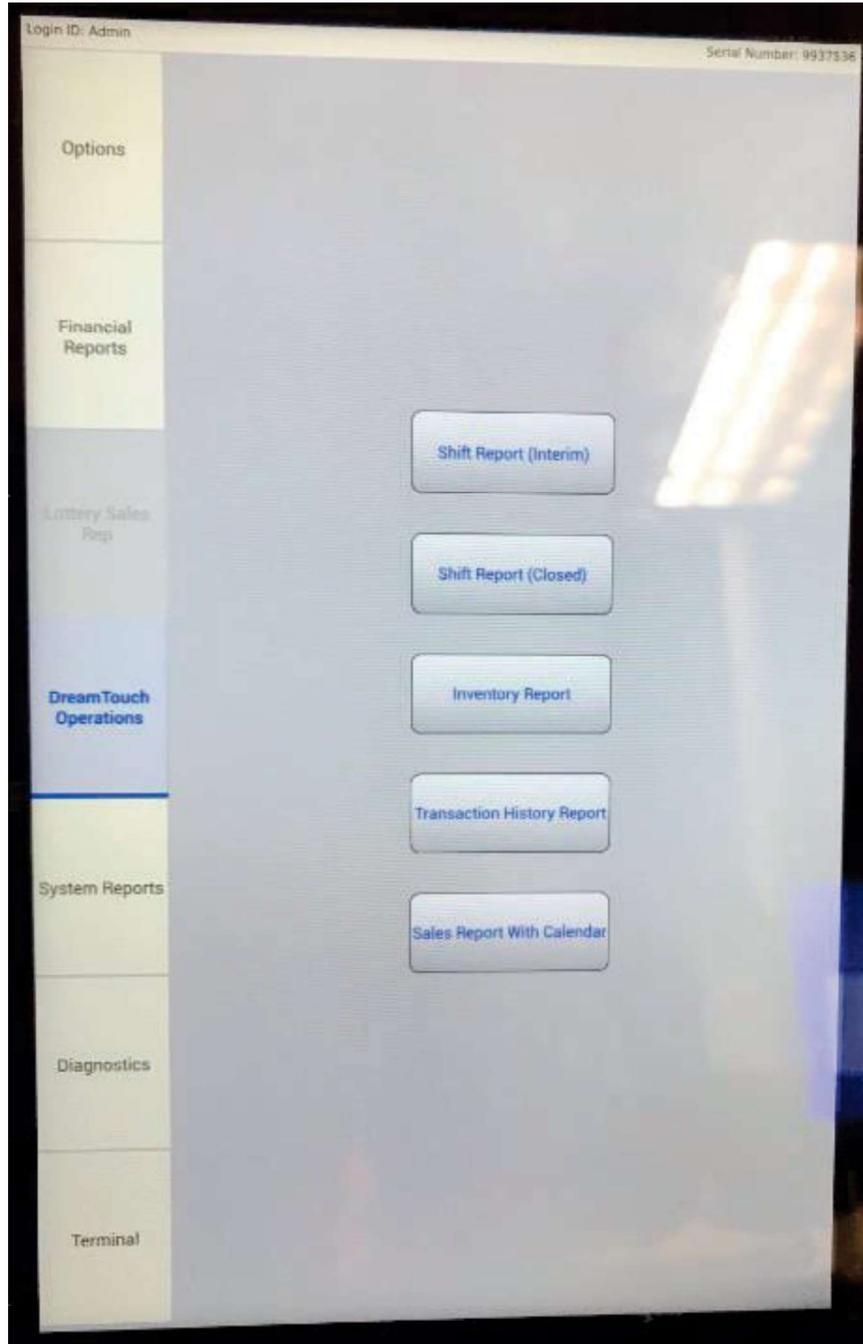
Figure 40: DreamTouch Operations Tab

DTS Shift Report (Interim)

The DTS Shift Report (Interim) is produced from data contained locally on the DTS. This report does NOT clear any counters and is merely a snapshot of sales, inventory, and cash.

The DTS Shift Report (Interim) contains inventory detail by bin number, game name, quantity sold, and the value of the tickets sold. It also contains a bill count.

Upon selecting the 'Shift Report (Interim)' button, it will be displayed on a preview screen. It may then be printed by touching the 'Print' button at the bottom of the preview area.

```
                DC  LOTTERY

AGENCY No...: 00000000
TERMINAL S/N: 00000000
REPORT No...: 12
PRINTED.....: 10/06/2017 13:56:09

****************************************

       DTS SHIFT REPORT (INTERIM)
From: 00:00:00 GMT-04 Tue 10/06/2017
MDY
To:    13:55:51 GMT-04 Tue 10/06/2017
MDY
****************************************
Current Date:         Tue 10/06/2017
MDY
Current Time:           13:55:52 GMT-
04
Login ID:                      Admin
****************************************
          --INVENTORY--
-B01:          $0.00      0      $0.00
+B02: PID #831 $1.00    159    $159.00
+B03: PID #696 $1.00    138    $138.00
+B04: PID #761 $2.00     89    $178.00
+B05: PID #886 $5.00     20    $100.00
+B06: PID #811 $1.00    137    $137.00
+B07: PID #574 $1.00    181    $181.00
+B08: PID #794 $20.00    14    $280.00
+B09: PID #571 $5.00     30    $150.00
+B10: PID #577 $5.00     23    $115.00
+B11: PID #738 $5.00     11     $55.00
+B12: PID #833 $5.00     40    $200.00
+B13: PID #680 $5.00     21    $105.00
+B14: PID #658 $10.00    32    $320.00
+B15: PID #694 $20.00    13    $260.00
+B16: PID #800 $2.00     95    $190.00
+B17: PID #566 $2.00     76    $152.00
+B18: PID #686 $2.00     95    $190.00
+B134 PID #718 $2.00     67    $134.00
+B20: PID #737 $2.00     91    $182.00
+B21: PID #716 $1.00     75     $75.00
+B22: PID #689 $1.00    172    $172.00
+B23: PID #678 $1.00    165    $165.00
+B24: PID #600 $1.00    179    $179.00
+B25: PID #568 $1.00     95     $95.00
                     ----- -----------
Totals ->            2048    $3942.00
          --SALES BY BIN--
 B01:                    0      $0.00
 B02:                    0      $0.00
 B03:                    0      $0.00
 B04:                    0      $0.00
 B05:                    0      $0.00
 B06:                    0      $0.00
 B07:                    0      $0.00
 B08:                    0      $0.00
 B09:                    0      $0.00
 B10:                    0      $0.00
 B11:                    0      $0.00
 B12:                    0      $0.00
 B13:                    0      $0.00
 B14:                    0      $0.00
 B15:                    0      $0.00
 B16:                    0      $0.00
 B17: PID #566 $2.00     1      $2.00
 B18: PID #686 $2.00     1      $1.00
 B19:                    0      $0.00
 B20:                    0      $0.00
 B21:                    0      $0.00
 B22:                    0      $0.00
 B23:                    0      $0.00
```

```
 B24:                    0      $0.00
 B25:                    0      $0.00
 Betslip/Replay          0      $0.00
                     ----- -----------
 Totals ->              22     $56.00

          --SALES BY GAME--
PID        #566  $2.00   1      $2.00
PID        #568  $1.00   1      $1.00
Game 1                   3      $3.00
Game 2                  12     $12.00
Powerball                2      $4.00
MegaMillions             7     $31.00
                     ----- -----------
Totals ->               26     $53.00


****************************************
          --CASH COLLECTED--
Bills:
          $1:             1     $1.00
          $5:             1    $15.00
          $10:            2    $20.00
          $20:            1    $20.00
          $50:            0     $0.00
          $100:           0     $0.00
                      ----- -----------
Total Bills-->            5    $56.00
Cleared Credits→          1    -$1.00

Total Cash→               6    $55.00
          --Sales Summary--

Instant Tick. Cashed-→    0     $0.00
Online Tick. Cashed-→     0     $0.00
Fast Play Tick. Cashed→   0     $0.00
Promo Coupon Credits-→    0     $0.00
Current Credits-→               $0.00
Total Instant ->          2     $3.00
Total Online ->          24    $50.00
                      ----- -----------
Overall Total-→                $56.00
****************************************


            <End of Report>
```

Figure 41: Shift Report (Interim)

DTS Shift Report (Closed)

The DTS Shift Report is produced from data contained locally on the DTS. The DTS Shift Report shows sales based on the last time the report was taken. For example, if a DTS Shift Report is generated at 9:00 AM and another at 5:00 PM, the second report will include only those sales that occurred between 9:00 AM and 5:00 PM.

The DTS Shift Report is produced when the Close Shift process is started. In this case, all counters are cleared after the report is produced. The user will have an ability to run historical.

The way to differentiate the DTS Shift Report (Interim) and the DTS Shift Report (Closed) is in the report title. The DTS Shift Report contains inventory detail by bin number, game name, quantity sold, and the value of the tickets sold. It also contains a bill count.

Note: The dates listed at the top of the DTS Shift Report show the starting and ending date/time of the shift.

Upon selecting the report button, a list with the available closed shift reports will appear on a preview screen sorted by the shift closing date. On the top of the preview area the message "Please select a closed shift report" will be displayed. The user may select the desired closed shift report by touching it in the provided list. The report will appear in the preview area and may then be printed by touching the 'Print' button at the bottom of the preview area.

intralot

```
                DC LOTTERY

AGENCY No...: 00000000
TERMINAL S/N: 00000000
REPORT No...: 12
PRINTED.....: 10/06/2017 13:56:09

***************************************
***

        DTS SHIFT REPORT (CLOSED)
From: 00:00:00 GMT-04 Tue 10/06/2017
MDY
To:    13:55:51 GMT-04 Tue 10/06/2017
MDY
***************************************
***
Current Date:        Tue 10/06/2017
MDY
Current Time:          13:55:52 GMT-
04
Login ID:                      Admin
***************************************
***
            --INVENTORY--
-B01:            $0.00     0      $0.00
+B02: PID #831  $1.00   159    $159.00
+B03: PID #696  $1.00   138    $138.00
+B04: PID #761  $2.00    89    $178.00
+B05: PID #886  $5.00    20    $100.00
+B06: PID #811  $1.00   137    $137.00
+B07: PID #574  $1.00   181    $181.00
+B08: PID #794 $20.00    14    $280.00
+B09: PID #571  $5.00    30    $150.00
+B10: PID #577  $5.00    23    $115.00
+B11: PID #738  $5.00    11     $55.00
+B12: PID #833  $5.00    40    $200.00
+B13: PID #680  $5.00    21    $105.00
+B14: PID #658 $10.00    32    $320.00
+B15: PID #694 $20.00    13    $260.00
+B16: PID #800  $2.00    95    $190.00
+B17: PID #566  $2.00    76    $152.00
+B18: PID #686  $2.00    95    $190.00
+B134 PID #718  $2.00    67    $134.00
+B20: PID #737  $2.00    91    $182.00
+B21: PID #716  $1.00    75     $75.00
+B22: PID #689  $1.00   172    $172.00
+B23: PID #678  $1.00   165    $165.00
+B24: PID #600  $1.00   179    $179.00
+B25: PID #568  $1.00    95     $95.00
----- -----------
Totals ->              2048   $3942.00
            --SALES BY BIN--
  B01:                   0      $0.00
  B02:                   0      $0.00
  B03:                   0      $0.00
  B04:                   0      $0.00
  B05:                   0      $0.00
  B06:                   0      $0.00
  B07:                   0      $0.00
  B08:                   0      $0.00
  B09:                   0      $0.00
  B10:                   0      $0.00
  B11:                   0      $0.00
  B12:                   0      $0.00
  B13:                   0      $0.00
  B14:                   0      $0.00
  B15:                   0      $0.00
  B16:                   0      $0.00
  B17: PID #566  $2.00    1      $2.00
  B18: PID #686  $2.00    1      $1.00
  B19:                   0      $0.00
  B20:                   0      $0.00
  B21:                   0      $0.00
  B22:                   0      $0.00
  B23:                   0      $0.00
```

```
  B24:                   0      $0.00
  B25:                   0      $0.00
  Betslip/Replay         0      $0.00
  ----- -----------
  Totals ->             22     $56.00

            --SALES BY GAME--
PID        #566  $2.00    1      $2.00
PID        #568  $1.00    1      $1.00
Game 1                    3      $3.00
Game 2                   12     $12.00
Powerball                 2      $4.00
MegaMillions              7     $31.00
                        ----- ---------

Totals ->                26     $53.00


***************************************
**
            --CASH COLLECTED--
Bills:
              $1:     1      $1.00
              $5:     1     $15.00
             $10:     2     $20.00
             $20:     1     $20.00
             $50:     0      $0.00
            $100:     0      $0.00
                   ----- ---------
--
Total Bills-->        5     $56.00
Cleared Credits →     1    $ 0.00

Total Cash →          6     $56.00
            --Sales Summary--

Instant Tick. Cashed-→   0      $0.00
Online Tick. Cashed-→    0      $0.00
Fast Play Tick Cashed→   0      $0.00
Promo Coupon Credits-→   0      $0.00
Current Credits-→               $0.00
Total Instant ->         2      $3.00
Total Online ->         24     $50.00

                   ----- ---------
--
Overall Total-→                $56.00
***************************************
**


            <End of Report>
```

Figure 42: Shift Report (Closed)

Inventory Report

The inventory report is listed by bin game number and name, price point, number of tickets remaining in the bin and the total value of the tickets.

The report button will be displayed on a preview screen. After the report is ran, the retailer can print the report using the designated 'Print' button located at the bottom of the preview area screen.

Upon selecting the report button, it will be displayed on a preview screen. It may then be printed by touching the 'Print' button at the bottom of the preview area.

```
                    DC  LOTTERY

       AGENCY No...: 00000000
       TERMINAL S/N: 00000000
       REPORT No...: 12
       PRINTED.....: 10/06/2017 13:56:09

       *****************************************

                  INVENTORY REPORT

       ***********************************
       Current Date:      Sat 2017-10-06 YMD
       Current Time:           13:56:09 GMT+02
       Login ID:                       Admin
       ***********************************

                    --INVENTORY--

       -B01:             $0.00      0        $0.00
       -B02:             $0.00      0        $0.00
       -B03:             $0.00      0        $0.00
       -B04:             $0.00      0        $0.00
       -B05:             $0.00      0        $0.00
       -B06:             $0.00      0        $0.00
       -B07:             $0.00      0        $0.00
       -B08:             $0.00      0        $0.00
       -B09:             $0.00      0        $0.00
       -B10:             $0.00      0        $0.00
       -B11:             $0.00      0        $0.00
       -B12:             $0.00      0        $0.00
       +B13: GP TE#9900 $1.00     198      $198.00
       -B14:             $0.00      0        $0.00
       -B15:             $0.00      0        $0.00
       -B16:             $0.00      0        $0.00
       -B17:             $0.00      0        $2.00
       -B18:             $0.00      0        $1.00
       -B19:             $0.00      0        $0.00
       +B20: GP TE#9900 $1.00     300      $300.00
       -B21:             $0.00      0        $0.00
       -B22:             $0.00      0        $0.00
       -B23:             $0.00      0        $0.00
       -B24:             $0.00      0        $0.00
       -B25:             $0.00      0        $0.00

       Totals →                     0        $0.00

       ***********************************
                  <End of Report>
```

Figure 43: Sample Inventory Report

Transaction History Report

Once the Transaction History Report button is selected, the retailer can switch upon how many transactions will be displayed in a list, i.e., last 25 transactions via a keypad where the player will specify the number.
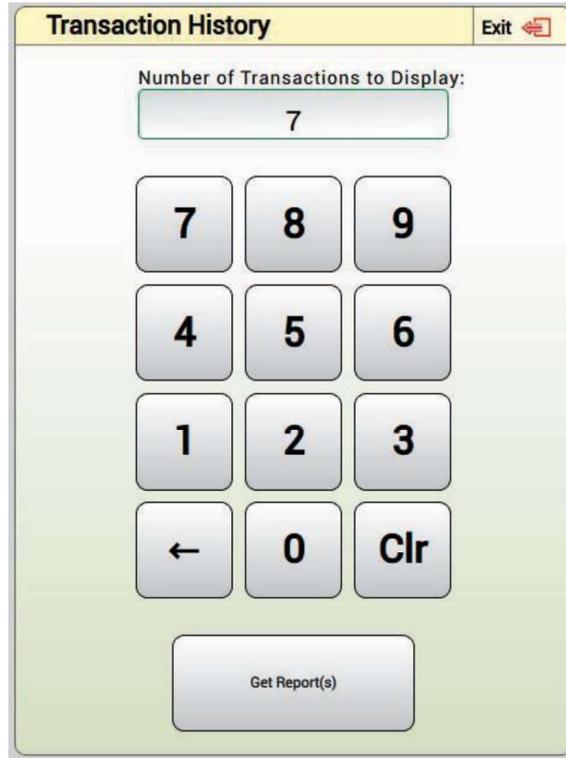
Figure 44: Transaction History Keypad

The Transaction History Report shows the number and type of transactions performed on the machine. The THR will also display data on the number of bills received and from which bins tickets were issued, and the quantity and the total price of tickets that were purchased. The report can be printed by touching the 'Print' button located at the bottom of the transaction history list area.

DC LOTTERY

```
AGENCY No...: 00000000
TERMINAL S/N: 00000000
REPORT No...: 12
PRINTED.....: 10/06/2017 13:56:09

*******************************************

       TRANSACTION HISTORY REPORT
*****************************************
                *****
Current Date:        Sat 2017-10-06
YMD
Current Time:            08:43:56
GMT+02
Login ID:                    Admin
*****************************************
             TRANSACTION 1
From: 08:52:27  GMT+02 Sun  2017-10-01
YMD
To:   09:40:00  GMT+02 Sun  2017-10-01
YMD
*****************************************
                *****
           --CASH COLLECTED—
Bills:
                    $1:            1
$1.00
                    $5:            1
$15.00
                    $10:           1
$10.00
                    $20:           1
$20.00
                    $50:           0
$0.00
                    $100:          0
$0.00
                  ----- -----------
Total Bills-->         4     $46.00
Clear Credits➔         1    -$10.00

                  ----- -----------
Total Cash-->                $36.00

Instant Tick. Cashed->    0    $0.00
Online Tick. Cashed->          $0.00
Fast Play Tick. Cashed->  0    $0.00
Clear Credits->           0    $0.00
Current Credits->              $0.00
                  ----- -----------
Total Sales-->               $46.00
*****************************************
                *****
           -SALES BY BIN-
B23:                  3      $6.00
B25:                 25     $40.00
                   ------ -------------
Totals-->            28     $46.00
*****************************************
                *****

           -SALES BY GAME-
PID#0828                          3
$6.00
```

```
PID#0843                                    25
$56.00
Powerball                                   41
$78.00
DC  3  +FR                                   3
$1.50
                        ------      --------
----
Totals ->               72          $141.00
************************************

                <End of Report>
```

Figure 45: Sample Transaction History Report

Sales Report with Calendar

Sales reports may be pulled from any range of dates. When "Sales Reports with Calendar" is selected from the DTS Tab, the retailer can select the beginning and end

dates of the report via calendar. The retailer will then press the "Get Report' button for the desired report to be displayed within the preview screen.

The report shows sales by channel, bin, product ID, or game number. The report can be printed by touching the 'Print' button located at the bottom of the preview area.

```
DC  LOTTERY

AGENCY No...: 00000000
TERMINAL S/N: 00000000
REPORT No...: 12
PRINTED.....: 10/06/2017 13:56:09

************************************

    SALES REPORT WITH CALENDAR
From: 00:00:00 GMT-04 Mon 10/05/2017
MDY
To:   13:55:51 GMT-04 Tue 10/06/2017
MDY
************************************
Current Date:       Tue 10/06/2017
MDY
Current Time:            13:55:52
GMT-04
LogonID:                    Admin
************************************
        --SALES BY BIN--
  B01:             0      $0.00
  B02:             0      $0.00
  B03:             0      $0.00
  B04:             0      $0.00
  B05:             0      $0.00
  B06:             0      $0.00
  B07:             0      $0.00
  B08:             0      $0.00
  B09:             0      $0.00
  B10:             0      $0.00
  B11:             0      $0.00
  B12:             0      $0.00
  B13:             0      $0.00
  B14:             0      $0.00
  B15:             0      $0.00
  B16:             0      $0.00
  B17: PID #566 $2.00    1      $2.00
  B18: PID #686 $2.00    1      $1.00
  B19:             0      $0.00
  B20:             0      $0.00
  B21:             0      $0.00
  B22:             0      $0.00
  B23:             0      $0.00
  B24:             0      $0.00
  B25:             0      $0.00
  Betslip/Replay   0      $0.00
```

```
  Totals ->                   22
              $56.00

        --SALES BY GAME--
PID      #566 $2.00    1      $2.00
PID      #568 $1.00    1      $1.00
Game 1                 3      $3.00
Game 2                12     $12.00
Powerball              2      $4.00
MegaMillions           7     $31.00
                     ----- --------
Totals ->             26     $53.00

************************************
****
        --CASH COLLECTED--
Bills:
              $1:    1      $1.00
              $5:           1
$15.00
              $10:          2
$20.00
              $20:          1
$20.00
              $50:    0      $0.00
              $100:   0      $0.00
                     ----- --------
Total Bills-->        5     $56.00
Cleared Credits->     1     -$1.00

Total Cash                  $55.00
        --Sales Summary--

Instant Tick. Cashed->  0    $0.00
Online Tick. Cashed->   0    $0.00
Fast Play Tick. Cashed->0    $0.00
Promo Coupon Credits->  0    $0.00
Current Credits->            $0.00
                      ----- --------
Total Instant ->        2    $3.00
Total Online ->        24   $50.00

Overall Total->             $56.00
************************************



        <End of Report>
```

Figure 46: **Sample Sales Report**

7.7 System Reports

The user will be able to retrieve the DreamTouch Smart System reports via the 'System Reports' Tab. In the System Reports Tab there will be six options available:

- Component Version reports – Same report as on the Winstation
- Status (Device Conditions) Report – Same report as on the Winstation
- Configuration Report – Same report as on the Winstation
- Logged Events Report– Same report as on the Winstation
- Security Report– Same report as on the Winstation
- eRMA- See below.

Note: All reports listed above for the DreamTouch Smart terminal will be similar to the winstation terminal.
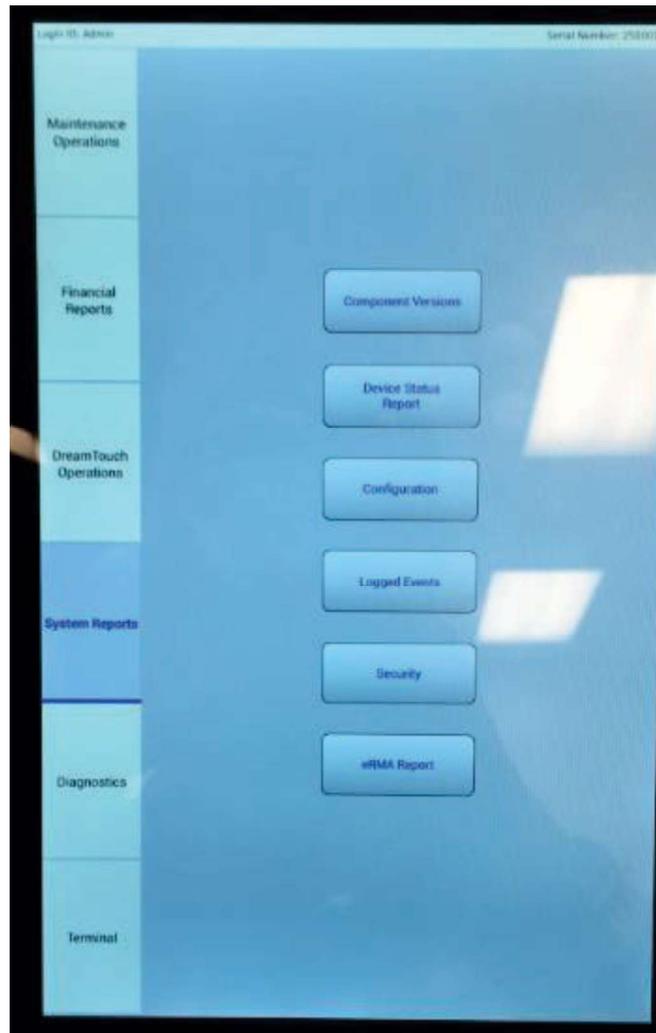
Figure 47: System Reports

Upon selecting the desired report button, it will be displayed on a preview screen. It may then be printed by touching the 'Print' button at the bottom of the preview area.

Component Version reports

Component Version report provides the component version for the DreamTouch Smart application software and information about the hardware devices connected on DreamTouch Smart such as:

- Bursters
- Bill Acceptor
- Printer
- Scanner
- Barcode Reader

```
                    DC  LOTTERY

      AGENCY No...: 00000000
      TERMINAL S/N: 00000000
      REPORT No...: 12
      PRINTED.....: 10/06/2017 13:56:09

      *****************************************

              COMPONENT VERSIONS REPORT
      *******************************************
      Current Date:          Sat 06-10-2017 MDY
      Current Time:              08:43:56  GMT+02
      LogonID:                          Admin
      *******************************************
                    --SOFTWARE--
      Software                           1.12
      Customer Config                      DC
      *******************************************
                    --Devices--
      Layer Two Controller          2009-06-22
      Burster BC5 #1        2009-05-06/01D0068513
      Burster BC5 #2        2009-05-06/01D0068513
      Burster BC5 #3        2009-05-06/01D0068513
      Burster BC5 #4        2009-05-06/01D0068513
      Burster BC5 #5        2009-05-06/01D0068513


      Bill Acceptor  D(USA3-300 ID003-05 V1.52-40

      BillAcceptor boot version           B04
      UPS                        Eaton 3S v256
      Printer                          3.12F
      Scanner                          0vB39
      ScannerBootVersion            WScan_A6
      Barcode Reader        Product Name:NLS-
                       Firmware version: 12.5
                       Version: 1.335.1.21.12.5



                    <End of Report>
```

Figure 48: Component Version Report

Status Report

The Status (Device Conditions) Report provides data that relates to the state of the DreamTouch Smart peripherals.

DC LOTTERY

```
AGENCY No...: 00000000
TERMINAL S/N: 00000000
REPORT No...: 12
PRINTED.....: 10/06/2017 13:56:09

*****************************************

      STATUS (DEVICE CONDITION) REPORT
**********************************************
Current Date:        Sat 06/10/2017 MDY
Current Time:          08:43:56  GMT+02
LogonID:                        Admin
**********************************************
Lottery Vending Machine                OK
  Layer Two Controller Game            OK
      Audio Alarm                      OK
      Switch(Door Switch)              OK
      Switch(BCRHomeSwitch)            OK
      Tamper Detect Sensor             OK
      Item Select Panels               OK
          Instant/PDIS #1              OK
          Instant/PDIS #2              OK
          Instant/PDIS #3              OK
          Instant/PDIS #4              OK
          Instant/PDIS #5              OK
          Online/PPIS  #1              OK
Ticket Burster Machanism #1      #1    OK
  Ticket Burster Bin #1          (1A)FAIL

  Ticket Burster Bin #2          (1B)FAIL

  Ticket Burster Bin #3          (1C)FAIL

  Ticket Burster Bin #4          (1D)FAIL

  Ticket Burster Bin #5          (1E)FAIL

Ticket Burster Machanism #2      #2    OK
  Ticket Burster Bin #1          (2A)FAIL

  Ticket Burster Bin #2          (2B)FAIL

  Ticket Burster Bin #3          (2C)FAIL

  Ticket Burster Bin #4          (2D)FAIL

  Ticket Burster Bin #5          (2E)FAIL

Ticket Burster Machanism #3      #3    OK
  Ticket Burster Bin #1          (3A)FAIL

  Ticket Burster Bin #2          (3B)FAIL

  Ticket Burster Bin #3          (3C)FAIL

  Ticket Burster Bin #4          (3D)FAIL

  Ticket Burster Bin #5          (3E)FAIL
Ticket Burster Machanism #4      #4    OK
  Ticket Burster Bin #1          (4A)FAIL

  Ticket Burster Bin #2          (4B)FAIL

  Ticket Burster Bin #3          (4C)FAIL
```

```
    Ticket Burster Bin #4          (4D)FAIL

    Ticket Burster Bin #5          (4E)FAIL

Ticket Burster Machanism 5         #5    OK
  Ticket Burster Bin #1            (5A)FAIL

    Ticket Burster Bin #2          (5B)FAIL

    Ticket Burster Bin #3          (5C)FAIL

    Ticket Burster Bin #4          (5D)FAIL

    Ticket Burster Bin #5          (5E)FAIL

   Report Printer                      OK
   Barcode Reader                      OK
   Playslip Scanner                    OK
   Central System Connection           OK
   Bill Acceptor                       OK
   PowerWare UPS                       OK
   PinDebitCard                        Fail
*******************************************


            <End of Report>
```

Figure 49: Status Report

Configuration Report

The configuration report shows the current parameter setting within the DreamTouch Smart.

Figure 50: Configuration Report

Logged Events Report

The Logged Events report lists system events that have occurred, such as retailer logins, door openings, door closings, system reboots, bin-loaded, and bin-unloaded activities.

Figure 51: Logged Events Report

Security Report

The Security Report shows when the door was opened and closed, the date and time each event occurred.

```
                   DC  LOTTERY

     AGENCY No...: 00000000
     TERMINAL S/N: 00000000
     REPORT No...: 12
     PRINTED.....: 10/06/2017 13:56:09

     *****************************************

                 SECURITY REPORT
     *********************************************
     Current Date:          Sat 2017-10-06 YMD
     Current Time:             08:43:56  GMT+02
     LogonID:                           Admin
     *********************************************
     TerminalUnBlocked
             14:23:58 GMT-05 Wed 02/07/2018 MDY
     Agent Login (ADM)
             14:24:58 GMT-05 Wed 02/07/2018 MDY
     Door Open
             14:25:58 GMT-05 Wed 02/07/2018 MDY
     Door Closed
             14:26:58 GMT-05 Wed 02/07/2018 MDY
     System Booted
             15:14:58 GMT-05 Thu 02/07/2018 MDY
     System Balance in IGS
             10:20:58 GMT-05 Thu 02/07/2018 MDY
     Agent Login (ADM)
             14:24:58 GMT-05 Sat 02/07/2018 MDY
     Door Open
             14:25:50 GMT-05 Sat 02/07/2018 MDY
     Door Closed
             14:26:58 GMT-05 Sat 02/07/2018 MDY
     TransactionEnd
             14:28:58 GMT-05 Sat 02/07/2018 MDY
     ClearCredits 80.00
             14:29:58 GMT-05 Sat 02/07/2018 MDY
     SessionClosed 80.00
             14:32:58 GMT-05 Sat 02/07/2018 MDY

                 <End of Report>
```

Figure 52: Security Report

eRMA Report

System report tab (Figure <number TBU>) is also equipped with eRMA button that prints eRMA report. This is used by the field technician when he/she replaces a failed component.

- This report would fill out as much information as possible automatically provided by the machine. After printing the tag, the technician would then be able to fill out all the other required fields (by hand); this tag would travel with the replaced part.

- The eRMA menu should print the following:
  - ○ Provided by the system:
    - ▪ State logo
    - ▪ Terminal ID
    - ▪ Date and time
    - ▪ Software Versions
    - ▪ 5x5 Ticket ID Matrix
    - ▪ 5x5 Ticket size Matrix
  - ○ Then the Field/Lab techs would fill in the following:
    - ▪ Technician's name (must be manually entered)
    - ▪ Date of call
    - ▪ Machine serial number
    - ▪ Replaced parts position (i.e., Burster row)
    - ▪ Agent description of problem
    - ▪ Your observation of problem
    - ▪ Problem Resolution
  - ○ The fill in spaces would be empty text fields.

7.8   Diagnostics

The Diagnostics menu provides the authorized operator with the ability to test all peripherals within the DreamTouch Smart. Which include shutdown and restart the machine, copy debug information, and update the Instant ticket database. The functions within the Diagnostics Tab will be divided in four menus accessible via the respective buttons:

- Burster

- Instant Ticket Database

- Shutdown/Restart

- Diagnostics

The functions within each menu are given below:

- In Burster menu Eight buttons will be available:

    o Drive Feed Channel Inwards

    o Drive Feed Channel Outwards

    o Drive Exit Inwards

    o Drive Exit Outwards

    o Unload Inwards

    o UnLoad Outwards

    o Park Bursting Blade

    o Clean Burster Rollers

- In Instant Ticket Database menu three buttons will be available:

    o Update Instant Ticket Database

    o View Instant Ticket Database

    o Delete Current Instant Ticket Database

- In Shutdown/Restart menu five buttons will be available:

    o Shut Down Machine

    o Shut Down Software

    o Restart Machine

    o Restart Software

    o Clear Software State and Restart Software

- In Diagnostics Functions menu the following buttons will be available:

    o Setup Device

    o Test Bill Acceptor

    o Sent Part Malfunction Alarm

    o Copy Debug Logs to USB Drive

    o Update Bill Acceptor Firmware

o   Peripheral Tests
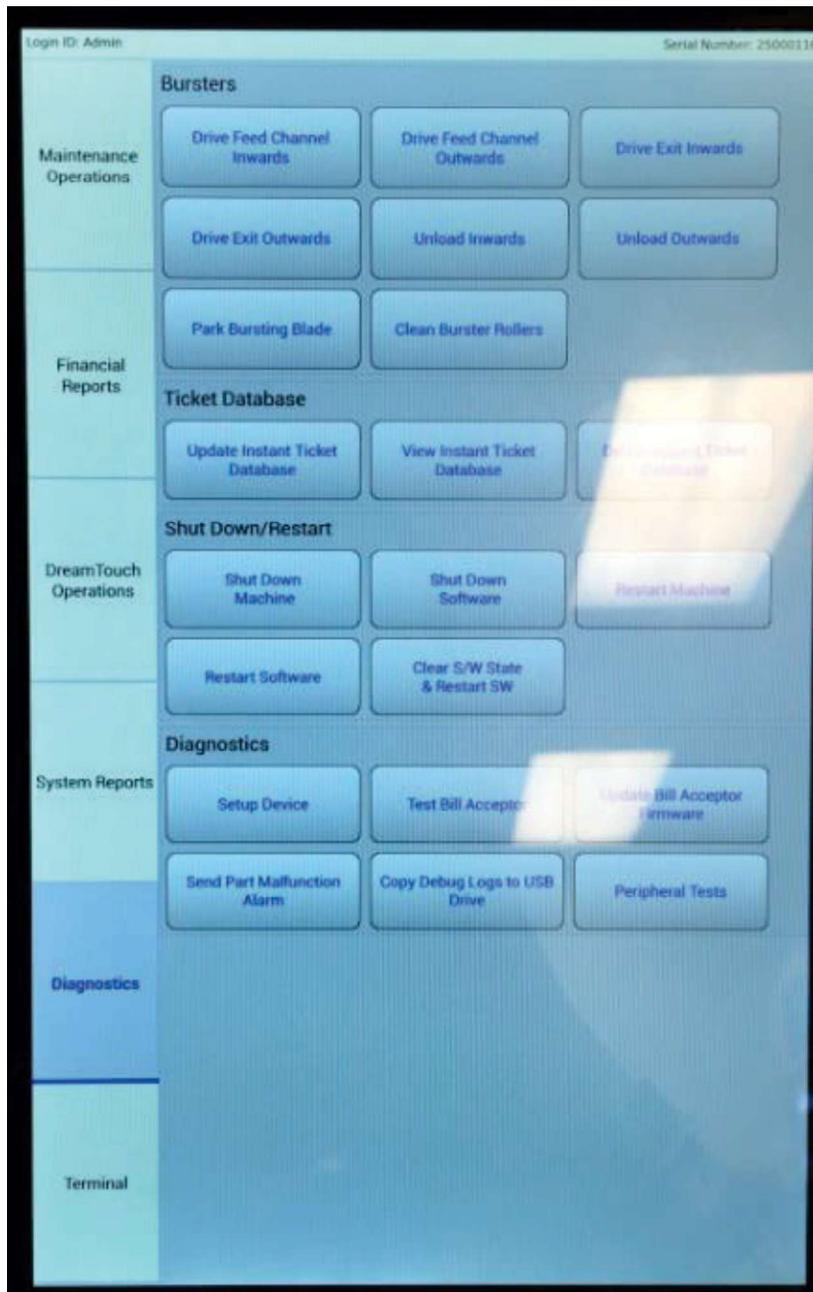
Figure 53: Diagnostics Menu

Drive Feed Channel Inwards & Drive Feed Channel Outwards

This function is used to turn the feed motor on for a short period of time. This function is useful for clearing the burster input of a jammed ticket or other debris.

The operator will select the bin number to turn on and presses 'OK'. The bin motor turns (inwards or outwards) on for approximately 5 seconds, turning the ticket feed wheels.

After, the operator will press 'OK' on the screen to revert to the Burster menu.

Drive Exit Inwards & Drive Exit Outwards

This function is used to turn the exit motor on for a short period of time. This function is useful for clearing the burster throat of a jammed ticket or other debris.
The operator selects the number of the burster to turn on and presses 'OK'. The burster motor turns (inwards or outwards) on for approximately 5 seconds, turning the ticket exit wheels.

After, the operator will press 'OK' on the screen to revert the Burster menu.

Unload Inwards & Unload Outwards

This function is used to unload the channels remaining tickets out of the burster. The function is also used for clearing the burster input of a jammed ticket or debris.

The operator will select the number of the bin to turn on and press 'OK'. The feed and exit motors will turn (inwards or outwards) on for approximately 5 seconds or till the ticket sensor is unblocked.

After, the operator will press 'OK' on the screen to revert the Burster menu.

Park Bursting Blade

This function is used to park the bursting blade to the side and when the blade is in the middle. The operator must select the number of the burster and then press 'OK'.

Clean Burster Rollers

With this function a designated cleaning ticket will be passed through the mechanism to clean the paper dust from the rollers. The operator will first remove the tickets from the burster, next select the number of the burster, and then drive a cleaning ticket through the mechanism.

The reloading of tickets will be done automatically for all bins. This will allow the user to load the respective bin with the same game code as before the cleaning process, without the operator needing to load each bin manually.

Update Instant Ticket Database

Update Instant ticket database function allows the user to retrieve updates of an Instant ticket game parameters information from LOTOS C/S. The game parameters are updated with those on the database.

View Instant Ticket Database

View Instant ticket database function allows the user to view the Instant ticket game parameters contained on the local database.

Delete Instant Ticket Database

Delete Instant ticket database function allows the user to delete the Instant ticket game parameters contained on the local database. A pop-up message will appear asking the user "Are You Sure You Want to Delete the Current Instant Ticket Database?" with options 'OK' and 'Cancel'.

Shutdown Machine

The Shutdown function allow the user or technician to power-off the DreamTouch Smart in an orderly manner. Upon selection from the Diagnostics Menu, a pop-up message appears: "The Machine is About to Shut Down. Press OK to Continue, Cancel Otherwise".

The operator will either press 'OK' to continue with the system shut down process or press 'CANCEL' to return to the Main Menu.

Shut Down Software

The Shutdown Software function allows the user to exit from the application software. Upon selection from the Diagnostics Menu, the following pop-up is displayed: 'The Software is About to Shut Down. Press OK to Continue, Cancel Otherwise'.

Restart Machine

Restarting the Machine allows the operator to terminate all remaining processes. This will result in the systems hardware and software shutting down and loading back up again. This will complete the reboot status. Upon selecting the function from the Diagnostics menu, the following pop-up is displayed: 'The Machine is About to Restart. Press OK to Continue, Cancel Otherwise'.

Restart Software

Restart Software allows the operator to exit and restart the application and get new settings or find changed hardware. Upon selecting the function from the Diagnostics menu, the following pop-up is displayed: 'The Software is About to Restart. Press OK to Continue, Cancel Otherwise'.

Clear Software State and Restart Software

Clear Software State and Restart Software allows the operator to reset the software back to the original state. Upon selecting the function from the Diagnostics menu, the following pop-up is displayed: 'The Machine is About to *Clear All State*. On the Next Startup You May Need to Reload Tickets. Customer Credits, Debug and Reporting Data Will Be Lost. Press OK to Continue, Cancel Otherwise'. This function should be used with discretion as it returns the DreamTouch Smart to the state it was in when it left the factory.

Test Bill Acceptor

The Test Bill Acceptor function provides the operator with the ability to ensure the bill acceptor is working properly. Upon selecting the function, the following message is displayed: 'Insert a Valid U.S. Bill into the Acceptor. It Will be Returned.'

The operator inserts money into the acceptor. The screen displays the denomination of the bill that was inserted.

The operator touches 'OK' to return to the Diagnostics Menu to confirm the successful test.

Update Bill Acceptor Firmware

With this function the operator will be able to update the Bill Acceptor Firmware.

Send Part Malfunction Alarm

The Send Part Malfunction Alarm function allows the operator to send a message to the central site indicating that there is a problem with a particular peripheral on the DreamTouch Smart. Operations or Hotline can then dispatch a service technician to resolve the issue. The user will be able to send an alarm for the following peripherals (indicatively):

- Bill Acceptor
- Burster Mechanism
- Printer
- Barcode Reader
- Play slip Scanner

The user selects the device by touching the desired device to highlight. When the device is highlighted, the operator will press the 'Send' button to send the message to the central site. Pressing 'Cancel' returns the user to the Diagnostics Menu.

Copy Debug Logs to USB Drive

This function allows the technician to copy the debug and system logs to a USB memory stick for debugging purposes. The technician will insert a USB memory stick into an available USB port on the PC and select 'COPY DEBUG LOGS TO USB DRIVE' from the Diagnostics menu.

The appropriate files are copied to the memory stick and, when complete, the following pop-up message is displayed: 'Copied Logs to <path - filename>. Please Write <filename> in the Bug Report.'

The technician may then remove the USB memory stick from the PC and press 'OK' to return to the main menu.

7.9 Terminal

The Terminal tab provides the authorized operator with the ability to sign off, modify field and factory settings, change user passwords and resend failed messages.

Note: Training mode will not be identical to the normal mode since LOTOS C/S connection is not available and players will not have access to the Training mode.

Sign Off

When a user selects the 'Sign Off' button in the terminal tab while still signed on, they will then be signed off. After signing off, the button will change to 'Sign On' making all other functionalities unavailable. To sign in again, the user will have to press the 'Sign On' button.

Field Settings

Field settings function allows the user to initially establish the accounting week and the maximum allowable balance in the DreamTouch Smart. This function is typically only used when the DreamTouch Smart is first installed at a location and is used by a field service technician. It is not available to store personnel.

The operator will be able to define the following:

- The beginning of the accounting week. The Accounting week in DC is Wed – Tue. This should be configured by default and any changes should be done locally.

- The beginning hour of the accounting day. The available values cycle between 1 and 24. The beginning hour of the day in DC is Midnight.

- The beginning minute of the accounting day. The values cycle between 0 and 59. The beginning minute of the accounting hour is 00 in DC.

- The maximum balance the DreamTouch Smart will permit. The values cycle up or down in one-dollar increments. The Max Credit allowed on the DTS in DC should be $600.00.
  Note: It can be used during the very first installation, but the values are overwritten after connection to LOTOS C/S."

- The 'Bin low alarm resend interval'

- Age Verification control

- Sleep mode Configuration.

The operator may also select the option to decrease the time to run on battery.

Password Change

Only the DTS Administrator user can reset user passwords once successfully signed on. After selecting the 'Password Change' Button, an administrator will be presented with a screen where 'Get Users' Button will be available. After pressing 'Get Users' a list with all DreamTouch Smart users assigned to the terminal (Local) will be displayed. The administrator will have the option to select any user(s) (or all users) from the list and request to reset their password to the default password. When at least one user is selected in the list 'Request Pass Change' button will be enabled. By pressing 'Request Password Change' button the system forces the user to change the selected user(s) password(s) upon user sign on.

Note: This option will only be available for Retail users.

In this case, upon next user sign on, the terminal will prompt the local user to change his/her password, where changing the password requires:

1. Old Password (Default Password)
2. New Password
3. Confirm new Password

All user input during password change procedure will be displayed as asterisks. Once all input is received and verified, the change password function will be accomplished for the user locally.

7.10   CSIM (Central System Information Messages)

- Command to Terminal

    o Sub Type:

        ▪ Reboot

        ▪ Sign Off

        ▪ Report Component S/W Version

            • Option for Version ID (When Ops sends this in the morning, we use Version: 0)

        ▪ Request Component S/W Version

        ▪ Report/Request Data Version

            • Option for Version ID

        ▪ Get Component S/W Version

            • Option for Version ID

        ▪ Install S/W

            • Option for Version ID

7.11   Operational Requirements

The Photons at Walmart stores should be setup in normal mode and all normal activities should be available. The locations that have the DTS will have them configured in the normal mode for Photon. A new auto-settlement profile of 21-days should be added to the IGMS application, and all Walmart retailers should be assigned to the 21-day auto-settlement profile.

7.12   Task Create Walmart Files

Task Management will have a dropdown menu for 'Task Create Walmart Files. The purpose of this task is to generate and distribute the necessary files for Walmart FTP.

Figure 54:
Note: Indictive screenshot, to be updated with DCL games and branding.

After clicking on Task Create Walmart Files, a new page will load with a Calendar selection tool. The user may then select the date for which the reports should be generated for. After clicking 'Execute' the files will automatically be created as well as sent to the Walmart FTP.
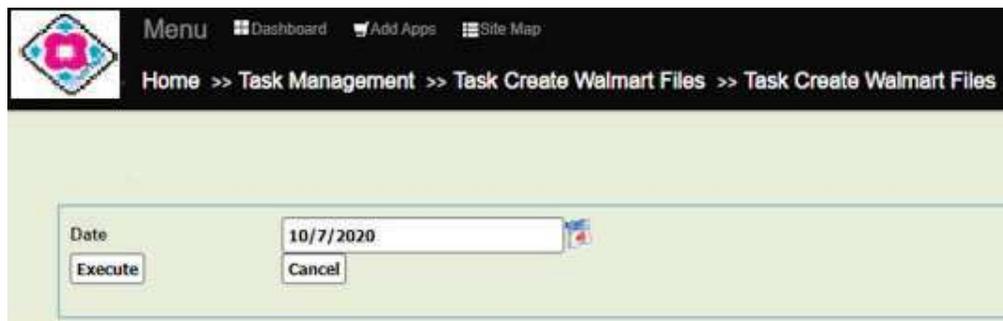
Figure 55: Bos Task Create Walmart Files

Note: Indictive screenshot, to be updated with DCL games and branding.

The files sent will contain the details as follows (detailed more fully in the specification below):

Walmart Interface
Specification 1.24.xls

Activations
- File to contain all pack activations
- File Frequency: Daily
- File Format: Text file, pipe delimited
- File Creation Format: sss.Activations.YYYYMMDD.txt

Movements
- File to contain all instant ticket pack status transitions with target retailer(s) being in either or both the from or to status
- File Frequency: Daily
- File Format: Text file, pipe delimited
- File Creation Format: sss.Movements.YYYYMMDD.txt

Product Mapping
- Correlate product numbers and product type and name
- File Frequency: Daily
- File Format: Text file, pipe delimited
- File Creation Format: sss.Product_Mapping.YYYYMMDD.txt

Sales Summary
- Summary of Terminal Sales Data
- File Frequency: Daily
- File Format: Text file, pipe delimited
- File Creation Format: sss.Sales_Summary.YYYYMMDD.txt

Shift Balance
- Shift reports from all terminals pulled on a given day
- File Frequency: Daily
- File Format: Text file, pipe delimited
- File Creation Format: sss.Shift_Balance.YYYYMMDD.txt

Transactional
- File providing the Draw Game and Instant Transactions
- File Frequency: Daily
- File Format: Text file, pipe delimited
- File Creation Format: sss.Transactional.YYYYMMDD.txt

When the file has been successfully sent, BOS will display a message that 'The task is completed.'

Figure 56: Create Chain Reports File

8 Terminal Reports

Note: The below reports are sample mock-ups, and the final results will be customized or may vary based on the DCL based games and system requirements.

Current Settlement

```
            DC LOTTERY
       Fri 10/27/2017 16:35:54
    ---------------------------------------
       CURRENT SETTLEMENT REPORT
        10/31/2017 - 11/06/2017
            Retailer: 123456

              ONLINE SUMMARY
  21 Powerball      SALES       113.00
  21 Mega Millions  SALES       106.00
  20 Game Name      SALES        72.00
  34 Game Name      SALES         5.00
 141 DC 3           SALES       144.50
 114 DC 4           SALES        69.50
   0 Raffle         SALES         0.00

 351 Total                      554.00

   2 Cancels                     10.00C
  16 Validations                 32.00C
   0 Adjustments                  0.00
   1 Online Sales                 0.00
```

```
   0 Promotions                   0.00
     Sales Comms                 29.74C
          Validation Comms
              0.32C
   0 Sales Comms                  0.00
     Service                     10.00

     Net Due                    481.94

           INSTANT SUMMARY
   0 Settled                      0.00
   0 Returns                      0.20
     Validations              232.00C
   0 Adjustments                  0.00
   0 Promotions                   0.00
     Sales Comms                  0.00C
   0 Validation Comms             2.32C

     Net Due                   229.32C

     EFT AMT                    252.62

     123456-123456 01 @ TR:00000007538
```

View Instant Ticket Database

```
                    DC LOTTERY

    AGENCY No...: 00000000
    TERMINAL S/N: 00000000
    REPORT No...: 12
    PRINTED.....: 10/06/2017 13:56:09

    **************************************************

            VIEW INSTANT TICKET DATABASE
    ***********************************************
    Current Date:          Sat 2017-10-06 YMD
    Current Time:              13:56:09 GMT+02
    Login ID:                          Admin
    Version                               01
    ***********************************************
    ID     NAME           PRICE LENGTH PACK ENTRY
    ----   ------------   ----- ------ --- ---
    1000   Instant Ticket 1  $1.00   2.50in 250   CS
    1050   Instant Ticket 2  $50.00 10.00in  25   CS
    1110   Instant Ticket 3  $1.00   4.00in 100   CS
    2100   Instant Ticket 4  $5.00   6.00in 250   CS


    ***********************************************
                <End of Report>
```

Weekly Pack Settlements

```
              DC  LOTTERY
           Fri 08/24/2021 09:48:59
     --------------------------------------------

            WEEKLY PACK SETTLEMENTS
            08/24/2021 - 08/30/2021
               Retailer 123456

     **********************************************
     DATE                             AMOUNT
     --------                         -------
     10/10/17                         $175.00
     10/11/17                         $200.00
     10/13/17                         $200.00
     10/14/17                         $250.00
     10/16/17                         $250.00


         7 Packs Total Settled = $1075.00
```

Weekly Instant Validations

```
              DC  LOTTERY
           Fri 02/16/2021 09:47:59
     --------------------------------------------

            WEEKLY INSTANT VALIDATIONS
            08/24/2021 - 08/30/2021
               Retailer 123456

     **********************************************
     CASH        DATE                 AMOUNT
     Total =     11/23/17             $13.00

     Non-CASH    DATE                 AMOUNT
     None
```

```
DC LOTTERY
Fri 02/16/2021 09:47:59
--------------------------------------------------

WEEKLY INSTANT VALIDATIONS
08/24/2021 - 08/30/2021
Retailer 123456

**************************************************
CASH          DATE                    AMOUNT
Total =      11/23/17                 $13.00

Non-CASH     DATE                     AMOUNT
None
```

Last 10 Transactions Report

```
                    DC LOTTERY

    AGENCY No...: 00000000
    TERMINAL S/N: 00000000
    REPORT No...: 12
    PRINTED.....: 10/06/2017 13:56:09

    ****************************************

           LAST 10 TRANSACTIONS REPORT
    *********************************************
    Current Date:           Sat 2017-10-06 YMD
    Current Time:            08:43:56  GMT+02
    LogonID:                          Admin
    *********************************************
    Money In Alarm                    $20.00
           14:11:50 GMT-05 Wed 02/07/2018 MDY
    Powerball                          $6.00
           14:12:58 GMT-05 Wed 02/07/2018 MDY
    Game 991                           $4.00
           14:13:12 GMT-05 Wed 02/07/2018 MDY
    Game 134                          $10.00
           14:14:58 GMT-05 Wed 02/07/2018 MDY
    Money In Alarm                     $6.00
           14:25:58 GMT-05 Wed 02/07/2018 MDY
    Game 991                           $4.00
           14:26:00 GMT-05 Wed 02/07/2018 MDY
    Money In Alarm                     $2.00
           14:26:50 GMT-05 Wed 02/07/2018 MDY
    Powerball                          $4.00
           14:29:43 GMT-05 Wed 02/07/2018 MDY
    Money In Alarm                     $4.00
           14:29:58 GMT-05 Wed 02/07/2018 MDY
    Game 991                           $4.00
           14:30:54 GMT-05 Wed 02/07/2018 MDY


                  <End of Report>
```

(Vertical side banner repeated: DC Lottery · DC Lottery · DCLottery · DCLottery)

9 Specification Sign Off Sheet

Intralot and DC Office of Lottery and Gaming (DC Lottery) agree that the specifications contained in this document have been preliminarily accepted and are ready for further development. These specifications will serve as the basis for initial development. This preliminary authorization does not obligate the DC Lottery to agree to any final specifications. Final Authorization may be issued by the DC Lottery upon Intralot delivering to the DC Lottery a complete "Final Design Specification", including but not limited to, final versions of game design specifications, mockups, graphics, screen shots and wireframes.

The time period, pursuant to Contract, for the delivery of the product ("Delivery Date") specified, shall not commence until the Final Design Specification has been agreed to and a sign-off by the Parties has been executed. DC Lottery understands and accepts that any subsequent change to the Final Design Specification may cause additional development time and thereby delay delivery of the product beyond the Delivery Date and such delay shall be without penalty.

DC LOTTERY APPROVALS

DocuSigned by:

871318A8159F43D...

_____   8/12/2022
Date: /   / 2021
EXECUTIVE DIRECTOR

_____   Date: /   / 2021
COO

_____   Date: /   / 2021
POC SME

INTRALOT APPROVALS

_____ Date: /   / 2021

BUSINESS ANALYST

_____ Date: /   / 2021

TECHNICAL PROJECT MANAGER

_____ Date: /   / 2021

GENERAL MANAGER

END OF DOCUMENT