

INSTANT TICKET INVENTORY MANAGEMENT

ADDING/REMOVING GAMES VIA THE PARAMETERS BUTTON

The Parameters button displays product details for each existing game on the terminal. Use this function to Add a new game or Remove an existing game.

- Touch **INSTANT TICKET MANAGEMENT** from Home Screen.
- Touch the desired **BIN NUMBER**, then touch **PARAMETERS**.
- **To Remove an Existing Game:** Touch Remove. A confirmation screen displays. Touch **YES** to continue, or touch **NO** to cancel.
- **To Add a New Game:** Touch **ADD**. Enter the Game ID, then touch **SUBMIT**.

Loading Tickets into a Bin

To load the tickets into the bin, pull out the appropriate ticket tray for the desired bin and follow these instructions:

- Insert the ticket book into the bin.
- Guide the ticket's edge until it firmly touches the black rubber feed rollers.
- This activates the ticket sensor switch and the tickets load automatically.



NOTE: Multiple ticket books can be loaded by taping the end of one pack to the beginning of another pack. To connect two books, use the perforated tape that is included in the installation kit provided at the time of install.

TO ENSURE RELIABLE TICKET DISPENSING:

- To avoid ticket jams, do not load tickets over 10" long into the lowest ticket trays – Bins 25 through 28.
- Additionally, tickets that are 8" or longer should be fed under the roller.

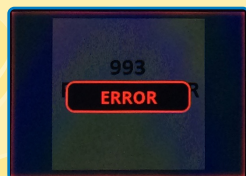
Unload Bin

- Touch **INSTANT TICKET MANAGEMENT** from Home Screen.
- Touch the desired **BIN NUMBER**.
- Touch **UNLOAD BIN**, then touch **OK** to confirm.

NOTE: This will zero all of the inventory in that bin and let you reload it by scanning the first and last tickets in the pack.

IN CASE OF TICKET JAM

An **ERROR** message will display on the front screen of the Gemini Touch where the jam has taken place.



- Use the steps discussed above to unload the jammed bin.

NOTE: The inventory in this bin will be cleared and need to be re-loaded upon fixing the jam. (See steps for loading a full pack or partial pack of tickets under the Load Tickets section).

INSTANT FUNCTIONS

Instant Activation

Use to activate packs of Instant Tickets.



- Touch **INSTANT FUNCTIONS** from the Instant Functions Menu; then touch **INSTANT ACTIVATION**.
- Scan the barcode or manually enter the Book Number using the **KEYPAD**, then touch **SUBMIT**.

A confirmation screen displays. Touch **PRINT** to print Activation Receipt or **SUBMIT** to return to the Instant Functions menu.

REPORTS

The Reports Menu provides access to the following machine reports: *Sales, Inventory, Shift, Bin Status, Device Status, Audit, Configuration and Draw Games*.

To access the Reports Menu:



- Touch **REPORTS** from the Home Screen.
- The screen displays the Reports Menu.
- Touch the desired report type to proceed. For each report type, select/enter the requested information.
- Use the **UP** and **DOWN ARROWS** to scroll through text. Touch **PRINT** to print the report. Touch the **BACK ARROW** to return to the Reports Menu.

Sales: Sales Reports can be configured to provide sales by game or sales by bin. These reports provide Instant and Draw Game sales since the last time the sales report was taken for the selected time-frame.

Inventory: The Inventory Report provides the current instant ticket inventory for each bin.

Shift: The Shift Report details sales activity for the current shift and should be used to balance the money in the cash box on a daily basis.

Bin Status: The Bin Status Report provides the status of the bins on a single terminal (Jammed, Empty, Low).

Device Status: This report lists all the peripherals of the Gemini Touch and shows the status of each one of them.

Audit: The Audit report provides information on transactions, bills, sales and refunds totals for the last 10 player sessions.

Configuration: Details terminal information, such as: IGT Serial Number, Accounting Start Day/Time, and Installation Date.

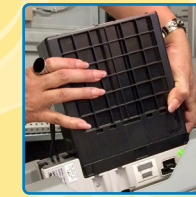
Draw Games: Provides access to the Draw Game Summary Reports: *Daily Sales, Week to Date, and Current Week By Game*.

CLEANING BILL ACCEPTOR

- Open the Bill Acceptor door by inserting the key into the lock, turn it to the right, and gently pull the door forward.
- To clean the bill acceptor, use a soft dry, clean cloth, lightly dampened with clear water and wipe both the top and bottom clean.
- To replace the bill acceptor, reinsert it back into the groove it came from and press down firmly so it locks into place.

CASH BOX UNLOADING

- Open the Bill Acceptor door by inserting the key into the lock, turn to the right, and gently pull the door forward. This reveals the large Cash Box.



- To remove the Cash Box, push up on the blue release button at the bottom with one hand, slide the cash box to the rear of the terminal and gently lift it up and out.



- To remove money from the Cash Box, locate the round opening on the front, press down to retract and slide the money out.

- To reinsert the Cash Box, lower it back in while pressing it to the rear of the terminal. Once it is all the way down, gently pull it forward until it locks into place.

- To close the Bill Acceptor compartment, lift the door, close it firmly, and turn the key to the left and remove it.

BILL ACCEPTOR JAMS

- Open the Bill Acceptor door using the procedure above.
- To access the Bill Acceptor, place one hand on the black raised bar and your other hand on the silver bar on the front. Simply squeeze and lift.
- Gently lift read head from bill acceptor and clear jammed bills.
- To replace the bill acceptor, simply reinsert it back into the groove it came from and press down firmly so it locks into place.



NOTE: Run a Bill Acceptor Test every time you clear a jam.

LOADING PAPER

- Pull the lip labeled "Pull to Open" towards you.
- Push the green lever, on the top of the printer, towards the back. Lift the printer lid.
- Pull the paper back until it falls into the white tray. Close the printer door.
- Pull the used roll out of the tray and remove the black roller core.
- Ensure the new roll of paper has a straight edge. Slide the black roller core into the new roll. Place the new roll into the tray.
- Paper should be coming from the back of the roll and then over the top.
- The printer will automatically advance and cut the paper.
- Slide the drawer back into place. Close the main door.



DEVICE TESTS



The Device Tests option provides access to operational tests for the Bill Acceptor, Barcode Reader, Printer and Burster.

- Touch **DEVICE TESTS** from the Home Screen.
- The Device Tests menu will display. Touch the desired option.



GEMINI TOUCH QUICK REFERENCE

BRIGHTSTAR LOTTERY HOTLINE
1-800-592-4040

For Invoice, Security Codes, Licensing Questions or Retailer Adjustment Request Information:

SELECT OPTION 0

For Equipment Issues, Misprinted Tickets, or to Order Supplies:

SELECT OPTION 1

REV 11-2025

GEMINI EXTERNAL VIEW

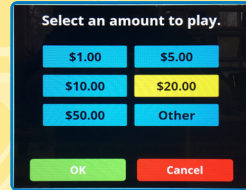
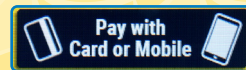
The Gemini Touch terminal acts as both an Instant Ticket Vending Machine to distribute Instant Tickets and also operates in self-service mode to perform Draw Game functions. The Barcode Scanner can be used by players to scan their Instant and Draw Game Tickets to see if they are winners.



CASHLESS TRANSACTIONS

Typical Card Transaction Flow:

Cashless transactions can be done on either the customer display or the VeriFone. For detailed instructions, see the Gemini Touch Retailer Guide



- Touch **PAY WITH CARD OR MOBILE**.
- **Choose an amount to play:** [\$1.00, \$5.00, \$10.00, \$20.00, \$50.00, or Other]. Touch the desired amount to play, then touch **OK**. Credits cannot be redeemed for cash.
- The payment device displays the amount requested. Touch **YES [F1]** to proceed.
- The screen displays, "Insert, Swipe or Tap". All three methods can be used to continue with the transaction.
- Depending on the type of card that is used, the screen prompts you to either "ENTER PIN" or "Select Card Type: Credit/Debit".

CARD TRANSACTION APPROVED?

- Once the transaction is approved, the payment device displays: "Sale Captured \$XX.00".
- Once "Welcome" is displayed, the Gemini Touch's screen displays the number of credits available to use. You may now purchase tickets as outlined in the following sections.
- Once you have used your credits, the Gemini Touch displays the message: "You have used all your credits. Thank you for playing." Touch **PRINT RECEIPT** to print a receipt, or touch **NO RECEIPT** to return to the player screen.

CARD TRANSACTION DECLINED?

Credit/Debit cards can be rejected by the payment processor for a number of reasons, including insufficient funds or exceeding the transaction amount allowed.

- The payment device displays the following error: "Sale Decline 755 Invalid Pin 755".
- The Gemini Touch displays: "Pay with Card Unavailable. Please use cash." Touch **OK**, and you are returned to the player screen to make a new transaction.

INSTANT GAME PURCHASE



- The player inserts money into the bill acceptor (\$1, \$5, \$10, \$20, \$50, or \$100) or adds credits using a card/mobile. The bill acceptor does not give change, only credit towards purchases. **NOTE:** The maximum credit amount is \$100.
- To purchase Instant Tickets, the player selects the preferred game on the Touch Screen and the desired quantity of the game. Once pressed the tickets dispense to the ticket retrieval area.

DRAW GAME PURCHASE

Easy Picks (without a playslip)



- The player inserts money into the bill acceptor (\$1, \$5, \$10, \$20, \$50, or \$100) or adds credits using the cashless device. The bill acceptor does not give change, only credit towards purchases.
- The player selects the desired draw game, number of panels and play amount. Touch the **WHITE X** to exit the game screen. For more information about game play, touch the **INFORMATION ICON**.
- Once all options have been selected, the draw game Easy Pick ticket prints and is dispensed into the ticket retrieval area.

NOTE: The player also has the option to choose their own numbers by touching **BUILD YOUR OWN WAGER**, selecting the desired options/numbers, and touching **PURCHASE**.

NOTE: Draw Game Tickets CANNOT be cancelled at the Gemini Touch terminal.

Using a Playslip

- The player inserts money into the bill acceptor (\$1, \$5, \$10, \$20, \$50, or \$100) or adds credits using a card/mobile. The bill acceptor does not give change, only credit towards purchases.
- The player inserts a completed playslip into the playslip reader.
- The ticket prints and is dispensed into the ticket retrieval area.



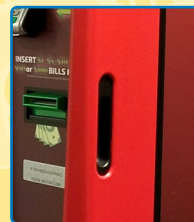
TICKET CHECKER

- Players can check both Draw Game Tickets and Instant Tickets to see their winning status by scanning a ticket using the Barcode Scanner.



OPENING THE DOOR

- Insert the main door key into the main lock, located right above the playslip reader.
- Insert your hand into the lever on the right-side of the door and lift up; then pull to open.
- An audible alarm begins sounding as soon as the door is open. To silence the alarm, you must sign-on to the terminal.

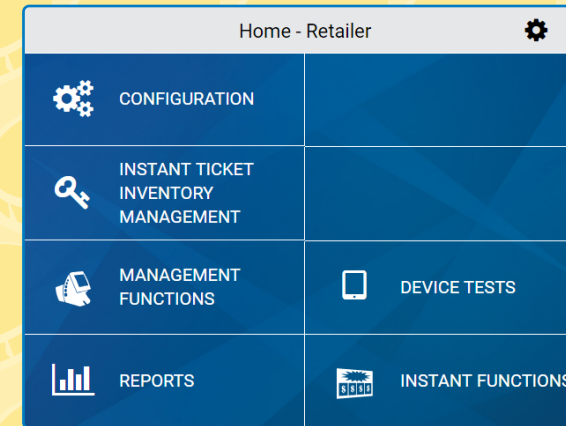


RETAILER SIGN ON

- Open the main door.
- The display prompts you to sign on.
- Enter the 6-digit User ID number.
- Enter the 4-digit Password.
- Touch **SUBMIT**. After a successful sign on, the Manager Functions menu displays.

HOME SCREEN

The Gemini Touch Home Screen is available once you are signed on. This menu provides you with access to various terminal functions. You may access this menu from any screen by touching the **HOME** button



TOP MENU BUTTONS

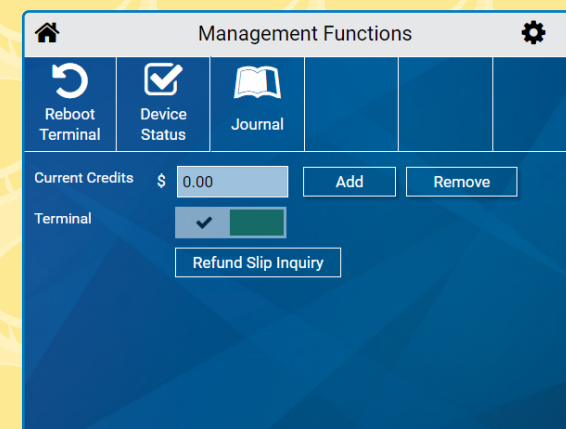
The Top Menu Buttons are located at the top of each screen:



- Touch **HOME** to return to the Home Screen.
- Touch the **BACK ARROW** to return to the previous screen.
- Touch **SETTINGS** to access Management Functions menu.

MANAGEMENT FUNCTIONS

- Touch **MANAGEMENT FUNCTIONS** from the Home Screen.
- The Management Functions screen displays.
- Touch the desired option.



- **Reboot Terminal:** Use to reboot the terminal.
- **Device Status:** Displays all of the components in the terminal and their current operational status. Touch a specific **BIN NUMBER** to view the status of a particular bin.
- **Journal:** Provides access to the Cash Log, Security Log, and System Event Log.
- **Current Credits:** Displays the player's credits currently available. Touch **ADD** to add credits, touch **REMOVE** to remove credits, and a Refund Slip prints.
- **Refund Slip Inquiry:** Used to confirm validity of refund slips.

INSTANT TICKET INVENTORY MANAGEMENT

This menu screen is for loading/unloading Instant Tickets:

Instant Ticket Management					
Bin 1 Information	Status - No Inventory				
Game ID	0	1	2	3	4
Game Name		5	6	7	8
Current Inventory	0	9	10	11	12
Ticket Price	\$0.00	13	14	15	16
Ticket Length	0	17	18	19	20
Tickets Per Pack	0	21	22	23	24
Load Tickets	Unload Tickets	Forward Tickets	Reverse Tickets		
View Mapping	Inventory Report				
Edit Mapping	Parameters	25	26	27	28

Inventory Management Functions

- **Bin X Information:** Displays the information for the selected bin.
- **Bin Selected:** Identifies the current bin selection on the terminal.
- **Load Tickets:** Provides access to the loading tickets function.
- **Unload Tickets:** Provides access to the unloading bin function.
- **Forward Tickets:** Provides access to the forward tickets function.
- **Reverse Tickets:** Provides access to the reverse tickets function.
- **View Mapping:** View the screen locations of instant games.
- **Edit Mapping:** Edit the screen locations of instant games.
- **Inventory Report:** Provides access to Inventory Report screen.
- **Parameters:** Provides access to the Instant Ticket Parameters screen with product details for each existing game on the terminal.

Load Tickets

LOADING A FULL PACK IN AN EMPTY BIN

A **SOLD OUT** message will display over the game when there is no longer inventory in that bin.

- Touch **INSTANT TICKET MANAGEMENT** from Home Screen.
- Touch the desired **BIN NUMBER**, then touch **LOAD TICKETS**.
- Scan the **FIRST TICKET** in the pack; or enter the **FIRST TICKET** number in the pack using the **KEYPAD**, then touch **SUBMIT**.
- Touch **FULL PACK**, then touch **SUBMIT**. A Load Successful Message displays. Touch **OK**.

LOADING A PARTIAL PACK OF TICKETS IN AN EMPTY BIN

- Touch **INSTANT TICKET MANAGEMENT** from Home Screen.
- Touch the desired **BIN NUMBER**
- Touch **LOAD TICKETS**.
- Scan the **FIRST TICKET** in the pack; or enter the **FIRST TICKET** number in the pack using the **KEYPAD**, then touch **SUBMIT**.
- Scan the **LAST TICKET** in the pack; or enter the **LAST TICKET** number in the pack using the **KEYPAD**, then touch **SUBMIT**.
- A Load Successful Message displays. Touch **OK**.