

Management Functions

Reboot Terminal: Use to reboot the terminal.

Device Status: The Device Status screen displays all of the components in the terminal and their current operational status.

Journal: Provides access to Cash Log, Security Log, and System Event Log.

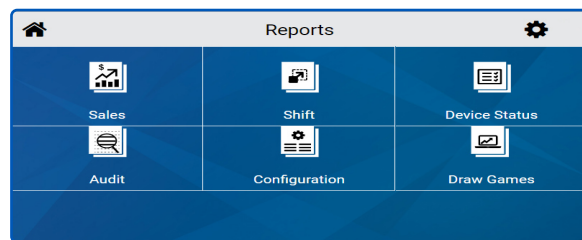
Current Credits: Displays the player's credits currently available.

Volume: Use to mute/un-mute terminal sound.

Reports

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

To access the Reports Menu:



- Touch **REPORTS** from the Home Screen, and 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 Reports: 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.

Shift Report: 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.

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

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

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

Draw Game Summary: Provides access to the Daily Sales, Week To Date, and Current Week By Game reports.

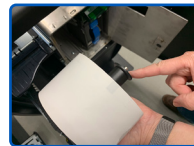
Device Tests

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

- Touch **DEVICE TESTS** from the Home Screen, and the Device Tests menu displays. Touch the desired option.
- For example, touch **Printer**. A test ticket prints automatically, and you are returned to the Reports menu.

Loading Paper

- Open the Main Door.
- The alarm will sound. Sign On the GTD.
- Pull the printer out.
- If machine is completely out of paper, the printer LED, lower left side, will flash amber (three-flash sequence).
- Remove the empty paper roll and spindle from the printer slots. If replacing paper, remove the empty paper roll from the spindle.
- Insert the spindle into the new paper roll, from right to left, through the core of the paper roll.
- Place the new paper roll with the spindle into the slots as shown. The paper will be coming from the top of the roll.
- Thread the paper through the back of the thermal printer.
- The printer automatically aligns, advances and cuts the paper.
- Slide the printer back into the machine.



Cash Box Unloading

- Open the GameTouch Draw front door.
- The door alarm will sound. Sign On the terminal to silence it.
- To open the Cash Box, insert the key into the lock, turn the key clockwise, and open the Cash Box door.
- To remove the Cash Box, simply grasp the blue handle and pull the box out. The alarm will sound and one of the red LEDs will flash. Push the top white switch once to silence the alarm.
- To remove money from the Cash Box, locate the round opening on the bottom, rear and insert finger. Lift up to open. Slide the money out
- Close & lock the Cash Box, then close & lock the front door.



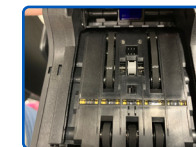
Bill Acceptor Jams

- Open the Main Door of the GTD.
- The alarm will sound. Sign On the GTD to silence it.
- To open the Cash Box, insert the key into the lock and turn it clockwise,...
- The alarm will sound and one of the red LEDs will flash. Push the top white switch in once to silence the alarm.
- Hold down the blue lever and pull the Bill Acceptor out.
- Pull the top blue lever up to open the Bill Acceptor cover.
- Remove the jammed bill.
- Use a jet of air to remove any dirt. Close the Bill Acceptor.
- Align the Bill Acceptor to the rails on the Cash Box and push the back to position.
- Close & lock the Cash Box, then close & lock the front door.
- **NOTE:** Run a Bill Acceptor Test every time a jam is cleared.



Cleaning the Bill Acceptor

- Open the Main Door on the GTD
- The alarm will sound. Sign On the terminal to silence it.
- Open the Cash Box by inserting the key into the lock and turning it clockwise.
- The alarm will sound. Push the top white switch in once to silence it.
- Hold down the blue lever and pull the Bill Acceptor out. To open the Bill Acceptor pull the top blue lever up.
- To clean the Bill Acceptor, use a soft dry, clean cloth, lightly dampened with clear water and wipe both the top and bottom clean.
- Align the Bill Acceptor to the rails on the Cash Box. Push the Bill Acceptor in to return it to position.
- Close & lock the Cash Box, then close & lock the front door.



Remote Control

- Remote disable is a feature on the Game Touch Draw and is intended to discourage underage use. This feature allows store personnel to "disable" the machine via remote control.
- To disable the machine, press the I button on the remote transmitter. To reactivate, press the button on the remote transmitter again. The remote does not require careful aiming or close range.
- Although the Game Touch Draw is configured with one remote, all lottery vending units in one location will be affected by any remote used.



Game Touch Draw

Quick Reference

Rev 02-2026

Game Touch Draw

EXTERNAL VIEW

The Game Touch Draw terminal operates in self-service mode to perform Draw Game functions. The Barcode Scanner can be used by players to scan their Draw Game Tickets to see if they are winners.



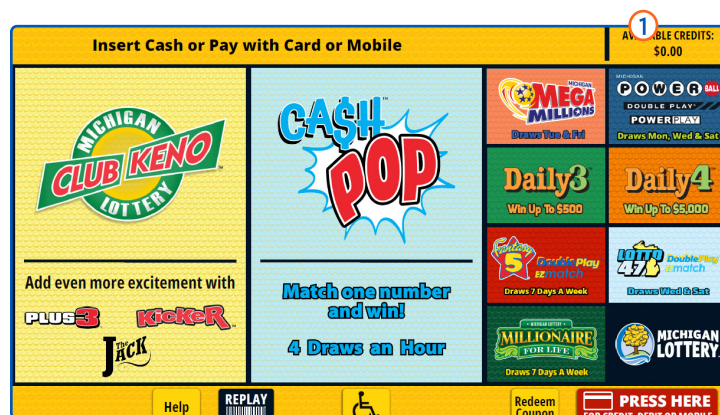
Game Touch Draw

INTERNAL VIEW



1. Playslip Reader
2. Printer
3. Alarm Shutoff
4. Upper Front Door Sensor
5. Main Switch/Power Button
6. Bill Acceptor
7. Cash Box

PLAYER TOUCHSCREEN > HOME SCREEN



OTHER SCREENS > BOTTOM NAVIGATION



1. Available Credits
2. Home: Home Screen
3. Back: Previous screen
4. Help: View help text for the current screen
5. ADA Icon: Adjusts the screen display for accessibility
6. Pay with Debit Card or Mobile: Cashless Transactions

Cashless Transactions

NOTE: Cashless Feature only available when enabled.

TYPICAL DEBIT CARD TRANSACTION FLOW:

- Touch **PAY WITH DEBIT CARD OR MOBILE**.
- Choose an amount to play: [\$1, \$5, \$10, \$20, or Other amount]. 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 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 Game Touch Draw'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 Game Touch Draw 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 Game Touch Draw displays: "Pay with Card Unavailable. Please use cash." Touch **OK**, and you are returned to the player screen to make a new transaction.

Ticket Checker

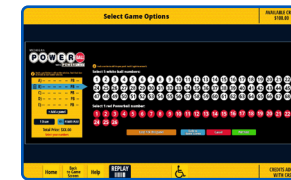
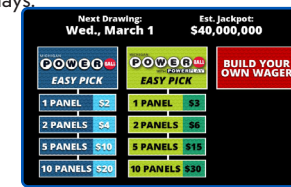
- Players can check Draw Game Tickets and Instant Tickets to see their winning status by scanning a ticket using the Barcode Scanner.
- Instant tickets should be scanned using the barcode under the latex.
- Scanner reads best at a distance of 4–6 inches; red dot from scanner should be centered on the barcode.



Draw Game Purchase

USING TOUCHSCREEN

- The player inserts money into the Bill Acceptor (\$1, \$5, \$10, or \$20) 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 quick pick button; then selects the play amount/number of plays.
- For example, touch **Powerball** on the Home Screen. Touch the **Yellow i** on the right-side of the screen for Help information. Touch Home to exit the screen.
- Once all options have been selected, the draw game Easy Pick ticket prints automatically.



NOTE: The player also has the option to choose their own numbers by touching **Pick Your Own Numbers**, selecting the desired options/numbers, and touching **Purchase**.

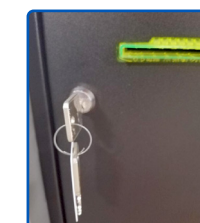
USING A PLAYSリップ

- The player inserts money into the Bill Acceptor (\$1, \$5, \$10, \$20, \$50, or \$100) or adds credits using a card. The Bill Acceptor does not give change, only credit towards purchases.
- The player inserts a completed playslip into the playslip reader.
- A confirmation screen displays. Touch **Yes** to proceed or touch **No** to Cancel.
- The ticket prints and is dispensed into the collection bin.



Opening the Main Door

- Insert the Main Door key into the main lock, located right below the printer.
- Turn the key to the right to unlock and pull the door open.
- The door alarm will sound. Sign On to the terminal to silence it.

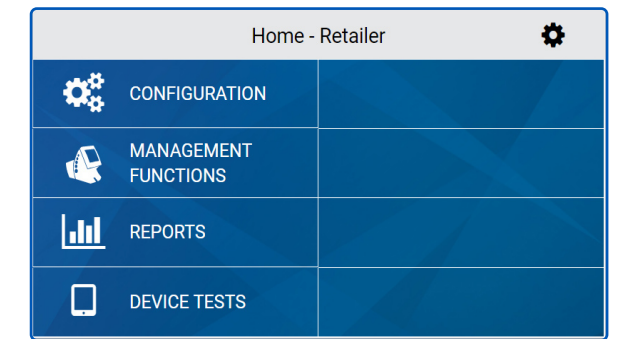


Retailer Sign On

- Open the Main Door. The door alarm will sound. Sign On to the terminal to silence it.
- The display prompts you to sign on.
- Enter the 6-digit User ID number using the keypad.
- Enter the 4-digit Password using the keypad.
- Touch **SUBMIT**. After a successful sign on, the Home Screen displays automatically.

Home Screen

The Game Touch Draw Home Screen is available once you are signed on. This menu provides access to various terminal functions.



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 the Management Functions menu.
- Touch Print to print out a report.

Configuration

Configuration provides terminal information, such as IGT Serial Number, Terminal Number, Software Version and Firmware version. It also displays fields required to configure the machine.

To access the Configuration screens:

- Touch **Configuration** from the Home Screen.
- The screen displays the first Configuration page.
- Touch **2** to proceed to the next screen.
- You may also navigate from the buttons at the top. Touch **Home** to return to the Home Screen.

Management Functions

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

