



Benefits Older Pennsylvanians. Every Day.



Need Help?  
Scientific Games Call Center 1-(800) 692-7353

## REPORTS MAIN MENU



### DAILY

- Daily Sales (Integra Report 01-online)
- Current Jackpots (Integra Report 91)
- Daily Activity (Integra Report 21-instant)

### NEW MESSAGES

- General Info (Integra Report 18)
  - Retailer Instant Info (Integra Report 19)
  - Retailer General Info (Integra Report 7)
  - Retailer Specific Info (Integra Report 8)
- When you press the **Retailer Promo Info & Reports** button, a keypad displays. Enter the number of the report that you want to create:
- Cash 5 (Report 55)
  - Super 7 (Report 66)
  - Powerball (Report 77)
  - Coupon Validation (Report 80)

### INVENTORY REPORTS

- Instant Inv. Summary (Integra Report 24)
- Outstanding Packs (Integra Report 47)
- Instant Inv. Detail (Integra Report 25)
- Activate Packs (Integra Report 28)
- Shipment Report (Integra Report 29)

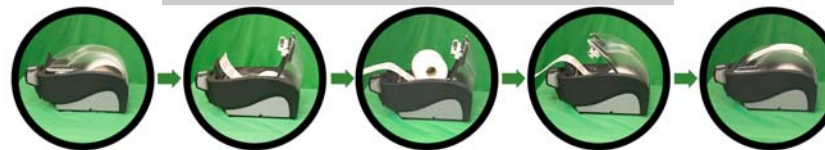
### WEEKLY

- Weekly Sales (Integra Report 02-online)
- Combined Accounting (Integra Report 13)
- Cash Detail (Integra Report 26)
- Pack Detail (Integra Report 27)
- Weekly Activity (Integra Report 22)
- Weekly Settlement (Integra Report 23)
- Adjustment History (Integra Report 20)
- Games Sales (Lists all sales information for each game)

### HELP SCREENS

- HELP buttons are located on the top right corner of every screen.
- HELP screens provide content-specific information.
- HELP videos are also available on the WAVE™ terminal through the **Special Functions** screen.

## CHANGE PRINTER PAPER



To change and replace the printer paper:

1. A message displays on the screen that the paper is out.
2. Open the black printer lever cover located on the top of the printer.
3. Remove the remaining paper by lifting the roll out of the printer compartment.
4. Place the new roll of ticket stock in the printer compartment and roll out a couple of inches of paper from the bottom of the roll with the PA logo facing forward.
5. Extend the paper past the printer compartment.
6. Close the printer cover and push back the black lever.
7. Touch **[OK]**.

## WIRELESS BARCODE READER

The new wireless barcode reader is located on the front of the printer for quick access. Use the reader to scan instant tickets, Pack Activity Cards or shipment invoices.



To scan an instant ticket, place the ticket under the barcode reader. Align the barcode under the red target (+), and a red light will light up. An audible tone will indicate when the barcode has been read.

To scan Pack Activity Cards or shipment invoices, remove the barcode reader then press and hold the button on top of the reader.

The barcode of drivers license's can be scanned to verify that customer's age.

## WIRELESS TICKET CHECKER

The wireless Ticket Checker is used to process online tickets. The scanner reads the ticket and transmits the information to the terminal for processing.

When a player scans the barcode on an online ticket, the ticket checker will display if the ticket is a winning ticket and how much the prize is worth.

**Note:** Instant tickets will be able to be checked using the wireless ticket checker in the future.

**Note:** Tickets are to be placed in the ticket checker barcode side up.



### SIGNING ON AND SIGNING OFF

1. Touch **[SIGN ON]** to sign on to the live system, or touch **[ENTER TRAINING]** to sign on to the training mode.
  2. Touch the numbers on the keypad to enter your 6-digit Retailer ID number, and touch **[OK]**. The **Enter Password** keypad displays.
  3. Touch the numbers on the keypad to enter your 6-digit password, and touch **[OK]**.
  4. To sign off, remember to close out the customer balance. Touch **[SIGN OFF]** on the top left corner of the screen. The confirmation sign off screen displays asking if you **“Really Want To Sign Off?”**.
- Note:** You cannot sign off if a customer balance is displayed at the top of the screen. You must close out the customer first. Touch **[CUSTOMER CLOSE OUT]** at the top of any screen to close out the transaction and zero out the balance. Use this key before each new customer to clear the total at the top of your screen and to ensure that the customer display indicates the correct total at the conclusion of the customer transactions.
5. Touch **[YES]** to sign off or **[NO]** to cancel the sign off process.



### CASHING ONLINE AND INSTANT TICKETS

Press the **Cash/Cancel** tab to display the **Cash/Cancel** screen. Press the corresponding button for the function you wish to perform. Example: To cash an online ticket, press **[Online Cash]**, and follow the instructions on the screen.

Or you can scan a ticket and follow the instructions on the screen.

#### Notes About Cashing Instant Tickets

- Instant tickets can **ONLY** be scanned using the wireless barcode reader.
- Instant tickets **CANNOT** be read by the document scanner.

#### Note About Cashing Online Tickets

- Online tickets **MUST** be validated by the WAVE™ terminal's document scanner.



### SELLING ONLINE GAMES

To sell **TDN, BIG 4, Quinto** and **Millionaire Raffle** via Quick Pick or manual entry:

**Note:** The **Millionaire Raffle** button will display only when the game is available.

1. If necessary, touch the **[GAMES]** tab.
2. Touch the desired game logo on the **Games** screen.
3. Touch the numbers that the customer wishes to play, or touch **[QP]** to have the system randomly select the numbers.
4. Touch **[SEND]**. The terminal prints the ticket(s).



To sell **CASH 5, Treasure Hunt, Powerball, PowerPlay, Super 7** and **mix & match** online games manually:

1. If necessary, touch the **[GAMES]** tab.
2. Touch the desired game logo on the **Games** screen.
3. Touch the **[MANUAL ENTRY]** to select the numbers the customer wishes to play.
4. Touch the numbers that the customer wishes to play, or touch **[QP]** to have the system randomly select the numbers.
5. Touch **[CLEAR]** to delete numbers and start over.
6. Select the customer's play options.
7. Touch **[SEND]**. The terminal prints the ticket(s).

### SCANNING A PLAY SLIP

- Insert a completed play slip into the terminal's document scanner.
- The play slip can be placed in the document scanner vertically or horizontally. Make sure that the play slip is always face-down.

**Note:** The WAVE™ terminal can read old play slips **ONLY** in the vertical (up and down) position.

**Note:** The Integra terminal **CANNOT** read new play slips.

- The terminal automatically prints a ticket with the selected numbers.
- The play slip can be inserted from any game screen except for the manual entry game screens or when a pop-up is displayed.



### GAME MAIN MENU SCREENS



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