OPERATOR MANUAL

FOR

E-RAFFLE™ PAT. PEND.

DOOR PRIZE E-RAFFLE

PROGRESSIVE E-RAFFLE
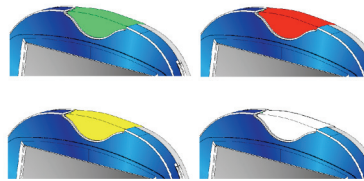
LEGAL NOTICE

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E-max Gaming Corporation and its authorized Distributors cannot be held legally or financially responsible for malfunctions in gaming equipment or programs that may affect the outcome of an E-Raffle game.

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Within this manual there are some advisory cautions to the operators. These cautions are only a few, but are not all cautions, that must be considered to legally operate the E-Raffle game.

Currently, the E-Raffle game has a PATENT PENDING.

This manual is provided "as is" without a warranty of any kind, expressed or implied, including, but not limited to, the implied warranty of merchantability and fitness for a particular purpose. The manufacturer has made every effort to ensure the accuracy of the contents of this manual, however, it is possible that it may contain technical inaccuracies, typographical or other errors. NO LIABILITY IS ASSUMED FOR ANY INACCURACY FOUND IN THIS PUBLICATION, NOR FOR DIRECT OR INDIRECT, INCIDENTAL, CONSEQUENTIAL OR OTHER DAMAGES THAT MAY RESULT FROM SUCH AN INACCURACY, INCLUDING, BUT NOT LIMITED TO, LOSS OF DATA OR PROFITS.
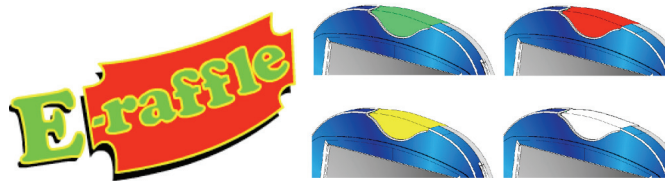
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Introduction to E-Raffle

General Description:
- An Electronic raffle game played exclusively on E-max gaming units
- Player purchases one or more electronic raffle chances to be played on the gaming unit
- The more chances purchased, the higher the probability of winning
- E-Raffle winner(s) are chosen using the random number generator on the E-max console
- At the start of the game, all E-max gaming units in the hall randomly blink their dome lights Red, Green, and Yellow
- During the game the dome lights will gradually turn for non winning units.
- At the end of the game, only the winning gaming unit(s) will have its dome light on with one of the three colors
- There are three variations of the game
    - ✓ E-Raffle
    - ✓ Progressive E-Raffle
    - ✓ Door Prize E-Raffle

Purchase of Electronic Chances:
- With one single transaction at the E-max Load & Track POS station-
    - ✓ Purchase an E-max gaming unit for regular bingo play
    - ✓ Purchase E-Raffle chances to be played on the gaming unit
    - ✓ The serial number range of the purchased chance(s) is printed on the sales receipt
    - ✓ The system automatically associates the purchased chance(s) with the E-Face ID™ printed on the sales receipt
- Additional chances can be purchased at the POS after the initial sale.
    - ✓ They must be manually associated at the POS to an existing E-Face ID.
- Once the E-Raffle game is closed, further sales of chances are automatically prohibited

E-Raffle Operations:
- E-Raffle can be played at any time during a schedule
    - ✓ It is independent of any pre-programmed game in the schedule
    - ✓ A specific E-Raffle game can be played only once in the schedule
    - ✓ Up to three separate E-Raffle games can be played in one schedule
- E-Raffle can be configured for a one, two, or three level payout
    - ✓ There is a Red, a Green, and a Yellow payout level
    - ✓ Operator can define different payouts for each level
    - ✓ Payout dollar amounts are defined as a % of total sales
- During the game, the gaming unit displays its own E-Face ID if chances have been purchased
    - ✓ It displays "Not Playing" if no chances were purchased

- ✓ It also displays the name of the game variation being played
  - ▪ E-Raffle, Progressive, and Door Prize
- ➢ During the game, the E-max console randomly picks one, two, or three winners from the list of purchased chances and displays constantly changing random E-Face ID numbers on the hall monitors for each of the three color levels and also plays one of 5 different random tunes.
- ➢ At the end of the game, the winning E-Face IDs are displayed on all gaming units in the hall, the hall ball monitors, and the console operator screen
- ➢ If the gaming unit E-Face ID matches the winning E-Face ID(s), the dome light will be on in the appropriate payout level color and it will play a winning sound
  - ✓ It is possible for a single gaming unit to win multiple payout levels
- ➢ A closed schedule E-Raffle report documents all gaming and sales data

Introduction to Progressive E-Raffle

General Description:
- ➢ This is a separate game from E-Raffle that can be run in the same schedule as E-Raffle
- ➢ Game play and dome light operations are the same as E-Raffle
- ➢ Player purchases one or more electronic raffle chances to be played on the gaming unit
- ➢ The more chances purchased, the higher the probability of winning
- ➢ The statistical odds of anyone winning the jackpot amount can be specified for the progressive game
- ➢ When a game does not win in a particular schedule, the jackpot amount is automatically carried over to the next schedule.
  - ✓ A consolation prize(s) can be optionally awarded if the jackpot is not won
  - ✓ An incremental amount to be added to the jackpot can be specified and also automatically carried over to the next schedule
- ➢ If the jackpot is won, no consolation prize is given
- ➢ A specific progressive E-Raffle game can be played only once in the schedule
- ➢ Up to three separate progressive E-Raffle games can be played in one schedule

Introduction to Door Prize E-Raffle

General Description:
- ➢ This is a separate game from E-Raffle that can be run in the same schedule as E-Raffle
- ➢ Game play and dome light operations are the same as E-raffle
- ➢ Player does not need to purchase door prize chances, only the gaming unit
- ➢ Everyone has an equal chance of winning since only one free chance is given per gaming unit
- ➢ One, two, or three door prize winners can be specified
- ➢ There is no payout amount given to any winner(s)
- ➢ The single door prize game can be played only once in the schedule

E-Raffle Reporting

- ➢ A single report documents all E-Raffle gaming versions for a given schedule
- ➢ Each version of the E-Raffle game is separately detailed for the schedule
- ➢ The Progressive report shows both the individual schedule details and a running summary

OPERATIONS:

E-max System Upgrade:
E-Raffle requires an upgrade to your current E-max Console, Load & Track, and the E-max gaming units. The upgrade also contains other improvements in the E-max system software. The upgrade will not affect your current programs and schedules, however, it does require an upgrade to the Console operating system. **It is MANDATORY to backup the entire system before upgrading.**

E-Raffle may or may not be allowed to play in your State. If and when the upgrade is implemented, your distributor will install a new State Configuration CD that will enable or disable E-Raffle at the State level. Once enabled, all variations of E-Raffle are available for play. **CAUTION: If one or more of the versions have restrictions in your jurisdiction, then it is the responsibility of the hall gaming operator to not play the game variation at all, or play it in a manner legally consistent with the regulator rules.**

Load &Track Setup:
E-Raffle must have its own Sales Group tab on the Main Sales screen. The Sales Group must be exactly named "ERaffle". All E-Raffle SKUs must report to the ERaffle Sales Group and also have exact names for the **Item SKU field** as follows:
"ERaffle-1"
"ERaffle-2"
"ERaffle-3"
"Pro-ERaffle-1"
"Pro-ERaffle-2"
"Pro-ERaffle-3"

If these names are not exact for the ERaffle Sales group, the system will not let you **Save** the new E-Raffle SKU. No SKU is needed for the Door Prize game.

Enter only the SKUs that are needed for the particular schedule. It is not necessary for all six of the SKUs to be present. The **Item Description field** (the SKU button text) has no special restrictions. **CAUTION: There may be regulatory restrictions on the pricing of an E-Raffle chance.**

Also recommend, but not necessary, is the setting up of a separate E-Raffle Report Group for all E-Raffle SKUs.

Console Log on Security:
A Manager or higher level security can setup the game. An Operator or higher level security can play the game. A manager can setup the game to enable or disable an operator to make last minute adjustments to the setup just before the game is played.
CAUTION: There may be regulatory restrictions on player pre-game posting of the gaming parameters and then changing any of those parameters just before gaming.

Console Game Setup and Display:
There is a new button on the E-max Console Main Menu screen called **Other Games**.
Press the button to enter the E-Raffle game. This button will not be present if the State
Configuration CD has disabled E-Raffle. **CAUTION: Verify the distributor has installed the
new State Configuration CD for your state.**

The game can be set up using two different methods.
1. If no schedules are active, each game variation can be setup and saved for each schedule
    on the console. When any of those schedules are activated, the pre-saved values will
    automatically be retrieved.
2. If a schedule is already active and the game has not been previously setup, the game can
    be setup and saved for the current active schedule.

The following screen will appear when no schedule is active.

At the top is a pull down list of all the schedules on the console.
Note: If a schedule was active, the top box will automatically display the name of the schedule.

Select the desired schedule.

Select the desired Game.

If the E-Raffle game was previously setup, the previously saved values will be displayed; otherwise, the game will need to be setup. **Note: These are the exact names that must be entered for the SKUs on the Load & Track.**

Definitions:

The three variations of the E-Raffle game share a basic operator screen. The result is that not all functions are used in every game variation. The following describes the functions of each item on the screen as it relates to the use in each of the game variations.

Items common to all game variations and used in the same manner:

Game Duration
> The current release of the software fixes the Game Duration to 30 seconds.

Operator Edit
> This box should be unchecked if the hall manager wishes to preset the game payouts and does not want the Console operator to edit those amounts just before the E-Raffle game is started. If the box is checked on, the operator will be allowed to make last minute changes to the set up values to adjust the payouts relative to sales volume.

Winner E-Face ID
> At the completion of the E-Raffle game, this box displays the winning E-Face ID number for each payout level. The E-Face ID number is the 6 digit unique bingo package number that is printed on the bottom of the player sales receipt.
> All E-Raffle chances must be associated with an E-Face ID to be entered into the game.
> All gaming units play in the Door Prize game and chances do not need to be sold or associated with any E-Face ID.

Serial Number

At the completion of the E-Raffle game, this box displays the winning 5 digit Serial number purchased with the E-Face ID. The serial number always starts at 10,000 for each new schedule activated.

Save Button

This button will save all Payout % values, game duration value, odds value, etc and the status of the Operator Edit box for the selected schedule. A pop up display will appear confirming the data has been saved.

Blink Button

Use this button to promote the E-Raffle game before the game is actually played. The button causes all gaming units in the hall to start blinking while showing their E-Raffle play screen and places an E-Raffle Promotional Screen on the hall ball monitor. **Note: The gaming units cannot load bingo packages while the network is blinking the gaming units. The gaming unit keyboard and touch screen are also disabled.**

Monitor On Button

The operator is free to edit the Payout(%) values and other values before gaming with out them being displayed on the hall monitor. When the values are ready to be presented to the players, this button will place the Current Jackpot Screen on the monitors.

Close Button

This button will prohibit the Load & Track from selling any more E-Raffle chances for the particular game variation selected. It also updates the Total Sale amount for the final payout values.

Start Button

The button will update the Total Sale amount, start the game, and place the Play Screen on the monitors. Once the button is pressed, it will turn a pink color and stay that color while it is processing all the chances that were sold. Typically this takes 1-15 seconds before the game actually starts. For a very large number of chances and gaming units sold, this may take a minute to several minutes. **The console program is not "hung" – do not reset the console computer during this time.**
Note: The gaming units cannot load bingo packages while the network is playing E-Raffle. The gaming unit keyboard and touch screen are also disabled.

Exit Button

This will return you to the Console's Main Menu screen. It can be used to exit a Blink, Close, or Monitor On function and the E-Raffle game can be re-entered at a later time.
It will also be used to exit after the game is complete. A pop up display will appear confirming the payout data has been saved.

Definitions: (continued)

		Payout (%)	Payout ($)	Winner E-Face ID	Serial Number
Schedule					
Game		Odds			
Last($)	Add($)		Current($)		
YELLOW		(yellow)	0		
GREEN		(green)	0		
RED		(red)	0		
PAY					
PROFIT					
TOTAL SALE					
GAME DURATION					

ERaffle

CLOSE   START   MONITOR ON

☐ Operator Edit

Save   BLINK   EXIT

Items used for Door Prize:

Payout (%):

Enter a zero in any one color box or multiple boxes that will win a door prize. If a blank value is entered in the color box (press the Clear button on the numeric pop up keypad), then that level will not play in the game.

Items used for E-Raffle:

Payout (%):

A % amount entered by the operator that is used by the system to automatically calculate Payout($) amount. There are three payout(%) amounts that can be entered, one for each payout level (color). The system prevents the operator from entering two or more Payout(%) values that total more than 100%. If 0% is entered for a level, the level will be played and a winner declared, but no payout amount is awarded. If a blank value is entered (press the Clear button), then that level will not play in the game. **CAUTION: There may be regulatory restrictions on the Payout($) value, and/or the Pay value, and/or the Profit % value. Enter the proper numbers for Payout(%) to achieve legal values for the game.**

Payout($):

The automatically calculated Payout($) amount for each level is the Payout(%) entered times the Total Sale dollar amount.

Pay-- %:

The system automatically calculates the total of the three Payout(%) values. The system prevents the operator from entering Payout(%) values that total more than 100%.

Pay-- $

> The system automatically calculates the total of the three Payout($) amounts.

Profit-- %

> This is the calculated difference between 100% and the Pay % total.

Profit --$

> This is the calculated difference between the Total Sale dollar amount and the Pay $ amount.

Total Sale

> The total dollar amount of E-Raffle chances that has been sold. Note that if a player has not loaded his gaming unit with a bingo package, the revenue associated with those chances will not appear in the Total Sale amount and the chances will not be entered in the E-Raffle game.

This screen is slightly different than the E-Raffle and Door Prize screen.

Payout (%) has been changed to Win Type:

    The Yellow and Green level boxes are pre-assigned for use as consolation prizes. The Red level box is pre-assigned only for the jackpot prize. Therefore, the Yellow and Green boxes have a "C" in them and the Red box has a "J" in it.

Payout($):

    Enter a consolation prize amount in only the Yellow and/or Green boxes. If a blank value is entered (press the Clear button), then that level will not play in the game. **CAUTION: There may be regulatory restrictions on the paying of any consolation prize, and/or the number of prizes, and/or the value of the prize.**

Payout-- $

    The system automatically calculates the total of the two consolation Payout($) amounts.

Balance-- $

    This is the calculated difference between the Current Sale dollar amount and the Payout $ amount. This amount can be negative.

Odds:

    Only used with the Progressive game. Enter a value from 1 to 10,000 to establish the **typical probability (no probability is guaranteed)** of someone winning the progressive game. The probability remains constant regardless of the number of chances sold. An Odds value of 1 will force a jackpot win. **CAUTION: There**

may be regulatory restrictions on the value of the odds, and/or changing the odds after the progressive game has played for the first time.

Last($):

> Only used with the Progressive game. Initially, it is zero. After the game is played and the jackpot is not won, this value will show the payout value of the game from the last time it was played. If the jackpot is won, it will be zero for the next time it is played.

Add ($):

> Only used with the Progressive game. The operator can enter a dollar amount (something greater than zero) that will be added to the Last($) amount to determine the value to be played in the current game. **CAUTION: There may be regulatory restrictions on the amount that can be added for each game, and/or changing the amount after the progressive game has played for the first time. Also, this value may cause the Current($) value to exceed legal limits.**

Current($):

> Only used with the Progressive game. This value is the calculated result of adding Last($) to Add($). This is the jackpot value that the current game will be played for. This value is carried over to the Last($) value the next time the game is played if the jackpot is not won.

Examples of Game Setup and Win Screens:

Door Prize:
This setup will yield one door prize for Yellow win.

After the game has played----(Game Duration =0)
The operator screen on the left shows winning E-Face ID and Serial number. The hall Ball Monitor screen on the right shows the game name, the winning E-Face ID and no payout.

E-Raffle:

This setup will yield three winners, one for each color. The final payout dollar amounts for each color will be proportioned to the entered values for Payout(%).

After sales have been made, the Payout($), Pay, Profit, and Total Sale are updated.

Note: $1 rounding rules apply for the Payout($) value.

After the game has played----(Game Duration =0)
For each color, the operator screen on the left shows the amount of payout, the winning E-Face ID, Serial number, the total payout amount, the profit amount, and the Total Sale dollar amount. The hall Ball Monitor screen on the right shows the game name, the winning E-Face ID, and payout amounts.

Progressive:
This setup screen shows the initial setup of the progressive game before it is played.
The odds value of 10, 1 chance in 10 of winning, will most likely result in no win of the jackpot the first time the game is played.
So setup will typically yield two consolation prizes in the amount shown for each color. The Add($) value of $1,000 is the initial start amount and current amount of the jackpot value. The payout is the total of the two consolation prize amounts and the balance is negative reflecting no current sales.

After sales have been made, the balance is now positive.

After the game has played---- (Game Duration =0)

On the left screen, since no jackpot was won, the balance remains the same and the E-Face ID and Serial number winners for the consolation prizes are shown. The hall Ball Monitor screen on the right shows the game name, the winning E-Face ID, and payout amounts. Notice the tickets are now identified with a "C" and a "J".

Left screen:

Schedule: Demo-Schedule1
Game: Pro-ERaffle-1 Odds: 10
Last($): [blank] Add($): 1000 Current($): 1000

Win Type		Payout ($)	Winner E-Face ID	Serial Number
YELLOW Consolation	C	25	459459	10141
GREEN Consolation	C	50	459459	10133
RED JACKPOT	J	1000		

PAYOUT 75
BALANCE 145
CURRENT SALE 220
GAME DURATION 0
☐ Operator Edit

Right screen — Pro-ERaffle-1

Winners	Payouts
C 459459	$25
C 459459	$50
J	

The Odds value was then changed to a 1 to force a jackpot win on this game.

After this game is played --- (Game Duration =0)

The Payout and Balance numbers have been updated since the jackpot was won. No consolation prizes are awarded when the jackpot is won.
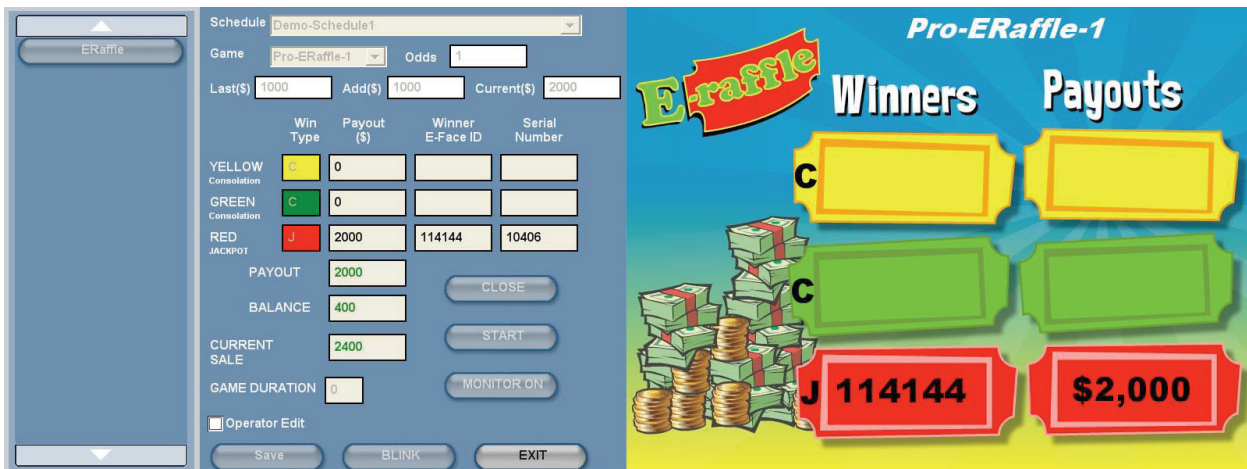
Left screen:

Schedule: Demo-Schedule1
Game: Pro-ERaffle-1 Odds: 1
Last($): 1000 Add($): 1000 Current($): 2000

Win Type		Payout ($)	Winner E-Face ID	Serial Number
YELLOW Consolation	C	0		
GREEN Consolation	C	0		
RED JACKPOT	J	2000	114144	10406

PAYOUT 2000
BALANCE 400
CURRENT SALE 2400
GAME DURATION 0
☐ Operator Edit

Right screen — Pro-ERaffle-1

Winners	Payouts
C	
C	
J 114144	$2,000

CAUTION: There may be regulatory restrictions on the value of the odds, and/or changing the odds after the progressive game has played for the first time.

Hall Ball Monitor Screens:

Note: for all the following screens, if a game variation has been selected, then the game name will appear at the top of the screen. Also, a Progressive screen showing tickets will be slightly different in that it defines what color is a consolation prize (**C**) or a jackpot prize (**J**).

Promotional Screen:

When the **Blink** button is pressed, the following pre-game promotional screen will appear and all gaming units in the hall start blinking while displaying "Not Playing". **Note: Gaming units cannot load bingo packages.**

Current Jackpot Screen:

When the **Monitor On** button is pressed, the following screen will appear showing the current value of payouts. The gaming units remain on the normal bingo screen.

Play Screen:

When the **Start** button is pressed, the following screen will appear showing the final value of payouts. All gaming units in the hall start randomly blinking the three colors. After a short period of time, all gaming units not playing E-Raffle simultaneously turn off, while all other gaming units continue to randomly blink. **Note: Gaming units cannot load bingo packages.**

Win Screen:

The Play screen will transition to the win screen and the tickets shown under "Winners" will show random E-Face numbers being picked. The console will play a random tune during the game. When the game is completed, the following screen will appear showing the winning E-Face IDs and their associated payout amounts. Only three gaming units in the hall will be left with a solid color light on. If a gaming unit has won more than one level of payout, then it will slowly switch between winning colors. **Note: Gaming units cannot load bingo packages.**

E-max Gaming Unit Screen:

When the **Blink** button is pressed on the console, the following screen will appear and the lights will randomly blink the three colors. **Note: Gaming units cannot load bingo packages.**
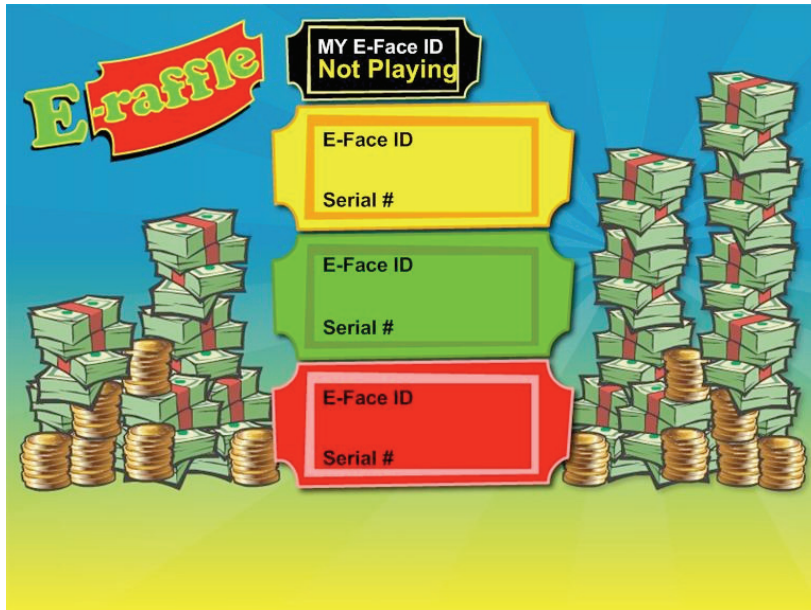
Play Screen:
Note: for all the following screens, the game name will appear at the top of the screen.
The screen below is for a non participating gaming unit
When the **Start** button is pressed on the console, the following screen will appear and the lights will randomly blink the three colors and "Not Playing" will be displayed. **Note: Gaming units cannot load bingo packages.**

This screen is for a participating gaming unit

When the **Start** button is pressed on the console, the following screen will appear and the lights will randomly blink the three colors and the E-Face ID will be displayed. Also, the number of chances in play for the particular unit will appear on the screen. **Note: Gaming units cannot load bingo packages.**
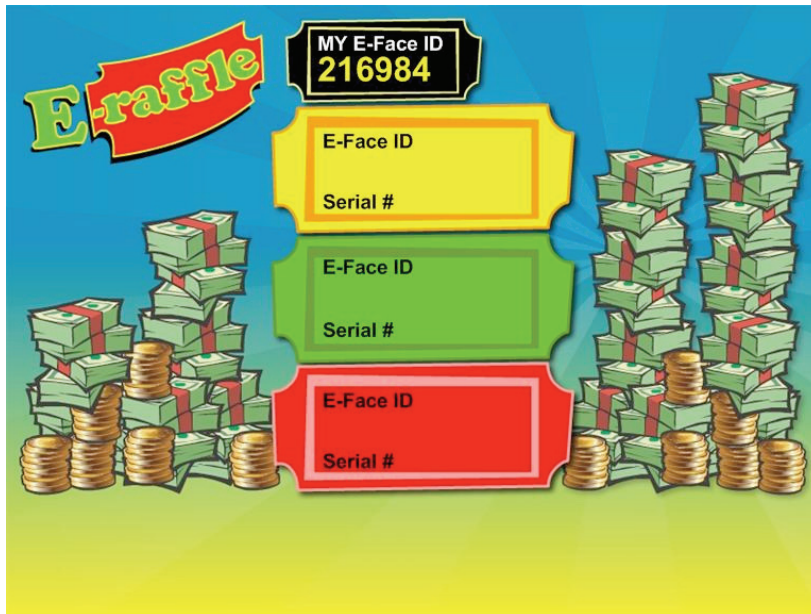
Win Screen:

This is for all units in the hall, winners (dome light will be on) or non winners (no dome light). When the game is complete, the following screen will appear and the light will be on solid with one of the three colors, or alternately blink between colors if more than one payout level was won on a single unit. This screen shows a win on the Red payout level for a gaming unit with a matching E-Face ID of 216984. **Note: Gaming units cannot load bingo packages.**

Player Sales Receipt:

The receipt on the left shows the number of chances sold and their serial numbers for each game variation. All of the chances sold are associated with the E-Face ID at the bottom of the receipt. The receipt on the right shows the same player coming back to the POS and purchasing 10 additional chances for one of the progressive games. This receipt also documents the range of serial numbers sold and associates them with the original E-Face ID for that player.

<div style="display:flex; justify-content:space-between;">
<div>

E-max

```
          Demo - Auto
        9900 Clinton Rd
        Brooklyn, OH 44144
          216-961-3500
    License #: Auto Lic 123

      Schedule : Demo-Schedule1
        1/29/2009 2:09 PM

    Sales Receipt #: 20090129-000249

||||||||||||||||||||||||||||||||||||||

Drawer Station ID: Server (0)
Operator:  System Administrator
Player: Betty Jones (0000000350)

Item                            Price
------------------------------  -------

E-max 24 Faces                  $30.00
ERaffle-1                        $1.00
        SN: 10209
ERaffle-2                        $1.00
        SN: 10210
ERaffle-3                        $1.00
        SN: 10211
Pro-ERaffle-1                    $2.00
        SN: 10212
Pro-ERaffle-2                    $2.00
        SN: 10213
Pro-ERaffle-3                    $2.00
        SN: 10214
                                -------
Sub Total:                      $39.00
Total:                          $39.00
                                -------
Total Faces:                       125

        Points Earned:             700
      Points Redeemed:               0
Total Points Available:          57450


E-Face ID:              932827

Gambling Problem? Call 1-800-Gambling
```

</div>
<div>

E-max

```
          Demo - Auto
        9900 Clinton Rd
        Brooklyn, OH 44144
          216-961-3500
    License #: Auto Lic 123

      Schedule : Demo-Schedule1
        1/29/2009 2:09 PM

    Sales Receipt #: 20090129-000250

||||||||||||||||||||||||||||||||||||||

Drawer Station ID: Server (0)
Operator:  System Administrator
Player: Betty Jones (0000000350)

Item                            Price
------------------------------  -------

Pro-ERaffle-1                   $20.00
        10 @ $2.00
        SN: 10215 - 10224
        E-Face ID:932827

                                -------
Sub Total:                      $20.00
Total:                          $20.00
                                -------
Total Faces:                         0

        Points Earned:            1000
      Points Redeemed:               0
Total Points Available:          58450

  Gambling Problem? Call 1-800-Gambling
```

</div>
</div>

Closing of E-Raffle Sales:
When the **Close** button is pressed on the console for an E-raffle game, further sales of E-Raffle chances on the Load & Track POS station are prohibited. Players may still load their electronic bingo package onto a gaming unit after Close. However, the electronic package must be loaded prior to **Start** of the E-Raffle game to allow the E-Raffle chances to play in the game. If the electronic package is not loaded before the **Start** of E-Raffle, the E-Raffle chances will show up in the E-Raffle report as **Sold, not Played** chances.

Note: Electronic bingo packages for normal gaming can be loaded anytime in the schedule and are not affected by E-Raffle in any manner. (As previously noted, packages cannot be loaded if E-Raffle is controlling the network by blinking or playing the game.)

Voiding:
Logically, the system should not allow voids of the E-raffle chance once the E-raffle game has been played. That seems obvious to prevent cheating, but what if the player purchased the bingo package and E-Raffle chance on the same receipt and wishes to legitimately void the bingo package? The Load & Track uses a transaction void process not a line item void process, so voiding just the E-Raffle chance is not achievable.

An alternative solution that has been implemented is to allow a void of the entire transaction, even if the E-Raffle game has been played. The system will keep track of the fact that the chance was played and then show those chances separately in the E-Raffle report as **Voids Qty After Play** chances. The normal Sold Items report and other reports besides E-Raffle will show normal, true sales financial voids of those chances. The only downside is possibly the hall is returning void money to the player for the E-Raffle chance that was played.

E-Raffle Report:
The E-raffle report can be generated only after the schedule is deactivated. It contains:

Header information:
Name of the schedule, Schedule ID, and time of activation

For each E-Raffle game played:
Name of the game
> ERaffle-1, -2, or -3

Time stamp of when the E-Raffle sales were closed
Gross Sales Qty
> How many chances where sold before voids.

Gross Sales Amount
> Total dollar amount associated with the Gross Sales Qty

Voids Qty
> How many chances were voided on voided sales receipts

Voids Amount
> Total dollar amount of only the value of the chances on the voided sales receipts associated with the Voids Qty

Voids Qty After Play
> How many chances were voided on voided sales receipts after the E-Raffle game

Voids Amount After Play
> Total dollar amount of only the value of the chances on the voided sales receipts associated with the Voids Qty After Play

Sold, Not Played Qty
> The number of chances sold that were not associated with a loaded gaming unit and were therefore, not played in the game

Sold, Not Played Amount
> Total dollar amount of the chances associated with the Sold, Not Played quantity

Net Played Qty
> The resulting calculation of quantities of Gross – Voids – Voids After Play - Sold, Not Played.

Net Played Amount
> The resulting calculation of dollar amounts associated with Net Played Qty.

Payout %
> For each level, the % of Net Played Amount that was used to calculate the Payout $

Payout $
> For each level, the actual Payout $ amount.

E-Face
> For each level, the E-Face ID number that won.

Serial
> For each level, the Serial Number of the chance that won

Device
> For each level, the manufacturing identification number on the gaming unit that won.

Total Payout %
> The total of the three levels of Payout % values

Total Payout $
> The total of the three Payout $ amount values

Net Income
> The resulting calculation of dollar amounts of Net Played – Total Payout

For each Progressive game played:

Schedule Details:

Name of the game
        Pro-ERaffle-1, 2, or -3
Time stamp of when the E-Raffle sales were closed
Gross Sales Qty
        How many chances where sold before voids.
Gross Sales Amount
        Total dollar amount associated with the Gross Sales Qty
Voids Qty
        How many chances were voided on voided sales receipts
Voids Amount
        Total dollar amount of only the value of the chances on the voided sales receipts associated with the Voids Qty
Voids Qty After Play
        How many chances were voided on voided sales receipts after the E-Raffle game
Voids Amount After Play
        Total dollar amount of only the value of the chances on the voided sales receipts associated with the Voids Qty After Play
Sold, Not Played Qty
        The number of chances sold that were not associated with a loaded gaming unit and were therefore, not played in the game
Sold, Not Played Amount
        Total dollar amount of the chances associated with the Sold, Not Played quantity
Net Played Qty
        The resulting calculation of quantities for Gross – Voids – Voids After Play -Sold, Not Played.
Net Played Amount
        The resulting calculation of dollar amounts associated with Net Played Qty.
Odds
        The value of probability of a jackpot winner occurring in the game played
Last Jackpot Amount
        The ending dollar value of the jackpot the last time the game was played
Added Amount for this Session
        The dollar amount added to the Jackpot to play the current game
Current Jackpot Amount
        The dollar amount of the jackpot at the end of this session. If this value is zero, the jackpot was won.
Consolation Prizes Awarded Qty
        How many consolation prizes were given
Consolation Prizes Awarded Amount
        The dollar amount associated with all of the consolation prizes awarded
Jackpot Prize Awarded Amount
        The dollar amount of the jackpot (if awarded)
Total Payout Amount
        The total dollar amount of all consolation **or** jackpot payouts
Net Income Amount
        The resulting calculation of dollar amounts of Net Played – Total Payout
Range of Serial# Played
        The smallest and largest chance serial numbers used in the schedule

Game Information to date: (Accumulative Summary)
Start Date
    Original date the game was first played
Game Status – Open or Closed
Original Jackpot Amount
    The initial dollar value of the jackpot when the game was first played
Current Jackpot Amount
    Present value of the jackpot. This is the same value as the Current Jackpot Amount in the
    Schedule Details section above.
Total Times the Game has been Played Qty
    Accumulative number of times the game has been played, up to and including the jackpot
    win game
Total Qty Played
    Accumulative number of Net Played chances sold for the game, up to and including the
    jackpot win game. This also includes the Voided After Played quantity.
Total Net Played Amount
    The accumulative dollar value of Total Qty Played for the game, up to and including the
    jackpot win game
Total Qty of Consolation Prizes Awarded
    Accumulative number of consolation prizes for this game, up to and including the jackpot
    win game
Total Payout Amount
    The accumulative dollar value of all payouts for the game, up to and including the
    jackpot win game
Total Net Income Amount
    The calculated value of Total Net Played Amount – Total Payout Amount
Total % Payout
    The calculated value of Total Payout Amount / Total Net Played Amount

For each Door Prize game played:
Name of the game
    Door Prize
E-Face
    For each level, the E-Face ID number that won.
Serial
    For each level, the Serial Number of the chance that won
Device
    For each level, the manufacturing identification number on the gaming unit that won