



EVERI

**PowerKiosk Management System:
Testing a Promotion
(PKMS) User Guide**

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Contacting Everi Payments Inc.

Phone (Help Desk): (844) EVERI-24 (844-383-7424)

Email (Help Desk): SupportOperations@everi.com

E-Mail (Network Operations Support):
nocstaff@everi.com

For Loyalty Support, Contact:

888-532-3913, ext. 3

<https://atrient.zendesk.com>

support@atrient.zendesk.com

Fax: (512) 334-7695

Mailing Address: 7250 South Tenaya Way, Suite
100, Las Vegas, NV 89113

How can I test a promo before it goes live on the floor?

Best Practices of Everi Loyalty

1. It is always strongly advised that each promotion be tested in a safe environment before that promotion goes live on the casino floor.
2. To accomplish this, Everi encourages the property to set up and configure a 'test' Kiosk that is located in the marketing or IT offices.
3. Any PC can be turned into a Kiosk by installing and configuring the PKConfig and PowerKioskApp applications. Any promotion to be tested could be linked to that Kiosk via PKMS before the promotion is linked to the Kiosks on the casino floor.
 - a. If using PKConfig and PowerKioskApp applications on a separate PC "kiosk" you MUST configure the test card ID you are utilizing for this promotion into the PKConfig field: Test Card.
4. If the testing is conducted in a 'live' environment (i.e., the casino floor), extra attention must be given to Testing Your Promotion and Resetting Your Promotion.

BEFORE YOU BEGIN: READ THIS!

1. If you are testing the promotion on a Kiosk located on the casino floor: after you have completed the testing, you MUST carefully reset the promotion to its original configuration, if you have altered the dates as outlined in 'Testing Your Promotion', Step 2.
2. Failure to complete that step WILL cause your promotion to FAIL on the casino floor!

Build out your promotion: Things to Know

1. Your promotion should be configured to be exactly the way it needs to be for the Real Promotion and linked to at least one Kiosk to test. Preferably a testing kiosk in Marketing or IT.
2. If the promotion is utilizing Import Player IDs, DO NOT import the official list of Player IDs or type in Player IDs until the testing has completed.
3. If the promotion is NOT utilizing Import Player IDs, configure it to Import Player IDs for testing purposes. After the testing is complete, you will change the Option back to Open to All or whatever Enrollment Restriction is needed.
4. If there is any type of Qualification that will be needed, or if the Promotion requires a certain Tier Restriction level to qualify, it will be essential that your test account/card meet the qualifications or utilize the Player Override functionality.

Testing Your Promotion: How to Proceed

Providing you have read and complied with the steps above, make the following changes to your Promotion

1. Enrollment
 - a. Enrollment Restriction
 - i. Set Enrollment Restriction to Import Player IDs.
 - ii. Type Test Card ID(s) into the Player IDs field.
 - b. Qualification
 - i. If there is a Qualification Restriction, and your test card does not meet those qualifications (i.e. you cannot add play to a test account) use the Player Override functionality to override this play necessity.
 1. Click on Player Override.
 2. Enter in the Player ID of test accounts.
 3. Select the appropriate option.
 - a. This player list gets a free participation and still gets the full participations available to all players
 - b. The free participation should count towards total set participations
 - c. This player list gets all available participations for free
 4. Save.
 - c. Participation
 - i. Set Participation to Unlimited Swipes for Testing Purposes.
 - d. Save
2. General Information Tab:
 - a. Dates & Times
 - i. Create a new Period that is only available for Testing Day.
 - ii. If Necessary: Set the Start Time Daily/End Time Daily to time period for testing.
 - b. Kiosk Restrictions
 - i. Only have the test kiosk selected
 - c. Save
3. Prizes/Receipt/Assets/Advanced Configuration
 - a. These should all remain the same set-up for your build. These should not change for testing.
4. Open up the PowerKioskApp application on the determined PC (testing kiosk) or go to the designated floor kiosk

- a. Swipe at the kiosk with one of your test cards configured.
- b. Select Promotions.
- c. If the promotion is configured correctly, and the Test Player is qualified, the Promotion Tile should display under the Promotions button.
- d. Play the Promotion to Test.
 - i. Remember when testing: validate the Promotion Functionality at the kiosk, and the Prize Awarding correctly to the account.

Resetting Your Promotion to the Original Configuration

Once You are Confident the Promotion is performing correctly, do the following steps:

1. Prizes
 - a. Prizes should not have changed EXCEPT in the case of Enforced Quantity Prizes.
 - i. If you have Enforced Quantity prizes, once you have finished testing, in order to reset the prize quantity, go to the Summary Tab.
 - ii. Once in the Summary Tab click on Reset the Promotion – this will reset the Prize Disbursement Count as well as the Participation use count.
2. General Information
 - a. Dates & Times
 - i. Delete created Period.
 - ii. If Changed: Set the Start Time Daily/End Time Daily back to Original Build requirement.
 - b. Kiosk Restrictions
 - i. Select All Kiosks this Promotion is intended to be available on.
 - c. Save
3. Enrollment
 - a. Enrollment Restriction
 - i. Set Enrollment Restriction to Original Build requirement.
 - ii. If your original build requirement is Import Player IDs, now you can upload the list of player IDs to this promotion.
 - b. Participation
 - i. Set Participation to Original Build requirement.
 - c. Save
4. If you do not plan on using this Promotion, you need to check the INACTIVE box under General Information.
5. Your Promotion should now be GOOD to GO!