



# **MGT EDraw Server 4.5.4 User Guide**

February 2021

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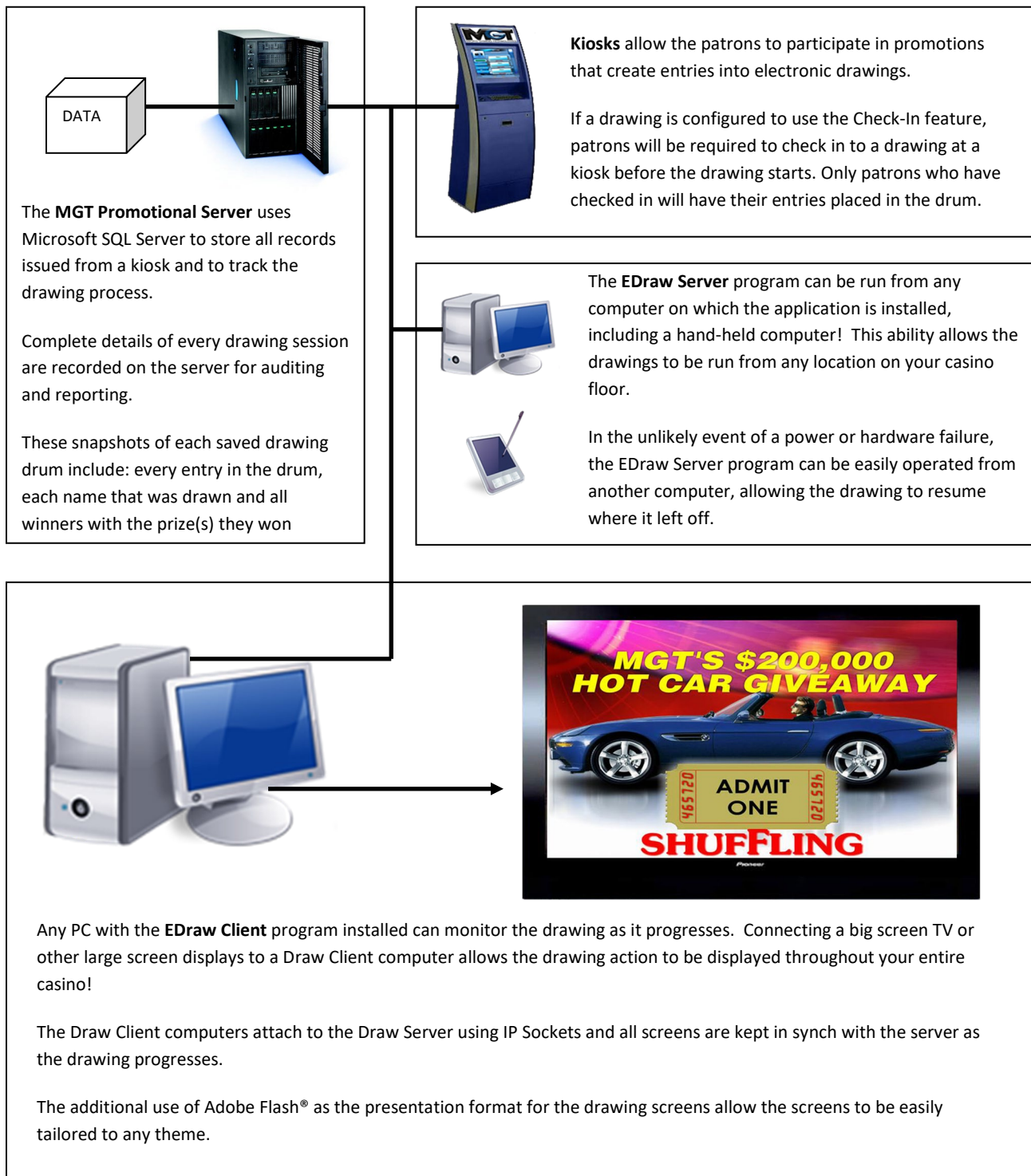
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## MGT Electronic Drawing System: Component Details



# EDRAW GLOSSARY



## A

**Active:** this Drawing (when Active) can be used to [Run A Drawing](#), and the total of entries for this drawing can be viewed at the kiosk.

**AFlash/Attract Flash:** the initial flash image visible through the Displays when connected to a live drawing session.

**Auto Check In:** an option in the EDraw configuration screen that allows players to be checked in automatically. This action is triggered by a player receiving a rating during the time between Begin Check In and End Check In. A player must remove his player's card during this time to be automatically checked in.

**Auto Enroll:** a check box on the [EDraw](#) configuration screen. Checking this box automatically creates a [DrawTicketBank](#) record for a player (when there is no existing record) when: 1) play is imported by the SQL SM; 2) when a player swipes at the kiosk, or when [Update Activity](#) is selected.

**Auto Start Check-In:** a separate application that allows the operator to set the time for kiosk check-in to begin automatically.

## C

**Checked In:** a player has swiped at a kiosk and chosen to put their entries into the virtual drum for the named drawing. The kiosk will now show that their entries are 'deposited in the drum.'

**Check In Required:** when this box is checked, a player MUST swipe at a kiosk, select the Drawings button and select YES to have their tickets deposited in the drum for that drawing and be eligible to win. If this box is NOT checked, the [Open the Drum](#) and [Close the Drum](#) buttons will be "grayed out" when the Operator screen is visible. This will make every player with a record in the [DrawTicketBank](#) table with AT LEAST ONE ENTRY be eligible for that [drawing session](#). This second option would be used if the player is not required to be present to win.

**Clear Check-In:** a [Drum Option](#) that allows the operator to remove the 'checked in' flag from the [DrawTicketBank](#) table for that drawing. This action will require all players (including those previously checked in) to choose [Check In](#) at a kiosk to be eligible for the next [drawing session](#) of that drawing.

**Clear Played:** this action clears the entry for this [Sub Promotion](#) from the [Played](#) table, allowing the player to participate in this promotion an additional time in the calendar day while the promotion is active at a kiosk. This Action takes place at the completion of the [Finish the Drawing](#) step. NOTE: If the property intends to use this option for a drawing, that drawing ([DWID](#)) MUST be linked to the [Sub Promotion](#) ([TGID](#)) of the Played record to be cleared.

**Close the Drum:** the second selection in the EDraw operator screen, located immediately under the [Open the Drum](#) selection button. Selecting this button instructs the kiosks to begin displaying, "The \_\_\_\_\_ Drum is officially closed."

**Conductor:** the person who logs in and physically conducts the drawing session using EDraw.

**Contestants:** The number of Contestants EDraw seeks to fulfill at the [Draw Names](#) selection. The total value configured in the Contestants field must be found in the [Picked](#) column of a drawing session for a drawing to be completed satisfactorily. When selecting [Draw Names](#), the application will draw names with this formula (Contestants - # in Picked = new names drawn)

## D

**Device:** usually a kiosk, but also includes any computer or server on which MGT software has been installed

**DFlash/Drawing Flash:** the flash file that displays when the [Start Drawing](#) selection is made in EDraw

**Display Flash:** can be used to display custom messages on the Display screens

**Draw Names:** the selection button on the EDraw operator screen that is used when ready to draw a name or set of names. The action instructs the Random Number Generator to find the required number while not drawing duplicate names or those excluded by a prior drawing session. The Drawn names will display on the DFlash.

**Drawing:** any drawing, active or inactive, that is configured in EDraw. Drawing Sessions are created within a Drawing

**DFlash/Drawing.swf:** a flash file on the kiosk that appears when the Drawings button is selected on the kiosk screen.

**Drawing End Date:** this is the LAST DATE that [earned entries](#) will be calculated for this drawing. It can be edited to a new date if needed for the drawing rules. A drawing will not function beyond the Drawing End Date. A prompt will notify the operator concerning this.

**Drawing Conductor:** the person physically conducting the drawing session using EDraw.

**Drawing Rules:** (see: Ticket Earning Rules) rules by which EDraw calculates earned entries. Drawing Rules allow a property to configure different earning rates (play factors) for different types of play. These play factors work simultaneously for the same drawing (DWID). For example: 1 entry for every 100 Slot Points Earned, 1 entry for every \$10 Pit EP, multipliers on Tuesdays, etc.

**Drawing Session:** the duration of a single running of a drawing, beginning with choosing to [Run the Drawing](#), Begin Check In, and through selecting and completion of [Finish the Drawing](#).

**Drawing Start Date:** this is the first date that players begin earning [entries](#) for that drawing. This date may be edited if needed according to the drawing rules.

**DrawDrum:** think of this in the same way you would think of a real metal or Plexiglas drawing cylinder. However, this drum is 'virtual.' A new DrawDrum is created at the [Populate the Drum](#) stage of a drawing session and is given a unique [DrumID](#). If an Operator chooses to stop and roll back the drawing session, that DrawDrum is deleted from the DrawDrum table. This is noted in the DrawLog. If a test drawing is run, or if a drawing session is stopped and rolled back, this DrawDrum and DrumID will be deleted.

**DrawDrumDetailArch:** a record of every [Finished](#) drawing session is saved in this table. This record includes the name, Acctnum/PlayerID of every player who had an entry in DrawTicketBank for this drawing, along with Total Tickets, [EarnedEntries](#), [AddTickets](#), [ManualTickets](#), [KioskTickets](#), if that player had checked in for the drawing, what time they checked in and the kiosk they used to check in. Additionally, flags are set for names that are Drawn, Picked, Winners, [NoShows](#), or [ExcludedByPriorDrum](#).

**DrawTicketAdjusted:**

**DrawTicketBank:** this table is the "bank" where a record is made of [Active](#) Drawings (by [DWID](#)) and each player who has become eligible to receive entries for a drawing. If [AutoEnroll](#) is used, the [SQL SM](#) or the Kiosk will create this record, or if not used, the action of the player swiping at a kiosk to receive a free entry will create this record. Additionally, the

use of [KMan](#) to award a player a [ManualEntry](#) will also create a record in the DrawTicketBank table.

**DrawTicketEarned:** at the end of the gaming day, the SQL SM imports play and calculates [EarnedEntries](#) for each player, for every [active](#) drawing, and writes them to this table. Those amounts are then added to the EarnedEntries amount in the DrawTicketBank table.

**DrawTicketManual:** this table records tickets that were given as a Manual Adjustment through KMan

**DrawTicketMultiplier:** this table records tickets that were awarded through a kiosk-based promotion (not EDraw) using a Drawing Ticket Multiplier Prize Type

**DrawTicketOther: for future use**

**DrawTicketSession:** this table records tickets that were calculated and added to a DrawDrum at the time of Update Entries during a Drawing Session.

**DrawTicketUpload:** this table records any groups of players that were added to the DrawTicketBank and given tickets using the Upload Entries Option in EDraw.

**DrawLog:** every instance where a user chooses to [Run a Drawing](#) and every event/action selected by this Operator is recorded in the DrawLog, together with a Date/Time stamp, the User Name and the computer name where this action occurred. This log begins with choosing to run a drawing and continues until the User [Stops the Drawing](#) and rolls it back, or [Finishes the Drawing](#).

**Drawn:** the classification in the database for a player whose name was drawn during a drawing session. This player may or may not be moved to the picked column. If player does not report in the allotted time, and new names are drawn, this player's name will change from black to light blue in the Drawn list and they will be flagged as a [No Show](#) in the DrawDrumDetailArch table.

**Drum Options:** selections are made in the Drum Options screen to determine how entries will be handled at the conclusion of a drawing session when [Finish the Drawing](#) is selected by the Drawing Operator.

**DrumID:** a unique identifier created for a virtual drum for Drawing Sessions. The DrumID is assigned at the time of creating Drawing Sessions.

**DWID:** the ID # of a drawing configured in EDraw. This ID# is used when configuring a [Kiosk Ticket](#) for a drawing in Promo.

## E

**Earned Entries:** Entries awarded to a player based on earned points (Slot, Pit, Other or Total). Bonus Points are not used to calculate earned entries in the MGT software.

**Edit:** the option to make changes to a drawing that has been configured in EDraw.

**EDraw:** the application in which drawings are configured, or from which an Operator runs a drawing session.

**Empty the Drum:** this action REMOVES ALL TICKETS for a [DWID](#) from the [DrawTicketBank](#) table. This action takes place at [Finish the Drawing](#).

**Entry/Entries:** a “virtual” ticket for a drawing.

**Evaluation Field:** a list of 32 options from which is chosen a method to determine how EDraw will calculate automatic entries for a player. This field is used in combination with the [Play Factor](#).

**Exclude Drawn:** sets a flag in the [ExcludedByPriorDrum](#) field of the [DrawTicketBank](#) table prohibiting [Drawn Names](#) from being drawn again for that drawing (not just the drawing session.)

**Exclude Picked:** sets a flag in the [ExcludedByPriorDrum](#) field of the [DrawTicketBank](#) table prohibiting [Picked Names](#) from being drawn again for that drawing (not just the drawing session.)

**Exclude Winners:** this selection sets a flag in the [ExcludedByPriorDrum](#) field of the [DrawTicketBank](#) table prohibiting Winner Names from being drawn again for that drawing (not just the drawing session.)

**ExcludedByPriorDrum:** a field in the [DrawTicketBank](#) table of the MGT database. A “1” in this field for a player’s record means they have been excluded by a previous drawing session for that [DWID](#).

**Exit:** the selection of this button on the EDraw operator screen will close that screen but will allow the drawing to continue to run in its current state (Open the Drum, for example) and allow the drawing to be resumed from that or another computer through EDraw.

## F

**Finish The Drawing:** the final step in a completed drawing session. This action records player information by a [DrumID](#) and stores it in the [DrawDrumDetails](#) table.

## I

**Importing Play History:** after the close of the property’s Gaming Day and after the player tracking system has posted play, the [SQL SM](#) imports that play information to the [MGTPayHist](#) table. This import is solely for the purpose of calculating [Earned Entries](#) and posting them to the [DrawEarnedEntries](#) table and adding those amounts to the players’ accounts in the [DrawTicketBank](#) table.

**Issued:** the table in the database where all awards, offers or prizes issued from a kiosk are stored. This table is the history of all kiosk transactions for a property.

## K

**KioskTickets:** a field in the [DrawTicketBank](#) table. This field records the number of tickets issued from a kiosk to each player according to [DWID](#). This total will correspond to the number of tickets for this player recorded to the [Issued](#) table.

**KMan Electronic Drawings tab:** selecting this tab in KMan will allow the Club personnel to view the number of entries a player has accumulated for any active drawing. This look-up occurs in ‘real time,’ meaning that the information is always up-to-date.

## M

**Manual Adjustment:** an option in KMan that allows a player to be awarded a limited amount of entries for a drawing, beyond the [SQL SM](#) process or the kiosk. Entries are recorded in the [ManualEntry](#) field of [DrawTicketBank](#).

**MGT ADOP:** an application that allows a trained user with Everi Technical Support to rebuild or create information in the [DrawTicketBank](#) table based on information from the [DrawDrumDetail](#) table.

**MGT Share folder:** a folder that resides on the MGT server that contains applications, flash files, images, ticket images and other items necessary for the Promo software to function correctly. This folder is configured to be ‘shared’ across the network and is security controlled by the granting or denial of permissions in the MGT database.

## N

**No Show:** if a player’s name is drawn and that player does not show up in the allotted time, at the action of drawing new names, this player is recorded as a No Show in [DrawDrumDetail](#) and the name will change from black to light blue in the Drawn column in EDraw.

**Not Active:** the absence of a check in the [Active](#) check box for a drawing. Drawings that are not active cannot be ‘run’ nor will entries that are in the [DrawTicketBank](#) table for this drawing be displayed at a kiosk.



## O

**Open the Drum:** the first selection button on the [EDraw](#) operator screen. The selection of Open the Drum sends a message to the kiosks to begin displaying the Check In message "The \_\_\_\_ Drum is open, do you want to deposit your tickets in the drum?"

## P

**Picked:** placing a check mark in the box next to a name in the Drawn column of EDraw will move the name to the Picked column. Un-checking the name will remove it from the Picked column.

**Place All Tickets Back in the Drum:** this action leaves ALL the tickets for that [DWID](#) in the DrawTicketBank table. If a player had been previously Excluded By Prior Drum because they had been Drawn, Picked or Winner, the Excluded By Prior Drum flag is removed and all previously excluded players for this DWID will be eligible for the next Drawing Session of this DWID. This action happens at [Finish the Drawing](#).

**Play Factor:** the factor configured in EDraw based on the Amount of the action or value of the [Evaluation Field](#) divided by the amount of entries that achieving that threshold will be awarded.

**Played Table:** whenever a player participates in a kiosk promotion, a record is written to the Played table. The presence of this record prohibits a player from participating more frequently than the promotion configuration allows. This record contains an Expires flag which the SQL SM uses to know when to delete the record in order to allow the player to be able to participate in the Sub Promotion again.

**Populate the Drum:** the selection made by the drawing operator after the [Update Activity](#) operation is complete. This action creates the "virtual drum" with a unique [DrumID](#). This virtual drum contains a record of each player eligible for the drawing session and includes their entries by grouping them with a Start Number and an End Number.

**Posting Earned Entries:** the action performed by the [SQL SM](#) after importing yesterday's play information from the player tracking system and calculating entries. If play is not imported, entries cannot be calculated and posted.

## R

**Remove Checked In Tickets:** this action REMOVES only the entries of a player that has [checked in](#) for that

drawing. It leaves entries of players who did NOT check in. Action takes place at [Finish the Drawing](#).

**Resume a Drawing:** a drawing that has been started and then left running (via [Exiting](#) the EDraw application) may be resumed on any computer that has been configured for EDraw. A series of prompts will present to confirm that you wish to resume running the drawing from that computer.

**Roll Back the Drawing:** the ability of the Operator to stop a test drawing and have the DrawDrum deleted, or to stop any drawing and restart it due to Operator error. Several options are presented to the Operator when choosing to [Stop a Drawing](#) and Roll Back the Drawing.

**Run a Drawing Session:** the choice for the Operator to begin a drawing session in EDraw.

## S

**SFlash/Shuffle Flash:** the flash file that displays for about eight seconds when the [Draw Names](#) button is selected.

**Show Checked-In/Deposited Only:** an option in EDraw to only allow names of people that are checked in to be displayed on the [AFlash](#).

**Show None:** an option in EDraw to prohibit showing names of players in the DrawTicketBank table with the [DWID](#) for that drawing.

**Show Winner Flash:** an optional flash display choice in the EDraw operator screen. The selection of this button allows the Winner names to be displayed through [EDraw Client](#). This action stops when the [Finish the Drawing](#) choice is complete.

**Start Drawing:** the next step in the drawing process following the step to [Populate the Drum](#). This step causes EDraw to change the flash display to the [DFlash/Drawing Flash](#), which is used to display the names of people that are drawn.

**Stopping A Drawing:** an option in the software allowing the Operator to 1) stop a drawing and roll it back in order to run it again from the beginning, 2) stop a test drawing in order to treat the drawing as if it never occurred, or 3) stop a drawing and close EDraw but leave the drawing running in its current state (for example: [Check In](#) continues to be available at the kiosks)

**Sub Promotion:** kiosk promotions are configured in Promo Manager. These Sub Promotions may be used to award additional drawing entries as a prize type. Each Sub Promotion is identified by a unique [TGID](#) number

## T

**TGID:** the unique identifier of a Sub-Promotion.

**Ticket Earning Rules:** rules by which EDraw calculates earned entries. **Ticket Earning Rules** allow a property to configure different earning rates (play factors) for different types of play. These play factors work simultaneously for the same drawing (DWID). For example: 1 entry for every 100 Slot Points Earned, 1 entry for every \$10 Pit EP, multipliers on Tuesdays, etc.

**TicketsSessionEarned:** When a [Drawing Session](#) is being held, the update entries process will contain entries calculated from today's play in this field. They will be zeroed out during the next [Update Entries](#) or when the [SQL SM](#) posts [Earned Entries](#).

**TP/SQL TP:** the MGT application that handles and processes all of the events that originate from the MGT software applications (including Promo, MGT OK, KMan, DrawME, etc.)

## U

**Update Activity:** a selection button when [Running a Drawing](#). This action instructs the [SQL TP](#) to import TODAY'S gaming action and calculate any additional Earned Entries and add them to the Add Tickets field in the DrawTicketBank table for all qualified players. These entries are truncated and recalculated for each [Drawing Session](#) of that Drawing for THAT DAY only. When the SQL TP posts [Earned Entries](#) after the conclusion of the gaming day, these entries are permanently calculated and added to the [EarnedEntries](#) field of the DrawTicketBank table.

## W

**WFlash/Winner Flash:** the flash file displayed when the [Show Winner Flash](#) option is selected in EDraw.

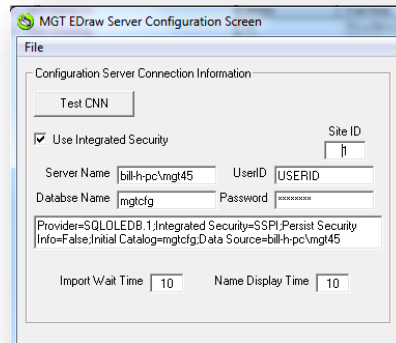
**Winner:** the check box next to this player's name in the [Picked](#) column has been checked and this player will be recorded as a winner in the database. This box can be unchecked and the name removed



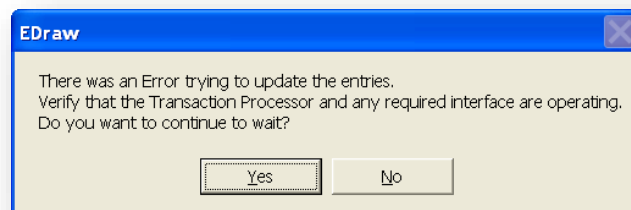
# EDRAW SERVER CONFIGURATION



1. From the Menu, select Tools/Configuration.



2. **Test CNN:** Tests the connection of EDraw to the MGT Server after the configuration is set.
3. **Use Integrated Security:** A check in this box allows EDraw to operate using the Windows login. Removing this check requires the software to use SQL User (UserID) and Password (Password).
4. **Server Name:** This field contains the server name where the MGT configuration database is stored.
5. **Database Name:** This will be configured by the Everi Installation team and will generally be MGTCFG unless instructed differently by Everi.
6. **Site ID:** This field contains the property ID of the property configured in the MGT database for this location. In a single location enterprise this will always be "1".
7. **Import Wait Time**
  - a. Depending on the network or type of Player Tracking System in use on your property, the Update Entries process can sometimes take more than a few minutes. This is a rare occurrence.
  - b. This option allows you to set a parameter of time in which your Player Tracking System should complete this task before displaying the following message:



## 8. Name Display Time

This setting configures the amount of time an individual name will be displayed during the Attract sequence on the screen before rolling to the next name.

# THE MAIN SCREEN

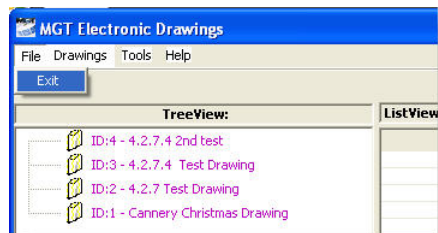


## Understanding the Main Screen

1. It is important to know that a User and Password is required to Configure a Drawing. This MGT LogIn and password, along with EDraw permissions is configured by your IT Dept in the MGT User app.
2. Every single step and/or choice that takes place
  - a. During the configuration of the drawing
  - b. During the running of each Drawing Session
  - c. Any edits of an existing Drawing...is recorded and kept in a log file (DrawLog). This log includes the name of the computer that was used, the User name of the person logged in to that computer and a date/time stamp of every change/edit to the drawing from the very beginning through the last drawing session. This log can be accessed by selecting Audit Drawings from the Drawings menu or by running the DrawLog report.
3. Open File MGT EDraw: Start/All Programs/MGT/MGT EDraw.
4. The MGT Electronic Drawings window opens, revealing three menu choices:

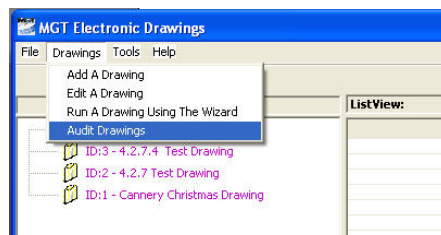
### File

- contains the following options:



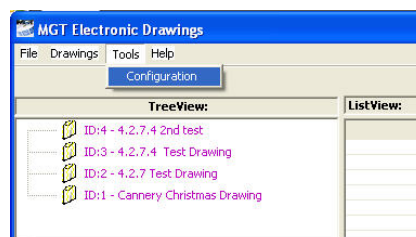
### Drawings

- contains the following options:

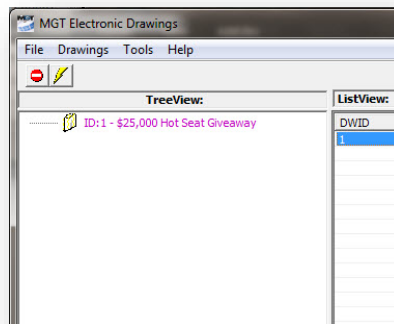


### Tools

- contains the following options:

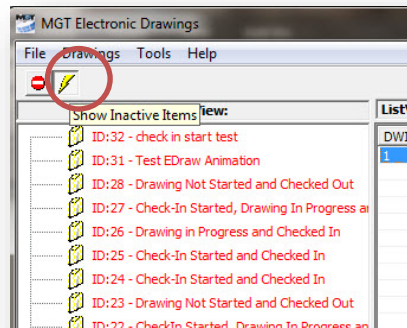


4. Typically, the Drawings Tree View list will only display Drawings that are both Active AND have not yet passed the Promotion End Date

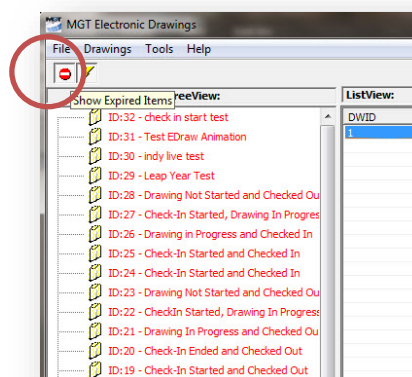


## 5. Inactive and Expired Drawings

- a. To Show Drawings that have been made Inactive, click on the Lightning Bolt



- b. To show drawings that have passed the Drawing End Date but may or may not have been made Inactive, select the Do Not Enter sign.

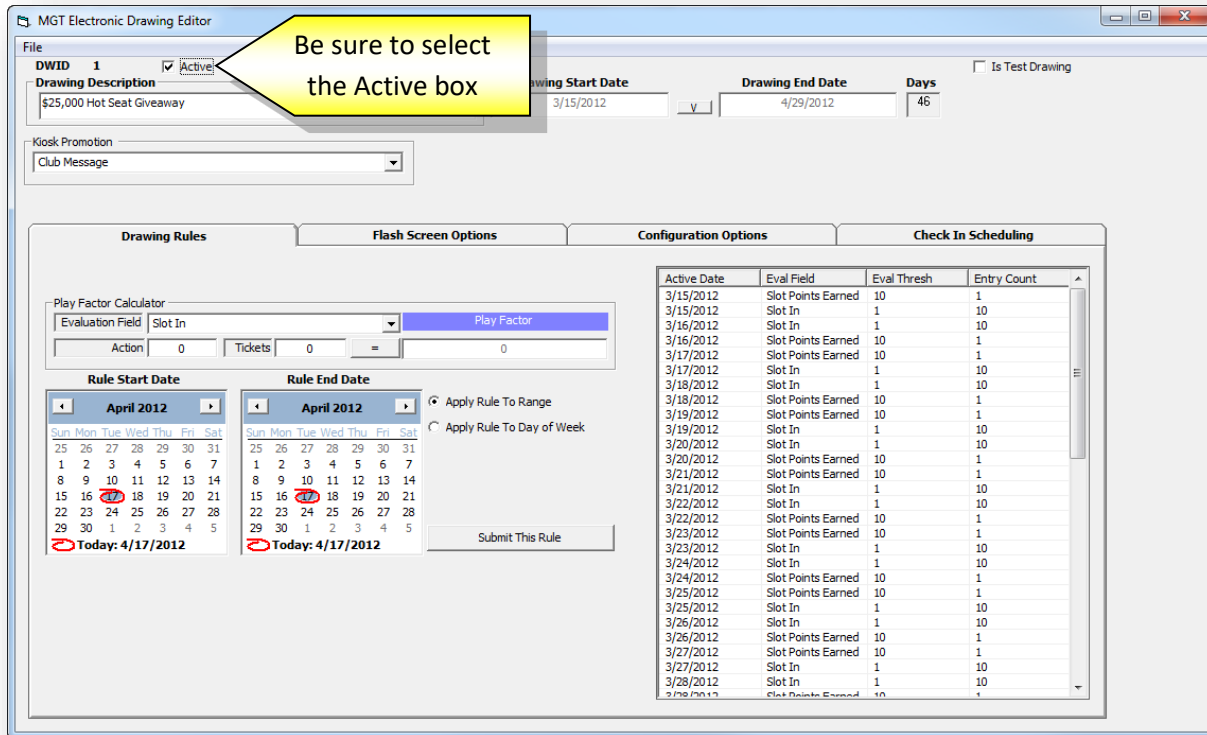


# CONFIGURING MGT EDRAW EDITOR



## Configuring a New Electronic Drawing

1. From the Menu, select: Drawings/Add a Drawing. The MGT Electronic Drawings Editor window will open.
2. Log In using your MGT User and password.



Active Date	Eval Field	Eval Thresh	Entry Count
3/15/2012	Slot Points Earned	10	1
3/15/2012	Slot In	1	10
3/16/2012	Slot In	1	10
3/16/2012	Slot Points Earned	10	1
3/17/2012	Slot Points Earned	10	1
3/17/2012	Slot In	1	10
3/18/2012	Slot Points Earned	10	1
3/19/2012	Slot Points Earned	10	1
3/19/2012	Slot In	1	10
3/20/2012	Slot In	1	10
3/20/2012	Slot Points Earned	10	1
3/21/2012	Slot Points Earned	10	1
3/21/2012	Slot In	1	10
3/22/2012	Slot In	1	10
3/22/2012	Slot Points Earned	10	1
3/23/2012	Slot Points Earned	10	1
3/23/2012	Slot In	1	10
3/24/2012	Slot In	1	10
3/24/2012	Slot Points Earned	10	1
3/25/2012	Slot Points Earned	10	1
3/25/2012	Slot In	1	10
3/26/2012	Slot In	1	10
3/26/2012	Slot Points Earned	10	1
3/27/2012	Slot Points Earned	10	1
3/27/2012	Slot In	1	10
3/28/2012	Slot In	1	10
3/28/2012	Slot Points Earned	10	1

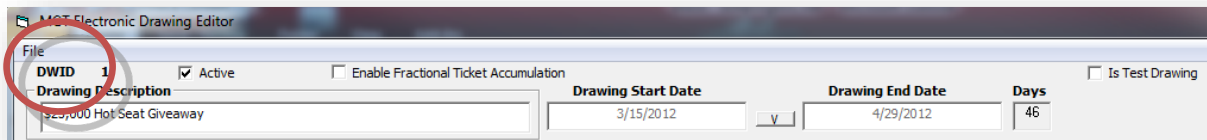
### The Active Box



Active

☐ Inactive

- a. This check box indicates to the system whether the drawing is active or inactive. The choice to make a drawing ACTIVE allows for the choice to make the drawing INACTIVE.
- b. An Active Drawing will be visible on Drawings screen of the kiosk if the player has an account in the DrawTicketBank for that drawing (DWID), even if the drawing is past the time of being held. This will happen if Empty All Tickets From the Drum was not selected at the final drawing session.
- c. When marked as inactive the MGT System Manager will not attempt to post earned entries to the drawing, even if the date was between the Drawing Start and End dates.
- d. The Drawing will also be hidden in the list of drawings and made visible by checking the Lightning Bolt.



## Is Test Drawing

This setting allows any drawing (test or live) to be run and tested without anything showing at the kiosk. This means that the “Open the Drum” option will not cause the kiosk to begin inviting people to check in, nor will any other messages related to the drawing be displayed. Patrons will not be able to see their tickets ‘real time’ as usual while in ‘test’ mode.

IF the test is being conducted from the actual computer used for the Draw Server (and configured in EDraw Client Auto-Connect as the Draw Server), EDraw Client will actively switch to show the drawing on the monitors, even if in test mode. To prevent this, conduct the test using a different computer.

## DWID

This is the official database ID # for this drawing. All Drawing Sessions run from this drawing (DWID) will be associated by both the DWID and the DRUMID. After this drawing has been saved, the DWID will appear on the Editor screen.

## Drawing Description

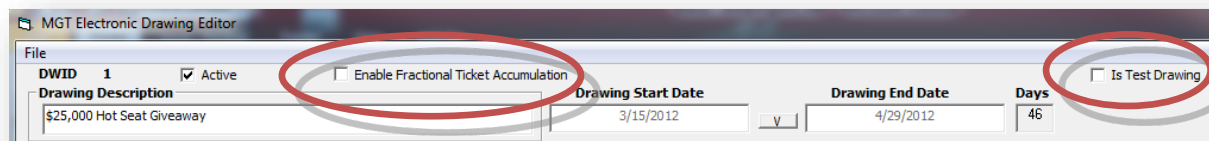
Enter the name of the drawing as you want it to appear in all aspects of the software including on EDraw Client screens displayed on the casino floor. You can edit this name without affecting the integrity or configuration settings of the drawing.

## Kiosk Promotion

This drop down list displays all the kiosk promotions. There are options that enable special functionality between an electronic drawing and kiosk based promotions. This option creates a link between this drawing and a promotion on the kiosks that enables that functionality. You would choose this option if using “Clear the Entry Flag for the Kiosks”

This option will also allow the drawing configuration to be imported into the Promo Design Report for the TGID that is selected in the drop-down list.

## Enabling Fractional Ticket Accumulation



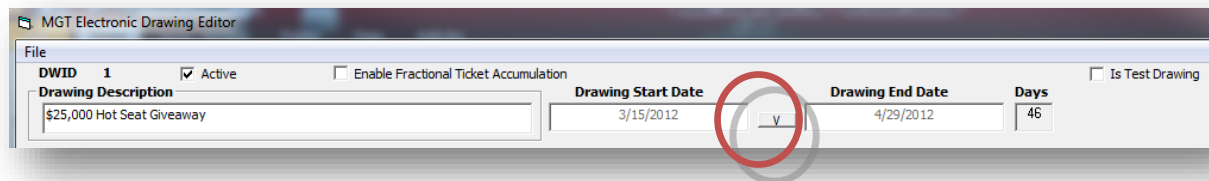
1. Earned Tickets (based on Player Activity) are accumulated in one of two ways:
  - a. If ‘Enable Fractional Ticket Accumulation’ is NOT CHECKED:
    - i. Earned Tickets are calculated and posted on a daily basis only according to the Drawing Rules for that day.
    - ii. Earned tickets are calculated and posted on a Gaming Day basis.
    - iii. This means that if the Drawing Rule states that 100 Slot Points = 1 Entry, the minimum threshold for that 1 entry is required; i.e. 100= 1, 200= 2, etc.
    - iv. 99 Slots Points Earned on Monday does NOT earn an entry nor does 99 Slot Points Earned on Tuesday get added to Monday’s earning for 198 Slot Points earned. Therefore, the daily player activity does NOT qualify for an entry.
  - b. If ‘Enable Fractional Ticket Accumulation’ IS CHECKED:
    - i. Earned Tickets are calculated up to three decimals.
    - ii. If the Drawing Rule on Monday states 100 Slot Points Earned = 1 Ticket and the player earns 150 Slot Points, they have earned 1.500 tickets.

- iii. IF, on Monday, an additional Drawing Rule states that every 50 Pit Points Earned = 1 Ticket and that same player has 75 Pit Points Earned, they have earned 1.500 Tickets.
- iv. The 1.500 Slot Point Tickets are added to the 1.500 Pit Point Tickets for a total of 3.000 Tickets.
- v. If the player earns 1.500 Tickets on Monday and 1.500 Tickets on Tuesday, the kiosk will display that they have accumulated 3.000 Tickets.
- vi. NOTE: the KIOSK will always ROUND DOWN to the whole number. 2.999 Tickets will display as 2 Tickets.
- vii. KMan will display 2.999 tickets under the Electronic Drawings Tab.

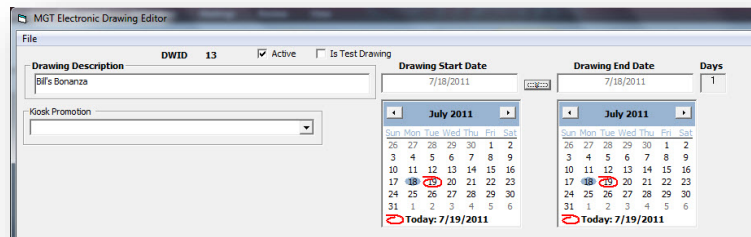
## Setting the Calendar for This Drawing Promotion

NOTE: there is no limit to the number of times a Drawing Session can be conducted between the Drawing Start Date and the Drawing End Date.

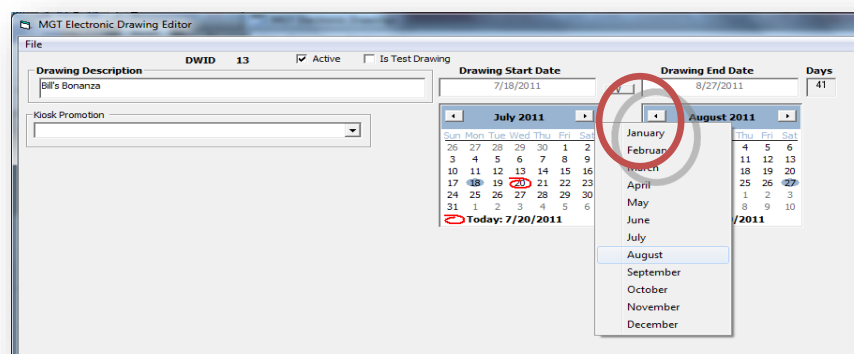
1. Click the arrow between the Drawing Start Date and Drawing End Date.



2. The calendars for selecting the Drawing Start and End Dates will appear.



3. Select the appropriate days. Search by month by clicking on the month at the top of the calendar.



## Drawing Start Date

1. This is the **FIRST day that players will be earning entries** based on play or value. For example, if the advertised start of the drawing promotion is Monday, July 18, you would select that as the Drawing Start Date.
2. Note that EDraw Server does NOT calculate drawing entries retroactively, i.e., if you set the drawing to start after the earning period was to begin, no tickets are calculated. Re-setting the Drawing Start Date back to yesterday will have no effect. Contact Everi Tech Support for assistance.
3. NOTE: on the FIRST EARNING DAY of a DWID, the tickets will be calculated from the beginning of Gaming Day only, not from 12:01AM. This factor must be considered when creating, submitting and posting earning rules for any drawing. There are no exceptions to this FIRST DAY rule.

## Drawing End Date

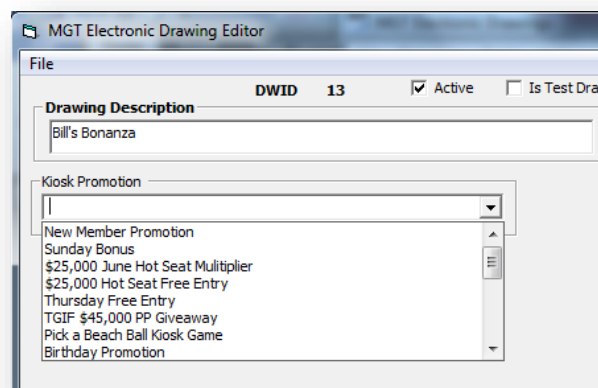
1. Generally, the Drawing End Date will be configured for the LAST DAY that EDraw Server will be used to run a drawing session for that drawing.
2. For example, if the drawing promotion lasts for three months, and a session will be held every Saturday for that period, the Drawing End Date will be set for that last drawing day at the end of the three month period.
3. The players may, or may not, be earning entries on that day.

## Editing the Drawing Start and End Dates

1. The Drawing Start Date and End Dates can be changed to affect the days that entries are earned.
2. For example: The drawing on Thursday will be based on tickets earned Monday through Thursday only. At the conclusion of the Thursday drawing session, the Start and End Dates would be moved to the next Monday through Thursday on the calendar.
3. This type of drawing could also be configured by posting or not posting earning rules for those days.

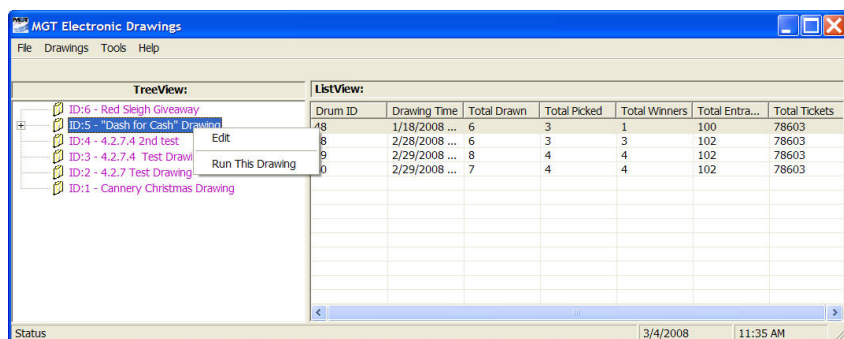
## Linking to a Master Promotion

1. An Electronic Drawing may be linked to a promotion in MGT PROMO in order for some drum options to function correctly or for some reports to show DWID configurations.
2. For example, the drawing can be configured to clear the Played record for a kiosk promotion that is awarding entries for that drawing.
3. This option is the only exception to the Once Per Day participation rule in MGT Promo.
4. If this option is used, the drawing must be linked to that Sub Promotion (TGID) so that it knows which Played record to clear.



## Editing An Existing Drawing

1. Select the Drawing you wish to Edit
2. Right-Click on the drawing in the TreeView window.



3. Select Edit
4. You will be required to LogIn using your MGT User and password.
5. All edits to the drawing are recorded in the DrawLog.
6. You can now make any necessary changes to the Drawing configuration.
7. Save and Exit when finished.

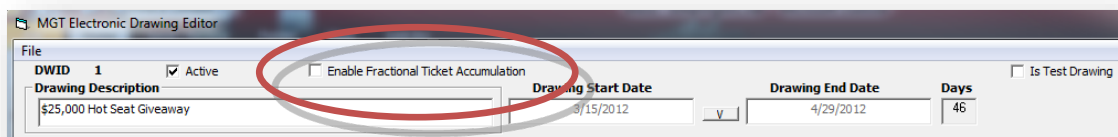


# CONFIGURING THE DRAWING RULES TO AWARD EARNED ENTRIES



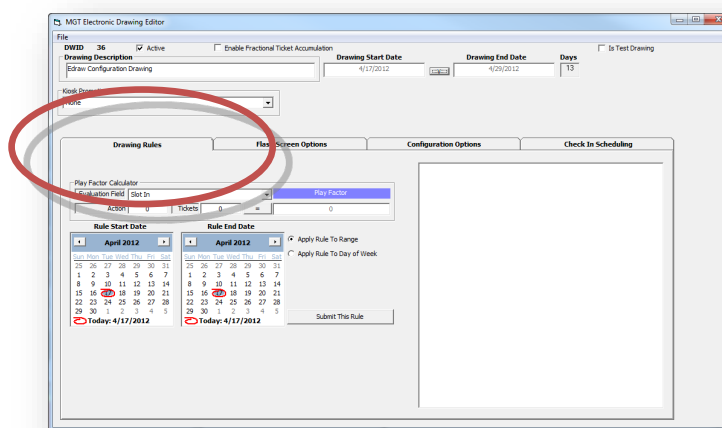
## Drawing Rule 'Rules'

1. Option 1: 'Fractional Tickets' NOT checked: Drawing Rules calculate tickets based on a single day's play and are not totaled and accumulated over several day's play. IE, if the Rule states that you receive 1 ticket for every 10 Slot Points Earned, earning 9 slot points on Tuesday and 9 on Wednesday, does NOT award you 1 ticket. The minimum threshold is whatever the amount is that will award '1' ticket.
2. Option 2: "Enable Fractional Ticket Accumulation" IS checked. With the same scenario as above, the player would see that they have earned 1 ticket.
3. The Kiosk would add the values and round DOWN to the nearest whole number.
4. EDraw would add the values and round DOWN to the nearest whole number.
5. KMan would add the values and display the total number of tickets, including the total fractional amount. 1.800 tickets.



## Drawing Rules

1. Select the Drawing Rules tab



2. If you are a long term user of EDraw Server, Drawing Rules adds a great deal of functionality to configuring the ways that players can earn entries.

3. It is possible to set multiple rules according to the different ways that players earn points, have Coin IN, have their Theo measured, etc.
4. The Rule of Thumb is: If you are going to apply an Earned Ticket rule for the entire promotion, and add multipliers or smaller range rules as well, the Rules that will apply across the entire range must be set before applying rules for specific days or smaller ranges.
5. For example: the drawing screen below shows a drawing that runs from July 18 through August 24, 2011. In it, we wish to award 1 Earned Entry for every 100 Slot Points Earned, 1 Earned Entry for every \$10 PIT EP (THEO), and we want to do a 2X Multiplier for Slot Points Earned on Tuesdays, and a 3X Drawing Ticket Multiplier for Slot Points Earned on Thursdays.
6. According to the Rule of Thumb in #4, we must first set the Rules for the Slot Points Earned and Pit EP before we can set the Multipliers up for Tuesday and Thursday.

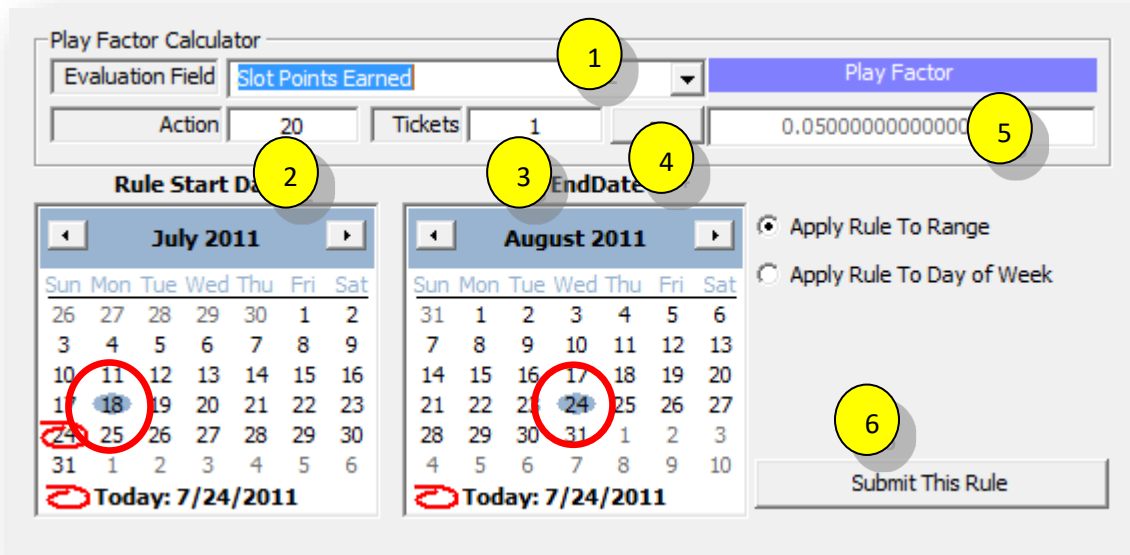
We'll work on each in turn:

## Set the Rule Start and End Dates for the length of the Drawing Promotion.

1. Set the **Rule Start Date** to the FIRST DAY that the players will be able to earn drawing entries.
2. When Auto Enroll is used, the players will be able to swipe at the kiosk on this first day and see their tickets in real time.
3. Gaming Day rules apply to the FIRST DAY of a drawing earning rule. No tickets earned based on play between midnight and the end of the Gaming Day.
4. Set the **Rule End Date** to the final day that players will stop earning entries. Typically this is the day of the final drawing session for this Drawing (DWID) However, because Drawing Rules are configurable by day/date this might not be the case for some types of drawings.

## Drawing Rules for 20 Slot Points Earned = 1 Entry

### Set the Evaluation Field and Calculate the Play Factor



The screenshot shows the 'Play Factor Calculator' window. It includes fields for 'Evaluation Field' (set to 'Slot Points Earned'), 'Action' (set to '20'), 'Tickets' (set to '1'), and 'Play Factor' (displaying '0.0500000000000000'). Below these are two calendar views for 'Rule Start Date' (July 2011) and 'End Date' (August 2011). The 'Apply Rule To Range' option is selected. A 'Submit This Rule' button is at the bottom right. Numbered callouts indicate the following steps: 1. Select 'Slot Points Earned' from the Evaluation Field dropdown. 2. Enter '20' in the Action field. 3. Enter '1' in the Tickets field. 4. Select the '=' button. 5. Select 'Apply Rule To Range'. 6. Click the 'Submit This Rule' button.

1. Select **Slot Points Earned** from the Evaluation Field drop down list.
2. Enter **20** in the Action field.
3. Enter **1** in the Tickets field.
4. Select the “=” button, and the Play Factor will automatically be added in the field.
5. Select the “**Apply Rule**”. In this case, the entries are earned throughout the promotion which in this scenario is July 18 through August 24. (Drawing Start and End Dates) so we will use, “Apply Rule To Range.”
6. Select “**Submit This Rule**” from the button on the lower right.

### Drawing Rule Submitted (Slot Points Earned)

1. When completed, the daily schedule that has been posted will be visible in the window.
2. The Play Date, Eval Thresh and Entry Count will show.
3. NOTE: After the Rule has been submitted, the Evaluation Field and the Play Factor field will return to their default settings: None and ‘0’.

Active Date	Eval Field	Eval Thresh	Entry Count
7/18/2011	Slot Points Earned	20	1
7/19/2011	Slot Points Earned	20	1
7/20/2011	Slot Points Earned	20	1
7/21/2011	Slot Points Earned	20	1
7/22/2011	Slot Points Earned	20	1
7/23/2011	Slot Points Earned	20	1
7/24/2011	Slot Points Earned	20	1
7/25/2011	Slot Points Earned	20	1
7/26/2011	Slot Points Earned	20	1
7/27/2011	Slot Points Earned	20	1
7/28/2011	Slot Points Earned	20	1
7/29/2011	Slot Points Earned	20	1
7/30/2011	Slot Points Earned	20	1
7/31/2011	Slot Points Earned	20	1
8/1/2011	Slot Points Earned	20	1
8/2/2011	Slot Points Earned	20	1
8/3/2011	Slot Points Earned	20	1
8/4/2011	Slot Points Earned	20	1
8/5/2011	Slot Points Earned	20	1
8/6/2011	Slot Points Earned	20	1
8/7/2011	Slot Points Earned	20	1
8/8/2011	Slot Points Earned	20	1
8/9/2011	Slot Points Earned	20	1
8/10/2011	Slot Points Earned	20	1
8/11/2011	Slot Points Earned	20	1
8/12/2011	Slot Points Earned	20	1
8/13/2011	Slot Points Earned	20	1

4. Your configurations should look like the image below:

Play Factor Calculator

Evaluation Field

Slot Points Earned

Action

20

Tickets

1

=

Play Factor

0.050000000000000000

Rule Start Date

July 2011

26

27

28

29

30

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

29

30

31

Rule EndDate

August 2011

31

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

29

30

31

1

2

3

4

5

6

7

8

9

10

☒ Apply Rule To Range
 ☐ Apply Rule To Day of Week

Submit This Rule

Today: 7/24/2011

Today: 7/24/2011

Active Date	Eval Field	Eval Thresh	Entry Count
7/18/2011	Slot Points Earned	20	1
7/19/2011	Slot Points Earned	20	1
7/20/2011	Slot Points Earned	20	1
7/21/2011	Slot Points Earned	20	1
7/22/2011	Slot Points Earned	20	1
7/23/2011	Slot Points Earned	20	1
7/24/2011	Slot Points Earned	20	1
7/25/2011	Slot Points Earned	20	1
7/26/2011	Slot Points Earned	20	1
7/27/2011	Slot Points Earned	20	1
7/28/2011	Slot Points Earned	20	1
7/29/2011	Slot Points Earned	20	1
7/30/2011	Slot Points Earned	20	1
7/31/2011	Slot Points Earned	20	1
8/1/2011	Slot Points Earned	20	1
8/2/2011	Slot Points Earned	20	1
8/3/2011	Slot Points Earned	20	1
8/4/2011	Slot Points Earned	20	1
8/5/2011	Slot Points Earned	20	1
8/6/2011	Slot Points Earned	20	1

## Configuring for every \$10 Pit EP (Theo) = 1 Entry

- Follow the same pattern as for the Slot Points Earned.
- Select Pit EP as the Evaluation Field from the drop down menu.
- Enter 10 for the Action.
- Enter 1 for the Tickets.
- Select the '=' to calculate the Play Factor.
- This configuration will also be set to "Apply Rule to Range" which is July 18 through August 24.
- Select Submit This Rule.

Drawing Rules

Flash Screen Options

Configuration Options

Check In Scheduling

Play Factor Calculator

Evaluation Field

Pit EP

Play Factor

Action

10

Tickets

1

=

0.100000000000000000

Rule Start Date

July 2011

Sun	Mon	Tue	Wed	Thu	Fri	Sat
26	27	28	29	30	1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31	1	2	3	4	5	6

Today: 7/24/2011

Rule EndDate

August 2011

Sun	Mon	Tue	Wed	Thu	Fri	Sat
31	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	1	2	3
4	5	6	7	8	9	10

Today: 7/24/2011

Apply Rule To Range

Apply Rule To Day of Week

Submit This Rule

Active Date	Eval Field	Eval Thresh	Entry Count
7/18/2011	Slot Points Earned	20	
7/18/2011	Pit EP	10	
7/19/2011	Pit EP	10	
7/19/2011	Slot Points Earned	20	
7/20/2011	Slot Points Earned	20	
7/20/2011	Pit EP	10	
7/21/2011	Pit EP	10	
7/21/2011	Slot Points Earned	20	
7/22/2011	Slot Points Earned	20	
7/22/2011	Pit EP	10	
7/23/2011	Pit EP	10	
7/23/2011	Slot Points Earned	20	
7/24/2011	Slot Points Earned	20	1
7/24/2011	Pit EP	10	1
7/25/2011	Pit EP	10	1
7/25/2011	Slot Points Earned	20	1
7/26/2011	Slot Points Earned	20	1
7/26/2011	Pit EP	10	1
7/27/2011	Pit EP	10	1
7/27/2011	Slot Points Earned	20	1
7/28/2011	Slot Points Earned	20	1
7/28/2011	Pit EP	10	1
7/29/2011	Pit EP	10	1
7/29/2011	Slot Points Earned	20	1
7/30/2011	Slot Points Earned	20	1
7/30/2011	Pit EP	10	1

Note that each day now has two Drawing Rules defined in the schedule.

## Configuring for the Tuesday 2X Drawing Ticket Multiplier

- Note: the Drawing Ticket Multiplier Prize Type option still remains in MGT Promo as a Prize Type. The option of setting up a Drawing ticket multiplier in EDraw will mean that everyone will be treated the same way by EDraw Server.
- Set the Evaluation Field as Slot Points Earned.
- Set Action at 20.
- Set Tickets at 2.
- Select the '=' button.
- Select 'Apply Rule to Day of Week'
- Select the first chosen day of the week from within the Rule Start and End Dates from the calendar: in this case, Tuesday, July 18.
- Submit This Rule.
- This Rule will now apply to every Tuesday between the Draw Start and End Dates.
- Repeat for Pit EP, Action =10, Tickets = 2

Note that the Eval Thresh and the Entry Count for the Tuesdays of the drawing have now been changed for each Tuesday of the earning period.

**Drawing Rules**

Play Factor Calculator

Evaluation Field: Slot Points Earned

Action: 20 Tickets: 2 = Play Factor: 0.100000000000000000

Choose Day Of Week

July 2011

Sun	Mon	Tue	Wed	Thu	Fri	Sat
26	27	28	29	30	1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31	1	2	3	4	5	6

Today: 7/24/2011

Apply Rule To Range

Apply Rule To Day of Week

Submit This Rule

**Configuration Options**

**Check In Scheduling**

Active Date	Eval Field	Eval Thresh	Entry Count
7/18/2011	Slot Points Earned	20	1
7/18/2011	Pit EP	10	1
7/19/2011	Pit EP	10	1
7/19/2011	Slot Points Earned	20	2
7/20/2011	Slot Points Earned	20	1
7/20/2011	Pit EP	10	1
7/21/2011	Pit EP	10	1
7/21/2011	Slot Points Earned	20	1
7/22/2011	Slot Points Earned	20	1
7/22/2011	Pit EP	10	1
7/23/2011	Pit EP	10	1
7/23/2011	Slot Points Earned	20	1
7/24/2011	Slot Points Earned	20	1
7/24/2011	Pit EP	10	1
7/25/2011	Pit EP	10	1
7/25/2011	Slot Points Earned	20	1
7/26/2011	Slot Points Earned	20	2
7/26/2011	Pit EP	10	1
7/27/2011	Pit EP	10	1
7/27/2011	Slot Points Earned	20	1
7/28/2011	Slot Points Earned	20	1
7/28/2011	Pit EP	10	1

## Now, Let's Throw in a Variation...

Management has just come in and wants to know if the Thursday 3X Drawing Entry Multiplier can be changed to a 4X for August 17 and 24<sup>th</sup>..... "NO PROBLEM," you say....

1. Select Apply Rule To Day of the Week.
2. In the Drawing Rule Start Date, open the calendar to August.
3. Click on Eval Field (note the star) beneath the Submit This Rule button to sort the data.
4. From the list below, select the day that you need to modify (August 17)
5. Hold down the CTRL button on your keyboard as you select and scroll down to make the selection for August 24.
6. Each selection will now be highlighted.

Active Date	Eval Field	Eval Thresh	Entry Count
8/11/2011	Pit EP	10	1
8/12/2011	Pit EP	10	1
8/12/2011	Slot Points Earned	20	1
8/13/2011	Slot Points Earned	20	1
8/13/2011	Pit EP	10	1
8/14/2011	Pit EP	10	1
8/14/2011	Slot Points Earned	20	1
8/15/2011	Slot Points Earned	20	1
8/15/2011	Pit EP	10	1
8/16/2011	Pit EP	10	2
8/16/2011	Slot Points Earned	20	2
8/17/2011	Slot Points Earned	20	1
8/17/2011	Pit EP	10	1
8/18/2011	Pit EP	10	1
8/18/2011	Slot Points Earned	20	1
8/19/2011	Slot Points Earned	20	1
8/19/2011	Pit EP	10	1
8/20/2011	Pit EP	10	1
8/20/2011	Slot Points Earned	20	1
8/21/2011	Slot Points Earned	20	1
8/21/2011	Pit EP	10	1
8/22/2011	Pit EP	10	1
8/22/2011	Slot Points Earned	20	1
8/23/2011	Slot Points Earned	20	2
8/23/2011	Pit EP	10	2
8/24/2011	Pit EP	10	1
8/24/2011	Slot Points Earned	20	1

Edit This Rule

Delete This Rule

Add A New Rule

7. Right-click on a highlighted day and select Edit The Rule
8. The Play Factor Calculator on the left will become active to enable the editing.
9. In this case, we want to make these days a 4X Drawing Ticket Multiplier. Our original scheme was to give 1 Ticket for every 20 Slot Points Earned. Change Tickets to '4' and select the '=' button. A new Entry Count is calculated.
10. Select Submit This Rule.
11. The Entry Count for August 17 and 24 will now reflect 4 entries for every 20 Slot Pts Earned.
12. Repeat as needed for additional Evaluation Fields and/or days.

Active Date	Eval Field	Eval Thresh	Entry Count
8/11/2011	Pit EP	10	1
8/12/2011	Pit EP	10	1
8/12/2011	Slot Points Earned	20	1
8/13/2011	Slot Points Earned	20	1
8/13/2011	Pit EP	10	1
8/14/2011	Pit EP	10	1
8/14/2011	Slot Points Earned	20	1
8/15/2011	Slot Points Earned	20	1
8/15/2011	Pit EP	10	1
8/16/2011	Pit EP	10	2
8/16/2011	Slot Points Earned	20	2
8/17/2011	Slot Points Earned	20	4
8/17/2011	Pit EP	10	1
8/18/2011	Pit EP	10	1
8/18/2011	Slot Points Earned	20	1
8/19/2011	Slot Points Earned	20	1
8/19/2011	Pit EP	10	1
8/20/2011	Pit EP	10	1
8/20/2011	Slot Points Earned	20	1
8/21/2011	Slot Points Earned	20	1
8/21/2011	Pit EP	10	1
8/22/2011	Pit EP	10	1
8/22/2011	Slot Points Earned	20	1
8/23/2011	Slot Points Earned	20	2
8/23/2011	Pit EP	10	2
8/24/2011	Pit EP	10	1
8/24/2011	Slot Points Earned	20	4

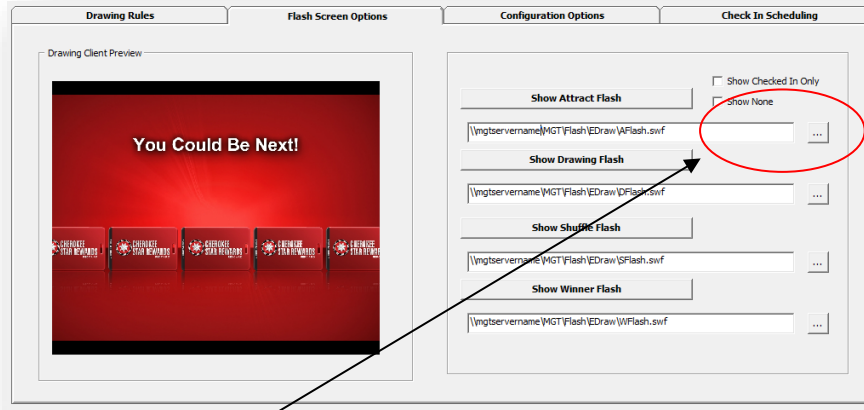
## Deleting Specific Days from the Drawing Rules

1. Follow the steps above to select the day(s) for which you want to delete a Drawing Rule.
2. Right-click on a selected day
3. Select Delete This Rule if that is the desired choice.
4. You can also select Add a New Rule if you wish to add a new rule to the existing rules.

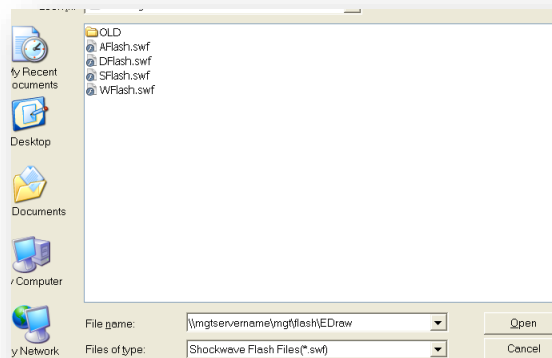
Active Date	Eval Field	Eval Thresh	Entry Count
8/11/2011	Pit EP	10	1
8/12/2011	Pit EP	10	1
8/12/2011	Slot Points Earned	20	1
8/13/2011	Slot Points Earned	20	1
8/13/2011	Pit EP	10	1
8/14/2011	Pit EP	10	1
8/14/2011	Slot Points Earned	20	1
8/15/2011	Slot Points Earned	20	1
8/15/2011	Pit EP	10	1
8/16/2011	Pit EP	10	2
8/16/2011	Slot Points Earned	20	2
8/17/2011	Slot Points Earned	20	4
8/17/2011	Pit EP	10	1
8/18/2011	Pit EP	10	1
8/18/2011	Slot Points Earned	20	1
8/19/2011	Slot Points Earned	20	1
8/19/2011	Pit EP	10	1
8/20/2011	Pit EP	10	1
8/20/2011	Slot Points Earned	20	1
8/21/2011	Slot Points Earned	20	1
8/21/2011	Pit EP	10	1
8/22/2011	Pit EP	10	1
8/22/2011	Slot Points Earned	20	1
8/23/2011	Slot Points Earned	20	2
8/23/2011	Pit EP	10	2
8/24/2011	Pit EP	10	1
8/24/2011	Slot Points Earned	20	4

Edit This Rule  
Delete This Rule  
Add A New Rule

# THE EDRAW FLASH SCREENS



1. Use the Browse button to find the EDraw flash files: \\mgtserv name\MGT\Flash\EDraw\ to select the correct visual display for each component of your drawing.

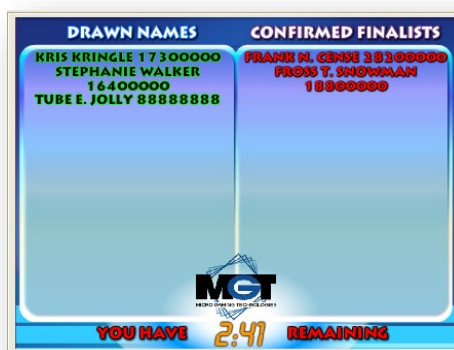


2. The Flash Files are labeled as follows:
  - a. The Attract Flash is labeled "AFlash.swf"
    - i. This flash screen shows in the times leading up to the drawing, and begins showing when the drawing operator screen is open.
    - ii. There are three options available with this screen:
      1. When in Attract Mode, the screen will continuously show the names of everyone who has a record in the DrawTicketBank table for this DWID, or
      2. You can choose to Show Checked-In Only, which will display the names of people who have completed the Check-In process at a kiosk, or
      3. You can choose to show no names by selecting Show None.





- b. The Drawing Flash is labeled "DFlash.swf."
- i. This screen will display automatically when the Start the Drawing button is selected.
  - ii. It will display the names of players Drawn from the drum, the Drawn names that have been moved to the Picked column and the Timer amount that was configured.



- c. The Shuffle Flash is labeled "SFlash.swf"
- i. This screen will display at the selection of "Draw Names."
  - ii. Though the process of drawing names only takes a few seconds, the Shuffle Flash is designed to remain 'shuffling' for about 8 seconds.
  - iii. When completed, the screen will return to the Drawing Flash displaying the names that were just drawn, and the timer will begin to count down.

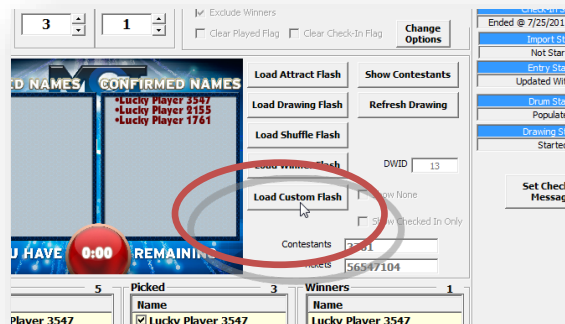
- iv. The Shuffle Flash can be shown independently by selecting Load Shuffle Flash. This option might be chosen if the Update Entries and Populate the Drum steps complete several minutes early prior to the actual time to Draw Names. When the Draw Names step is selected, the Shuffle Flash will begin the 8 second count and when finished EDraw Server will display the Drawing Flash.

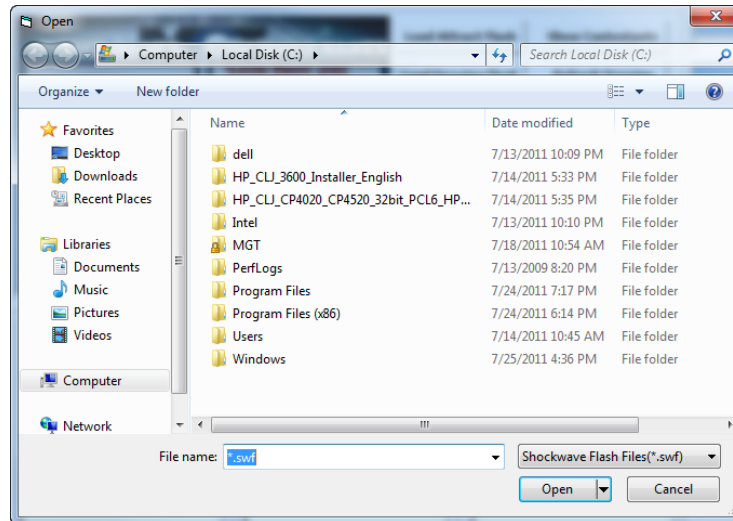


- d. The Winner Flash is labeled 'WFlash.swf.'
  - i. The Winner Flash does not automatically display. It must be selected by choosing 'Load Winner Flash.' It will rotate a display of names that have been moved to the Winners column.

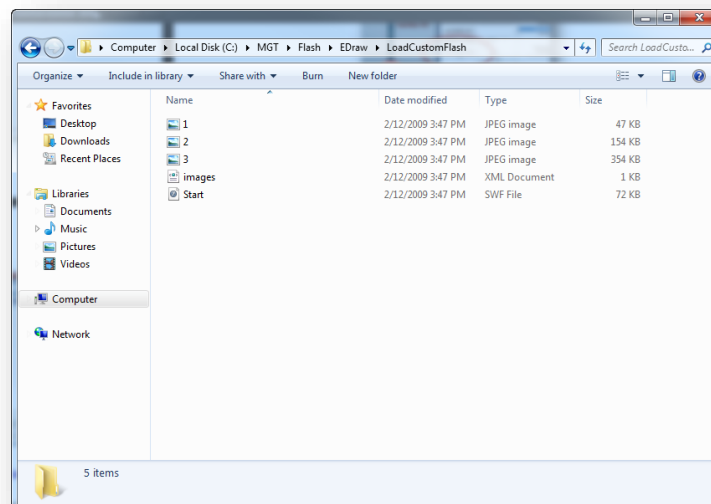


- 3. AN OPTION: LOAD CUSTOM FLASH: allows for an alternative for the AFlash until Start Drawing.



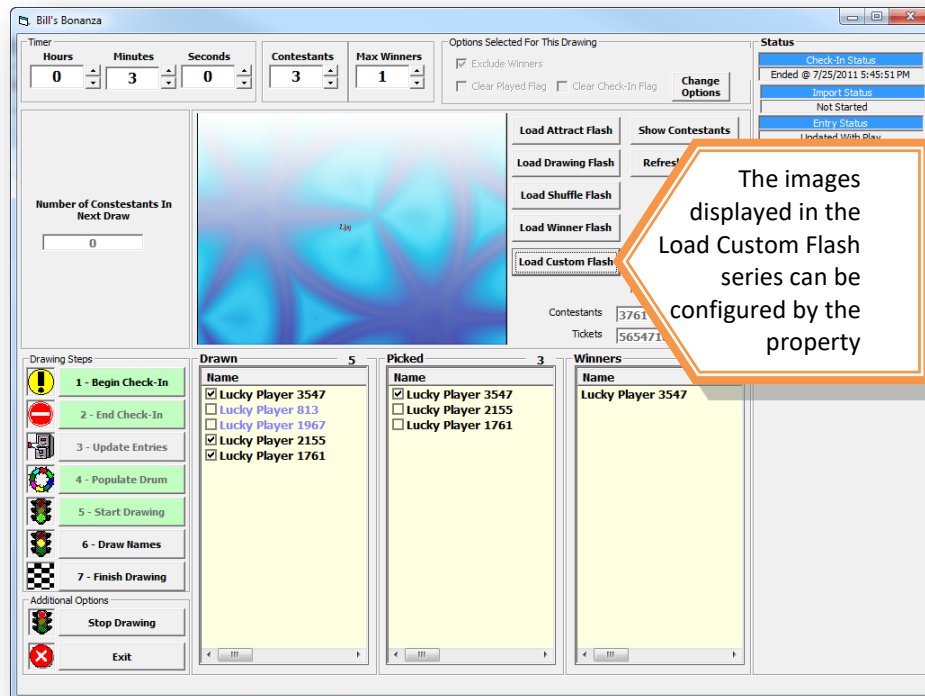


4. In the File Name path: [\\mgtservername\MGT\Flash\EDraw\LoadCustomFlash](#) then OPEN.
5. The folder should contain something similar to the image below: a Start.swf, an Images.xml, and some images or flash/flash video files. See the documentation on Configuring the Images for EDrawClient or the kiosk, located in the Manuals folder, for information about the images being displayed.



6. Select the Start.swf file.
7. The image files in this folder will be displayed on the EDraw Server screen and on EDrawClient throughout the property
8. These will display until a different Flash option is chosen or until the next drawing step that calls for the flash image to change. (i.e., Start Drawing or Draw Names)

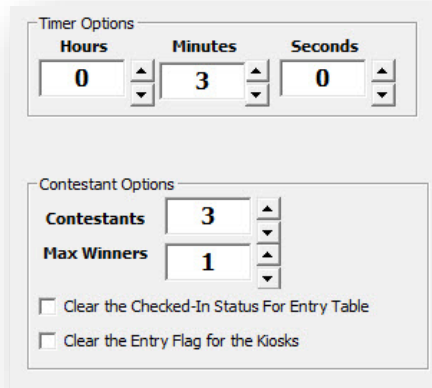
See next page for an example:



9. Select Show Attract/Drawing/Winner/Shuffle Flash and review each of the Flash® screens that you will use to present the drawing on the casino screens.
10. The Drawing Client Preview Window, allows you to see a display of the various flash screens that you have selected to be displayed on EDraw Client computers/screens during the drawing process.
11. When you are satisfied that the information is correct, Select File/Save.

For more information, refer to Configuring the Images Displayed on the Kiosk Screens or by EDraw Client.pdf in the MGT Share\Manuals folder.

# SETTING TIMER AND CONTESTANT OPTIONS



The screenshot shows a software window with two main sections: 'Timer Options' and 'Contestant Options'. The 'Timer Options' section has three input fields for 'Hours' (0), 'Minutes' (3), and 'Seconds' (0), each with up and down arrows. The 'Contestant Options' section has two input fields: 'Contestants' (3) and 'Max Winners' (1), also with up and down arrows. Below these are two checkboxes: 'Clear the Checked-In Status For Entry Table' and 'Clear the Entry Flag for the Kiosks', both of which are currently unchecked.

## Timer

- Set the Hours/Minutes/Seconds for the amount of time displayed for the player(s) to present themselves once the names appear on the Drawing Flash.
- The countdown begins once the names appear on the Drawing Flash.**
- It is not necessary to wait for the timer to complete counting down before drawing another name. For example: the property is drawing 5 names, 1 at a time. Player #1 appears in the first 30 seconds of the countdown. 4:30 remains. The next name can be drawn at any time during the countdown cycle.
- This amount can be edited during the drawing session.

## Contestants

- Enter the number of contestant names to draw from the electronic drum each time the operator chooses the button **DRAW NAMES**.
- You can edit this value when choosing to run this drawing, or if needed, while running the actual drawing.
- For example: you may need to draw one name at a time during a drawing session. Contestants would be set at '1' at first. Then when it's time to draw the second name, contestants would be set at '2' prior to Draw Names, and so on, until all the needed names have been drawn, one at a time.

## Max Winners

- Sets a limit on the number of Picked Players that can be moved to the Winners column

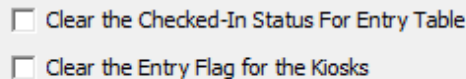
## Clear the Checked In Status For Entry Table

- a. This is the option to choose anytime there is a large gap of time between drawing sessions for this DWID. For example: One Drawing on Friday Night, another on Saturday Night. This option would be used to require people to check in for the Saturday Night drawing, even if they had checked in for the Friday Night drawing.

**CAUTION!!** IF the current drawing requires the player to *earn totally new tickets* for the next session of this drawing, Clear the Check In is the wrong selection! In this case you would want to select either:

- ⊙ Remove Checked-In Tickets from the Drum, or
- ⊙ Empty All the Tickets from the Drum

## Clear the Entry Flag for the Kiosks

- 
- ☐ Clear the Checked-In Status For Entry Table
  - ☐ Clear the Entry Flag for the Kiosks

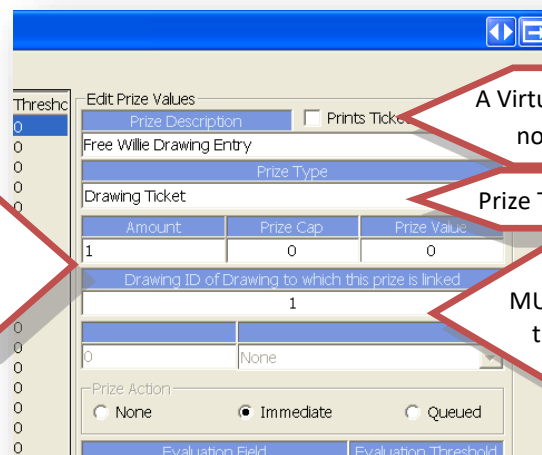
1. Clear the Entry Flag for the Kiosks *if the Player* has to choose to enter the “Earn Tickets” Promotion by swiping at a kiosk and receiving a free drawing ticket.
2. Clearing this flag allows the player to be listed again in the “draw entry” table by swiping at a kiosk and receiving a free ticket. Additional tickets can then be earned based on play following the receipt of the free entry.
3. Remember that participation in a promotion can be only “Once a Day,” or, “Once During A Range.” If the player’s most recent participation would have caused a “played flag” to be set, and you have decided to empty all tickets from the drum before the next drawing session **THAT SAME DAY**, choose this option to allow the player to see the promotion at the kiosk and re-enter the drawing.
4. **This is the case where you would need to Link the Drawing to a Kiosk Promotion.**

# BECOMING A CONTESTANT: HOW CAN PLAYERS RECEIVE ENTRIES FOR DRAWINGS AND GET THEM IN THE DRUM?



## ENTRIES SOURCE #1: Create a Kiosk Promotion in MGT Promo

1. **EDRAW SERVER DOES NOT AUTOMATICALLY ISSUE FREE TICKETS FOR A DRAWING.**
2. To accomplish this, you must set up a drawing promotion in MGT Promo, before you can complete a successful drawing that awards entries at a kiosk.
3. These entries can either be awarded:
  - a. free (i.e., One Free Entry Per Day), or
  - b. can be additional bonus entries based on certain play qualifiers (i.e., Bonus Entries based on earning 1000 pts today), or via a Drawing Ticket Multiplier awarded from the kiosk.
4. If Auto-Enroll is not used, in order for a player to enter a drawing, a player **MUST** swipe at a kiosk and participate in the promotion in order for an account to be created for that player in the *DrawTicketBank* table in the database. This creates a unique account for this player which enables EDraw to “know” where to store tickets they earn based on casino play.
5. This kiosk-based, promotion may use the All Players Tier or have the Tier(s) eligible to participate, as well as the Prize, Prizes or Prize Kits.
6. The Prize Type for the Prizes in the drawing promotion (in MGT Promo) must be set to “Drawing Ticket.”
7. Setting the Prize Type to Drawing Ticket will activate a new window option in the Prize Editor of MGT Promo 4: “Drawing ID of Drawing to which this prize is Linked.”



Edit Prize Values		
Prize Description	Prints Ticket	
Free Willie Drawing Entry	<input type="checkbox"/>	
Prize Type		
Drawing Ticket		
Amount	Prize Cap	Prize Value
1	0	0
Drawing ID of Drawing to which this prize is linked		
1		
Prize Action		
<input type="radio"/> None <input checked="" type="radio"/> Immediate <input type="radio"/> Queued		
Evaluation Field	Evaluation Threshold	

Amount is # of Tickets you wish to add to this player's entries. Prize Value stays at 0

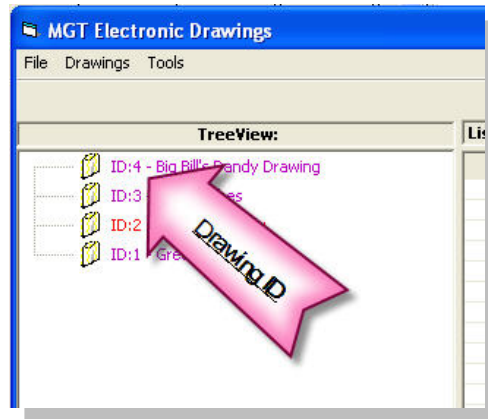
A Virtual Drawing Entry does not need to print a ticket

Prize Type is Drawing Ticket

Drawing ID is the DWID. This MUST be set correctly to ensure that tickets from the kiosk are posted to the correct DWID.

## Locating the Drawing ID

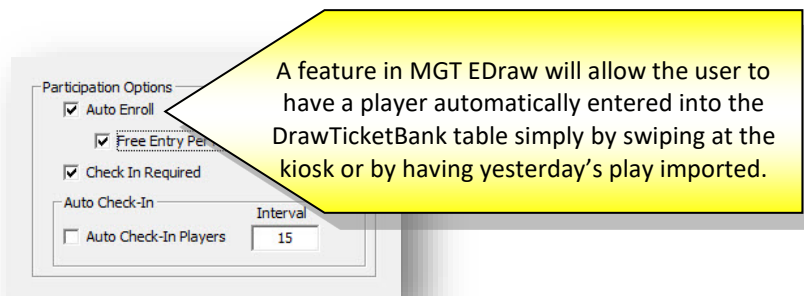
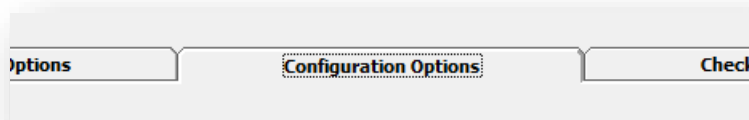
1. The Drawing ID is automatically created when a Drawing is created and saved.
2. The Drawing ID is located in EDraw Server and can be found in the Tree View of the MGT Electronic Drawings window, in the description of the Drawing that you have created.



3. Enter the Drawing ID number in the Drawing ID of Drawing to which this prize is Linked in the Prize Editor window.

## ENTRIES SOURCE #2: The Auto Enroll Feature

1. Select the Configuration Options tab.



### Auto Enroll Functions in three ways when the box is checked:

1. First function of Auto Enroll:
  - a. At the end of the property gaming day, the System Manager is scheduled to Import the Play in order to calculate Earned Entries based on that play.
  - b. As the SM is performing that task, it is also doing a comparison of every player that played during that gaming day against the DrawTicketBank table where drawing information is stored. Players with play records who are not in the DrawTicketBank table will be added to the DrawTicketBank table with zero (0) entries.



- c. This happens for every Active drawing using the Auto Enroll feature. After the Play Import is completed, calculations will be made based on the play and any EarnedEntries will be posted to the player's account in the DrawTicketBank table.
2. Second function of Auto Enroll:
  - a. When the player swipes their card at a kiosk, a check is made in the DrawTicketBank table and if that player does not have a record in that table, one is created for any drawings using the Auto Enroll feature.
3. Third function of Auto Enroll:
  - a. When a player is looked up in KMan, a check is made in the DrawTicketBank table and if that player does not have a record in that table, one is created for any drawings using the Auto Enroll feature.\*
4. Fourth function of Auto Enroll:
  - a. While running a drawing, the selection of Update Activity causes a final check against the DrawTicketBank table.
  - b. Players who have only played today, and have not swiped at a kiosk will be added to the DrawTicketBank table.
  - c. However, this action WILL NOT make them eligible for the present drawing session if Check In is required, but will allow them to choose to become eligible for the next drawing session, if any.

**IF AUTO ENROLL IS NOT USED, there are only two methods by which a player can enter a drawing:**

1. If they swipe at the kiosk and receive a free drawing entry, or
2. If they are awarded a drawing entry through the Import2DrawME Controlled Entry application.

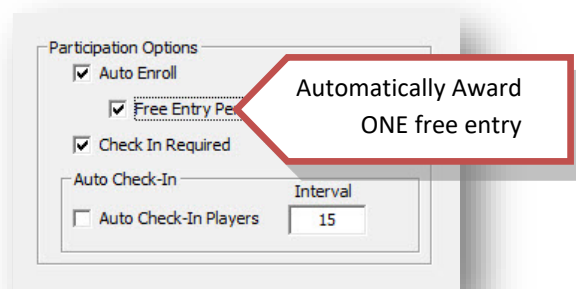
NOTE: NO EARNED ENTRIES can be calculated for any player until they have an 'account' in the DrawTicketBank table.

The addition of Earned Entries is NOT retroactive!! A player does NOT begin to earn entries based on play until they are in the DrawTicketBank table.

This means, for example: if the Auto Enroll is not used, and the player waits until the end of the drawing promotion schedule to get a kiosk entry, NONE of their play BEFORE THAT DATE will be credited and earned entries calculated. It is imperative that this be understood and communicated clearly to the players.

If Auto Enroll is NOT used, the players must understand that they need to receive a kiosk entry at the beginning of the drawing eligibility time in order for their play to count for entries!

## ENTRIES SOURCE #3: Award One Free Entry with Auto Enroll



1. Checking the Participation Option: Free Entry Per Player will automatically award the first entry to the player at the time of being Auto Enrolled.
2. This can happen:
  - a. In the morning when earned entries are posted
  - b. When a player swipes at a kiosk for the first time
  - c. When a player is looked up in KMan

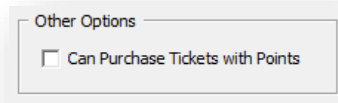
3. If a player is awarded a Free Entry from this configuration, AND
  - a. IF the Drum Option is Empty All Tickets from the Drum, AND
  - b. IF the property wishes to award another FREE Entry to a player who had already received a FREE ENTRY from this configuration previously for this DWID, THEN
  - c. The Drawing Start Date or Drawing End Date must be modified to reflect a different day than the initially configured days.

## ENTRIES SOURCE #4: Import2DrawME

1. Import2DrawME is an application that (much like the Controlled Entry Import tool) allows the property to import a select list of players and awarded entries into a specific DWID.
2. Refer to the MGT Import2DrawME manual (\\mgtservername\mgt\manuals\ for more information

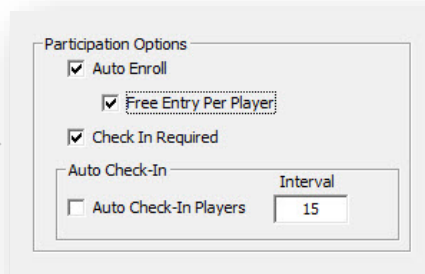
## ENTRIES SOURCE #5: Purchasing Entries with Points via Kiosk Redemption Module (optional purchase)

1. If the property has purchased the Kiosk Redemption Module and the property and/or Gaming Jurisdiction allows, a Limited (configurable) number of drawing entries may be purchased daily via a point redemption at the kiosk.
2. To enable this feature (requires the optional module) check this box:



## Requiring Check In for a Drawing (“Must Be Present to Win”)

Selecting this box will tell the software to only draw names of those who have Checked-In their tickets at a kiosk.



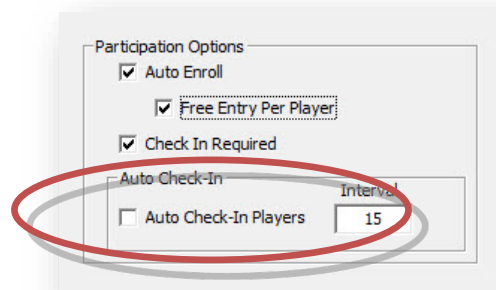
1. Check-In Required ☐ Check-In NOT Required: When “must be present to win” is a condition of your drawing.
2. The Drawing software enables the casino to require that contestants place their entries into the drum on drawing days.
  - a. **When checked:** this option causes the kiosks to prompt the players to place their entries into the drum. If the player chooses to place their entries into the drum, they will then be eligible to have their name drawn during the next session of the drawing. *If they elect not to place their entries into the drum, the player will NOT be eligible for the next session of the drawing.*

- i. **Once Checked In, the player does not need to do anything else.** All additional entries will automatically be added to their total # of entries.
- b. **When not checked:** at the Populate the Drum step, ALL PLAYERS with an account in the DrawEntry table for this drawing are automatically checked in, regardless of the time of their most recent visit to the casino.

REFER TO CHAPTER 9: Scheduling Check-In Start and End Times

REFER TO CHAPTER 10: Checking Drawing Ticket Entries and “Check-In Required” Option

## The Auto Check-In Players Feature



1. The Auto Check-In Players option allows a property to automatically “Check In” players on the day of a drawing.
2. Check In Required MUST be selected.
3. The action of automatically checking in these players begins at the step Update Activity and completes at Populate the Drum, while running a drawing, providing the following conditions are met:
  - a. **The player must have a play rating at some time during the Gaming Day for the drawing that day, AND,**
  - b. **They must have received that play rating before the Update Activity step (removed their player card from the slot machine, received a pit rating, etc.) AND,**
  - c. **This rating MUST have been posted DURING THE CONFIGURED INTERVAL TIME if that function is enabled based on your Player Tracking System.**
  - d. **The Interval Time is expressed in:**
    - i. **ATI: Minutes with the maximum configurable time being 1440 minutes.**
    - ii. **IGT: Minutes with the maximum configurable time being 1440 minutes.**
    - iii. **CMS: Hours with a maximum configurable time being 24 hours.**
    - iv. **Konami and ACSC: Functionality is NOT available at the present time.**
4. **IMPORTANT NOTE: If you are using the Auto Check In option AND are using the REMOVE CHECKED IN TICKETS drum option, ALL PLAYERS who have a rating during the configured interval will have their tickets removed at the conclusion of the drawing session. Auto-Check In is not the best option when using the REMOVE CHECKED IN TICKETS drum option.**

The following page shows a matrix of what occurs when various options are selected

A	B	C	D
Configuration Choice	Effect at the Kiosk	Effect In EDraw	Effect in Kman
1 Free Entry CHECKED	Players will receive a maximum of ONE automatic free entry for the configured Drawing Start/End Dates in EDraw.	Players will receive a maximum of ONE automatic free entry for the configured Drawing Start/End Dates in EDraw.	Players will receive a maximum of ONE automatic free entry for the configured Drawing Start/End Dates in EDraw.
5 Checkin Required NOT Checked	Players will not be able to check in their entries at the kiosk.	When the EDraw Conductor screen opens, Open the Drum and Close the Drum will both be green. ALL players in the DrawTicketBank, for that DWID, regardless of entries, will be checked in for the drawing session	After the EDraw Conductor screen opens, all players for that DWID will display as Checked In, even though Total Tickets may display '0'
6 Checkin Required CHECKED	If Auto Enroll is NOT used, players will see the "the drum is open, do you want to deposit your tickets?" ONLY if they have received an entry that enrolls them into the DrawTicketBank for that DWID. If Auto Enroll IS being used, the player will automatically be enrolled and the screen prompt will ask if they want to deposit their entries.	Open the Drum must be selected or an Auto Start Check In must be scheduled be past the configured Start Time.	Players can be Checked In via Kman, but ONLY if they have an account in the DrawTicketBank.
7 Auto Check-In Players Not Checked	If Auto Enroll is NOT used, players will see the "the drum is open, do you want to deposit your tickets?" ONLY if they have received an entry that enrolls them into the DrawTicketBank for that DWID. If Auto Enroll IS being used, the player will automatically be enrolled and the screen prompt will ask if they want to deposit their entries.	Players are able to Check In at a kiosk after Open the Drum begins.	
8 Auto Check-In Players CHECKED	The player will automatically be enrolled. If Award a Free Entry is checked, an entry will be awarded. The player will NOT be prompted to Check In. This happens automatically. If the player goes to the Drawings screen, they will see that their entries are Deposited in the Drum.		When looking up a player, The player will automatically be enrolled. If Award a Free Entry is checked, an entry will be awarded. The player will NOT be prompted to Check In. This happens automatically. If the player goes to the Drawings screen, they will see that their entries are Deposited in the Drum.
9 Interval	No Effect	Players with Play Activity (a closed played record in the PTS) during the configured Interval time (if configurable) will automatically be Checked In. Activity Lookup happens at Update Activity, Check In happens at Populate Drum	No effect.
10			
11			

# CONFIGURING TICKET DRUM OPTIONS

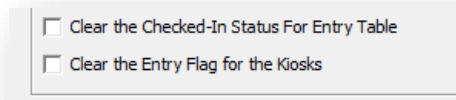


NOTE: MODIFYING THE CONFIGURED DRUM OPTIONS CAN ONLY TAKE PLACE IF THE LOGGED IN USER HAS PERMISSIONS FOR “DRUM OPTS” IN MGTUSER.

After a drawing is finished, the drum options will revert to the originally configured drum options.

## OPTION #1: Place Tickets Back in the Drum

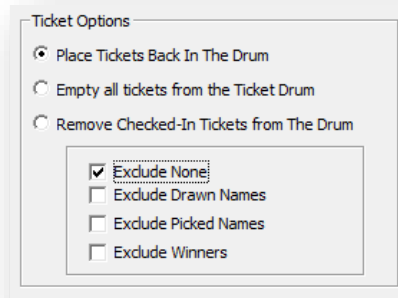
With this Option checked, the Clear the Checked-In Status For Entry Table box is enabled, allowing you to leave the tickets in the drum but require them to Check In again for the next drawing session.



☐ Clear the Checked-In Status For Entry Table  
☐ Clear the Entry Flag for the Kiosks

1. **EXCLUSIONS:** Selecting “Place Tickets Back in Drum” will activate the Exclusions list. As above, information about these four exclusions options will appear on the right. Any combination of the four items in the Exclusions list below may be selected:

- a. **Exclude None:** this option leaves everyone and their entries eligible for the next drawing session.

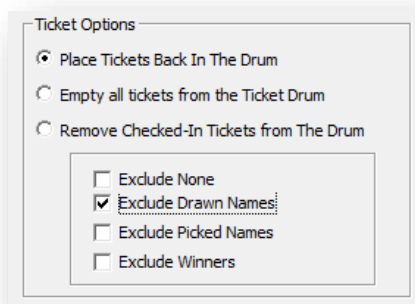


Ticket Options

☒ Place Tickets Back In The Drum  
☐ Empty all tickets from the Ticket Drum  
☐ Remove Checked-In Tickets from The Drum

☒ Exclude None  
☐ Exclude Drawn Names  
☐ Exclude Picked Names  
☐ Exclude Winners

- b. **Exclude Drawn Names:** any name that was Drawn (and their entries) will not be placed back in the drum. This choice includes Picked and Winners, since those names are also “Drawn.” Drawn names will be flagged as “No Show” in the database if they were not Picked.



Ticket Options

☒ Place Tickets Back In The Drum

☐ Empty all tickets from the Ticket Drum

☐ Remove Checked-In Tickets from The Drum

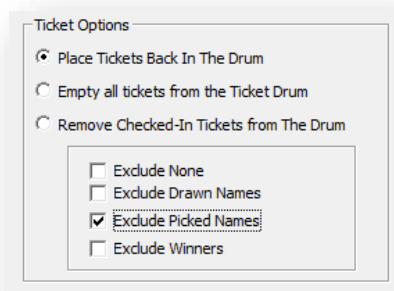
☐ Exclude None

☒ Exclude Drawn Names

☐ Exclude Picked Names

☐ Exclude Winners

- c. **Exclude Picked Names:** any name that was Drawn (and their entries) and reported in the allotted amount of time, was Picked but was not chosen as a/the winner will not be placed back in the drum. This choice also includes Winners, since they were also Picked.



Ticket Options

☒ Place Tickets Back In The Drum

☐ Empty all tickets from the Ticket Drum

☐ Remove Checked-In Tickets from The Drum

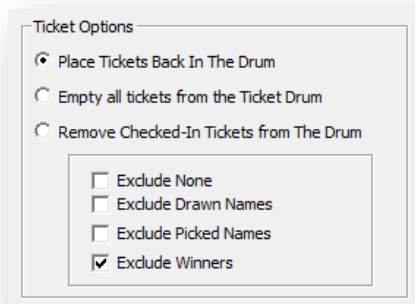
☐ Exclude None

☐ Exclude Drawn Names

☒ Exclude Picked Names

☐ Exclude Winners

- d. **Exclude Winners:** any name (and their entries) that was the Winner of that drawing session will not be placed back in the drum.



Ticket Options

☒ Place Tickets Back In The Drum

☐ Empty all tickets from the Ticket Drum

☐ Remove Checked-In Tickets from The Drum

☐ Exclude None

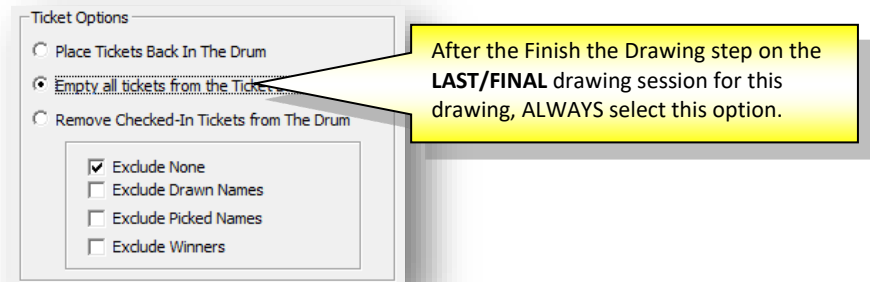
☐ Exclude Drawn Names

☐ Exclude Picked Names

☒ Exclude Winners

## OPTION #2: Empty all tickets from the Ticket Drum

1. When Option #2 or #3 is selected, the Clear the Checked-In Status For Entry Table will be grayed-out. This is because emptying the tickets or removing the checked-in tickets will automatically remove the checked-in status.
2. This option empties the drum. USE THIS OPTION WHEN YOU RUN THE FINAL DRAWING SESSION FOR THIS DRAWING.

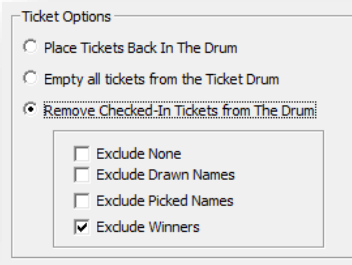


3. NOTE: The option to Empty all the tickets from the Ticket Drum does just what it says: ALL OF THE TICKETS FOR THAT DRAWING WILL BE REMOVED FROM THE DRAWTICKETBANK TABLE. It would be just as if you took all of the paper tickets from a physical drum and threw them away. Choose this option only if you are sure that is the correct choice.
4. ALERT: If you are Emptying the Drum AND players are able to start earning entries for the next week's drawing, note that because the Drawing Rule still exists for that day you 'Emptied the Drum', that day's tickets will be calculated and posted by the System Manager the next morning at the Scheduled Time. This posting is not based on the time of play, it is based on the gaming day.
5. Scenario:
  - a. The drum is emptied at 9PM, but you want the play between that time and the end of Gaming Day to be used to calculated for the next week's drawing. If no action is taken, these player entries will be calculated and posted ALONG with all the players who had qualifying play during the entire Gaming Day. Due to restrictions of player activity available to EDraw, there is no work-around for this event. It favors the players.
  - b. The drum is emptied at 9PM and players are NOT allowed to earn entries for the rest of their play that evening and must start earning beginning on the next day.
    - i. If this is the desire, after the final drawing session is completed and finished, EDIT the DWID and delete the drawing rule for that day. Tomorrow morning, there will be no rule for the System Manager to use to calculate and post earned entries for the play after the drawing session until the end of the now completed Gaming Day.
  - c. This scenario also applies to the 'Remove CheckedIn Tickets from the Drum' option.

## OPTION #3: Remove Checked-In Tickets from the Drum.

1. This option would be used if you wanted to allow the player to accumulate tickets, and then be able to "use them and lose them."
2. For example: The casino is running a drawing every night this month. Your players have the ability to accumulate tickets during the entire month, or they can elect to check in their tickets on one of those nights.
3. After that night's drawing they have the ability to earn new tickets based on play, but the tickets that were checked in are no longer in their account. "Use them and lose them."
4. These players would be required to start earning new tickets to be eligible again.





5. **IMPORTANT NOTE:** If you are using option AND are using the Auto-Check In option, ALL PLAYERS who have a rating during the configured interval will have their tickets removed at the conclusion of the drawing session. Auto-Check In is not the best option when using this drum option.

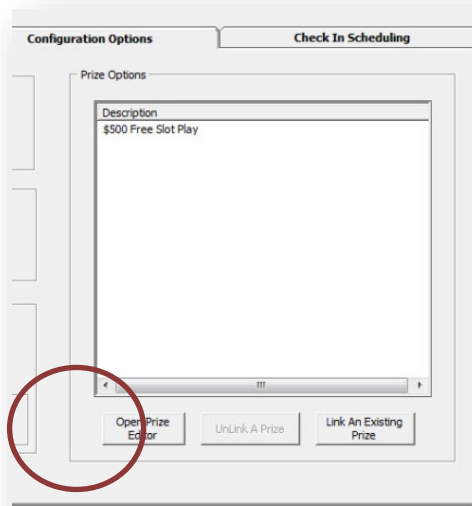
## A Variable to Consider: The Grand Prize Drawing

1. Many properties like to hold a drawing with the following conditions:
  - a. There will be a series of Drawing Sessions with a winner(s) each time.
  - b. Winners for these Drawing Sessions will be excluded from winning again for these Drawing Sessions. (Place Tickets Back In The Drum/Exclude Winners)
  - c. However, the final Drawing Session will be for a Grand Prize and EVERYONE will be eligible for this drawing, even if they were a previous winner.
2. In order to run this Grand Prize drawing, a simple but essential step **MUST BE TAKEN**:
  - a. At the conclusion of the final Drawing Session, before the Finish the Drawing step, the Drum Options choice needs to be: Place Tickets Back In the Drum with Exclude None checked.
  - b. This action will remove the ExcludedByPriorDrum flag for all players and allow them to be eligible for the Grand Prize drawing.
  - c. If this step is not taken, previous winners will not be eligible to be drawn.
  - d. If this step was forgotten, call Everi Support before running the Grand Prize drawing.

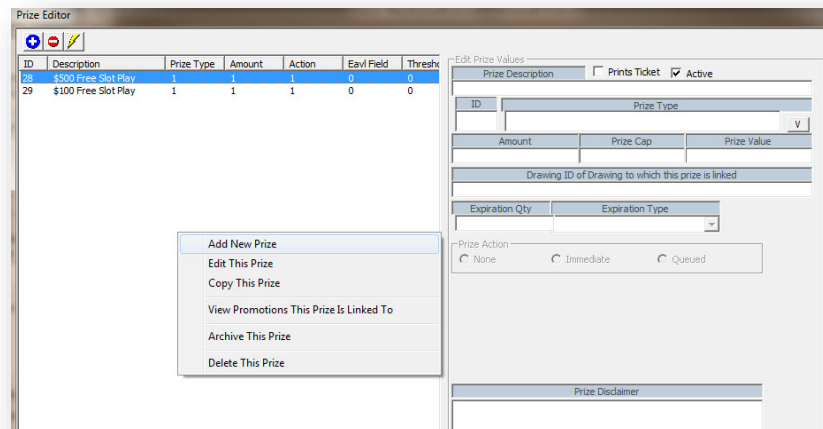
## CONFIGURING PRIZES IN EDRAW

1. A new feature in EDraw 4.5, allows for prizes to be created that can be assigned to Winners selected in the drawing sessions. These prizes will be visible in KMan. These prizes are:
  - a. Single Ticket: A Single Ticket prize (Shirt, Car, Vacation, Cash, ATV, etc.) is assigned to the Winner(s) and is recorded in the Issued table. This prize can then be viewed in KMan and the handling of this prize can be conducted at the Cage or Club accordingly.
  - b. A Point Add, Comp Add or Non-Negotiable Promo Credit (Free Slot Play) prize is associated with each Winner(s), recorded to the Issued table and then handled by the System Manager and sent to the property player tracking system via the interface. IE, These are immediately posted to the Winner(s) account.

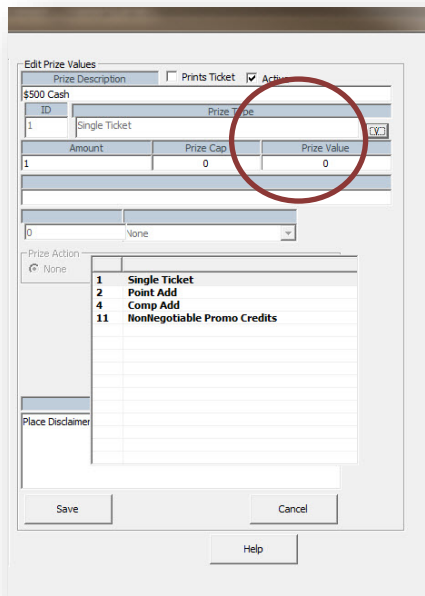




2. First, create a prize. Select Open Prize Editor
3. Right-Click in the window on the left and select, Add New Prize



4. In the Prize Editor:
  - a. If the prize is a single ticket, select Prints Ticket
  - b. Make the Prize ACTIVE
  - c. From the drop-down list, select a Prize Type:
    - i. Single Ticket will create a prize that can be viewed and printed in KMan and redeemed at the Cage or Club
    - ii. Point Add, Comp Add or Non-Negotiable Promo Credits will be recorded to the Issued table and processed by the System Manager. These will be sent to the Player Tracking interface and posted immediately to the Winner(s) account. These can also be viewed in KMan.



**Edit Prize Values**

Prize Description: ☐ Prints Ticket ☒ Active

\$500 Cash

ID	Prize Type
1	Single Ticket

Amount	Prize Cap	Prize Value
1	0	0

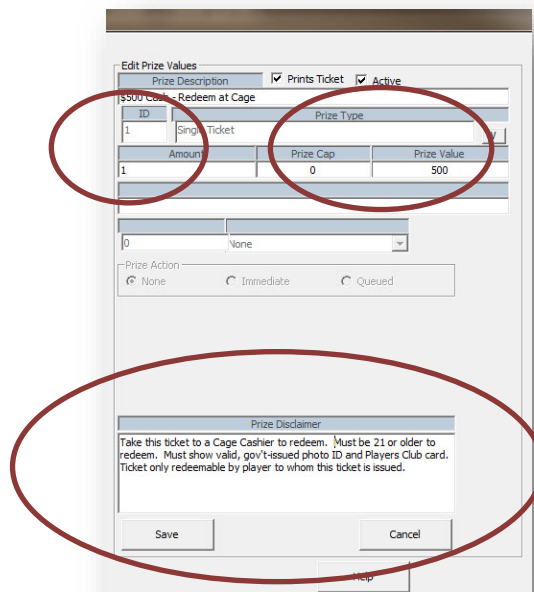
Prize Action: ☐ None

Prize Disclaimer:

Save Cancel

Help

5. Amount:
  - a. Single Ticket will ALWAYS be '1'
  - b. Point Add, Comp Add, Non-Negotiable Promo Credit will the amount being awarded.
6. Prize Value: can contain the cash value of the prize for reporting purposes.
7. Disclaimer: generally, only a Single Ticket that prints a ticket needs a disclaimer.



**Edit Prize Values**

Prize Description: ☒ Prints Ticket ☒ Active

\$500 Cash - Redeem at Cage

ID	Prize Type
1	Single Ticket

Amount	Prize Cap	Prize Value
1	0	500

Prize Action: ☒ None ☐ Immediate ☐ Queued

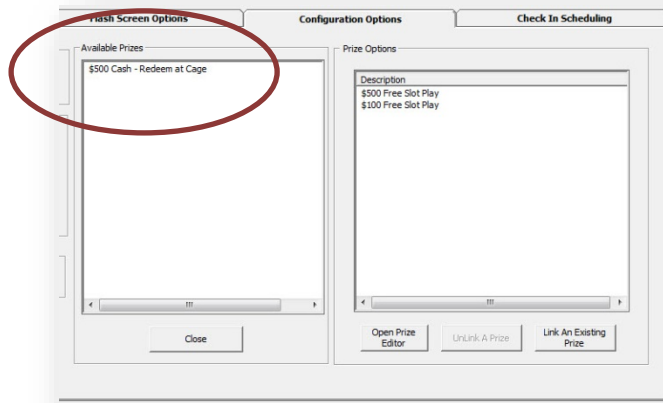
Prize Disclaimer: Take this ticket to a Cage Cashier to redeem. Must be 21 or older to redeem. Must show valid, gov't-issued photo ID and Players Club card. Ticket only redeemable by player to whom this ticket is issued.

Save Cancel

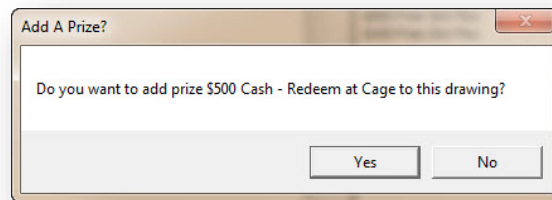
Help

8. When completed, Select SAVE.

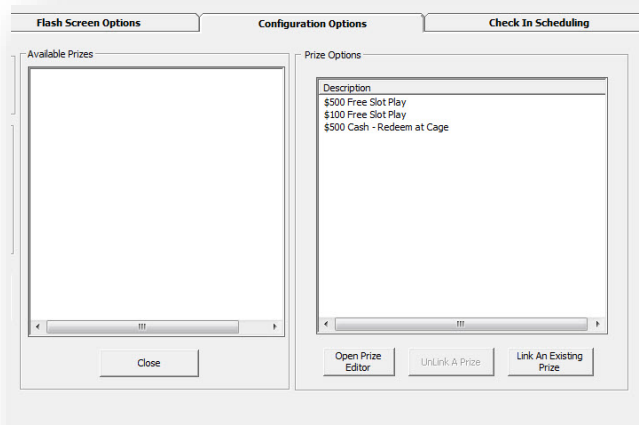
9. Select OK to close the Prize Editor.
10. Your Prize is now listed in Available Prizes.



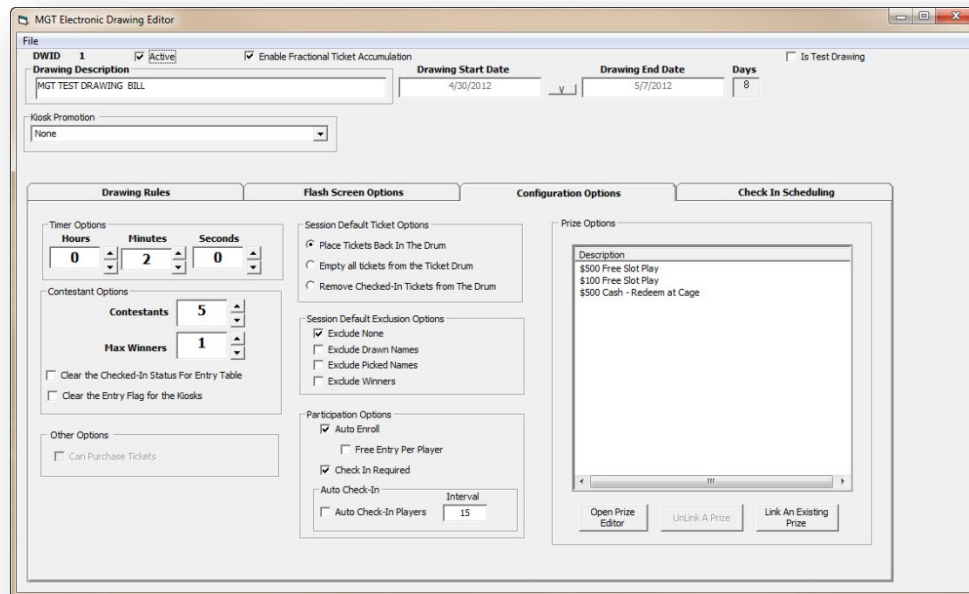
11. Select Link An Existing Prize.
12. Select the desired prize from the Available Prizes list.
13. Confirm the choice.



14. The Prize will now appear in the Prize Options window.



15. Select Close to return to the EDraw Editor.



The screenshot shows the 'MGT Electronic Drawing Editor' window. At the top, there's a 'File' menu and a status bar. The main area is divided into several sections:

- DWID 1**: A dropdown menu.
- Active**: A checkbox that is checked.
- Enable Fractional Ticket Accumulation**: A checkbox that is checked.
- Drawing Description**: A text field containing 'MGT TEST DRAWING BILL'.
- Drawing Start Date**: A date field showing '4/30/2012'.
- Drawing End Date**: A date field showing '5/7/2012'.
- Days**: A field showing '8'.
- Is Test Drawing**: A checkbox that is unchecked.
- Kiosk Promotion**: A dropdown menu showing 'None'.

Below these are four tabs: **Drawing Rules**, **Flash Screen Options**, **Configuration Options**, and **Check In Scheduling**.

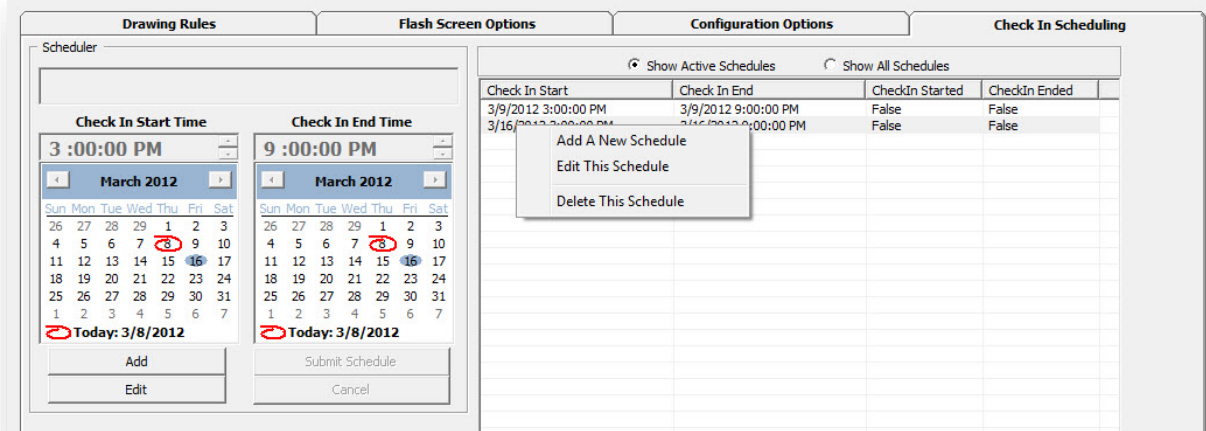
- Drawing Rules**:
  - Timer Options**: Three spinners for 'Hours' (0), 'Minutes' (2), and 'Seconds' (0).
  - Contestant Options**:
    - Contestants**: A spinner showing '5'.
    - Max Winners**: A spinner showing '1'.
    - ☐ Clear the Checked-In Status For Entry Table
    - ☐ Clear the Entry Flag for the Kiosks
  - Other Options**:
    - ☐ Can Purchase Tickets
- Flash Screen Options**:
  - Session Default Ticket Options**:
    - ☒ Place Tickets Back In The Drum
    - ☐ Empty all tickets from the Ticket Drum
    - ☐ Remove Checked-In Tickets from The Drum
  - Session Default Exclusion Options**:
    - ☒ Exclude None
    - ☐ Exclude Drawn Names
    - ☐ Exclude Picked Names
    - ☐ Exclude Winners
  - Participation Options**:
    - ☒ Auto Enroll
    - ☐ Free Entry Per Player
    - ☒ Check In Required
    - ☐ Auto Check-In: Interval spinner showing '15'.
    - ☐ Auto Check-In Players
- Configuration Options**:
  - Prize Options**:
    - Description**: A list box containing:
      - \$500 Free Slot Play
      - \$100 Free Slot Play
      - \$500 Cash - Redeem at Cage
  - Buttons: **Open Prize Editor**, **Unlink A Prize**, **Link An Existing Prize**.
- Check In Scheduling**: (Empty)

# CONFIGURING AUTOMATIC CHECK IN START TIMES AND END TIMES



Select the **Check In Scheduling Tab** in the Drawing Editor.

1. The Check In Scheduler screen will open

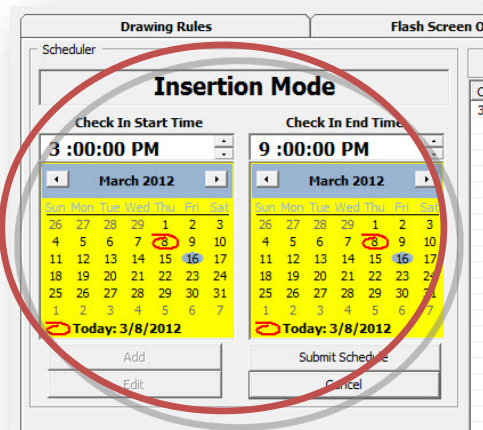


Check In Start	Check In End	CheckIn Started	CheckIn Ended
3/9/2012 3:00:00 PM	3/9/2012 9:00:00 PM	False	False
3/16/2012 3:00:00 PM	3/16/2012 9:00:00 PM	False	False

2. 1<sup>st</sup> Drawing is scheduled for Friday, March 9, at 7PM with additional drawings at 8 & 9 PM.
3. We would like to schedule the Check In process to begin at 3PM and end with the final drawing session at 9PM.

**Right Click in the Schedule window and select Add a New Schedule.**

1. Or click the Add button located below the calendar.
2. Using the Calendar and the Time controls, set Check In Start Time for 3/9/2012, Check In Start Time for 3:00PM, and the Check In End Time for 3/9/2012 9PM.



**Insertion Mode**

Check In Start Time: 3:00:00 PM  
Check In End Time: 9:00:00 PM

March 2012

Today: 3/8/2012

Add, Edit, Submit Schedule, Cancel

## Submit the Schedule

1. Repeat the process for Friday, March 16.
2. The Check In schedules should now appear in the schedule window.
3. In the illustrations Check In Start and End times can also be scheduled for multiple times for the same drawing (DWID) on the same day.

Check In Start	Check In End	CheckIn Started	CheckIn Ended
3/9/2012 3:00:00 PM	3/9/2012 9:00:00 PM	False	False
3/16/2012 3:00:00 PM	3/16/2012 9:00:00 PM	False	False

## To Edit or Delete a Check In Schedule

1. right-click on the appropriate schedule in the schedule window and make the appropriate selection.

2. All expired schedules can be viewed by choosing 'Show All Schedules.'

Check In Start	Check In End	CheckIn Started	CheckIn Ended
6/1/2011 3:00:00 AM	6/1/2011 5:00:00 AM	True	True
1/17/2012 11:40:00 AM	1/17/2012 11:50:00 AM	True	True
1/17/2012 12:00:00 PM	1/17/2012 12:05:00 PM	True	True
2/17/2012 12:10:00 PM	2/17/2012 1:15:00 PM	True	True
2/17/2012 3:30:00 PM	2/17/2012 3:40:00 PM	True	True
2/27/2012 3:05:00 PM	2/27/2012 4:46:00 PM	True	True
2/29/2012 9:00:00 AM	2/29/2012 10:00:00 AM	True	True
3/9/2012 3:00:00 PM	3/9/2012 9:00:00 PM	False	False
3/16/2012 3:00:00 PM	3/16/2012 9:00:00 PM	False	False

# CHECKING DRAWING ENTRIES & THE “CHECK-IN REQUIRED” KIOSK EFFECT



## Checking Drawing Entries at a Kiosk

1. If Auto-Enroll and Auto-Check In are being used, none of the following will be visible to the player. These events will simply happen at the player card swipe (and entering their PIN, if required.)
2. Customers can check the amount of tickets they have acquired for any active drawing by:
  - a. Swiping their player's card at the kiosk
  - b. Selecting the Drawings button on the screen
3. The screen will display the amount of tickets they have for:
  - c. Every active drawing for which they are receiving and/or earning tickets,
  - d. Any drawing where check-in is required and they have selected to put their tickets in the ticket drum.

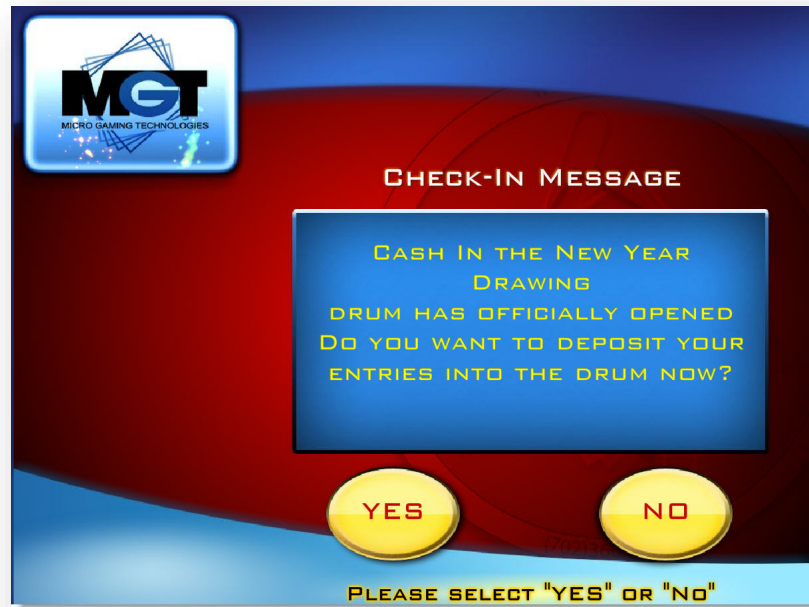


4. The drawing entry totals will appear in “real time”. The action of the player swiping their card will cause the kiosk to make an inquiry of total tickets, including any tickets that they may have earned based on that day's play up to the current time.

## What Happens at the Kiosk When “CHECK IN” is Required?

1. When the “Check In Required” option is selected in the MGT EDraw configuration, several things happen at the kiosk:
  - a. When the drawing operator chooses to Run a Drawing Using the Wizard, he/she will select ticket options and from the drawing operator screen will select “Open the Drum” and the appropriate time according to the rules of the drawing.

- b. This sends a message to the kiosk to present a new screen option when a player swipes the club card at kiosk.



2. After the player selects “YES”, selecting the drawing button will inform the player that they have X# of tickets deposited in the drum for the upcoming drawing.
3. That total will continue to increase as the player continues with qualified play that earns more drawing entries.
4. The player does not need to take any further action. Additional entries will be calculated and added at the Update Entries step.
5. The player can check the number of ‘Checked In’ entries at any time by swiping at a kiosk and selecting Drawings.
6. When the Drawing Operator selects “Close the Drum” the above screen will no longer display, and the number of tickets in the drum will display on the screen when the Drawing button is selected.

## Why Does Someone Get “Checked In” for a Drawing Session?

1. When a drawing session is running, and the EDraw operator has chosen the button, “Populate Drum,” a unique Drawing Drum with a unique DrumID is created in the MGT database.
2. This Drum will be populated with all of the records from the DrawTicketBank table with the DWID (Drawing ID) for the drawing being run.
3. When the drawing operator selects the “Draw Names” button from the EDraw operator screen, the drawing program selects names from the DrumID that have the CheckedIn flag set to “1” in the database.



## Who is an EDraw Contestant?

1. EDraw Server can only draw names of people who are
  - a. Recorded as Checked In for this Drawing Session, i.e., CheckedIn = 1. (1=true)
  - b. Have at least ONE Drawing Entry for this DWID
  - c. Have not been Excluded by a previous Ticket Drum Option
2. There are two ways that the CheckedIn flag for the records in the DrawTicketBank table can be set to "1":
  - a. The "Check In Required" box IS checked when configuring the drawing in the EDraw configuration screen.
    - i. This action requires players to swipe their card at a kiosk after the "Open the Drum" button has been selected, and before the Close the Drum" button is chosen.
    - ii. During this time, the player will see the screen, "Check In has begun for the \_\_\_\_\_ drawing. Would you like to deposit your tickets in the drum?"
    - iii. Selecting "Yes" at this screen will cause the player's DrawTicketBank record to be flagged with a "1" indicating that they are checked in for the drawing.
    - iv. Those players, who do not "Check In" their tickets during this time, will have no chance of having their name drawn, as the application will only select from "checked in" tickets.
  - b. The "Check In Required" box IS NOT checked when configuring the drawing in the EDraw configuration screen.
    - i. In this situation, when the Drawing operator begins the drawing and selects "Open the Drum," the application instantly changes all of the records in the DrawEntry table with the correct DWID to indicate CheckedIn=1.
    - ii. This means that ALL of the players with entries for this particular drawing will have an opportunity to have their name drawn during the drawing session.

## Checking Drawing Entries at the Player's Club Using KMan

1. Though a "Checked In" player does not need to return to retrieve additional entries, they CAN see that those entries have been added by swiping at a kiosk and selecting Drawings. The Total Tickets will reflect any additional entries they have earned since checking in.
2. The property Player's Club can also inform a customer regarding drawing entry amounts by selecting the Electronic Drawings tab in MGT KMan, and looking up the customer:
  - a. By Player Account Number
  - b. By Player Name
  - c. By Player Card
  - d. *Since most Electronic Drawings don't issue a paper ticket at the kiosk, KMan cannot be used to look up a drawing ticket by barcode or ticket number*
3. Select the drawing from the Choose the Drawing to View Tickets drop down list.
4. The Fields will show:
  - a. Earned and Free (kiosk) Tickets. This does not include today's earned tickets.
  - b. Tickets Earned Today
  - c. The number of tickets awarded through KMan (Manual Adjustment) or Import2DrawME.
  - d. The Total Tickets for this drawing for this player
  - e. If the player has Checked In for the drawing, the box will be checked.
  - f. C/I Location will display the kiosk at which the player checked in.
  - g. C/I Date will show the date and time the player checked in at that kiosk.
5. This same information will be available for any drawing for which the player has a record in the DrawEntry table.
6. The kiosk will display the Total Tickets for this drawing, and if the player has checked in, the display will report, 'deposited in the drum.'

7. If the player has not yet checked in, selecting the Drawings button at a kiosk will present a screen asking the player if they would like to deposit their tickets in the drum for today's drawing.

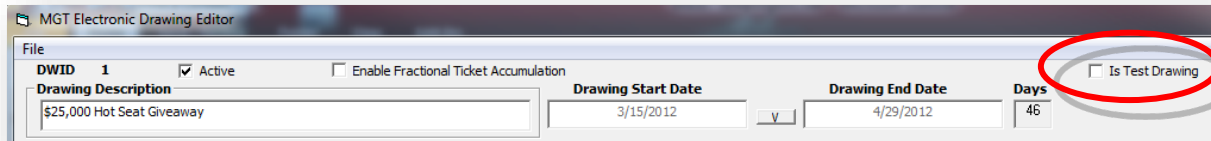
Player Demographics		Player Balances		Ticket Details		<b>Electronic Drawings</b>													
Customer Retrieval Options																			
<b>By Player ID</b>		<b>By Name</b>		<b>By Player Card</b>		<b>By BarCode</b>													
<b>By Ticket Number</b>																			
<b>Player ID</b>	<b>First Name</b>	<b>Last Name</b>		<b>Card #</b>															
7	ROSE	ABEYTA		3456650000869402															
Choose the Drawing to View Tickets																			
<div style="border: 1px solid black; padding: 2px;"> DWID=1 - Test Drawing </div>																			
C/I Location	Test Kiosk		Check Out		<input checked="" type="checkbox"/>														
C/I Date	3/21/2010 2:58:57 PM		Manual Adjust																
				<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Field</th> <th>Value</th> </tr> </thead> <tbody> <tr> <td>Total Tickets</td> <td>3032</td> </tr> <tr> <td>Base Tickets</td> <td>758</td> </tr> <tr> <td>Excluded By Prior D...</td> <td>False</td> </tr> <tr> <td>Drum Multiplier</td> <td>4</td> </tr> <tr> <td>Kiosk Entries</td> <td>385</td> </tr> </tbody> </table>				Field	Value	Total Tickets	3032	Base Tickets	758	Excluded By Prior D...	False	Drum Multiplier	4	Kiosk Entries	385
Field	Value																		
Total Tickets	3032																		
Base Tickets	758																		
Excluded By Prior D...	False																		
Drum Multiplier	4																		
Kiosk Entries	385																		

# RUNNING TEST DRAWINGS



## Can I Run A Test Drawing?

1. With MGT EDraw, you can run a test on a 'live' drawing without fear of losing data, as long as you take careful steps during the drawing test process.
2. A new feature in EDraw 4.5.1, allows you to flag the drawing 'Is Test Drawing.'



3. Selecting this option has the following effect:
  - a. The Check In flashes will not show at any of the kiosks.
  - b. For the time of the testing, that particular drawing will not display any information, i.e., will not display a player's entries until the test is completed.
  - c. All of the following steps listed in #8, must be followed to ensure the integrity of the drawing.
4. All of the steps taken in ANY drawing, real or test, are recorded and saved in the DrawLog table and can be reviewed from that table. Ask Everi Tech Support for assistance in reviewing this database table.
5. At the conclusion of a TEST drawing, the decision will be made to STOP THE DRAWING and roll it back 'as if it had never been run.'
6. The DrawDrum for this test will be deleted, but the DrawLog will record the events and will not be deleted. It will record the DrumID of the test drawing to account for DrawDrumID records that will be missing from the table. The DrawLog will also record that DrumID = \_\_\_\_ has been deleted.
7. Take care to note the choices that have been made in the drawing configuration screen:
  - a. **Is the "Check In Required" box checked?** If so, the test drawing can only select names of players who have checked in tickets at a kiosk.
  - b. If the test is being run before Check In has begun, there will be a message (There are not enough names in the Drum) at the selection of the Draw Names step.
  - c. The Check In Required box will need to be unchecked to complete a successful test.
  - d. **Is the box unchecked?** AND, is this a drawing that is supposed to require the players to check in at a kiosk on the day of a drawing? If so, the action of "Begin Check In" will set all of the entries in DrawTicketBank to CheckedIn = 1. This action will need to be reversed. This occurs when the person running the test drawing chooses to "Stop the Drawing." The messages that follow will ask:
    - i. Do you want to stop this drawing? Select YES.
    - ii. Do you want to roll back this drawing? Selecting YES will make it as if this drawing has never taken place. Select YES.
    - iii. Do you want to leave the Check In flag? Select NO. This action will clear the Check In flag until the time when the Drawing operator chooses the "Begin Check In" button when running the actual drawing session.
8. When running a TEST drawing, you may choose the following actions from the Drawing operator screen:
  - a. Open the Drum
  - b. Close the Drum

- c. Update Activity
  - d. Populate Drum
  - e. Start Drawing
  - f. Draw Names (this can be repeated as desired)
  - g. Choose Drawn names as Picked
  - h. Choose Picked names as Winners
  - i. Stop the Drawing
9. When running a TEST drawing, you MUST NOT choose “Finish the Drawing.”
- a. This action saves a permanent file of the drawing session, AND takes action to complete the options chosen in Ticket Drum Options.
  - b. For example: if “Empty All The Tickets From the Drum” is selected, finishing the drawing will empty all of those tickets from the DrawTicketBank table.
10. To conclude the Test Drawing, follow the steps below. This action will stop and roll back the Test Drawing and will remove the DrawDrum that was created for this test.
- a. Choose “Stop the Drawing.” The messages that follow will ask:
    - i. **Do you want to stop this drawing?** Select YES.
    - ii. **Do you want to roll back this drawing?** Selecting YES will make it as if this drawing has never taken place. Select YES.
    - iii. **Do you want to leave the Check In flag?** Select NO. (Unless Check In had already begun. (IF you are not sure, contact Everi Support.) This action will clear the Check In flag until the time when the Drawing operator chooses the “Begin Check In” button when running the actual drawing session.
  - b. This action will delete the DrawDrum that was created for doing this test, but will not have any effect on the data in the DrawTicketBank table.

AS A FINAL STEP: you must go back and Edit the Drawing and RE-CHECK THE CHECK IN REQUIRED BOX, if you unchecked the box to perform the test drawing.

# Running A LIVE Drawing



## Can I run more than one drawing from the same computer simultaneously?

### 1. What cannot be done:

- Let's define the word 'run.'
- If the desire is to be going through the steps of the drawing, (Open the Drum, Close the Drum, Update Entries, etc.) for two distinct DWID's at the same time, the answer is 'NO', that cannot be done.
- The reason is that EDraw will not allow the Drawing Conductor screen (see image) to be open for more than one DWID at a time.
- Additionally, EDraw Client can only connect to the configured Drawing Server and can only display one active (the drawing Conductor screen is visible) drawing at a time.
- If two computers are used, EDraw Client will only show the drawing running on the computer configured as the Drawing Server in the EDraw Client configuration screen.



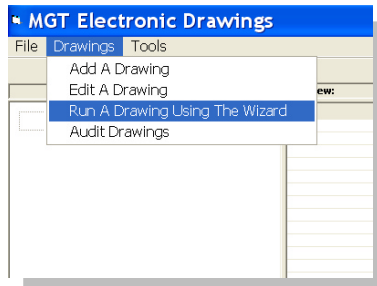
### 2. What can be done:

- Scenario:** I want to start Check In/Open the Drum for DWID 123, and have it working for the 8PM drawing, and also start Check In/Open the Drum for DWID 124, run that drawing at 7PM, finish it, and then go back to resume DWID 123 at 8PM.
- Steps for DWID 123**
  - Open EDraw Server, select DWID 123, Run this Drawing
  - Once you go through the steps and the Conductor screen opens
  - EDraw Client will connect to DWID 123
  - Select Open the Drum and once it turns green, select Exit and click the agreement that this is leave the drawing in its current state.
  - The Conductor screen will close.
  - EDraw Client will disconnect from DWID 123
- Steps for DWID 124 (while CheckIn is running for DWID 123)**
  - Right click of DWID 124 to Run this Drawing.
  - Once you go through the steps and the Conductor screen opens
  - EDraw Client will connect to DWID 124
  - Run the drawing as normal.
  - You must Finish the Drawing.
  - EDraw Client will disconnect from DWID 124 once the Conductor screen closes.
- Steps for resuming DWID 123.**
  - Right click on DWID 123 to Run this Drawing
  - Go through any necessary steps to Resume the Drawing.
  - The Conductor screen will open, showing the state the drawing is in, which should be that the Open the Drum button is still green.
  - EDraw Client will connect to DWID 123.
  - Run the drawing as normal.

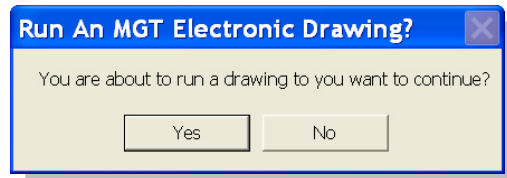
- vi. You must Finish the Drawing.
- vii. EDraw Client will disconnect from DWID 124 once the Conductor screen closes.

## Conducting a Drawing

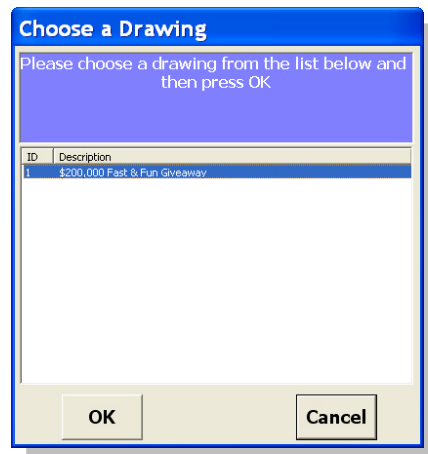
1. *Left Click* on Drawings to access the drop-down menu.
2. Select "Run A Drawing Using The Wizard".



3. A confirmation window will appear:



4. At the prompt, Choose YES to continue, Choose NO to cancel.
5. Selecting YES will open the Choose a Drawing window.

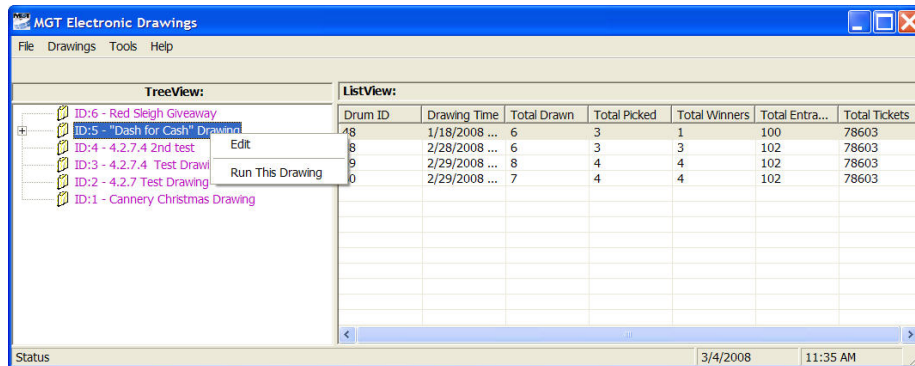


6. Select the desired Drawing from the displayed list, Select OK.
7. IMPORTANT NOTE:
  - a. There should only be one drawing displayed in this list.
  - b. EDraw Client will try to connect to the first running drawing that it finds, which might not being the drawing you are attempting to display.
  - c. If more than one drawing displays in the list, make a note of the drawings, (other than the one you wish to run).
  - d. Select Cancel.
  - e. Right Click on the other running drawings one at a time, select Run this Drawing.

- f. Once at the EDraw conductor screen, select STOP DRAWING, choosing to Roll it Back as If It had Never Been Run.
- g. Select Leave the Checked In Flag, unless you are 100% sure that no one should be checked in for these other drawings.
- h. Repeat this process for the other Running drawings.
- i. Once this is completed, Run the correct drawing, and EDraw Client should connect to the drawing once the EDraw conductor screen is displayed.

## Run A Drawing (Option2)

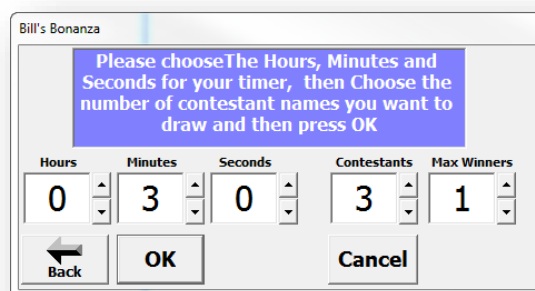
1. An optional way to start a drawing is to RIGHT CLICK on the drawing you wish to run:



2. Right click on the drawing you wish to run
3. Select Run This Drawing

## Reviewing the Drawing Details

1. The Drawing Details will be the same that were set when the drawing was initially configured, or if a Drawing Session of this drawing has been held, the display will show the configuration settings that were in place when that drawing was concluded. If different choices have been made about the number of contestants, or the amount of time to report, these changes can be made here.

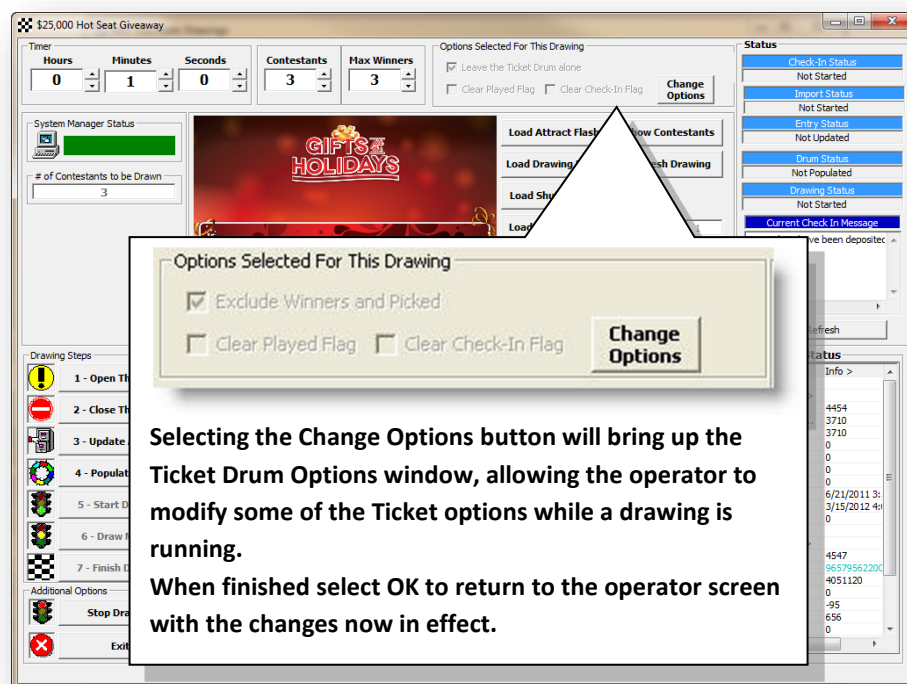


2. Follow the instructions on the screen:
  - a. **Set time for the Count Down clock.** This is the amount of time that the player whose name is drawn has to come to the drawing area to validate their ID.

- b. **Select the Number of Contestants.** How many prizes are you awarding/how many finalists in the drawing?
  - c. To select a different drawing, Choose *BACK* to return to previous menu.
3. When the information in the window is correct, choose *OK* to continue, or Choose *CANCEL* to return to the main window.
4. Choosing OK will open the window where you will select Ticket Drum Options.

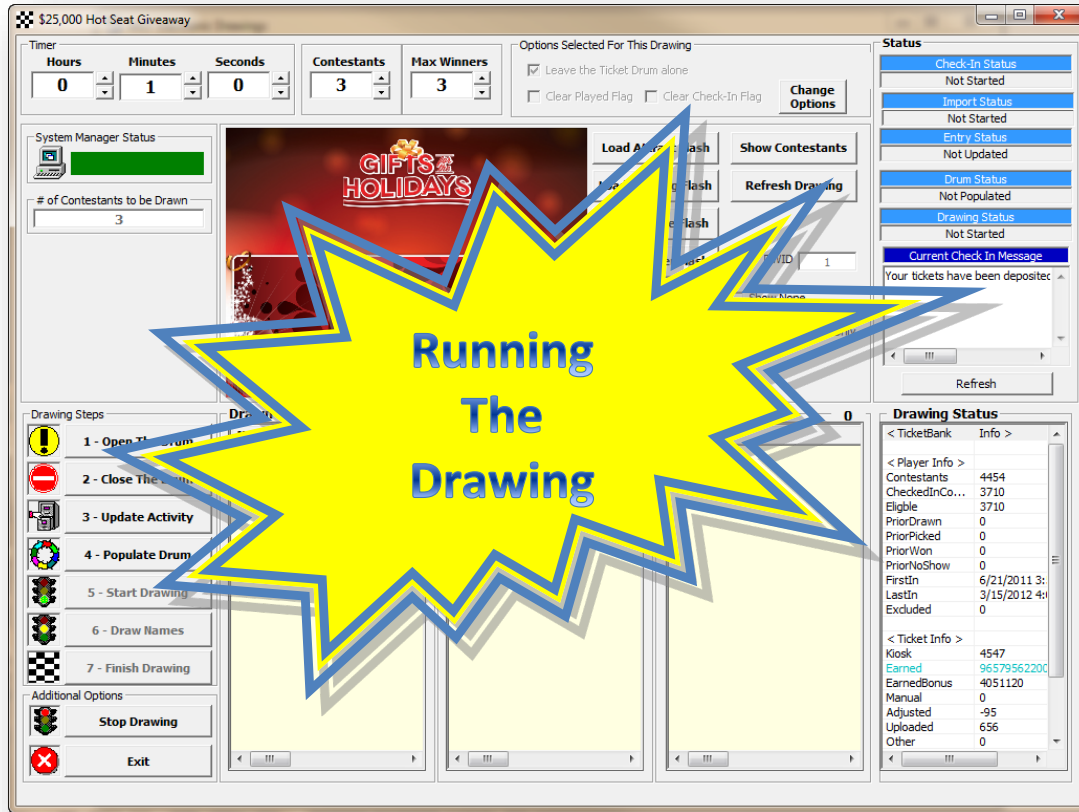
## Changing Drum Options DURING a Drawing Session

1. In earlier versions of the EDraw application, modifications to the drawing could not be made while a drawing session was being conducted.
2. This new feature allows the drawing operator to make changes to the ticket options while the drawing session is underway.
3. For example: you've started the final drawing session, and realize you forgot to select Empty All the Tickets From the Drum. This means that even though these tickets will no longer be needed after today, they will still occupy space in the DrawTicketBank table in the database. Earlier versions would have required that the drawing operator Stop the Drawing, and roll it back to the beginning, start the drawing again, remembering this time to choose to Empty all the tickets in the drum.
4. EDraw 4.5 allows the operator to make this correction from the operator screen:
5. Select the Change Options button from the operator screen:





These pages can be printed and laminated and used as a step-by-step guide for running a drawing

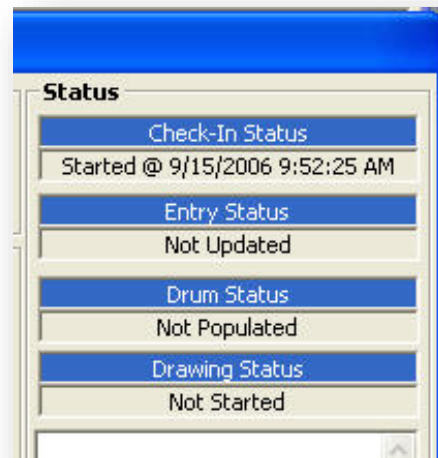


## Running the Drawing

1. The Status window in the upper right corner of the main Drawing window will help keep track of the drawing progress.

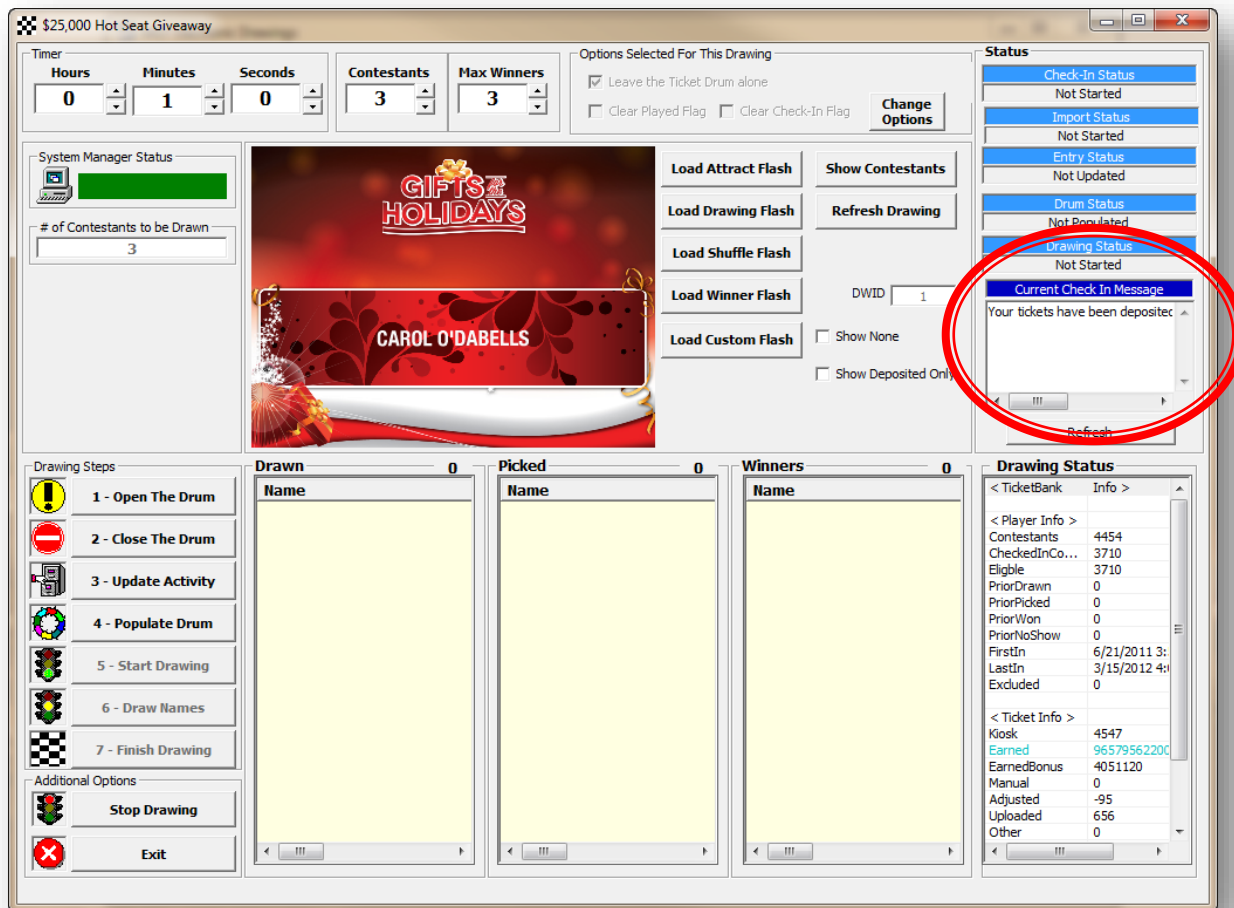
**NOTE: TO STOP A DRAWING, SEE PAGE 56**

**OH NO!!!! The Computer I was using to run the drawing just crashed  
GO TO PAGE 65**



## NEW FEATURE IN MGT EDraw 4.5.1: Set the Check In Message

1. In all versions prior to 4.5.1, the message seen at the kiosk during the active Check In time was hard-coded into the kiosk flash and could not be changed.
2. In 4.5.1, you can set what the message will say. For example, 'The Drum for tonight's Drawing is Officially Open....'
3. Simply, Edit the Current Check In Message
4. Select: Refresh



5. Now, when a player chooses to Check In, the players will be greeted with your message at the kiosk.

Stats

Prizes

< TicketBank Info >

< Player Info >

Contestants4454

CheckedInCo...4454

Eligible4454

PriorDrawn0

PriorPicked0

PriorWon0

PriorNoShow0

FirstIn4/19/2012 1

LastIn4/19/2012 1

Excluded0

< Ticket Info >

Kiosk0

Earned31118.2

EarnedBonus0

Manual0

Adjusted0

Uploaded9659086342

PriorDrawn0

PriorPicked0

PriorWon0

PriorNoShow0

FirstIn4/19/2012 1

LastIn4/19/2012 1

Excluded0

< Ticket Info >

Kiosk0

Earned31118.2

EarnedBonus0

Manual0

Adjusted0

Uploaded9659086342

Other0

SessionEarned0

SessionBonus0

Removed0

Total9659089453

CheckedInTic...9659089453

### Ticket Bank Stats

Here you can see the number of:

- Eligible Contestants
- Total Eligible Tickets
- The # of Checked In players (number increments regularly to give a 'real time' look)
- The Checked In Ticket total
- The amount of Kiosk Entries
- The amount of Entries Earned by player activity
- The amount of Bonus Entries held by Eligible players

Stats

Prizes

< DrawingDrum Info >

< Player Info >

Contestants4454

CheckedIn4454

Eligible4295

Drawn5

Picked2

Won1

FirstIn4/19/2012 1

LastIn4/19/2012 1

Excluded0

< Ticket Info >

Kiosk0

Earned31118.2

EarnedBonus0

Manual0

Adjusted0

Uploaded9659086342

Other0

Stats

Prizes

Eligible4295

Drawn5

Picked2

Won1

FirstIn4/19/2012 1

LastIn4/19/2012 1

Excluded0

< Ticket Info >

Kiosk0

Earned31118.2

EarnedBonus0

Manual0

Adjusted0

Uploaded9659086342

Other0

SessionEarned0

SessionBonus0

Removed0

Total9659089453

CheckedInTic...9659089453

### After Populate the Drum:

The information about the Drawing Drum that has been created will be displayed.

The information updates as the drawing session progresses, such as:

- The number of Drawn Players
- The number of Picked Players
- The number of Winners selected.

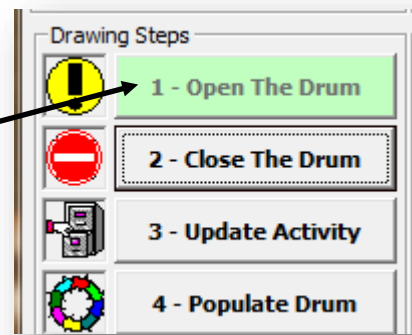
## DRAWING STEP # 1

**Select: 1 – Open the Drum**

### FLASH NOTE:

Interactive screens are currently running Attract FLASH!

OR... You can select Load Custom Flash To display custom images.



1. If check-in is required, (See Page 8), select the Open the Drum Button at the advertised check-in time. This must be done for the KIOSK to allow Players to choose to participate in the drawing.
2. If the Check In Start schedule was configured in EDraw, this button will already be green
3. If check-in is not required the Open The Drum and the Close the Drum buttons will be grayed-out.
4. If your drawing is supposed to require Check In, and the Check-Required option is not selected in the EDraw Editor screen.
  - a. Stop the Drawing.
  - b. Roll it back.
  - c. Keep the Check In Flag
  - d. The operator screen will close.
  - e. Right Click on the drawing in the list, choose Edit
  - f. Check the Check In Required box.
  - g. Save and Exit.
  - h. Run the Drawing and click OK until you reach the Open the Drum button.
  - i. Select Open The Drum.
5. If you are using Check In Scheduling the button will already be green when you open the Drawing operator screen.
6. At this time, the kiosk will display: "The drum is officially open for the \_\_\_\_\_ drawing, would you like to deposit your tickets in the drum?" The players will have a YES or NO option.

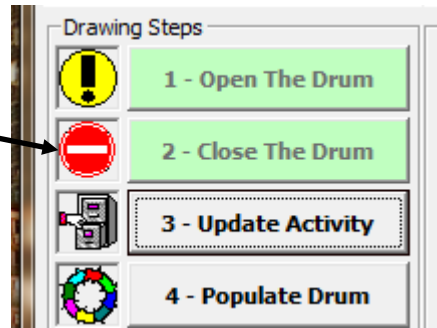
**CAUTION:** Once this is selected DO NOT proceed until the scheduled "Check-In" period has ended!!!

## DRAWING STEP # 2

### Select: 2 – Close the Drum

**FLASH NOTE:**

Interactive screens are currently running Attract FLASH!  
OR... You can select Load Custom Flash To display custom images.



If Check-In IS required, at the advertised time select Close the Drum.

*NOTE:* Observe status window!!!

## Immediately proceed to DRAWING STEP #3

### WAIT A MINUTE!

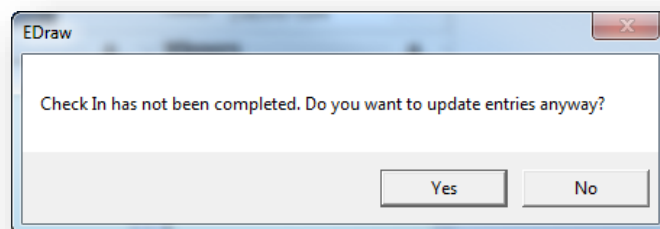
#### Do I always HAVE to Close the Drum when I run a drawing?

No! Check In can be allowed to continue. It will allow players to continue to check in.

**HOWEVER, the Check In process will stop automatically at the Finish the Drawing step, and will need to be manually restarted.**

Additionally: the Check In Message should be updated to reflect that they are now checking in for the NEXT drawing session, not the current one.

If you skip this step, you will see the following prompt:



## DRAWING STEP # 3

### Select: 3 – Update ACTIVITY

FLASH NOTE:  
Interactive screens are currently running Attract FLASH!  
OR... You can select Load Custom Flash To display custom images.



**CAUTION: WAIT for this button to **TURN GREEN** before proceeding!**

1. This step alerts the SM (System Manager) to begin importing today's play information and then calculating and adding additional earned entries based on today's play.
2. This process can take 5-10 minutes depending on the player tracking system. Wait until the button turns green before proceeding.
3. If Auto Enroll is being used, EDraw Server is also looking for acctnums that do not yet have an account for this drawing in the DrawTicketBank table, and creating an account for these players.
4. It will not check them in, but they will be eligible to check in following this drawing session.
5. If Check-In Scheduling IS being used, these players from today will also be checked in for this drawing session.

### CAN I RUN A DRAWING WITHOUT CHOOSING TO UPDATE ACTIVITY?

Yes! If you are running a drawing that only has issued Kiosk Entries, or with players that have been enrolled through KMan, the Import Tool, or Import2DrawME, it does no harm to the drawing to skip this step. However, you will receive the following prompt:

The import of play history has not been completed. Do you want to populate the drum anyway?

Yes

No

Select YES, and then proceed to Drawing Step #4.

## DRAWING STEP # 4

Select: **4 – Populate Drum**



**FLASH NOTE:**

Interactive screens are currently running Attract FLASH!

OR...

You can select Load Custom Flash To display custom images.

**CAUTION:** WAIT for this button to **TURN GREEN** before proceeding!

1. During this step, a unique 'virtual drum' is being created for this drawing session. At Finish the Drawing, all of the details of this drawing drum will be saved to a file.
2. This file will contain:
  1. The Acctnum of every player who had an account for this DWID
  2. The Total # of Entries
  3. The # of Earned Entries
  4. The # of Kiosk Entries
  5. The # of Manual Entries
  6. The # of Entries Earned from today's play calculated at Update Entries (are in Add Tickets)
  7. Whether or not the player Checked In
  8. The Kiosk where they Checked In
  9. The Date and Time when this action took place.

### WHO IS ELIGIBLE TO BE DRAWN?

#### ANY PLAYER WHO MEETS ALL OF THE FOLLOWING QUALIFIERS:

1. They must have a record in the DrawTicketBank table for this DWID
2. That record MUST have at least one drawing entry. Those with '0' are not eligible
3. If Check In was required, they must be Checked In
4. They were not ExcludedByPriorDrum as a Drawn, Picked, or Winner from a previous drawing session of this DWID.

## DRAWING STEP # 5

### FLASH NOTE:

Interactive screens will change from the Attract Flash to the Drawing FLASH (DFlash)!



**Select: 5 – Start Drawing**

1. This is the Time that is noted in the DrawLog when the drawing is started.
2. It will be the time that shows in the final window at the end of the Finish the Drawing step.
- 3.

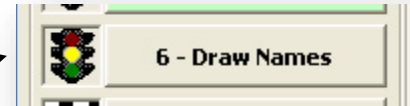
**Announcer begins..."Let's shuffle the drum and draw a name (some names)"**



## DRAWING STEP # 6

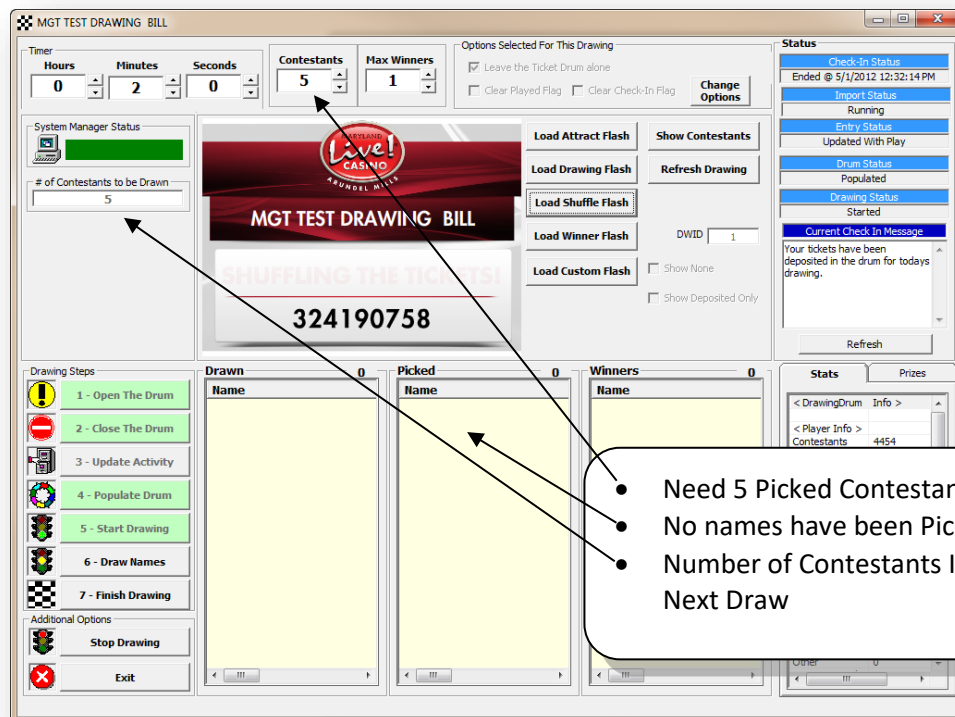
### FLASH NOTE:

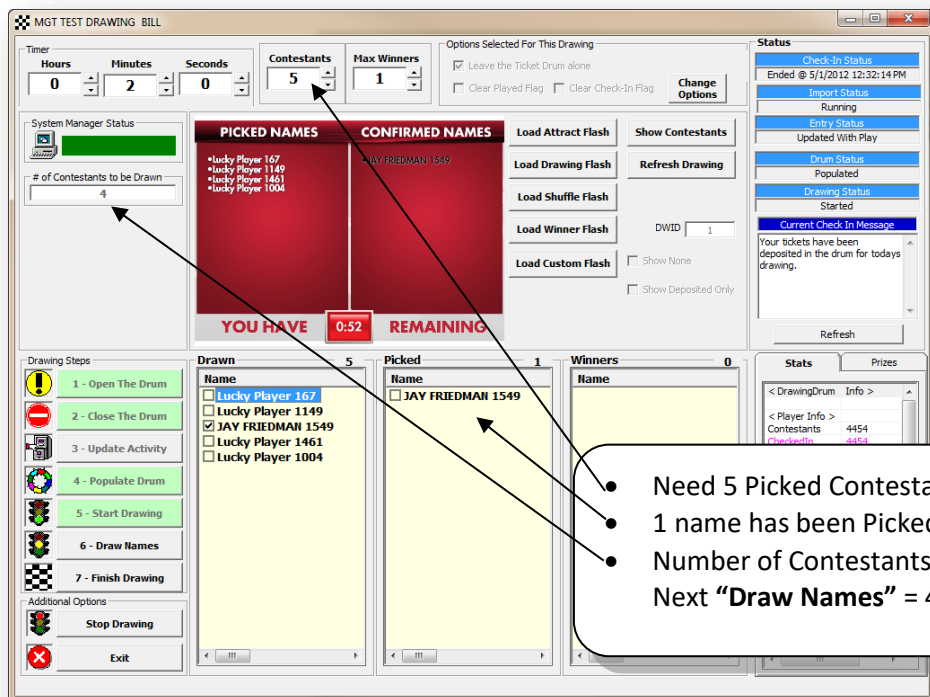
Interactive screens changing to Shuffle FLASH and Then back to Drawing Flash to show the drawn



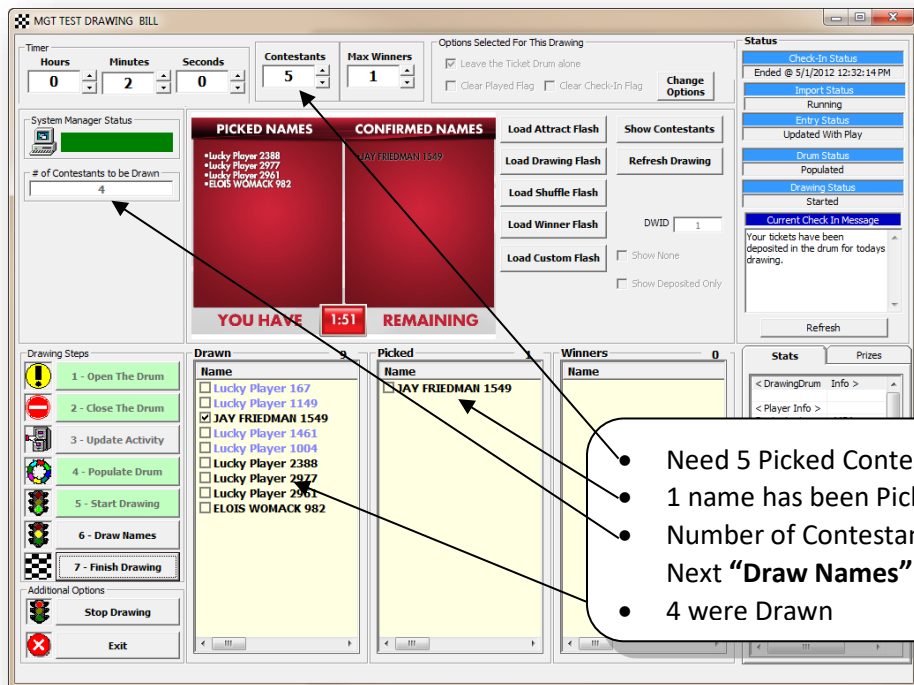
### Select: 6 – Draw Names

1. This step will draw the number of contestants that were configured with the timer when this session of the drawing was initialized.
2. When this selection is made the names are drawn and the countdown timer begins on DFlash.
3. NOTE: when you Draw Names, the names will appear in the Drawn column very quickly. HOWEVER, note that the Shuffle Flash is still 'shuffling.' You MUST wait until the Shuffle Flash is finished and the Drawing Flash has returned showing the names of the players just drawn.
4. A window on the EDraw Operator screen will show the number of names that will be drawn the next time that Draw Names is selected.
5. EDraw Server works to complete the number of contestants needed with the amount of names in the Picked column.
6. As names are moved from Drawn to Picked, the number of 'Names of Contestants to Draw' changes. The following screen shots will show what happens in this process:

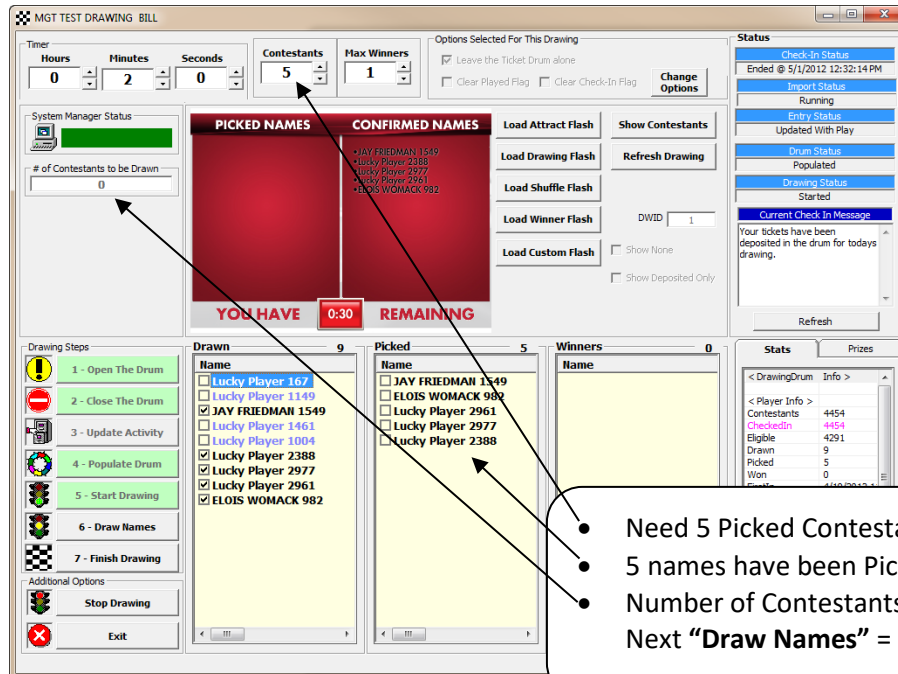




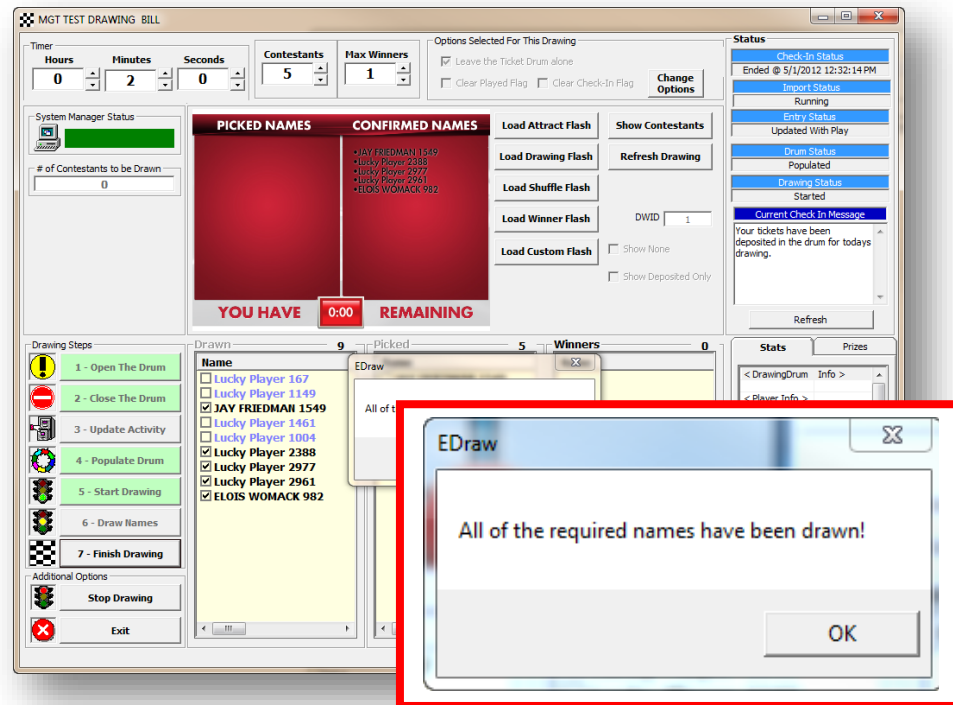
**Need 5 Picked Contestants**  
**1 name has been Picked**  
**Number of Contestants In Next "Draw Names" = 4**



**Need 5 Picked Contestants**  
**1 name has been Picked**  
**Number of Contestants In Next "Draw Names" = 4**  
**4 were Drawn**



If you Select Draw Names again you will see the following prompt:



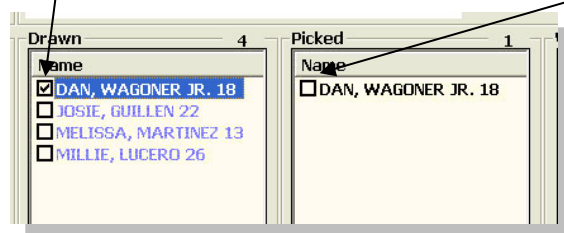
## DRAWING STEP # 7

### FLASH NOTE:

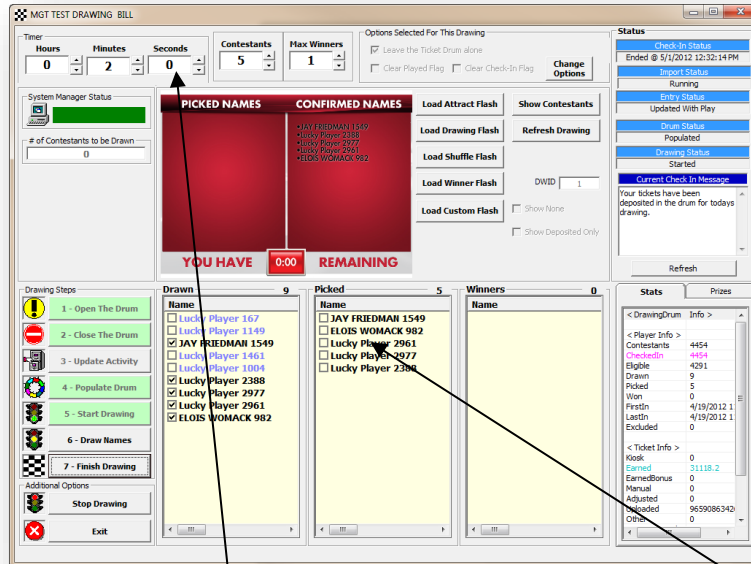
Interactive screens are currently running Drawing FLASH with Countdown timer counting down.

## Validate ID for Drawn Players

1. When a Player Name is Drawn, the player will have until the end of the countdown time to confirm their presence and have their ID validated.
2. To Confirm Player: Check the Box next to Name to automatically move from DRAWN to PICKED



3. Repeat this step until the total number of designated CONTESTANTS are confirmed.

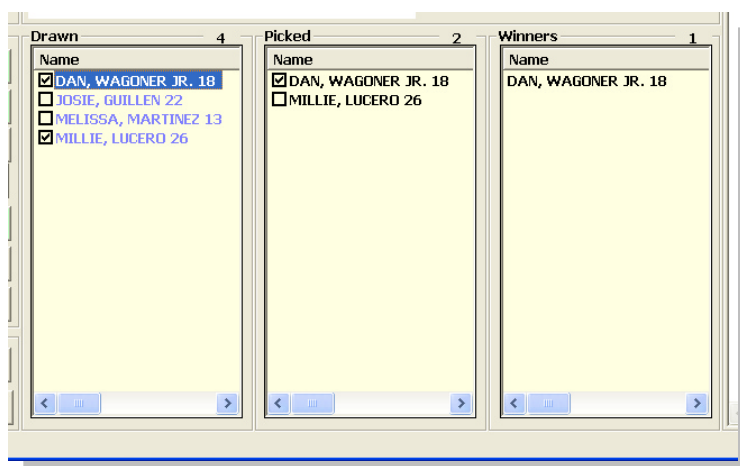


4. EDraw Server works to match the number of contestants in the Contestants window with the number of players in the Picked column.
5. If an inadequate number of players have been confirmed and moved to the Picked window and the timer has run out:
  - a. Select Draw Names. The Shuffle Flash will automatically load and the new names will be revealed on the Drawing Flash and the Shuffle Flash is finished.
  - b. Repeat this step as needed to reach full number of desired contestants (picked names.)

## Confirming The Winner(s) and Assigning a Prize

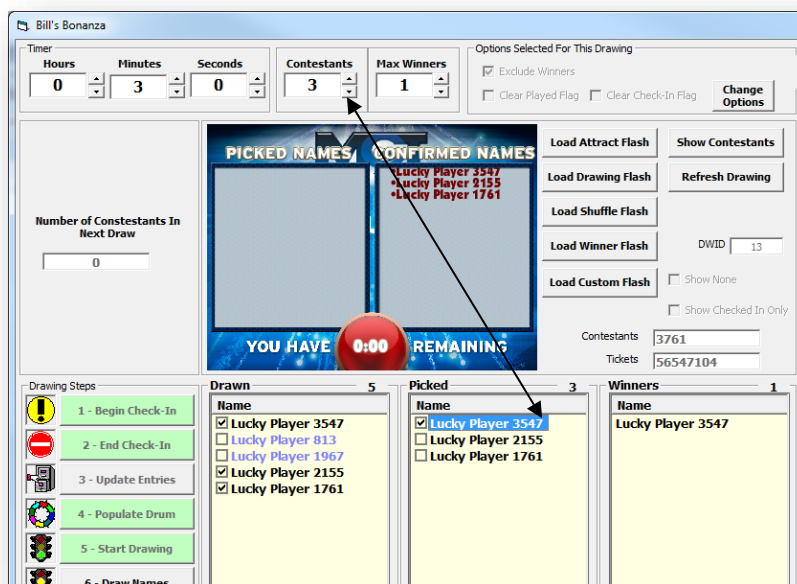
1. When the event has concluded that has determined the winner:

☒ The box next to the Name to automatically move the Player(s) from PICKED to Confirmed WINNER(S)



Drawn	Picked	Winners
<input checked="" type="checkbox"/> DAN, WAGONER JR. 18	<input checked="" type="checkbox"/> DAN, WAGONER JR. 18	DAN, WAGONER JR. 18
<input type="checkbox"/> JOSIE, GUILLEN 22	<input type="checkbox"/> MILLIE, LUCERO 26	
<input type="checkbox"/> MELISSA, MARTINEZ 13		
<input checked="" type="checkbox"/> MILLIE, LUCERO 26		

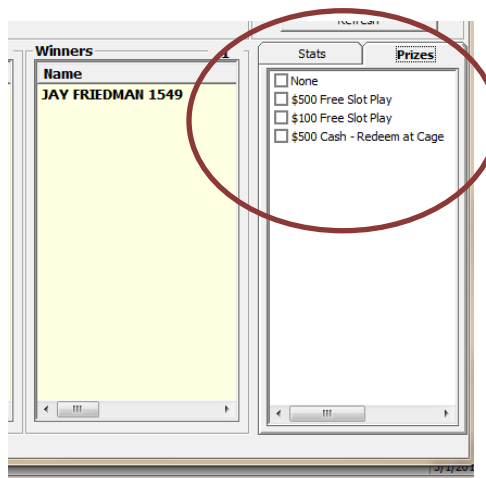
2. The number of Winners will be limited by the Max Winner configuration.



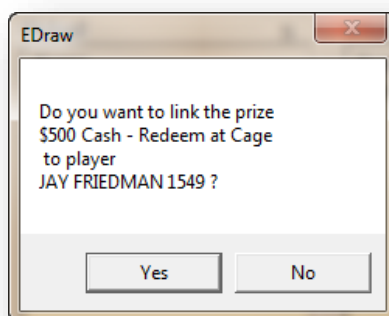
Drawn	Picked	Winners
<input checked="" type="checkbox"/> Lucky Player 3547	<input checked="" type="checkbox"/> Lucky Player 3547	Lucky Player 3547
<input type="checkbox"/> Lucky Player 813	<input type="checkbox"/> Lucky Player 2155	
<input type="checkbox"/> Lucky Player 1967	<input type="checkbox"/> Lucky Player 1761	
<input checked="" type="checkbox"/> Lucky Player 2155		
<input checked="" type="checkbox"/> Lucky Player 1761		

3. Select the Prizes Tab

4. Select the Prize that will be awarded to the Winner(s)

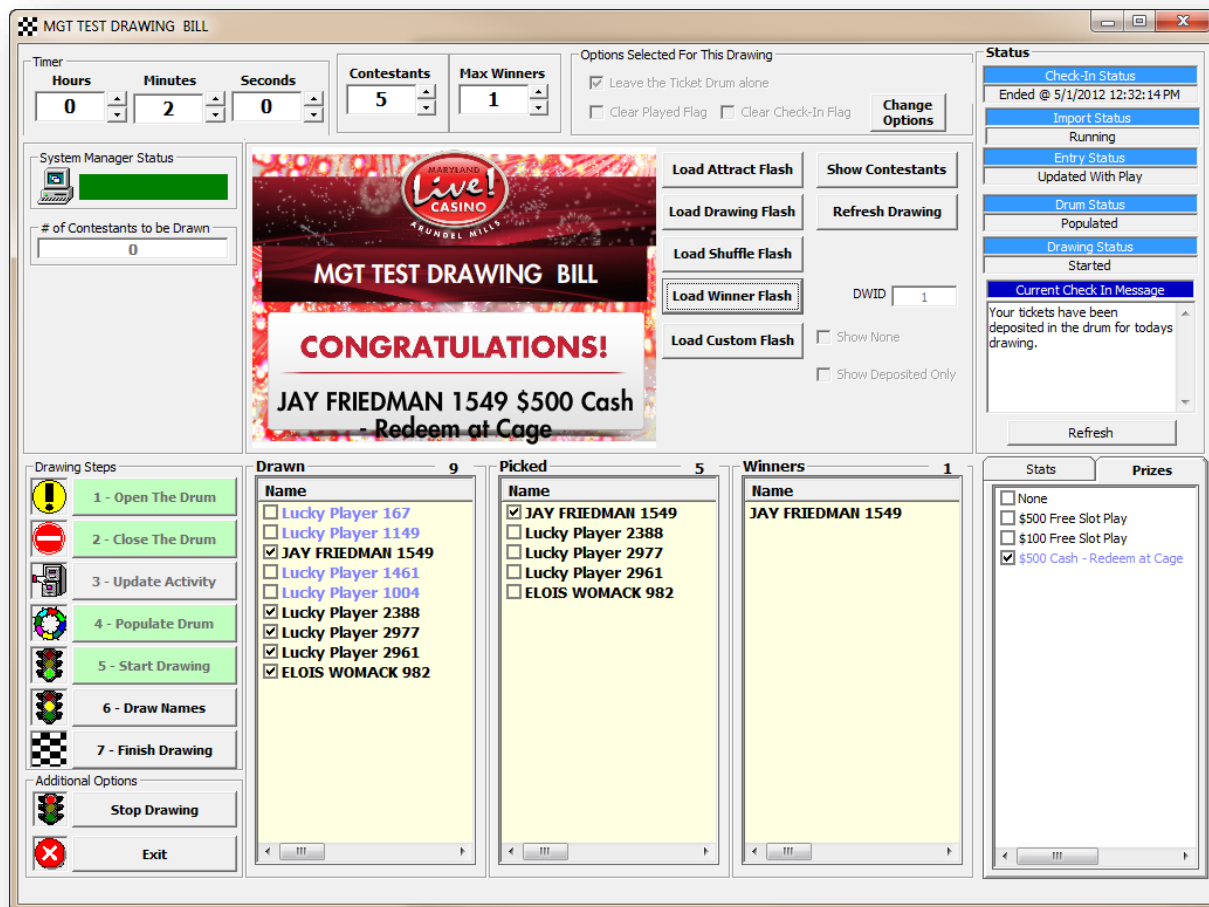


5. Confirm the Choice of Prize and Winner



## OPTION: LOAD THE WINNER FLASH

1. ONCE ALL THE DESIRED WINNERS ARE CHOSEN, SELECT LOAD WINNER FLASH!
2. The Winner(s) name and Prize will display on the screen.

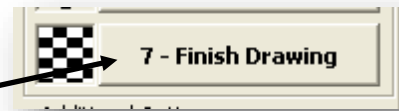


The screenshot shows the MGT TEST DRAWING BILL software interface. The main display area shows a "MGT TEST DRAWING BILL" with "CONGRATULATIONS!" and "JAY FRIEDMAN 1549 \$500 Cash - Redeem at Cage". The interface includes a timer (Hours: 0, Minutes: 2, Seconds: 0), a list of contestants (5), and a list of winners (1). The "Load Winner Flash" button is highlighted. The "Status" panel on the right shows the drawing status as "Running" and "Updated With Play". The "Prizes" panel shows the prize as "\$500 Cash - Redeem at Cage".

## DRAWING STEP # 8

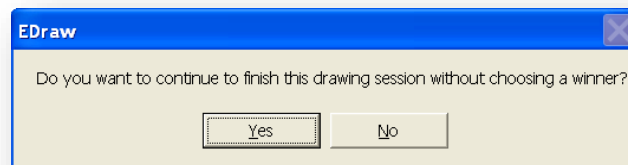
**FLASH NOTE:**

Interactive screens are currently running Winner  
FLASH if that option has been selected



**Select: 7 – Finish Drawing**

IF YOU HAVE NOT SELECTED A NAME FROM THE PICKED COLUMN as the Winner, and Finish the Drawing is selected, the following warning will appear:

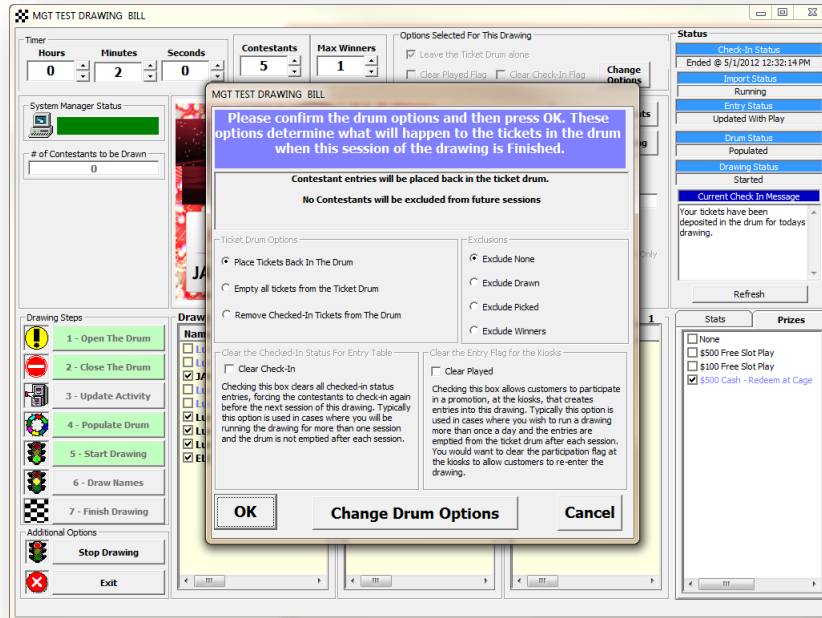


1. When you select 'Finish Drawing,' you will be prompted to review the Drum Options you have selected. (image next page)
2. The options will be applied as part of finishing the drawing.



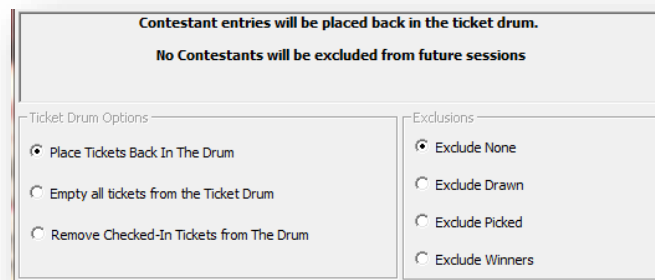
## Reviewing Ticket Drum Options

1. ALL DRUM OPTION CHANGES REQUIRE SPECIFIC PERMISSION WITH A USER NAME AND PASSWORD
2. BY DEFAULT, THE DRUM OPTION CAN ONLY BE 'PUT TICKETS BACK IN THE DRUM', UNTIL THE FINISH THE DRAWING STEP.



### OPTION #1: Place Tickets Back In the Drum

1. This is the default option for the Ticket Drum.
2. With this Option selected AND the Clear the Checked-In Status For Entry Table box is checked, you will leave the tickets in the drum but require players to Check In again for the next drawing session.
3. EXCLUSIONS: Selecting "Place Tickets Back in Drum" will activate the Exclusions list. As above, information about these four exclusions options will appear on the right. Any combination of the four items in the Exclusions list below may be selected:
  - a. **Exclude None:** this option leaves everyone and their entries eligible for the next drawing session.



- b. **Exclude Drawn Names:** any name that was Drawn (and their entries) will not be placed back in the drum. This choice includes Picked and Winners, since those names are also “Drawn.” Drawn names will be flagged as “No Show” in the database if they were not Picked.

Contestant entries will be placed back in the ticket drum. Contestants who were Drawn will be excluded from future sessions until all tickets are placed back in the drum.	
<b>Ticket Drum Options</b> <input checked="" type="radio"/> Place Tickets Back In The Drum <input type="radio"/> Empty all tickets from the Ticket Drum <input type="radio"/> Remove Checked-In Tickets from The Drum	<b>Exclusions</b> <input type="radio"/> Exclude None <input checked="" type="radio"/> <u>Exclude Drawn</u> <input type="radio"/> Exclude Picked <input type="radio"/> Exclude Winners

- c. **Exclude Picked Names:** any name that was Drawn (and their entries) and reported in the allotted amount of time, was Picked but was not chosen as a/the winner will not be placed back in the drum. This choice also includes Winners, since they were also Picked.

Contestant entries will be placed back in the ticket drum. Contestants who were Picked will be excluded from future sessions until all tickets are placed back in the drum.	
<b>Ticket Drum Options</b> <input checked="" type="radio"/> Place Tickets Back In The Drum <input type="radio"/> Empty all tickets from the Ticket Drum <input type="radio"/> Remove Checked-In Tickets from The Drum	<b>Exclusions</b> <input type="radio"/> Exclude None <input type="radio"/> Exclude Drawn <input checked="" type="radio"/> <u>Exclude Picked</u> <input type="radio"/> Exclude Winners

- d. **Exclude Winners:** any name (and their entries) that was the Winner of that drawing session will not be place back in the drum.

Contestant entries will be placed back in the ticket drum. Contestants who were Winners will be excluded from future sessions until all tickets are placed back in the drum.	
<b>Ticket Drum Options</b> <input checked="" type="radio"/> Place Tickets Back In The Drum <input type="radio"/> Empty all tickets from the Ticket Drum <input type="radio"/> Remove Checked-In Tickets from The Drum	<b>Exclusions</b> <input type="radio"/> Exclude None <input type="radio"/> Exclude Drawn <input type="radio"/> Exclude Picked <input checked="" type="radio"/> <u>Exclude Winners</u>

## OPTION #2: Empty all tickets from the Ticket Drum

1. Empty all tickets from the Ticket Drum does just that: it removes all the tickets for that DWID.

ONLY if you are confident this is the LAST and FINAL drawing, select this option.

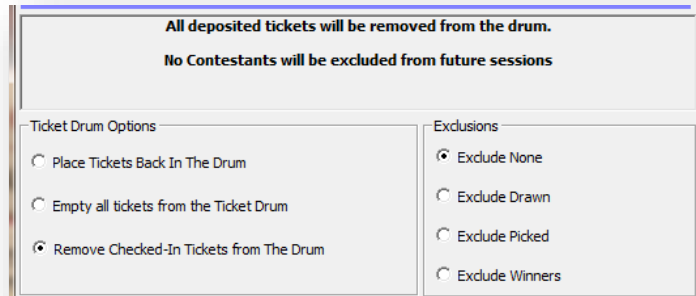
**WARNING!!! WARNING!!! WARNING!!!**  
**All tickets will be emptied from the ticket drum.**  
**ARE YOU SURE THIS IS THE CORRECT ACTION?**  
**BHOSHAUER will be logged as the user who emptied the drum.**  
**No Contestants will be excluded from future sessions**

Ticket Drum Options	Exclusions
<input type="radio"/> Place Tickets Back In The Drum	<input checked="" type="radio"/> Exclude None
<input checked="" type="radio"/> Empty all tickets from the Ticket Drum	<input type="radio"/> Exclude Drawn
<input type="radio"/> Remove Checked-In Tickets from The Drum	<input type="radio"/> Exclude Picked
	<input type="radio"/> Exclude Winners

1. When Option #2 or #3 is selected, the Clear the Checked-In Status For Entry Table will be grayed-out. This is because emptying the tickets or removing the checked-in tickets will automatically remove the checked-in status.
2. This option empties the drum. USE THIS OPTION WHEN YOU RUN THE FINAL DRAWING SESSION FOR THIS DRAWING.
3. **NOTE: The option to Empty all the tickets from the Ticket Drum does just what it says: ALL OF THE TICKETS FOR THAT DRAWING WILL BE REMOVED FROM THE DRAWTICKETBANK TABLE. It would be just as if you took all of the paper tickets from a physical drum and threw them away. Choose this option only if you are sure that is the correct choice.**

### OPTION #3: Remove Checked-In Tickets from the Drum.

1. This option would be used if you wanted to allow the player to accumulate tickets, and then be able to “use them and lose them.”
2. For example: The casino is running a drawing every night this month. Your players have the ability to accumulate tickets during the entire month, or they can elect to check in their tickets on one of those nights.
3. After that night’s drawing they have the ability to earn new tickets based on play, but the tickets that were checked in are no longer in their account. “Use them and lose them.”
4. These players would be required to start earning new tickets to be eligible again.



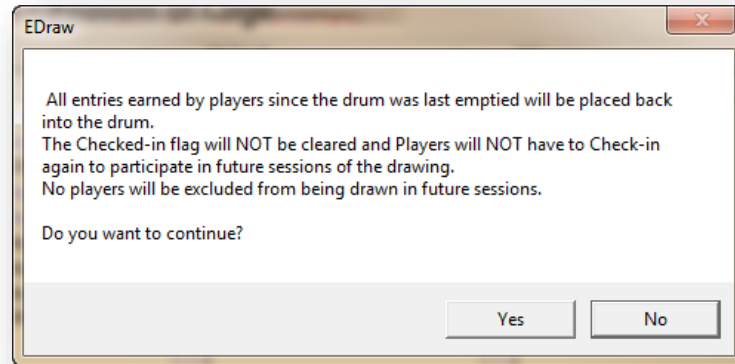
The screenshot shows a configuration window with two main sections: 'Ticket Drum Options' and 'Exclusions'. At the top, there are two lines of text: 'All deposited tickets will be removed from the drum.' and 'No Contestants will be excluded from future sessions'. In the 'Ticket Drum Options' section, there are three radio buttons: 'Place Tickets Back In The Drum', 'Empty all tickets from the Ticket Drum', and 'Remove Checked-In Tickets from The Drum'. The 'Remove Checked-In Tickets from The Drum' option is selected. In the 'Exclusions' section, there are four radio buttons: 'Exclude None', 'Exclude Drawn', 'Exclude Picked', and 'Exclude Winners'. The 'Exclude None' option is selected.

### A Variable to Consider: The Grand Prize Drawing

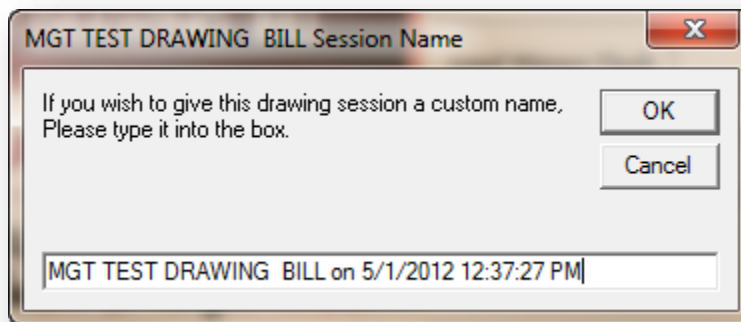
1. Many properties like to hold a drawing with the following conditions:
  - a. There will be a series of Drawing Sessions with a winner(s) each time.
  - b. Winners for these Drawing Sessions will be excluded from winning again for these Drawing Sessions. (Place Tickets Back In The Drum/Exclude Winners)
  - c. However, the final Drawing Session will be for a Grand Prize and EVERYONE will be eligible for this drawing, even if they were a previous winner.
2. In order to run this Grand Prize drawing, a simple but essential step MUST BE TAKEN:
  - a. At the conclusion of the final Drawing Session, before the Finish the Drawing step, the Drum Options choice needs to be: Place Tickets Back In the Drum with Exclude None checked.
  - b. This action will remove the ExcludedByPriorDrum flag for all players and allow them to be eligible for the Grand Prize drawing.
  - c. If this step is not taken, previous winners will not be eligible to be drawn.
  - d. If this step was forgotten, call Everi Support before running the Grand Prize drawing.

## DRUM OPTIONS PROMPT

1. You will now see a prompt to provide a safety check that you have indeed made the right selections and that you understand what happens with the selections:



2. Select YES, to confirm your Drum Option Choices.
3. To finish the drawing you will be asked to name the session of the drawing.



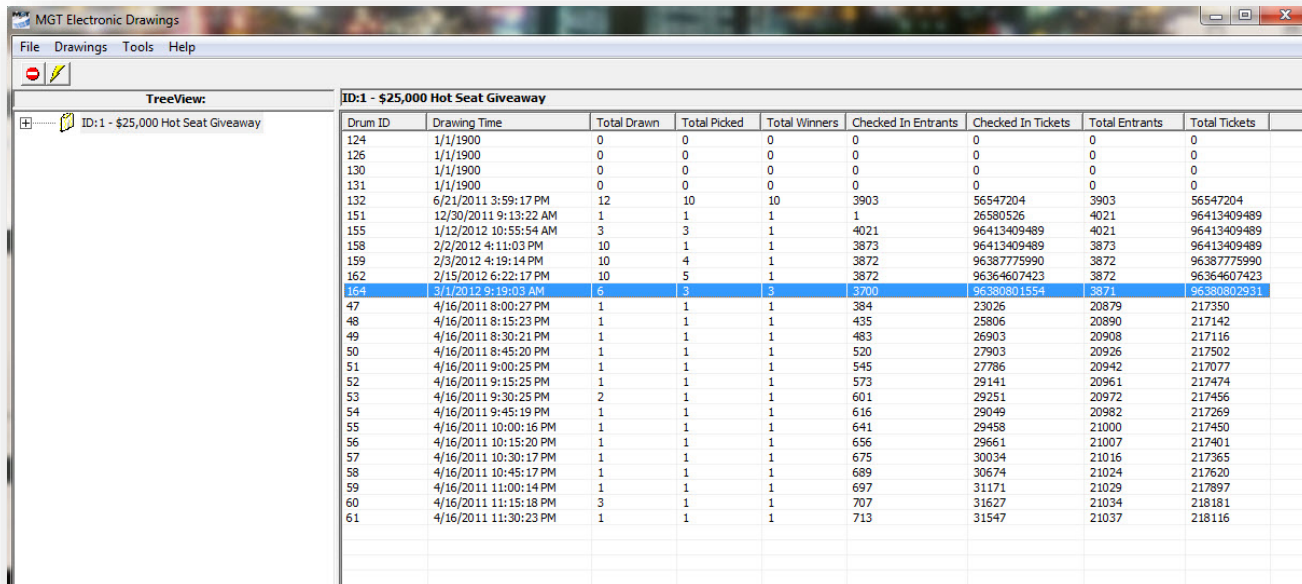
4. A default value will be loaded that will have the name of the drawing, the date and the time the drawing was started. You can choose to override and enter a name of your choosing.
5. After entering the name select OK.
6. This selection will archive the records regarding entries, winners, etc...

**CAUTION: WAIT ... The drum options are being recorded and processed!  
This process can take several minutes.**

7. The screen will close and return to the EDraw Server screen.

## Reviewing Past Drawing Sessions

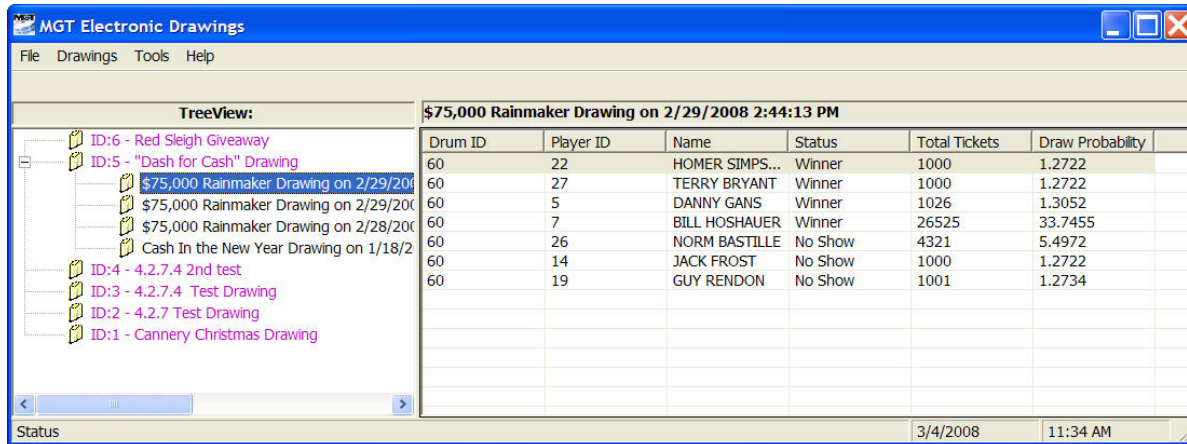
1. Open the EDraw Server application
2. Click on the Drawing you wish to review
3. The Overview of the Drawings that have been run will populate the fields on the right
  - a. DrumID: the unique drum created for this drawing session
  - b. Drawing Time: the time the conductor selected 'Start Drawing'
  - c. Total Drawn: Total # of players drawn for this drawing session
  - d. Total Picked: Total # of players drawn and arrived for verification at drawing area
  - e. Total Winners: Total # of player marked as Winners during this drawing session
  - f. Checked In Entrants: Total # of valid contestants = Checked In, have at least 1 ticket and are not currently ExcludedByPriorDrum.
  - g. CheckedIn Tickets: Total # belonging to the contestants from "f".
  - h. Total Entrants: EVERYONE who has an account in the DrawTicketBank for this DWID – those with tickets and those who have none, those checked in and those NOT checked in, those who were ExcludedByPriorDrum and those NOT excluded.



Drum ID	Drawing Time	Total Drawn	Total Picked	Total Winners	Checked In Entrants	Checked In Tickets	Total Entrants	Total Tickets
124	1/1/1900	0	0	0	0	0	0	0
126	1/1/1900	0	0	0	0	0	0	0
130	1/1/1900	0	0	0	0	0	0	0
131	1/1/1900	0	0	0	0	0	0	0
132	6/21/2011 3:59:17 PM	12	10	10	3903	56547204	3903	56547204
151	12/30/2011 9:13:22 AM	1	1	1	1	26580526	4021	96413409489
155	1/12/2012 10:55:54 AM	3	3	1	4021	96413409489	4021	96413409489
158	2/2/2012 4:11:03 PM	10	1	1	3873	96413409489	3873	96413409489
159	2/3/2012 4:19:14 PM	10	4	1	3872	96387775990	3872	96387775990
162	2/15/2012 6:22:17 PM	10	5	1	3872	96364607423	3872	96364607423
164	3/1/2012 8:19:03 AM	16	3	3	3700	96380801554	3871	96380802931
47	4/16/2011 8:00:27 PM	1	1	1	384	23026	20879	217350
48	4/16/2011 8:15:23 PM	1	1	1	435	25806	20890	217142
49	4/16/2011 8:30:21 PM	1	1	1	483	26903	20908	217116
50	4/16/2011 8:45:20 PM	1	1	1	520	27903	20926	217502
51	4/16/2011 9:00:25 PM	1	1	1	545	27786	20942	217077
52	4/16/2011 9:15:25 PM	1	1	1	573	29141	20961	217474
53	4/16/2011 9:30:25 PM	2	1	1	601	29251	20972	217456
54	4/16/2011 9:45:19 PM	1	1	1	616	29049	20982	217269
55	4/16/2011 10:00:16 PM	1	1	1	641	29458	21000	217450
56	4/16/2011 10:15:20 PM	1	1	1	656	29661	21007	217401
57	4/16/2011 10:30:17 PM	1	1	1	675	30034	21016	217365
58	4/16/2011 10:45:17 PM	1	1	1	689	30674	21024	217620
59	4/16/2011 11:00:14 PM	1	1	1	697	31171	21029	217897
60	4/16/2011 11:15:18 PM	3	1	1	707	31627	21034	218181
61	4/16/2011 11:30:23 PM	1	1	1	713	31547	21037	218116

## Reviewing Past Drawing Details

1. Click on the Drawing you wish to review
2. Click on the Hierarchy box to the left of the drawing.
3. The List of Past Drawings will open under the Drawing name



The screenshot shows the 'MGT Electronic Drawings' application window. On the left is a 'TreeView' showing a hierarchy of drawings. The selected drawing is '\$75,000 Rainmaker Drawing on 2/29/2008'. The right pane displays the details for this drawing, including a table of results.

Drum ID	Player ID	Name	Status	Total Tickets	Draw Probability
60	22	HOMER SIMPS...	Winner	1000	1.2722
60	27	TERRY BRYANT	Winner	1000	1.2722
60	5	DANNY GANS	Winner	1026	1.3052
60	7	BILL HOSHAUER	Winner	26525	33.7455
60	26	NORM BASTILLE	No Show	4321	5.4972
60	14	JACK FROST	No Show	1000	1.2722
60	19	GUY RENDON	No Show	1001	1.2734

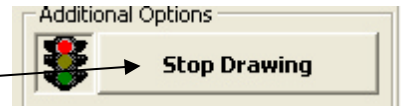
The status bar at the bottom indicates the date is 3/4/2008 and the time is 11:34 AM.

4. The Details of the selected drawing will populate the fields to the right
  - a. The Drum ID: a unique ID given to each drawing session
  - b. The Player ID: the account number of each person who had tickets in the drawing whose name was "pulled" from the drum
  - c. The Name of the Player whose name was pulled
  - d. The Status of the Player during the Drawing:
    - i. Drawn: this player's ticket was drawn, and the count-down timer started
    - ii. Picked: this player was drawn and they reported to the drawing area within the required time limit. Their ID was verified making them eligible for a drawing prize.
    - iii. Winner: This player won a prize/the prize for that drawing session
    - iv. No Show: This player's ticket was drawn, but they did not report in the required amount of time.
  - e. The events of each drawing are recorded in the DrawLog in the database. Each step in the drawing session is stamped with the date and time that step took place.
  - f. Total Tickets: is the amount of tickets this player had in the drawing drum for that drawing session
  - g. Draw Probability: The probability of that person's ticket being drawn based on the number of tickets in the drum for that drawing session.

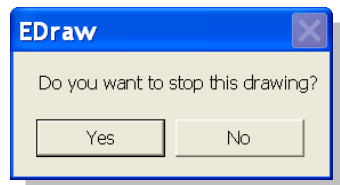
## OPTIONAL DRAWING STEP:

### If You Need to STOP THE DRAWING Because of a Problem

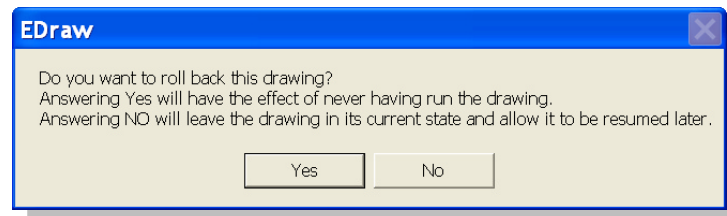
If an Error occurs during the drawing select: STOP DRAWING.



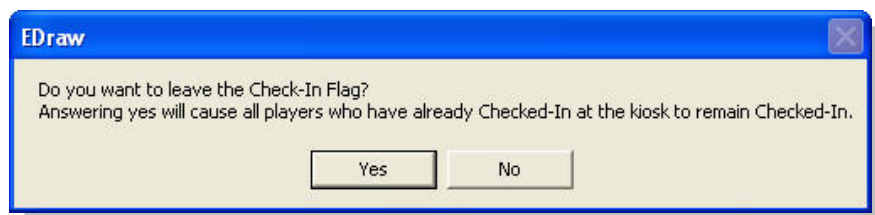
You will see this prompt:



1. Choose **YES** to STOP the active drawing, Choose **NO** to return to the previous screen.
2. Choose **YES** or **NO** to follow the information noted on the next screen:
  - **YES:** will roll back the drawing as if it had never taken place, allowing the operator to start the drawing from the beginning;
  - **NO:** will allow the operator to leave the drawing process running, but close the EDraw application on one computer in order to resume the same drawing with EDraw on another computer. Example: Check-in can be started on a PC in an office; the drawing can be stopped with the NO option, which will allow the operator to resume the drawing process on a PC in the drawing area.



2. The next prompt will ask about the players already checked-in for the drawing.



3. If you have begun a drawing that requires Check In, and have found the need to restart the drawing, selecting Yes will allow you to keep those players in a “checked-in” status. Selecting No will require all players to check-in at the kiosk again.

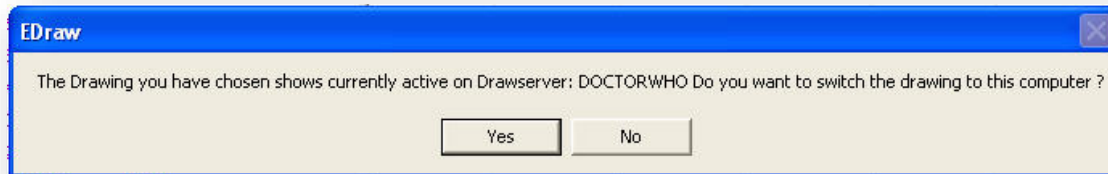


## OH NO!!!! The Computer I was using to run the drawing just crashed

1. It is important to remember in this moment: the Drawing is actually running on the MGT Server and not on the computer that just crashed.
2. All that needs to happen is to go to another computer that has EDraw Server installed and is logged into by a User Name that is in the EDraw Users Group in the Active Directory.
3. Follow these steps:
  - a. Open EDraw Server
  - b. Right Click on the Drawing that was running and Run This Drawing
  - c. Select YES at this Screen



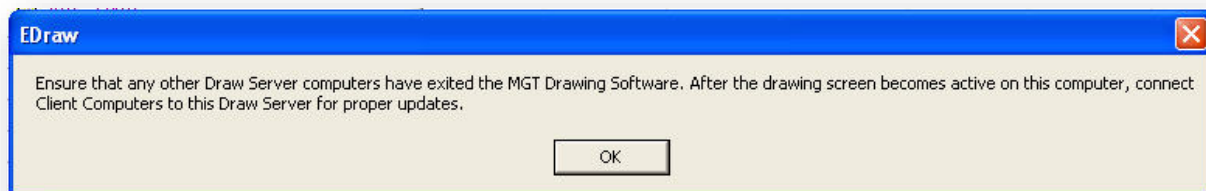
- d. Select YES at this Screen



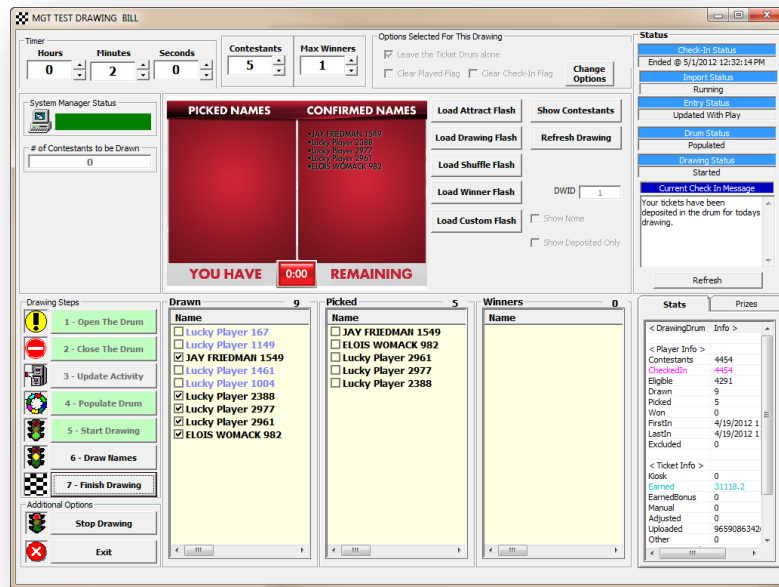
- e. Select YES at this screen



- f. Select OK at this Screen



- g. The Drawing will now resume at its unfinished state on the new computer. Run as normal.



The screenshot shows the 'MGT TEST DRAWING BILL' window. It features a timer at the top left set to 0 hours, 2 minutes, and 0 seconds. The 'Contestants' field is set to 5, and 'Max Winners' is set to 1. The 'Options Selected For The Drawing' section includes checkboxes for 'Leave the Ticket Drum alone', 'Clear Played Flag', and 'Clear Check-In Flag'. The 'Status' section on the right shows the drawing status as 'Running' and 'Updated With Play'. The 'PICKED NAMES' section lists: JAY FRIEDMAN 1549, Lucky Player 2388, Lucky Player 2977, Lucky Player 2961, and ELOIS WOMACK 982. The 'CONFIRMED NAMES' section lists: JAY FRIEDMAN 1549, ELOIS WOMACK 982, Lucky Player 2961, Lucky Player 2977, and Lucky Player 2388. The 'YOU HAVE 0:00 REMAINING' section is visible. The 'Drawing Steps' section on the left shows a sequence of steps from 1 to 7, with step 6 'Draw Names' currently active. The 'Stats' section on the right shows various statistics including 'Contestants: 4454', 'Drawn: 9', 'Picked: 5', 'Won: 0', 'FirstIn: 4/19/2012 1', 'LastIn: 4/19/2012 1', 'Excluded: 0', 'Kiosk: 0', 'Earned: 31118.2', 'Garnered Bonus: 0', 'Manual: 0', 'Adjusted: 0', 'Updated: 9599086340', and 'Other: 0'.

- h. The DrawLog will record that the change was made

**Drawing Auditor**

**Drawing Log**

Start Date	End Date	Drawing ID
September 2009	September 2009	18
Refresh		

TranTime	TranComputer	DWID	TranDesc	TranDetail
9/16/2009 12:28:42 PM	DOCTORWHO	18	mmRunDraw Clicked	User Bill Hoshauer chose to Run Drawing
9/16/2009 12:28:44 PM	DOCTORWHO	18	frmTimerOpts TimerValue	180
9/16/2009 12:28:44 PM	DOCTORWHO	18	frmTimerOpts Contestants	5
9/16/2009 12:28:45 PM	DOCTORWHO	18	frmDrumOpts ClearPlayed	False
9/16/2009 12:28:45 PM	DOCTORWHO	18	frmDrumOpts ClearCheckIn	False
9/16/2009 12:28:45 PM	DOCTORWHO	18	frmDrumOpts DrumOption	1 Put All Tickets Back in the Drum. All players who are entered into the
9/16/2009 12:28:50 PM	DOCTORWHO	18	cmdBeginCheckIn Clicked	User Bill Hoshauer has chosen to begin the checkin process
9/16/2009 12:28:52 PM	DOCTORWHO	18	cmdEndCheckIn Clicked	User Bill Hoshauer has chosen to end the checkin process
9/16/2009 12:28:56 PM	DOCTORWHO	18	Update Entries	User Bill Hoshauer has chosen to Update Entries without completing p
9/16/2009 12:28:56 PM	DOCTORWHO	18	Update Entries Completed	The Update of Entries has Completed
9/16/2009 12:28:56 PM	DOCTORWHO	18	Populate Drum	User Bill Hoshauer has chosen to populate the drum
9/16/2009 12:28:56 PM	DOCTORWHO	18	Make Drum	The drum was successfully created. Drum ID is 65
9/16/2009 12:28:56 PM	DOCTORWHO	18	Fill Drum	Drum was filled with 105 Contestants with a total of 92409 Tickets.
9/16/2009 12:28:56 PM	DOCTORWHO	18	Fill Drum	Completed
9/16/2009 12:29:00 PM	DOCTORWHO	18	Stop reason	to resume elsewhere
9/16/2009 12:29:18 PM	DOCTORWHO	18	Rollback Drawing	The drawing will not be rolled back.
9/16/2009 12:31:47 PM	PMGTTTRAINING	18	mmRunDraw Clicked	User Bill Hoshauer chose to Run Drawing
9/16/2009 12:34:08 PM	PMGTTTRAINING	18	Resume	User Bill Hoshauer has chosen to resume the drawing on this computer
9/16/2009 12:34:09 PM	PMGTTTRAINING	18	System Resume Start	The System is Resuming the Drawing
9/16/2009 12:34:10 PM	PMGTTTRAINING	18	System Resume Finished	The System Resume Has Completed
9/16/2009 12:35:06 PM	PMGTTTRAINING	18	Start Drawing	User Bill Hoshauer has started the drawing
9/16/2009 12:35:08 PM	PMGTTTRAINING	18	Draw Names	User Bill Hoshauer chose to draw 5 names

# UNDERSTANDING THE EDRAW APPLICATIONS AND PROCESSES



## The Relationship Between EDraw Server and MGT Promo

1. These applications operate independently from one another.
2. EDraw Server is used to configure and run drawings and automatically award entries based on the play or value of a player. A player needs to do nothing to automatically receive earned entries once they have an account in the DrawTicketBank table.
3. MGT Promo is used to configure kiosk-based offers. These offers can include free entries for players and additional entries for drawings based on play or value. These function independently from EDraw Server and action by the player by swiping at a kiosk is required for the player to receive entries of this type.

## The DrawTicketBank Table

1. DrawTicketBank is the 'bank' for all drawing entries. As such, a player must have 'an account' in the 'bank.' This 'account' is a record in the table for each drawing for which a player is receiving and/or earning tickets.

EntryID	TranTime	SiteID	SGCode	DWID	PlayerID	Name	TicketsKiosk	TicketsEarned	TicketsEarnedBonus	TicketsManual	TicketsAdjusted	TicketsUploaded	TicketsOther	TicketsSessionEarned	TicketsSessionBonus
1	129904	2011-06-20 17:25:29.373	1	M1	13	295	Lucky Player	0.000	26515.000	0.000	0.000	0.000	0.000	0.000	0.000
2	132499	2011-06-20 17:25:29.373	1	M1	13	2890	Lucky Player	0.000	26165.000	0.000	0.000	0.000	0.000	0.000	0.000
3	132899	2011-06-20 17:25:29.373	1	M1	13	3290	Lucky Player	0.000	25906.000	0.000	0.000	0.000	0.000	0.000	0.000
4	132979	2011-06-20 17:25:29.373	1	M1	13	3370	Lucky Player	0.000	25866.000	0.000	0.000	0.000	0.000	0.000	0.000
5	132080	2011-06-20 17:25:29.373	1	M1	13	2471	Lucky Player	0.000	25682.000	0.000	0.000	0.000	0.000	0.000	0.000
6	130772	2011-06-20 17:25:29.373	1	M1	13	1163	Lucky Player	0.000	25547.000	0.000	0.000	0.000	0.000	0.000	0.000
7	132691	2011-06-20 17:25:29.373	1	M1	13	3082	Lucky Player	0.000	25539.000	0.000	0.000	0.000	0.000	0.000	0.000

TicketsRemoved	Multiplier	Drawn	DrawnTime	Picked	PickedTime	Won	WonTime	NoShow	CheckedIn	CheckInTime	CheckInDev	ExcludedByPriorDraw	CheckInSiteID	CheckInSite
1	0.000	1	0	2011-06-20 17:25:29.373	0	2011-06-20 17:25:29.373	0	2011-06-20 17:25:29.373	0	1	2011-06-21 15:59:00.000	0	0	0
2	0.000	1	0	2011-06-20 17:25:29.373	0	2011-06-20 17:25:29.373	0	2011-06-20 17:25:29.373	0	1	2011-06-21 15:59:00.000	0	0	0
3	0.000	1	0	2011-06-20 17:25:29.373	0	2011-06-20 17:25:29.373	0	2011-06-20 17:25:29.373	0	1	2011-06-21 15:59:00.000	0	0	0
4	0.000	1	0	2011-06-20 17:25:29.373	0	2011-06-20 17:25:29.373	0	2011-06-20 17:25:29.373	0	1	2011-06-21 15:59:00.000	0	0	0
5	0.000	1	0	2011-06-20 17:25:29.373	0	2011-06-20 17:25:29.373	0	2011-06-20 17:25:29.373	0	1	2011-06-21 15:59:00.000	0	0	0
6	0.000	1	0	2011-06-20 17:25:29.373	0	2011-06-20 17:25:29.373	0	2011-06-20 17:25:29.373	0	1	2011-06-21 15:59:00.000	0	0	0
7	0.000	1	0	2011-06-20 17:25:29.373	0	2011-06-20 17:25:29.373	0	2011-06-20 17:25:29.373	0	1	2011-06-21 15:59:00.000	0	0	0

2. A player receives a record in the DrawTicketBank table for a drawing via several different methods:
  - a. If Auto-Enroll is used (see page 32), this happens at:
    - i. The import of play after the conclusion of the property gaming day
    - ii. When a player swipes at a kiosk
    - iii. At the Update Activity step of a drawing
  - b. Receiving at least one entry for the drawing at a kiosk, if Auto Enroll is not used
  - c. Having entries added for a player using KMan (Manual Adjustment) application
  - d. Using Import2DrawME for a controlled-entry drawing.

## The DrawDrumDetailArch Table

1. The DrawDrumDetailArch table is a record of all players who:

- had potential to be eligible for that Drawing Session but did not check in, and the source of all their entries
- had checked in at a kiosk and were eligible contestants, and the source of all their entries
- the date/time and kiosk where each player checked in
- had been Excluded By a Prior Drum and were not viable contestants for this drawing session
- the DWID and DrumID for this drawing session
- all players who were drawn, picked, no shows or winners, along with a date/time stamp of when these actions took place in EDraw Server.

DetailID	DrumID	EntryID	SiteID	SGCode	DWID	PlayerID	Name	TicketsKiosk	TicketsEarned	TicketsEarnedBonus	TicketsManual	TicketsAdjusted	TicketsUploaded	TicketsOther	TicketsSessionEarned	TicketsSessionBonus	TicketsRemoved	Multipier	Tickets Total	Drawn	Drawn Time
1	1001476	139	77862	1	M1	15110313	APRIL YOUNG	1.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	1	1	0	2011-04-16 23:50:12:067
2	1001478	139	77864	1	M1	1129557	JIMMIE LEWIS	4.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	1	4	0	2011-04-17 00:00:40:333
3	1001479	139	77865	1	M1	1135663	WENDY LEWIS	2.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	1	2	0	2011-04-17 00:01:10:210
4	1001480	139	77868	1	M1	21155	MAIME FRANK	1.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	1	1	0	2011-04-17 00:02:40:220
5	1001481	139	77873	1	M1	1037450	CYNTHIA JORDAN	1.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	1	1	0	2011-04-17 00:06:00:240
6	1001482	139	77876	1	M1	15084675	MICHAEL MINOR	1.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	1	1	0	2011-04-17 00:09:00:263
7	1001483	139	77877	1	M1	14852196	ANITA BURNS	1.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	1	1	0	2011-04-17 00:09:20:263
8	1001484	139	77880	1	M1	991740	DENNIS JOHNSON	1.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	1	1	0	2011-04-17 00:10:40:267

- When EDraw Server is used to Run a Drawing, at the Populate the Drum step a unique virtual drum is created and given a DrumID. This ID number is recorded in the DrawLog and will be visible in EDraw Server after the completion of the step, "Finish the Drawing."

Picked	PickedTime	Winner	WonTime	No Show	StartNum	EndNum	PrizeDesc	PrizeValue	CheckedIn	CheckInTime	CheckInDev	ExcludedByPriorDrum	DrawProbability	CheckInSiteID	CheckInSiteName	AcctID
0	2011-04-16 23:50:12:067	0	2011-04-16 23:50:12:067	0	1	1	None	0.00	1	2011-06-21 15:59:00:000	0	0	0.0000	0	0	0
0	2011-04-17 00:00:40:333	0	2011-04-17 00:00:40:333	0	2	5	None	0.00	1	2011-06-21 15:59:00:000	0	0	0.0000	0	0	0
0	2011-04-17 00:01:10:210	0	2011-04-17 00:01:10:210	0	6	7	None	0.00	1	2011-06-21 15:59:00:000	0	0	0.0000	0	0	0
0	2011-04-17 00:02:40:220	0	2011-04-17 00:02:40:220	0	8	8	None	0.00	1	2011-06-21 15:59:00:000	0	0	0.0000	0	0	0
0	2011-04-17 00:06:00:240	0	2011-04-17 00:06:00:240	0	9	9	None	0.00	1	2011-06-21 15:59:00:000	0	0	0.0000	0	0	0
0	2011-04-17 00:09:00:263	0	2011-04-17 00:09:00:263	0	10	10	None	0.00	1	2011-06-21 15:59:00:000	0	0	0.0000	0	0	0
0	2011-04-17 00:09:20:263	0	2011-04-17 00:09:20:263	0	11	11	None	0.00	1	2011-06-21 15:59:00:000	0	0	0.0000	0	0	0
0	2011-04-17 00:10:40:267	0	2011-04-17 00:10:40:267	0	12	12	None	0.00	1	2011-06-21 15:59:00:000	0	0	0.0000	0	0	0
0	2011-04-17 00:10:50:280	0	2011-04-17 00:10:50:280	0	13	13	None	0.00	1	2011-06-21 15:59:00:000	0	0	0.0000	0	0	0

TreeView:		ID:1 - MGT Test						
<ul style="list-style-type: none"> <li>ID:3 - Grand Prize</li> <li>ID:2 - July Giveaway</li> <li>ID:1 - MGT Test</li> </ul>		Drum ID	Drawing Time	Total Drawn	Total Picked	Total Winners	Total Entra...	Total Tickets
		1	7/14/2009 ...	2	1	1	3	300
		11	8/19/2009 ...	9	5	5	104	92637
		13	8/19/2009 ...	1	1	1	99	81643
		14	9/4/2009 B...	6	1	1	98	80643
		16	9/4/2009 B...	20	1	1	92	62971
		17	9/4/2009 B...	20	1	1	72	27476
		3	7/19/2009 ...	1	1	1	2	200

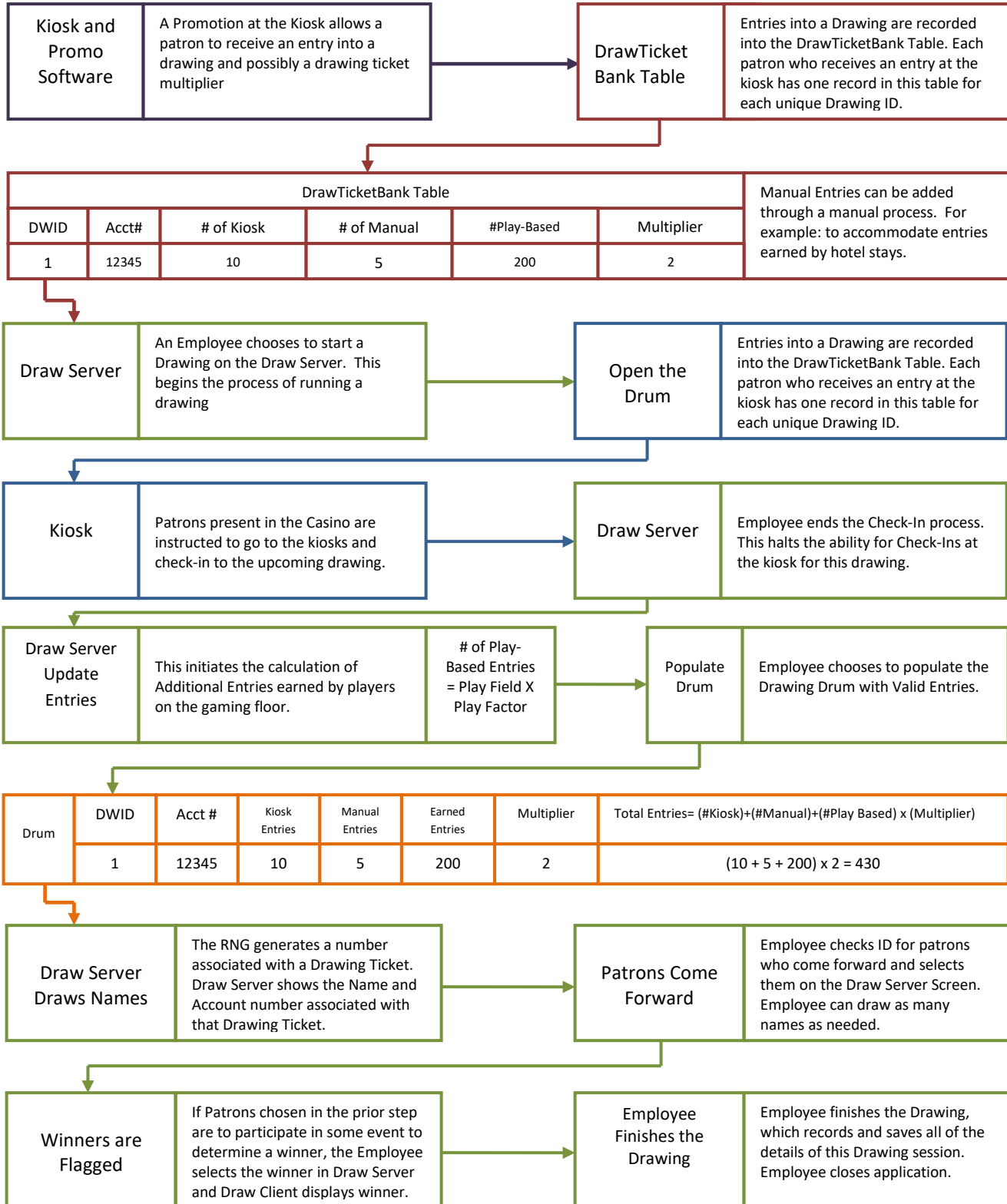
## The DrawLog

- When EDraw Server is used to Run a Drawing, the DrawLog starts a log of the computer being used; the person logged in at the computer, and records every step and option that the person running the drawing chooses until the drawing is finished.
- This information can be seen:
  - By selecting Audit Drawing from the MGT EDraw Server/Drawings menu
  - By running the MGT DrawLog Report
- The DrawLog is date and time stamped. These records are never deleted from the database, meaning it is possible to review the events of any drawing session for any date or time.
- The image on the following page shows a DrawLog sample of a drawing session. Note that you can review:
  - The Date and Time of the drawing session (TranTime)
  - The computer that was used to run the drawing, or any switch of computers will be logged also (TranComputer)
  - The DWID
  - The name of the Step that happened (TranDesc)
  - The details of that Step (TranDetail)

DrawLogID	TranTime	TranComputer	DWID	TranDesc	TranDetail	Expr1
3264	4/16/2009 11:52:59	DOCTORWHO	2	Edit Drawing	User Bill Hoshauer chose to edit this drawing	4/16/2009 11:52:59 AM
3265	4/16/2009 11:53:23	DOCTORWHO	2	Edit a drawing	User Bill Hoshauer edited this drawing.	4/16/2009 11:53:23 AM
3266	4/16/2009 11:56:32	DOCTORWHO	2	Edit a drawing	User Bill Hoshauer edited this drawing.	4/16/2009 11:56:32 AM
3267	4/16/2009 12:01:40	DOCTORWHO	2	mmuRunDraw Click	User Bill Hoshauer chose to Run Drawing	4/16/2009 12:01:40 PM
3268	4/16/2009 12:01:43	DOCTORWHO	2	frmTimerOpts Timer	60	4/16/2009 12:01:43 PM
3269	4/16/2009 12:01:43	DOCTORWHO	2	frmTimerOpts Conte	5	4/16/2009 12:01:43 PM
3270	4/16/2009 12:01:45	DOCTORWHO	2	frmDrumOpts ClearF	False	4/16/2009 12:01:45 PM
3271	4/16/2009 12:01:45	DOCTORWHO	2	frmDrumOpts ClearC	False	4/16/2009 12:01:45 PM
3272	4/16/2009 12:01:45	DOCTORWHO	2	frmDrumOpts Drum	1 Put All Tickets Back in the Drum. All players who are entered into this drawing will be elig	4/16/2009 12:01:45 PM
3273	4/16/2009 12:01:47	DOCTORWHO	2	cmdBeginCheckIn Cl	User Bill Hoshauer has chosen to begin the checkin process	4/16/2009 12:01:47 PM
3274	4/16/2009 12:02:38	DOCTORWHO	2	Exiting	User Bill Hoshauer has chosen to exit the drawing	4/16/2009 12:02:38 PM
3275	4/16/2009 2:44:20	DOCTORWHO	2	mmuRunDraw Click	User Bill Hoshauer chose to Run Drawing	4/16/2009 2:44:20 PM
3276	4/16/2009 2:44:25	DOCTORWHO	2	Resume	User Bill Hoshauer has chosen to resume the drawing on this computer	4/16/2009 2:44:25 PM
3277	4/16/2009 2:44:25	DOCTORWHO	2	System Resume Sta	The System is Resuming the Drawing	4/16/2009 2:44:25 PM
3278	4/16/2009 2:44:25	DOCTORWHO	2	System Resume Fini	The System Resume Has Completed	4/16/2009 2:44:25 PM
3279	4/16/2009 2:45:15	DOCTORWHO	2	cmdEndCheckIn Clid	User Bill Hoshauer has chosen to end the checkin process	4/16/2009 2:45:15 PM
3280	4/16/2009 2:46:43	DOCTORWHO	2	Entry Update	Started Update - Play field is : 32 The Play Factor Is : 0.04 User was Bill Hoshauer	4/16/2009 2:46:43 PM
3281	4/16/2009 2:47:12	DOCTORWHO	2	Update Entries Com	The Update of Entries has Completed	4/16/2009 2:47:12 PM
3282	4/16/2009 2:47:12	DOCTORWHO	2	Populate Drum	User Bill Hoshauer has chosen to populate the drum	4/16/2009 2:47:12 PM
3283	4/16/2009 2:47:12	DOCTORWHO	2	Make Drum	The drum was successfully created. Drum ID is 72	4/16/2009 2:47:12 PM
3284	4/16/2009 2:47:12	DOCTORWHO	2	Fill Drum	Drum was filled with 104 Contestants with a total of 105122 Tickets.	4/16/2009 2:47:12 PM
3285	4/16/2009 2:47:12	DOCTORWHO	2	Fill Drum	Completed	4/16/2009 2:47:12 PM
3286	4/16/2009 2:47:25	DOCTORWHO	2	Start Drawing	User Bill Hoshauer has started the drawing	4/16/2009 2:47:25 PM
3287	4/16/2009 2:48:35	DOCTORWHO	2	Draw Names	User Bill Hoshauer chose to draw 5 names	4/16/2009 2:48:35 PM
3288	4/16/2009 2:48:35	DOCTORWHO	2	Draw Names	Random Num:88503 = KOBE BURGER Player ID:38098098 Was Drawn	4/16/2009 2:48:35 PM
3289	4/16/2009 2:48:35	DOCTORWHO	2	Draw Names	Random Num:53281 = ISABLE HARO Player ID:17400000 Was Drawn	4/16/2009 2:48:35 PM
3290	4/16/2009 2:48:35	DOCTORWHO	2	Draw Names	Random Num:95943 = SUSIE HOMEMAKER Player ID:53456789 Was Drawn	4/16/2009 2:48:35 PM
3291	4/16/2009 2:48:35	DOCTORWHO	2	Draw Names	Random Num:38917 = SEAN MOYER Player ID:16100000 Was Drawn	4/16/2009 2:48:35 PM
3292	4/16/2009 2:48:35	DOCTORWHO	2	Draw Names	Random Num:25955 = NOTTA CHANCE Player ID:144588868 Was Drawn	4/16/2009 2:48:35 PM
3293	4/16/2009 2:49:04	DOCTORWHO	2	Picked	KOBE BURGER 38098098 Was Picked. User was Bill Hoshauer	4/16/2009 2:49:04 PM
3294	4/16/2009 2:49:12	DOCTORWHO	2	Picked	SUSIE HOMEMAKER 53456789 Was Picked. User was Bill Hoshauer	4/16/2009 2:49:12 PM
3295	4/16/2009 2:49:52	DOCTORWHO	2	Draw Names	User Bill Hoshauer chose to draw 5 names	4/16/2009 2:49:52 PM
3296	4/16/2009 2:49:53	DOCTORWHO	2	Draw Names	Random Num:35599 = HOTTA BABE Player ID:144657901 Was Drawn	4/16/2009 2:49:53 PM
3297	4/16/2009 2:49:53	DOCTORWHO	2	Draw Names	Random Num:45274 = STEPHANIE WALKER Player ID:16400000 Was Drawn	4/16/2009 2:49:53 PM
3298	4/16/2009 2:49:53	DOCTORWHO	2	Draw Names	Random Num:17017 = JOEN RIVERA Player ID:14200000 Was Drawn	4/16/2009 2:49:53 PM
3299	4/16/2009 2:49:56	DOCTORWHO	2	Picked	HOTTA BABE 144657901 Was Picked. User was Bill Hoshauer	4/16/2009 2:49:56 PM
3300	4/16/2009 2:49:57	DOCTORWHO	2	Picked	STEPHANIE WALKER 16400000 Was Picked. User was Bill Hoshauer	4/16/2009 2:49:57 PM
3301	4/16/2009 2:50:00	DOCTORWHO	2	Picked	JOEN RIVERA 14200000 Was Picked. User was Bill Hoshauer	4/16/2009 2:50:00 PM
3302	4/16/2009 2:50:20	DOCTORWHO	2	Winner	SUSIE HOMEMAKER 53456789 Was added to the winners list. User was Bill Hoshauer	4/16/2009 2:50:20 PM
3303	4/16/2009 2:50:21	DOCTORWHO	2	Winner	STEPHANIE WALKER 16400000 Was added to the winners list. User was Bill Hoshauer	4/16/2009 2:50:21 PM
3304	4/16/2009 2:50:34	DOCTORWHO	2	Finish Drawing	User Bill Hoshauer chose to finish the drawing.	4/16/2009 2:50:34 PM

Sample of DrawLog table

## Overview of a Drawing Process Data-Flow



# EDRAW TROUBLESHOOTING

<b>Update Activity is taking a long time to complete</b>	The System Manager is not running, or has Timed Out	<ol style="list-style-type: none"> <li>1. Restart the SM.</li> <li>2. Stop the Drawing, roll it back and leave the Check In Flag.</li> <li>3. Run the Drawing again and Update Entries should now complete as normal</li> </ol>
<b>Nothing is showing in the Checked In or Tickets windows on the drawing screen</b>	This would be normal behavior in the first 20 seconds of beginning Check In, however names and tickets should begin appearing as Check In continues	<ol style="list-style-type: none"> <li>1. Has Check In begun?</li> <li>2. Are people actually Checking In?</li> </ol>
<b>I have thousands of names and tickets displaying in the windows, and I just Opened the Drum</b>	<p>Either:</p> <p>The Check In Required flag was not set, (when is true, EDraw automatically checks in ALL the players), or,</p> <p>The Check In Flag was not cleared at the previous drawing.</p> <p>Are the Open and Close the Drum buttons grayed out? This happens when Check In is not required.</p>	<ol style="list-style-type: none"> <li>1. In either case, the solution is the same: Stop the Drawing, Roll It Back, DO NOT leave the Check In Flag.</li> <li>2. Edit the Drawing. Check the Check In Required box. Save and Close.</li> <li>3. Run the Drawing and Open the Drum.</li> </ol>
<b>Message appears: There are not enough names....</b>	<p>There is an irregularity in the DrawTicketBank table for this drawing.</p> <p>This will mostly likely require a call to Everi Support. 702.360.8550</p>	<ol style="list-style-type: none"> <li>1. Was Auto Enroll not included in the drawing configuration?</li> <li>2. Was Check In Required, but the Open the Drum step was never started?</li> <li>3. Do the number of contestants needed and already Drawn exceed the number of Checked In players in the window?</li> <li>4. If Drawing Tickets were only issued at the kiosk (no earned entries for players) was the DWID set correctly for the Drawing Ticket prize in MGT Promo?</li> </ol>
<b>The Flash files (AFlash, SFlash, DFlash, WFlash) are taking a long time to change</b>	There is an issue with the network communication.	<ol style="list-style-type: none"> <li>1. Check the Windows Firewall on the DrawServer and DrawClient. It needs to be OFF.</li> <li>2. Make sure the EDraw Client computer is logged in with a user in the MGTUserGroup in the Active Directory.</li> <li>3. Is an Anti-Virus program running on either drawing computer? This needs to be disabled.</li> <li>4. Are resource intensive tasks taking place on the physical server currently?</li> </ol>



# EDRAW TROUBLESHOOTING

<b>EDraw Client will not connect</b>	The application is not connecting to the MGT Server and MGT Configuration database.	1. Check the Configuration settings on EDraw Client, check both the server name and the Property ID
<b>The Flash files (AFlash, SFlash, DFlash, WFlash) are blank</b>	The EDraw Flash files MUST be stored globally in mgtservername\mgt\ flash\ EDraw	1. Stop the drawing and verify that the four flash file paths (AFlash, DFlash, SFlash, WFlash) are configured correctly
<b>The Open the Drum and Close the Drum buttons are 'grayed out'</b>	The Check In Required box is not checked	1. Stop the drawing, roll it back 2. Edit the drawing and check the box 3. Run the drawing
<b>Check In was accidentally ended too soon</b>	This can be solved quickly.	1. Stop the Drawing 2. Roll it back 3. Leave the Check In Flag 4. Run the Drawing 5. Open the Drum
<b>All lights are green but the drum is not populated</b>	Restart the drawing	1. Stop the Drawing 2. Roll it back 3. Leave the Check In Flag 4. Run the Drawing 5. Open the Drum 6. Close the Drum 7. Update Activity 8. Populate the Drum If the problem persists, contact Everi Support
<b>I mistakenly emptied of the tickets from the drum and I need them back.</b>	Tickets are never deleted from the database even though they have been emptied from the drum.	1. If the IT staff has been trained and authorized by Everi to use MGT ADOP, call IT. 2. Call Everi Support. 702.360.8550
<b>EDraw is displaying a Runtime error message</b>	This is a permissions issue.	Contact Everi Support.



## EDRAW Certification Examination

1. In what database table are accounts for players' drawing entries stored?
2. What drawing conductor process checks for today's play, calculates additional entries based on that play and adds them to the player's total for the drawing?
3. What failure could keep this (#2) from happening?
4. At what time(s) does the Auto Enroll feature insert records into the DrawTicketBank table for a new player, for each active drawing?
5. If the drawing conductor wants to close EDraw Server but leave Check In running, describe one way this could be done?
6. How is a drawing identified in the database?
7. What things would keep the operator from being able to run a drawing?
8. What MGT application should be checked for error-free operation on the day of a drawing, before the drawing begins?
9. What is generally the first button the drawing conductor would select on the conductor screen when running a drawing?
10. In what situation would #9 NOT be true?
11. Name another way to accomplish the task in #5.
12. What would an operator do if changes were needed to the drum options but the drawing session was already running?
13. When a drawing conductor runs a drawing for the very first session of a drawing, what will be true about the drawing configuration settings?
14. When a drawing conductor runs a drawing session for the second (or subsequent) session, what will be true about the drawing configuration settings?
15. T or F: EDraw Server is able to award free entries to players.
16. List the five ways in which free entries can be awarded?
17. What action indicates that a player is present for the "must be present to win" type of drawing?
18. T or F: Even though a player has completed the action of # 17, they must return to the kiosk and enter any additional entries they have earned.
19. There are six ways that #17 can be accomplished. List them.
20. Consider #17 and #19. Which of the six ways carries the most risk for a 'must be present to win' type of drawing?
21. Explain the difference between a Drawing and a Drawing Session.
22. T or F: It is not possible to run a test of an actual drawing.
23. What steps must be taken to run a test of an actual drawing?
24. T or F: During a test of a drawing the information for that particular drawing still shows up at the kiosks.
25. During the test of a drawing, the drawing DOES or DOES NOT trigger EdrawClientAutoConnect to display on the casino floor?
26. What does the AFlash do?
27. T or F: the drawing AFlash must always be configured to \\mgtservername\ mgt\flash\EDraw\AFlash.swf?
28. T or F: Under no circumstances is a player, who has not checked in for a drawing, eligible to have their name drawn during a drawing session.
29. What things MUST be true for a player to be considered a drawing CONTESTANT?
30. At what point does the SFlash display during a drawing?
31. T or F: The SFlash can only be displayed during the DrawNames step of a drawing session.
32. T or F: the total number of contestants needed for a drawing session must be set before beginning a drawing session

33. T or F: the total number of winners needed for a drawing session must be set before beginning a drawing session.
34. List the buttons (in order) that a drawing conductor MUST select to conduct a successful drawing.
35. T or F: The choice to Empty All the Tickets from the Drum means that all the entries for that DWID will be deleted from the database.
36. What determines the first date that players can earn entries for a drawing?
37. Which of the following pieces of information is/are not displayed on the drawing operator screen?
  - a. Winners
  - b. DWID
  - c. Picked
  - d. No Shows
  - e. Tickets
  - f. Drum Status
  - g. # of Winners excluded
  - h. Eligible Contestants
  - i. All of the above exist
39. What tools allow Club staff to add unrestricted additional entries for a player for a drawing?
40. Under what circumstances is the Ticket Drum Option "Clear Check In" used?
41. T or F: EDraw Server can only 'Award One Free Entry' a single time for any DWID
42. Explain your answer to #41.
43. The SM was not running this morning.
  - a. What additional step was not completed?
  - b. How would the property IT dept know this?
  - c. What should be done to correct any of these issues?
44. What is the difference between EDraw Server and EDraw Client?
45. At Draw Names selection a message appears that says, "There are not enough names in the drum...." What happened?
46. What corrections are available to the drawing conductor if this happens?
47. What corrections are available to the Everi Help Desk if this is the reported event?
48. T or F: Auto Enroll is NOT being used. The drawing was configured to calculate Earned Entries for the past month. Player A waits until the day of the drawing to receive a kiosk entry. EDraw Server will retroactively calculate the Earned Entries for this player going back to the Drawing Start Date.
49. Auto Enroll is NOT being used. List the only way(s) that a player can be added to the DrawTicketBank for the DWID.
50. If you're running a drawing, and need to Stop the Drawing in order to restart the drawing, what happens to EDraw Client and what action would you need to take?
51. List all the things that happen when the drawing operator selects Update Activity?
52. If during a drawing, a Drawn player shows in the allotted time and is Picked, but is found to be ineligible for some reason, what action should the conductor take?
53. Where are the EDraw Flash files stored?
54. The last day for this DWID drawing session was yesterday, but the kiosk is still displaying the drawing and the amount of entries. What's wrong?
55. Give a brief description of each of the following DrawTicketBank fields:
  - a. TicketsKiosk
  - b. TicketsEarned
  - c. TicketsEarnedBonus
  - d. TicketsManual

- e. TicketsAdjusted
  - f. TicketsUploaded
  - g. TicketsOther
  - h. TicketsSessionEarned
  - i. TicketsSessionBonus
  - j. TicketsRemoved
  - k. TicketsTotal (not there)
56. T or F: When a drawing session is conducted, it is conducted from the DrawTicketBank.
  57. A player reports to the club that their drawing entries do not appear to be correct. What could be wrong?
  58. T or F: Every drawing must be linked to a kiosk promotion.
  59. The drawing conductor made changes to the Drum Options while finishing a drawing. What will be true of the Drum Option settings at the next Drawing Session of that Drawing?
  60. The conductor set the conditions that a Winner will not be able to participate in the next drawing session. Where is that information reported in the DrawTicketBank and DrawDrumDetail table?
  61. What is the name of the table that contains the detailed drum information about every drawing session that has been conducted?
  62. Check In is not required for a drawing. What two things will be true about the operator screen when running that drawing?
  63. T or F: it is not possible to conduct a drawing without Updating the Entries.
  64. T or F: if EDraw Server is not calculating Earned Entries, the only type of entries available to a player are free entries at a kiosk.
  65. T or F: a player must wait until tomorrow to see their additional play-based entries from today when checking at a kiosk.
  66. T or F: when a drawing is over (i.e., past the Drawing End Date) it is deleted from the MGT database. Explain your answer.
  67. If Auto Enroll is NOT being used, name two ways that a player can be entered into the DrawTicketBank table.
  68. Today is the Drawing Start Date for DWID = 32. What will be true about the display of entries in KMan under the Electronic Drawings tab?
  69. T or F: A player is able to successfully Check In for a drawing even though they have no entries for that drawing?
  70. T or F: Before Updating Activity, the End Check In step must be completed.
  71. At what point is the Drum officially closed for a Drawing Session?
  72. T or F: Only the data for checked in players is moved to the DrawDrumDetail table for conducting a drawing session.
  73. What events happen at the Populate the Drum step?
  74. T or F: a Drawing Start Date and Drawing End Date may be changed for a drawing if needed?
  75. What purpose does the Drawing End Date serve?
  76. If Check In is required and the Begin Check In step was not started until just before the time of the drawing, what will be the result?
  77. OH NO!!! You accidentally hit the End Check In button, but it's not time yet!! What does the drawing conductor do now?
  78. When would you choose the option, Empty All Tickets from the Drum?
  79. How can the drawing conductor see how many people are currently checked in for a drawing?
  80. T or F: When configuring prizes for a drawing, the prizes configured for Promo Manager are available for selection.
  81. How many Prize Types are available for the person configuring a drawing?
  82. What are the Prize Types available for selection in EDraw Server?
  83. T or F: A Free Play prize type cannot be configured to expire in EDraw Server.

84. T or F: a prize cannot be awarded more than one winner in any drawing session.
85. T or F: the prizes attached to drawing session winners are awarded immediately after attaching them.
86. T or F: to conduct a review of a previous drawing session, the Everi Help Desk would query the DrawDrumDetail table?
87. T or F: There is no option available for a property to allow a player to choose toward which drawing their kiosk bonus entries should be awarded?
88. T or F: changes to the OK application now allow a player to choose how many of their tickets they would like to deposit for a drawing.