



OHIO Lottery Photon Terminal Manual

August 2021

Document Policy

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Declaration of Conformity

Hereby, INTRALOT declares that the MP lottery terminal is in compliance with the essential requirements and other relevant provisions of Directives EMC 89/336/EEC and LVD 73/23/EEC.

For further information, please visit <http://www.intralot.com>.

Note:

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced radio/TV technician for help

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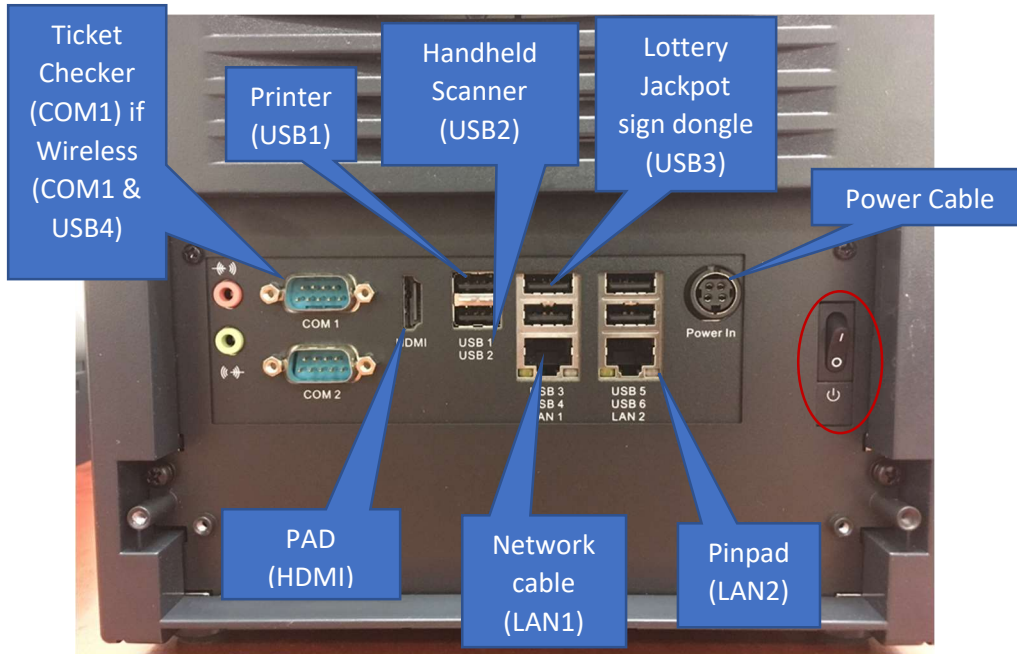
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Chapter 1. Basic Operations

1.1 Powering On the Photon

Hold the power switch located on the back of the terminal for 3 seconds. Release the switch, and the first “o” in photon will glow green. The photon will now begin to power on.



1.2 Power Off & Reboot Procedures

To power off the Photon you must use the [REBOOT] button.

First select the [UTILITIES] tab near the top right corner of the screen.

From the Utilities menu, touch the [REBOOT] icon.

Select the [SHUT DOWN] button to turn the Photon off.

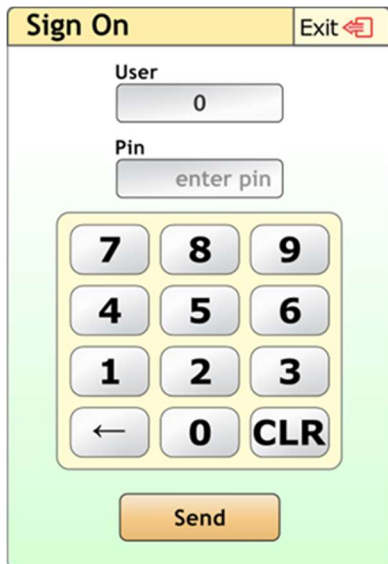
Select the [RESTART] button, and the Photon will automatically power on again after turning off.

Select the [RESTART APPLICATION] button to only restart the software.

WARNING: NEVER POWER OFF OR DISCONNECT POWER FROM YOUR LOTTERY TERMINAL WITHOUT FIRST FOLLOWING THE PROPER SHUTDOWN PROCEDURES

1.3 Signing On and Off

After the Photon has powered on, it will load the utilities tab. To start using the Photon, touch the [SIGN ON] button. You will be prompted with the following screen:



Under the [USER] field, the first zero of your retailer code will already be entered for you. Enter the five unique digits in your retailer code, your four-digit PIN, and then hit the [SEND] button. If the information is correct, the Photon will log on that user and load the Online Games screen.

Signing off the terminal:

First, touch the [UTILITIES] tab in the top right corner of the screen. Then, touch the [SIGN OFF] button. You will be prompted with a screen asking if you are sure you want to sign off. Touch the [OK] button to continue signing off the Photon, or the [EXIT] button to return to the utilities screen.

If the leading zero in the “user” field is deleted, it must be reentered to successfully log in.

1.4 System Diagnostics

Touch the purple button on the bottom left corner of the screen to see the status of your peripherals or change the volume of sounds played through the Photon.

Peripheral devices tested are:

- Camera
- Network Communication
- Cashless Pin pad
- Printer
- Handheld Bar Code Reader
- Ticket Checker

- Player Advertising Display
- Terminal
- Jackpot Sign

The final button on the system diagnostics bar is the volume button. Touch this button and then move the slider to change the Photon's volume. Some audio features will be unaffected by the volume slider and cannot be turned off.

1.5 Software Version

Your current software version is displayed in the purple bar at the top of the screen. Knowing the version number is helpful when updating the Photon to ensure that the latest software version has been installed successfully.

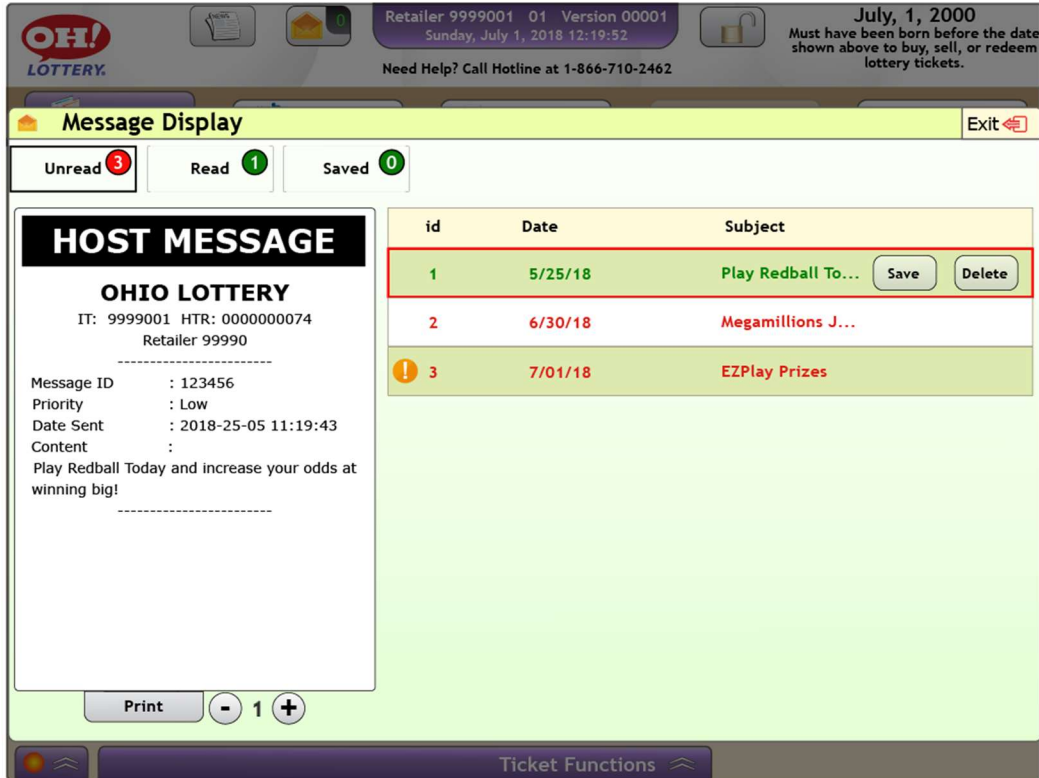


1.6 Messaging

If a message is sent to your terminal after you have signed on, the [MESSAGES] icon located at the top of the screen will flash.

Messages from the Lottery are designated as either STANDARD or MANDATORY.

If the message is STANDARD, the icon will flash GREEN and the message can be viewed at any time.



If the message is MANDATORY the icon will flash RED and all other functions will be disabled until the message is viewed. The messages are listed in order of arrival, with the most recent message at the top of the list. The terminal will store all messages sent to you by the Lottery for one week.

To view or print a message:

Touch the [MESSAGES] icon.

Touch the message on the Messages screen to highlight it.

Once a message is highlighted, touch the [PRINT] icon for a hard copy of the message or touch the [DELETE] icon to delete it.

At any time, tap the [EXIT] button to return to the previous screen.

1.7 The Lock Screen

By default, after 30 minutes of inactivity the following screensaver will display:



To resume operation of the Photon, touch anywhere on the screen and then enter your 4-digit PIN.

To manually lock a screen, touch the lock button:



If you would like to change the amount of time without activity before the Photon locks its screen, contact your Lottery Sales Representative or Service Technician.

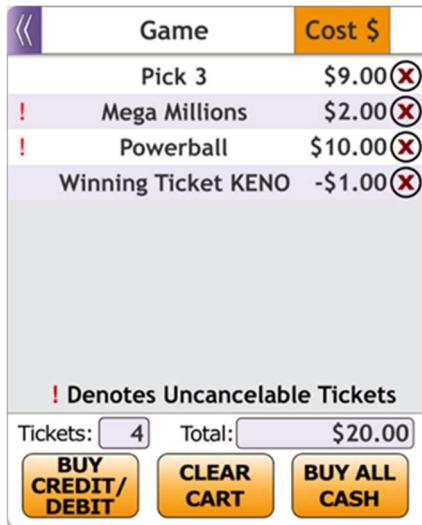
1.8 Troubleshooting Hotline

For assistance in troubleshooting call the Hotline at 1-866-710-2462.

Chapter 2. The Online Games Tab



2.1 The Shopping Cart



Tickets are stored in the Shopping Cart until they are purchased, redeemed, cancelled, or printed. To add a ticket to the shopping cart, touch the [SEND] button that appears in green at the bottom of each game screen. Quick Pick options will automatically be added to the shopping cart when selected. If a bet card is filled out properly, it will automatically be added to the shopping cart when scanned.

To delete an item from the shopping cart, touch the red [X] button that appears to the right of that item. Noncancelable tickets can be removed from the cart before purchase and will be denoted with a red exclamation mark on the left side of the cart.

To remove every item from the shopping cart, touch the [CLEAR CART] button at the bottom of the cart.

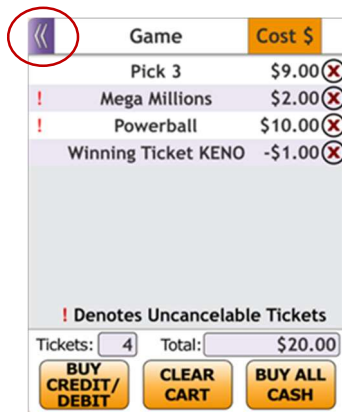
Cancelled and winning tickets will appear as a negative value in the shopping cart. This value may be applied towards other games or may be redeemed for cash by selecting the [REDEEM ALL CASH] button while the total of the cart is zero or negative. If a cancelled ticket was purchased with a debit or credit card, it may not be refunded for cash and the value of the purchase must be applied towards other games. For more information on cancelling tickets, see Chapter 2.7. For more information on ticket validation, see Chapter 2.8.

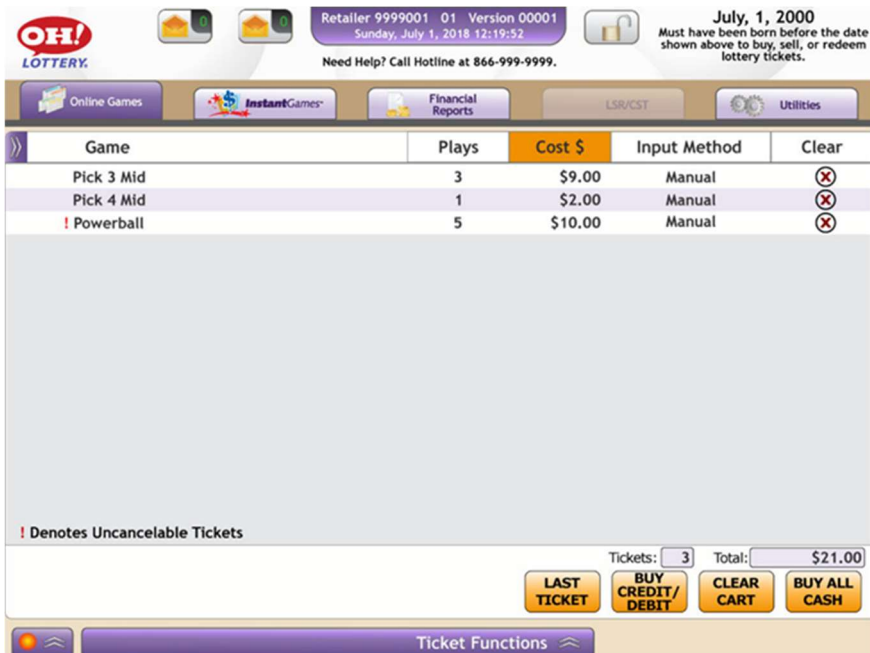
When in a game screen, a smaller version of the cart will appear in the bottom right corner of the screen. This cart displays the number of tickets inside the cart and the total value of the cart. The [BUY CREDIT/DEBIT], [CLEAR CART], and [REDEEM ALL CASH] buttons also appear at the bottom of the cart. For more information on what is inside the cart, touch the [EXPAND] button. To return the cart to the default smaller version, touch the [SHRINK] button.

For more information on purchasing options, see Chapter 3.

2.2 Full Screen Cart

Touching the purple [<<] button on the top left corner of the cart will cause the cart to expand and occupy the entire screen. While the cart is full screen it will display the amount of plays on each ticket as well as the method of entry for that ticket.





While the cart is full screen, a [LAST TICKET] button appears near the bottom of the screen. Touching the [LAST TICKET] button will generate a menu which will allow the reprinting of previous receipts.

While the cart is full screen, touch any game to enter Edit Mode. For more information on Edit Mode, see Chapter 2.3.

2.3 Edit Mode



Edit Mode allows the user to edit tickets after they have been added to the cart but before they have been purchased and printed. To enter edit mode, your cart must first be full screen. For instructions on how to enter full screen, see Chapter 2.2. While the cart is full screen, touch the desired game to enter Edit Mode.

While in Edit Mode, an Edit Mode watermark will appear on the screen.

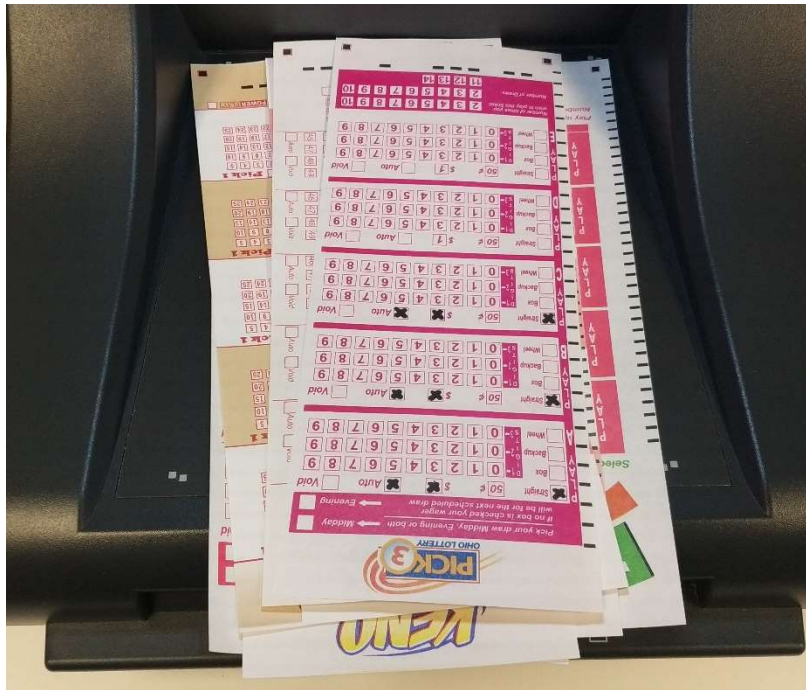
While in Edit Mode, you can change any information about the ticket by selecting the desired values. To change the numbers played, you will first need to touch the old number. The old number should be replaced with a [?]. Touch the number you would like in that field, and the [?] button will be replaced with the selected number.

When you have completed editing the ticket, touch the [SEND] button on the bottom of the screen. This will remove you from Edit Mode and replace the old ticket with the new one.

2.4 Using Bet Cards

To fill out a bet card, use black ink to mark all required spaces as accurately as possible.

Once a bet card is filled out, place it face up into the Photon's tray table. If the tray table is illuminated, it will read the bet card and place a ticket with that information into the cart.



It is not necessary to clear the tray after a successful scan. Another bet card may be placed over top of a previously scanned bet card, but please clear the tray when bet card scanner is not in use.

If the Photon is unable to read the bet card, it may prompt you to finish the ticket by bringing up Edit Mode. Select the [EDIT] button on the prompted screen to enter Edit Mode. For more information on Edit Mode, see Chapter 2.3. If you do not want to edit the ticket, select the [DROP] button to exit the

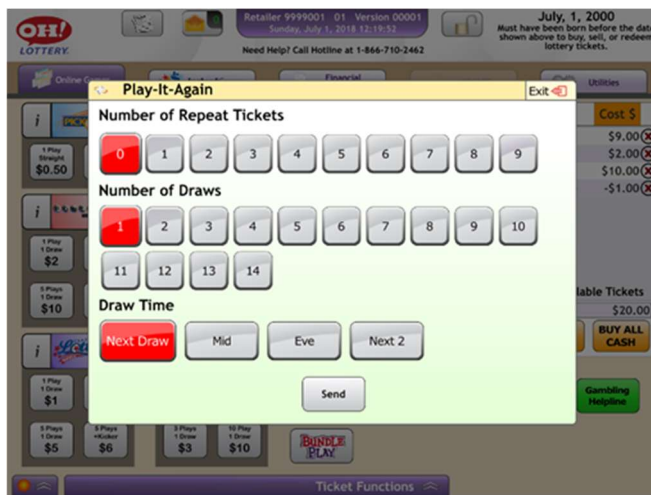
screen and discard the bet card. In an instance where the Photon cannot read the bet card and does not bring up Edit Mode, it may be necessary to complete a new bet card and attempt to scan it again.

When a scanned bet card exactly matches the previously scanned bet card, the Photon will ask if the user is sure they would like to add it to the cart. Select [YES] to add the bet card into the cart.

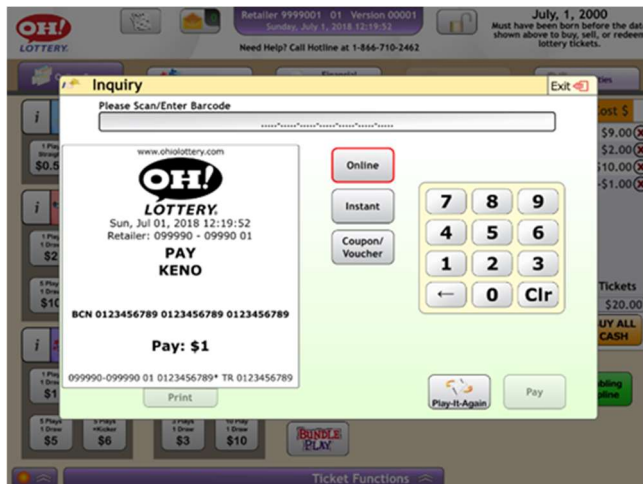
2.5 Play It Again

The Play It Again bar code located at the top of the ticket can be used to duplicate the original wager for the next upcoming drawing for that game without having to use a bet card.

If the Play It Again bar code is scanned with a handheld BCR, the ticket will automatically be added to the cart. If a Pick 3, Pick 4, or Pick 5 ticket is scanned this way you will first be prompted with the below screen. Select a value for each field, then hit [SEND] to add the ticket to the cart.



If a ticket is instead placed into the tray table, you will be prompted with the following inquiry screen:

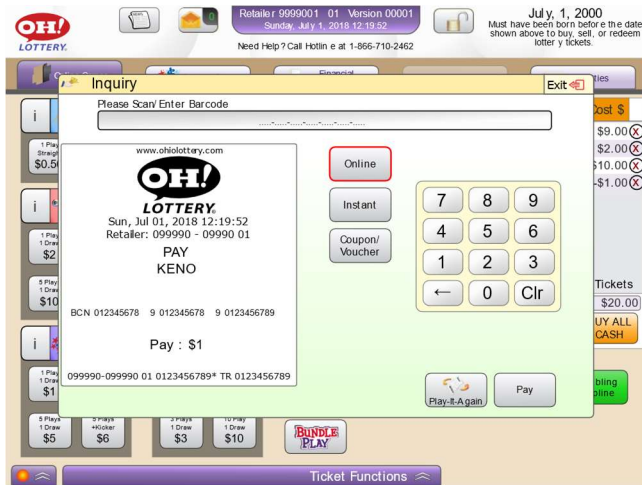


To play the ticket again, touch the [PLAY IT AGAIN] button.

If the desired ticket is Pick 3, 4, or 5, you will be prompted to change the number of repeat tickets, draws, and draw time after selecting [PLAY IT AGAIN].

2.6 Ticket Validation

When a winning ticket is scanned by the Photon, it will yield the below inquiry screen.



If a winning ticket is \$600 or greater the Photon will print a Pay to Bearer or File Claim Receipt after the [PAY] button is selected; give the customer this receipt and complete the required paperwork. For help on how to complete the required paperwork, contact your Lottery Sales Representative. Pay to Bearer and File Claim Receipts may be redeemed at any Ohio Lottery Regional Office or Ohio Racino.

If a winning ticket is \$599.99 or less, you can add its value to the Shopping Cart by selecting the [PAY] button. After selecting the [PAY] button, touch the Exit button in the top right corner of the inquiry screen. This will validation appear as a negative value in the cart, and may be applied towards other games or may be redeemed for cash by selecting the [REDEEM ALL CASH] button while the total of the cart is zero or negative. Once the transaction is completed, the tickets will be validated, along with a pay receipt for each ticket that has been validated. Before the transaction ends, winning tickets can be removed from the cart by selecting the red [X] button.

If a ticket cannot be scanned by a BCR or the tray table, you can manually enter the ticket into the Inquiry menu. First, select the purple [TICKET FUNCTIONS] bar on the bottom of the online games screen. Then, select the [INQUIRY] button. You will then be prompted to manually enter the ticket.

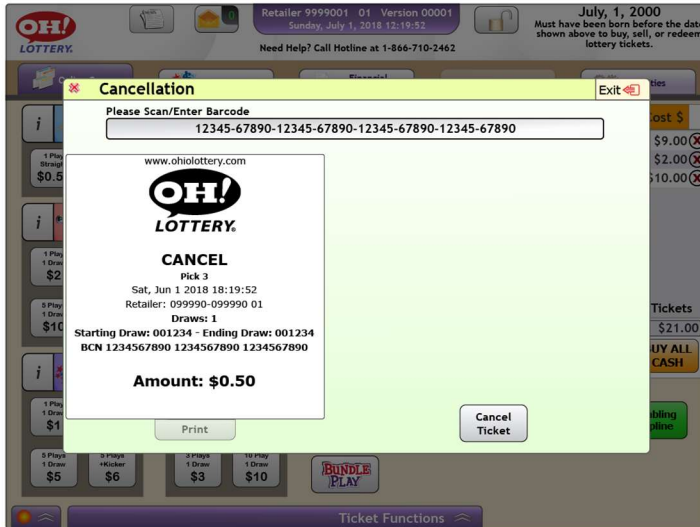
2.7 Cancellations

Tickets can only be cancelled on the same day they were purchased and prior to the drawing.

No cancels are allowed on Mega Millions, Powerball, Lucky For Life, New Year's Raffle, Ohio 50/50 or EZPLAY® games.

To cancel a ticket, first touch the [TICKET FUNCTIONS] bar, then touch the [CANCELLATION] icon.





Scan the bottom barcode on the ticket you would like to cancel, and then touch the [CANCEL] button. The value of the ticket will be added to the cart, and the ticket will be cancelled after the cart has been submitted.

If the cancelled ticket was purchased with cash, the value of the ticket can be applied towards other games or refunded by touching the [REDEEM ALL CASH] button.

When a ticket is cancelled, a cancel receipt will print for each ticket that has been cancelled after the transaction ends.

If the cancelled ticket was purchased with a cashless method, the value of the ticket must be applied towards other games as a cash refund cannot be issued.

More than 15 cancellations in a 24-hour period will trigger a security alert.

2.8 Selling Instant Tickets

Using either the handheld scanner or the photon's tray, scan the barcode on the back of the ticket of the first instant ticket you would like to sell. The barcode will be entered into the first field of the following screen:

Buy Instant Tickets Exit

Please Scan/Enter First Barcode
999-99-9999-001

Please Scan/Enter Last Ticket
999-99-9999-...

7 8 9
4 5 6
1 2 3
← 0 CLR

Game Name: Cashword
Game Number: 999
Cost Per Ticket: \$2
Number of Tickets:
Total Cost: \$15.00

Add Instant Ticket

Scan the barcode of the last ticket you would like to sell, and the ticket information will be entered into the bottom field. Then, touch the [ADD INSTANT TICKET] Icon to add the range of tickets selected to the cart.

If a ticket's barcode is unable to be scanned, you can enter the barcode's numbers manually to sell the ticket. First, select [TICKET FUNCTIONS] on the Online Games screen.

OH! LOTTERY

Retailer 9999001 01 Version 00001
Sunday, July 1, 2018 12:19:52

July, 1, 2000
Must have been born before the date shown above to buy, sell, or redeem lottery tickets.

Need Help? Call Hotline at 1-866-710-2462

Online Games InstantGames Financial Reports LSR/CST Utilities

Game	Cost \$
Pick 3 Mid	\$9.00
Pick 4 Mid	\$2.00
Powerball	\$10.00

! Denotes Uncancelable Tickets

Tickets: 3 Total: \$21.00

BUY CREDIT/DEBIT CLEAR CART BUY ALL CASH

Gambling Helpline

Ticket Functions

Under the [TICKET FUNCTIONS] bar, select the [BUY INSTANT] button:



Finally, manually enter the range of tickets you would like to sell into the [BUY INSTANT TICKETS] screen.

2.9 Auto Pick

Touch the [AP] button next to any game to display the Auto Pick menu. Filling out the Auto Pick menu will create tickets with randomly generated numbers and place them into the shopping cart. You can add multiple Auto Pick tickets at once by selecting a number on the prompted screen after touching the [AP] button. Auto pick may also be selected on bet cards.

The generated numbers on an Auto Pick ticket may be viewed and edited by entering Edit Mode. For more information on how to enter Edit Mode, see Chapter 2.3.

Chapter 3. Purchasing Options

3.1 Buy All Cash

If a customer is making a purchase entirely in cash, touch the [BUY ALL CASH] button, which always appears in the bottom right corner of the cart. As soon as [BUY ALL CASH] button is selected, all tickets in the cart will print out, along with an itemized receipt.

3.2 Buy Credit/Debit

If a customer is making a purchase with a debit or credit card, first touch the [BUY CREDIT/DEBIT] button, which will yield the screen below:

The screenshot shows a screen titled "Buy Credit/Debit" with an "Exit" button in the top right corner. Below the title, there are three input fields: "Total:" with a value of "\$21.00", "Cash to Collect" with a value of "\$0.00", and "New Pinpad Amount" with a value of "\$21.00". Below these fields is a numeric keypad with buttons for digits 1-9, 0, a left arrow, and "CLR". At the bottom of the screen is a "Submit" button.

If a customer is splitting a payment between cash and a debit or credit card, touch the [CASH TO COLLECT] bar. Then, enter the amount of cash the customer would like to contribute towards the purchase. After the [CASH TO COLLECT] button has been filled, [NEW PINPAD AMOUNT] will automatically become the remaining value.

When you are ready to proceed with the payment, touch the [SUBMIT] button.

After the [SUBMIT] button has been selected, the Photon operator should not need to take any other actions for the receipt to be printed out, if the cashless payment is run successfully and accepted. The Photon will display a menu reading "Transaction in Process" until the transaction is completed.

To make a cashless payment, the customer will first need to insert, tap, or swipe their card. They will then be prompted to select either [CREDIT] or [DEBIT] on the pin pad. If [DEBIT] is selected, the customer will need to enter in their four-digit pin, and then hit the green [ENTER] button on the pin

pad. If [CREDIT] is selected, no pin is necessary. Next, the customer will need to confirm the amount by selecting the [YES] button. If the [NO] button is selected, the transaction is cancelled. Finally, the Photon will run the cashless payment. If the payment has been approved, all items in the cart will print out along with an itemized receipt. If the payment has been declined, the Photon will return the operator to the previous screen, with all items remaining in the cart.

Each debit and credit card has a weekly limit of \$700, which resets each Sunday at midnight. If a customer reaches the \$700 a week limit, they will receive the following error screen:



If the Photon loses its communications while printing out tickets, it will print out a receipt for the transaction. When scanned, this receipt will add funds to the tickets which did not print out into the cart.

If the Photon cannot connect with the pin pad reader, the pin pad will display the following error screen:



If your pin pad is displaying this screen, first try to restart the pin pad by holding down the yellow button and pound key simultaneously until the pin pad makes a sound. If this does not work, make sure the LAN cable is properly connected to the back of the Photon. After restarting the pin pad and ensuring the LAN cable is properly connected, if the pin pad still reads “Cash Only”, restarting the Photon by following the steps listed in Chapter 1.2 may remedy the issue. If nothing else works, contact Intralot at 1-866-710-2462.

Chapter 4. Game Screens and Rules

4.1 Pick 3

Drawings are held daily, seven days a week, at 12:29pm and 7:29pm, except Saturday evening. Pools close at 12:25 pm and 7:25pm, except Saturday. Saturday evening pools close at 7:45pm with the Saturday evening drawing occurring during the Cash Explosion television show, which airs from 7:30pm to 8:00pm and they are broadcast statewide.



Straight Bet

The player picks any three-digit number. If the number matches the winning number drawn in exact order, the player is a winner.

Box Bet

The player picks any three-digit number. If the number matches the winning number in any order, the player is a winner. To win a six-way box bet, each of the three digits chosen must be different (example: 1-2-3). To win a three-way box bet, two of the three digits chosen must be the same (example: 1-1-2).

Back-up Bet

The player combines a straight bet and a box bet on the same line and can win straight and box or box only. If 50¢ is wagered on back up the total cost is \$1.00 (50¢ for straight and 50¢ for the box).

Pair Bet

The player picks the first two digits (front pair, 1-2-*), the last two digits (back pair, *-1-2) or the first and last digits (split pair, 1-*-2). If the numbers match in the exact order as drawn, the player wins.

Wheel Wager

The player bets all possible combinations for a single Pick 3 wager (three or six straight bets possible). If any of the combinations match the numbers drawn, the customer wins the appropriate straight amount. For example:

6-Way Wheel (total cost \$3) - A player places a 50¢ wheel wager for the numbers 1-2-3. The player wins straight for any of these combinations: 1-2-3, 2-1-3, 3-1-2, 1-3-2, 2-3-1, and 3-2-1.

3-Way Wheel (total cost \$1.50) - A player places a 50¢ wheel wager on the numbers 1-1-2. The player wins straight for any of these combinations: 1-1-2, 1-2-1, and 2-1-1.

PICK 3 MANUAL ENTRY

Touch the [Pick 3] icon from the Game menu screen.

Touch the wager amount - \$.50 or \$1.00.

Touch the [NUMBER OF DRAWS] icon to select from 1-14 consecutive draws.

Touch the [MID/EVE] icon to choose from next draw, mid-day, evening, or next 2 draws.

Touch the [REPEAT TICKETS] icon to duplicate the wager up to nine times.

Select the three (3) numbers to be played.

Touch the [NEXT BET] icon to add additional plays to the ticket. Touch a letter at the top of the screen to toggle between additional plays.

Repeat the steps for all plays.

Touch the [SEND] icon to add the ticket to the cart.

Touching the [ALL] icon allows you to apply bet type and wager changes to all plays at once.

4.2 Pick 4

Drawings are held daily, seven days a week, at 12:29pm and 7:29pm, except Saturday evening. Pools close at 12:25 pm and 7:25pm, except Saturday. Saturday evening pools close at 7:45pm with the Saturday evening drawing occurring during the Cash Explosion television show, which airs from 7:30pm to 8:00pm and they are broadcast statewide.



Touch the [PICK 4] icon from the Game menu.

Touch the wager amount - \$.50 or \$1.00.

Touch the [NUMBER OF DRAWS] icon to select from 1-14 consecutive draws.

PICK 4 MANUAL ENTRY

Touch the [Pick 4] icon from the Game menu screen.

Touch the wager amount - \$.50 or \$1.00.

Touch the [NUMBER OF DRAWS] icon to select from 1-14 consecutive draws.

Touch the [MID/EVE] icon to choose from next draw, mid-day, evening, or next 2 draws.

Touch the [REPEAT TICKETS] icon to duplicate the wager up to nine times.

Select the four (4) numbers to be played.

Touch the [NEXT BET] icon to add additional plays to the ticket. Touch a letter at the top of the screen to toggle between additional plays.

Repeat the steps for all plays.

Touch the [SEND] icon to add the ticket to the cart.

Touching the [ALL] icon allows you to apply bet type and wager changes to all plays at once.

4.3 Pick 5

Drawings are held daily, seven days a week, at 12:29pm and 7:29pm, except Saturday evening. Pools close at 12:25 pm and 7:25pm, except Saturday. Saturday evening pools close at 7:45pm with the Saturday evening drawing occurring during the Cash Explosion television show, which airs from 7:30pm to 8:00pm and they are broadcast statewide.



Straight Bet

The player picks any five-digit number. If the number matches the winning number drawn in exact order, the player is a winner.

Box Bet

Boxed wagers consist of five (5) numbers. In order to win, the numbers selected for the wager can match the numbers drawn in any order or combination. There are six types of boxed wager wins possible:

120-way – occurs when 5 different numbers are drawn (i.e. 35412)

60-way – occurs when a pair (2) of 1 number and three (3) different numbers are drawn (i.e. 11234)

30-way – occurs when (2) different pairs (2 each) of 1 number and one (1) different number are drawn (i.e. 11223)

20-way – occurs when three (3) of 1 number and any two (2) different numbers are drawn (i.e. 12333)

10-way – occurs when three (3) of 1 number and a pair (2) of a different number are drawn (i.e. 11122)

5-way – occurs when four (4) of 1 number and one (1) different number are drawn (i.e. 11112)

Front / Back

Front or back wagers consist of five (5) numbers. In order to win, the front or back 2-3-4 numbers selected for the wager must match the front or back 2-3-4 numbers drawn in the exact order. There are six types of front/back wager wins possible:

Front 4 - occurs when the first four (4) numbers are drawn in exact order. (i.e. Wager 12345 / Draw 1234*)

Back 4 - occurs when the last four (4) numbers are drawn in exact order. (i.e. Wager 12345 / Draw *2345)

Front 3 - occurs when the first three (3) numbers are drawn in exact order. (i.e. Wager 12345 / Draw 123**)

Back 3 - occurs when the last three (3) numbers are drawn in exact order. (i.e. Wager 12345 / Draw **345)

Front Pair - occurs when the first two (2) numbers are drawn in exact order. (i.e. Wager 12345 / Draw 12***)

Back Pair - occurs when the last two (2) numbers are drawn in exact order. (i.e. Wager 12345 / Draw ***45)

Back-up Bet

The player combines a straight bet and a box bet on the same line and can win straight and box or box only. If 50¢ is wagered on back up the total cost is \$1.00 (50¢ for straight and 50¢ for the box).

PICK 5 MANUAL ENTRY

Touch the [Pick 5] icon from the Game menu screen.

Touch the wager amount - \$.50 or \$1.00.

Touch the [NUMBER OF DRAWS] icon to select from 1-14 consecutive draws.

Touch the [MID/EVE] icon to choose from next draw, mid-day, evening, or next 2 draws.

Touch the [REPEAT TICKETS] icon to duplicate the wager up to nine times.

Select the five (5) numbers to be played.

Touch the [NEXT BET] icon to add additional bets to the ticket. Touch a letter at the top of the screen to toggle between additional bets.

Repeat the steps for all plays.

Touch the [SEND] icon to add the ticket to the cart.

Touching the [ALL] icon allows you to apply bet type and wager changes to all plays at once.

4.4 Rolling Cash 5

Drawings are held daily, seven days a week, at approximately 7:05pm. Pools close at 7:00pm.



Players can choose their own numbers (manual pick), or let the lottery terminal choose their numbers (auto pick).

Bet cards are available as a customer convenience.

A Rolling Cash 5 wager can be placed for up to 14 consecutive drawings (multi-draw wager).

Payout is for matching five, four, three, and two of the five numbers drawn.

ROLLING CASH 5 MANUAL ENTRY

Touch the [ROLLING CASH 5] icon from Game menu.

Choose the number of draws for that play.

Select the five (5) numbers to be played. After the numbers are chosen you will automatically move on to the next play.

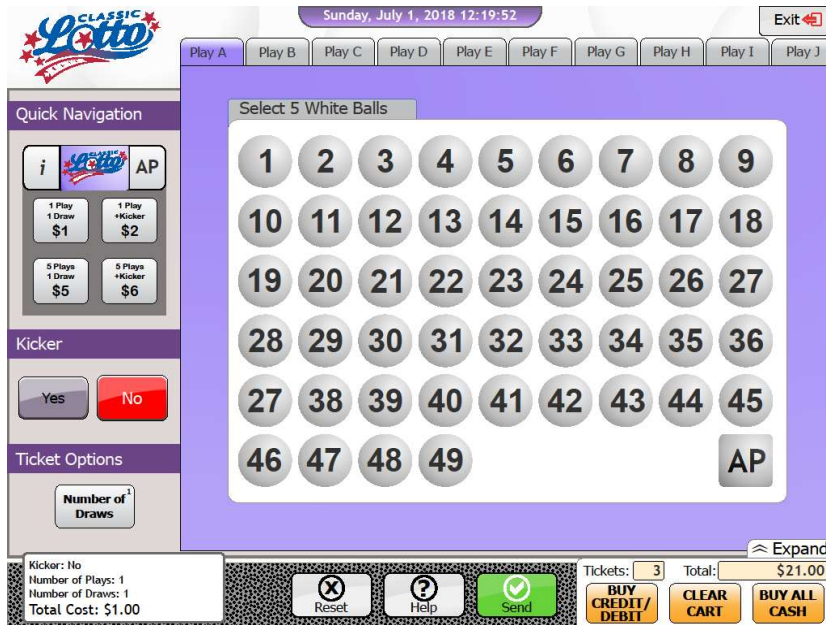
Repeat the above steps for all plays.

Touch a letter at the top of the screen to toggle between respective additional plays.

Touch the [SEND] icon to add the ticket to the cart.

4.5 Classic Lotto

Drawings are held Monday, Wednesday and Saturday, at approximately 7:05pm. Pools close at 7:00pm.



Cost per wager is \$1.

Touch the [CLASSIC LOTTO] icon from the Game menu.

Choose the number of draws for that play.

Select the six (6) balls to be played. After the balls are chosen the screen will automatically advance to the next play.

If additional plays are requested repeat the above steps for each play.

A Classic Lotto wager can be placed for up to 10 consecutive drawings (multi-draw wager).

When all plays are finished, hit the [SEND] icon to add the ticket to the cart.

KICKER

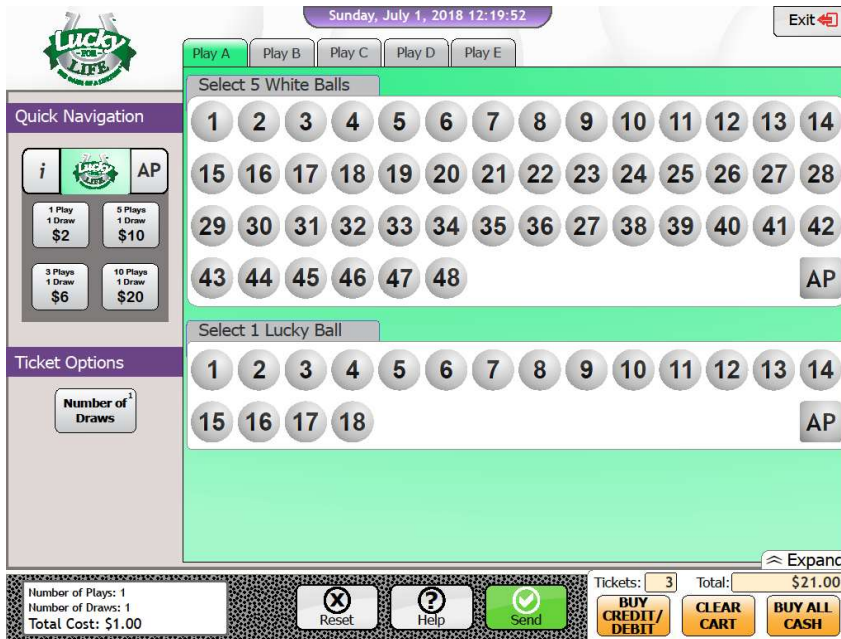
KICKER is a six-digit game only available on Classic Lotto tickets. Players must purchase a Classic Lotto ticket to play KICKER. Every Classic Lotto ticket has one KICKER number on it, no matter how many wagers appear on the ticket. To play, the player must say “yes” to the KICKER while purchasing a Classic Lotto ticket, and pay the total of both the Classic Lotto and the KICKER wager.

KICKER wagers are \$1.

To place a KICKER wager touch the [YES] icon under KICKER.

4.6 Lucky For Life

Drawings are held daily at approximately 10:35 p.m. Tickets can be issued until 9:30 p.m.



Each wager costs \$2.

From the Game menu touch the [LUCKY FOR LIFE] icon to bring up the manual entry window.

From the Lucky for Life screen touch the 5 white balls to be played or touch the [AUTO PICK] icon.

On the Lucky Ball screen, touch the desired lucky ball number or touch the [AUTO PICK] icon.

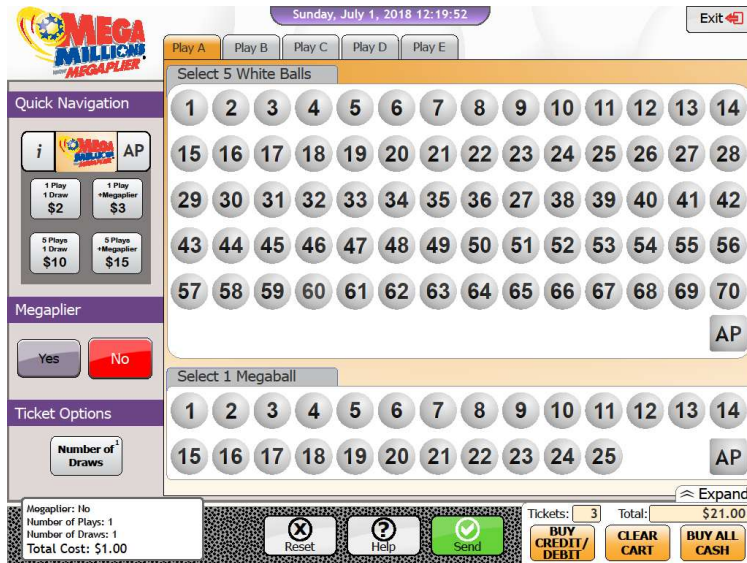
To change the number of draws, touch the [NUMBER OF DRAWS] icon and select a different number.

On either the white numbers screen or the Lucky for Life screen you can choose the [Number of Draws] button and a pop up screen will allow you to choose from 1 to 10 draws. The default is 1 for number of draws.

Touch the [SEND] icon to finish the transaction.

4.7 Mega Millions

Drawings are held Tuesday and Friday at 11:00 pm. Tickets can be issued until 10:45 pm.



Each wager costs \$1. Adding Megaplier costs an additional \$1 for every dollar wagered.

From the Game menu touch the [MEGA MILLIONS] icon to bring up the manual entry window.

From the Mega Millions screen touch the 5 white balls to be played or touch the [AUTO PICK] icon.

On the Mega Ball screen, touch the desired mega ball number or touch the [AUTO PICK] icon.

To change the number of draws, touch the [NUMBER OF DRAWS] icon and select a different number.



A Mega Millions wager can be placed for up to 10 consecutive drawings (multi-draw wager).

To select another play touch the appropriate icon [A, B, C, D and/or E].

The Megaplier is played in conjunction with Mega Millions, allowing a winner to multiply the original Mega Millions prize amount. If player wishes to participate, they can request the Megaplier when their Mega Millions wager is placed. Adding Megaplier adds \$1 per wager. The Megaplier can multiply a prize by 2, 3, or 4 times (does not include jackpot).

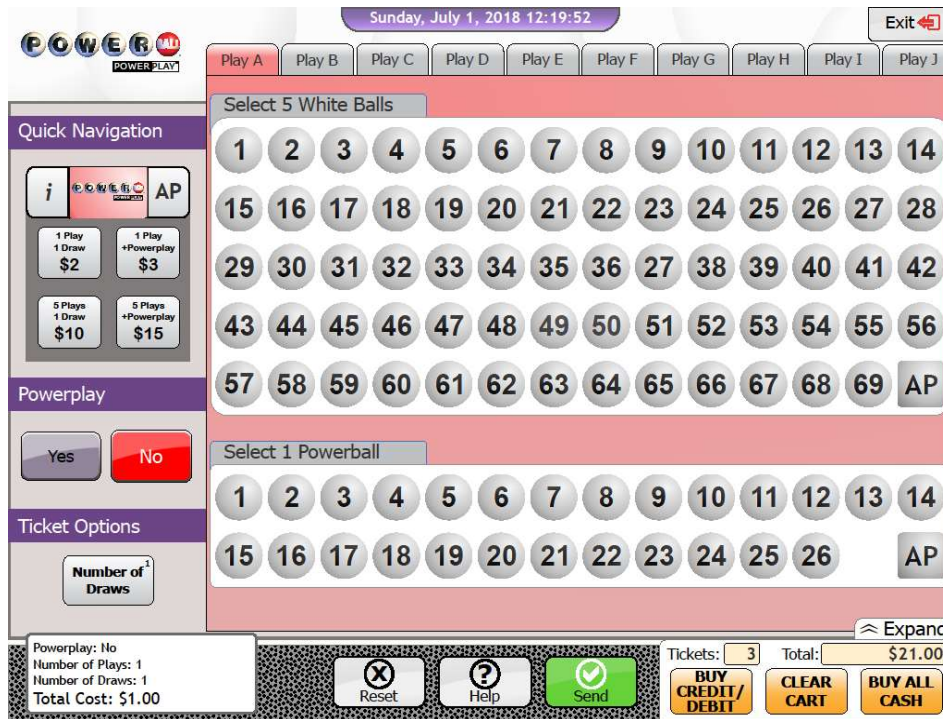
Touch the [SEND] icon to add the ticket to the cart.

Once printed, Mega Millions tickets cannot be cancelled. However, Mega Millions tickets can be deleted from the cart before purchase.

Outdated bet cards including the 1/56 and 1/46 options may not be used to purchase Mega Millions tickets.

4.8 Powerball

Drawings are held Monday, Wednesday, and Saturday evenings 10:59pm E.S.T. Tickets can be issued up until 10:00pm.



All set prizes and Power Play prizes, including the Match 5 + 0 prize, may be reduced if claims exceed available prize fund.

Each wager costs \$2. Adding Power Play costs an additional \$1 per wager.

Touch the [POWERBALL] icon from the Game menu.

Up to 10 plays can be chosen via the icons A-J. Once numbers are selected the terminal automatically advances to the next play.

On the upper menu, select 5 numbers from 1 to 69 or touch the [AUTO PICK] icon.

On the lower menu, touch the desired power ball number (1 to 26) or touch the [AUTO PICK] icon.

Once a play is completed, the Photon will advance to the next play.

On either the white numbers screen or the Powerball screen you can choose the [Number of Draws] button and a pop up screen will allow you to choose from 1 to 10 draws. The default is 1 for number of draws.

Touch the [SEND] icon to add the ticket to the cart.

Once printed, Powerball tickets cannot be cancelled. However, Powerball tickets can be deleted from the cart before purchase.

Power Play is a special feature that allows winners to increase their original prize amount. Players must choose the Power Play option when they buy their Powerball ticket to be eligible for the Power Play prizes. The selection of Power Play costs an additional \$1 per wager.



On either the white numbers screen or the Powerball screen you can choose the [Yes or No] button to add or not add the Power Play option to the wager. The default is No.

4.9 EZPLAY®



EZ play tickets are played instantly and are not cancellable. EZ Play games have several price points and vary in play style from quick to extended play. EZ Play games are grouped in containers by price point and game style.

4.10 Keno

Drawings are held every 3 and a half minutes from 6:04 am to 2:28 am.



Touch the [KENO] icon from the Game menu.

Choose from 1 to 10 spots (numbers to match) out of eighty.

Choose the amount to wager \$1, \$2, \$3, \$4, \$5, \$10, \$20

Choose the number of draws from 1 to 20.

Choose the number of tickets from 1 to 10

Once options are selected hit the [send] icon to add the ticket to the cart.

The Photon does not support manual entry of KENO numbers but will produce auto-picked numbers for the given number of spots. To select specific numbers, either fill out a bet card or use an MP (multi-play) walk up station.

KENO BOOSTER

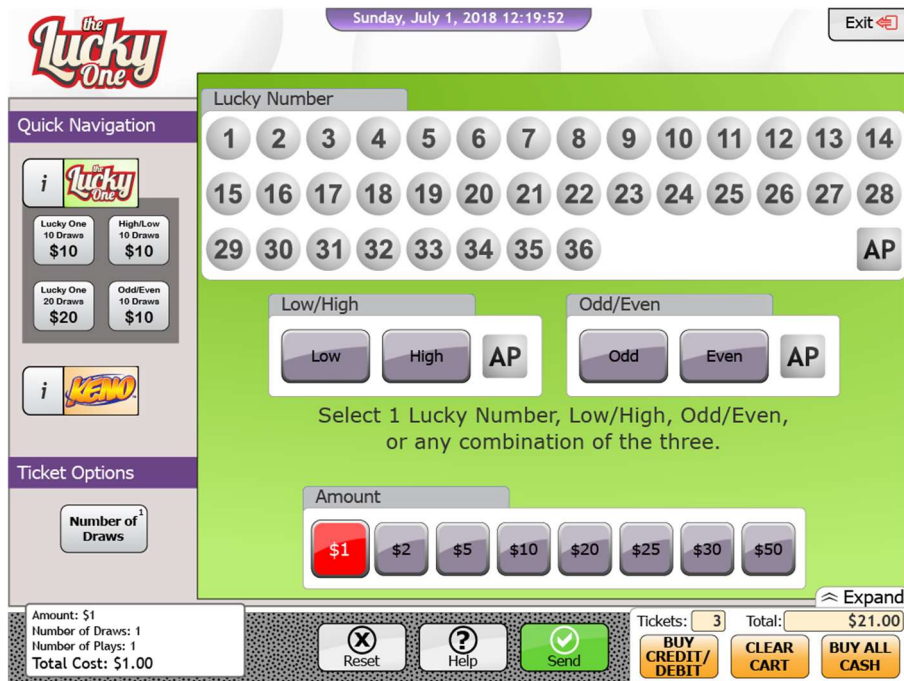
When placing a Keno wager the Booster wager can be added by touching YES for Booster. NO is the default.

Playing Booster doubles the cost of the regular Keno wager. The Booster increases the amount players can win by the multiplier number picked, either 1, 2, 3, 4, 5, or 10. The Booster number is chosen first at draw time and the Booster is displayed on the Keno TV monitor throughout the draw.

Keno tickets cannot be cancelled.

4.11 The Lucky One

Drawings are held every 4 minutes from 6:07 am to 2:31 am.



Touch the [THE LUCKY ONE] button from the online games screen.

Choose any combination of the following:

1 Lucky Number

Low or High

Odd or Even

Choose a preset wager amount (\$1, \$2, \$5, \$10, \$20, \$25, \$30, \$50)

Choose the number of draws from 1-20

Once options are selected hit the [send] icon to add the ticket to the cart.

Chapter 5. The Instant Games Tab

To access all Instant reports, touch the [INSTANT GAMES] tab near the top of the screen. Daily reports are available back to 180 days. Weekly reports are available for 52 weeks.



Touch the [PRINT] icon to print the selected report.

5.1 Confirm Order

To confirm an Instant order, touch the [CONFIRM ORDER] icon from the book functions group on the Instant menu. Use the bar code reader on the shipment manifest bar code or use the keypad to manually enter the order number. If the manifest is unreadable, you may also touch the [USE GAME/PACK #] icon to manually enter a book number. Paper shipments must also be confirmed. Look in the paper box to find the manifest.

5.2 Activate

To activate an Instant book, touch the [ACTIVATE] icon from the book functions group. The book activation screen displays.

Scan the bar code or manually enter the game/book number. After scanning the bar code or entry of the last digit the terminal will automatically send the transaction to the central system for processing. A receipt will automatically print after processing is complete.

5.3 Deactivate

To deactivate an individual book, touch the [DEACTIVATE] icon from the book functions group.

Scan the first/lowest ticket in the book, and then scan the ending/highest ticket. Upon ending scan, scan another book or touch the [SEND] icon and the deactivate will be sent for that range of game/book/tickets. When successfully completed, a receipt will print.

If the book is being sold from the back, touch the [BOOK REVERSED] icon before the ending card of the book is scanned. The display will update the end number instead of the start number after the [BOOK REVERSED] icon is touched.

5.4 Auto Activate

To auto activate a previous auto-deactivation, touch the [AUTO ACTIVATE] icon from the book functions group.

This will automatically re-activate any currently deactivated books/ tickets. To initiate auto activate, touch the [AUTO ACTIVATE] icon.

5.5 Auto Deactivate

To auto deactivate all active books, touch the [AUTO DEACTIVATE] icon from the book functions group.

All active books will appear along with assumed ending ticket numbers. The list of active books consists of all of the books that were active at the previous auto-activation plus any books that were activated since the last auto-activation minus any books that were deactivated, marked sold (settled) or returned since the last auto-activation.

Scan the starting number for each book. If needed, use the arrow keys to scroll to ending ticket number to override value.

When all books are scanned, check all lines for the checkmark before the book number and touch the [DEACTIVATE] icon. Only the range of tickets being scanned for each book is deactivated. Any tickets outside the scanned range will still be active.

5.6 Settlement

Settlement is a financial transaction to be carried out by a manager. If you have not already signed on as a manger, do so under the [UTILITIES] tab. When processing a book as sold the lottery account is charged for the full book of tickets. Select the [INSTANT GAMES] tab, then [SETTLEMENT]. Scan the barcode or manually enter the game/book number. After scanning the barcode or entry of the last digit, the terminal will display a confirmation window asking, "Do you want to settle this book?". If [YES] is pressed on the confirmation screen, the terminal will send the book settlement transaction to the central system for processing and print a sold receipt for accounting purposes.

5.7 Reports

Instant Inventory Summary	Provides game number, game name, and status shipped, issued, activated/deactivated, settled and totals for each column.
Instant Inventory Detail	Provides game-book number, game name, most recent change date, and status. The inventory detail report gives details on current inventory, however, settled books will only appear during the accounting week in which they were settled, settled books are removed from the report after that.
Auto Activation Comparison	Provides game-book number, beginning and ending ticket numbers for last two auto activations, number sold, dollar value.
Partial Daily Returns	Provides game-book number, name, most recent change date, range, amount, and totals.
Weekly Partial Returns	Provides game-book number, name, most recent change date, range, amount, and totals.
Daily Book Activations	Provides game-book number, name and first activation date.
W-T-D Book Activations	Provides game-book number, name, first date.
Weekly Book Activations	Provides game-book number, name, first activation date.
Daily Instant Cashes	Provides cash prizes, quantity, dollar amount, totals.
W-T-D Instant Cashes	Provides cash date, quantity, dollar amount, totals.
Weekly Instant Cashes	Provides cash date, quantity, dollar amount, also non-cash date, quantity, amount and totals.
Daily Book Settlements	Provides game-book number, date, name, method of sale, amount, total quantity and total dollar value.
W-T-D Book Settlements	Provides game-book number, date settled, method of sale, dollar amount.
Weekly Book Settlements	Provides game-book number, date settled, method of sale, dollar amount, total number of books and total dollar amount.
Order Status	Provides status of ticket and paper stock shipments including, date order was placed, order delivery date, and status descriptions including in process, created, started, shipped.
Instant Inventory by Game	Provides game-book number, game, most recent change date, status.
Prizes Available	Provides game number, price point, name, prize total, prizes left.
High Tier Prizes Available	Provides game number, name, prize, prizes left.
High Tier Winners	Provides game number, name, prize, prizes won.
Games Available for Sale	Lists on sale games by game number, name and price point.
TOP 25 Instant Games	List showing statewide games on sale in order of total sales by game number, name and price point.
Aging Settlement	Provides game-book number, dollar value, days left, total dollar value and count of books on report. The aging settlement report shows how many days are left on a book before it will automatically settle (marked as sold and charged to retailer). There are books that do not auto settle, and these are: \$30 games.
Tickets Sold History	Provides game-book number and sales information for a selected date and time range.
Tickets Sold by Game	Provides ticket number and time/date sold for a selected game book.

Chapter 6. Financial Reports



Sales	Provides sales information over a given time frame for Online and Instant Games, as well as Cancels, Unplayed Money, Promo, Coupons, Books Settled, and Returns.
Shift	Provides sales information for an Employee's shift, as well as Cashes, Cancels, Pay Voucher Cashes, Unplayed Money, EZPLAY TAP Win Cashes, Promo, and Coupons.
Cashes	Provides information on cashes for all Online, Instant, and EZPLAY TAP games, as well as for Pay Vouchers.
Coupon	Provides details on coupons cashed over a given time frame.
Financial Adjustment*	Provides information on any Financial Adjustments made between the vendor and the Ohio Lottery between a given time frame.
Summary*	Summarizes the sales information for EZPLAY TAP, Online, and Instant games over a given time frame.
Selling Bonus*	Provides information on any selling bonuses received by the vendor for selling Online or Instant tickets.
Invoice*	Provides detailed sales information as well as Online Net Due, Instant Net Due, and Total Net Amount Due.

*To view these reports, you must first sign on as a manager. For more information on signing on as a manager, see Chapter 7.4

If you have multiple terminals, you can view a report for only one of them by selecting the [BY TERMINAL ACTIVITY] button. Then, enter the two-digit terminal number into the prompted field. Finally, select a time range for the report, and touch the [GET] button to retrieve the report.

Chapter 7. Utilities



7.1 Training Mode

While in training mode, you can practice selling, validating, viewing and printing reports. While in this mode, there will be a diagonal watermark on all screens that says 'TRAINING'. Any receipts, tickets or reports that are produced are printed with the message "TRAINING – NOT FOR SALE."

TO ACCESS TRAINING MODE:

You will first need to sign off of the Photon. For instructions on how to sign off, see Chapter 1.3. Once you are signed off, touch the [TRAINING MODE] icon.

A window will display asking if you would like to start training mode. Touch the [OK] icon to start training mode, or the [EXIT] icon to return to the utilities menu.

Touch [SIGN ON], then sign in using your user retailer code, followed by the four-digit training pass code of 9999.

TO EXIT TRAINING MODE:

Select the [UTILITIES] tab in the top right corner of the screen, and then touch the [SIGN OFF] icon.

You will automatically leave training mode after selecting [SIGN OFF]

After ten minutes of inactivity, training mode will turn off by itself. Exiting training mode logs you out of the system. To return to live mode, it is necessary to repeat the sign-on process.

7.2 Store Manager Utilities

You can change your default settings for selling and cashing confirmation screens in Store Manager Utilities. Any wager, or cash, greater than this amount will trigger a pop-up confirmation screen. Touch the YES icon or the NO icon to dismiss the confirmation screen.

The Mega Millions confirmation level is defaulted to \$21.

The Powerball confirmation level is defaulted to \$21.

The KENO confirmation level is defaulted to \$21.

The Lucky One confirmation level is defaulted to \$21.

The Lucky for Life confirmation level is defaulted to \$21.

The Shopping Cart confirmation level is defaulted to \$21.

The Cash confirmation screen is defaulted to \$50.

7.3 Training Videos

Training videos are a series of short videos intended to teach a new user the basics of the Photon. They may be viewed through the Photon by selecting [TRAINING VIDEOS] under the [UTILITIES] tab, and can also be viewed at any time at <https://ohiolottery.com/Retailers/Photon/Photon-Training-Videos>.

7.4 Manager Sign On

To sign on as a manager, select the [MANAGER SIGN ON] button under the [UTILITIES] tab. You will be prompted to enter the required credentials.

Chapter 8. Maintenance & Misc

8.1 Pay Vouchers

Pay Vouchers allow players to transfer funds across the entire retailer base by using the MP, MPNG, and MPTW terminals. The TVM will not be enabled to support pay vouchers.

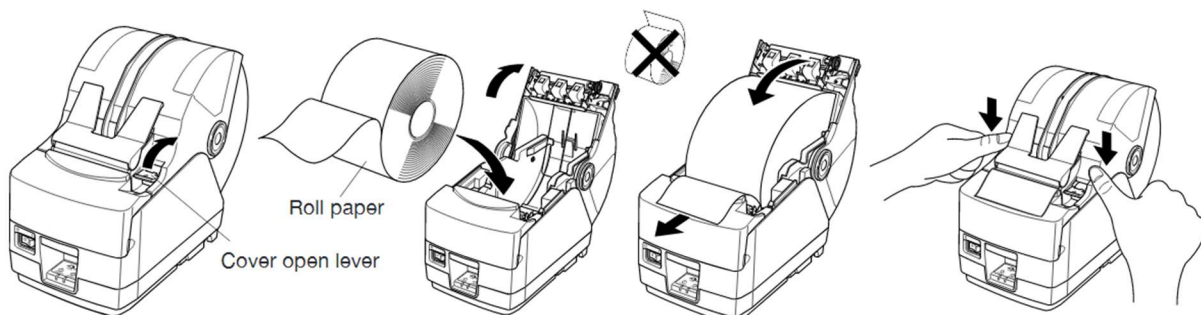
The cash out balance button on the MP, MPNG, and MPTW will allow the player to cash out their current credit balance on the terminal to a pay voucher.

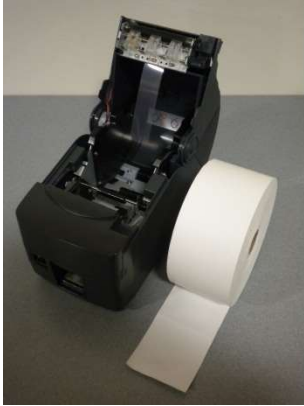
Vouchers are valid for 180 days from the day printed.

If the Photon loses communication during a Credit/Debit transaction and is unable to resume before communications time out, a Pay Voucher will print out with any unused money. This voucher may then be redeemed on a Photon for credit in the shopping cart. This credit can then be used to purchase tickets.



8.2 Changing Paper





Lift up on the release lever located on the right corner of the printer to pop open the interior lid.
Remove the old roll of ticket stock.



Place a new roll into the paper housing area, making sure the leading edge of the paper feeds from the bottom of the roll.
Unroll enough paper so that an inch or two of the paper protrudes out of the printer.



Close the lid, making sure the lid locks into place. The printer automatically feeds and cuts the paper, after the printer test. If the paper comes out blank, it has been loaded in the printer backwards.